

STAR WARS
FORCE
AND DESTINY
BEGINNER GAME



LURE OF THE LOST
BONUS ADVENTURE



STAR WARS
ROLEPLAYING

CREDITS

LURE OF THE LOST WRITING AND DEVELOPMENT

Jordan Goldfarb with Daniel Lovat Clark and Chris Gerber

BASED ON

The **FORCE AND DESTINY** Roleplaying Game designed by Jay Little and developed by Sam Stewart

MANAGING RPG PRODUCER

Chris Gerber

EDITING AND PROOFREADING

Christine Crabb and David Johnson

GRAPHIC DESIGN

Chris Beck

GRAPHIC DESIGN MANAGER

Brian Schomburg

ART DIRECTION

Zoë Robinson

MANAGING ART DIRECTOR

Andy Christensen

COVER ART

Magali Villeneuve

INTERIOR ART

Cristi Balanescu, Mark Behm, Sara Betsy, Ekaterina Burmak, Anna Christenson, Laura Csajagi, Tony Foti, Zachary Graves, Jeff Lee Johnson, Aldo Katayanagi, Skott Kilander, David Nash, Mike Nash, Cynthia Shepard, Matt Zeilinger, and the Lucasfilm art archives

PRODUCTION MANAGEMENT

Megan Duehn and Simone Elliot

EXECUTIVE GAME DESIGNER

Corey Konieczka

EXECUTIVE PRODUCER

Michael Hurley

PUBLISHER

Christian T. Petersen

PLAYTESTERS

Curtis Hill, Tim Huckelbery, Mack Dalla Lana, Danny Schaefer, Andrew Schumacher, Tyler Soberanis

LUCASFILM

CREATIVE DIRECTOR

Michael Siglain

SENIOR EDITOR

Jennifer Heddle

LUCASFILM STORY GROUP

Leland Chee and Pablo Hidalgo



FANTASY
FLIGHT
GAMES

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

© & ™ Lucasfilm Ltd.

Fantasy Flight Games and the FFG Logo are registered trademarks of Fantasy Flight Publishing, Inc.

PERMISSION GRANTED TO PRINT OR PHOTOCOPY ALL PAGES OF THIS BOOK FOR PERSONAL USE ONLY

For more information about the *Star Wars: FORCE AND DESTINY* line, free downloads, answers to rule queries, or just to pass on greetings, visit us online at

www.FantasyFlightGames.com

starwars.com



LURE OF THE LOST

"If a thing is lost, it can be found. If a person is lost, he must find himself."

—Spintiri Proverb

THE STORY SO FAR

LURE OF THE LOST is an adventure for the *Star Wars: FORCE AND DESTINY BEGINNER GAME*. It is designed to follow the events of **MOUNTAIN TOP RESCUE**, the Beginner Game's included adventure.

During the events of **MOUNTAIN TOP RESCUE**, the Player Characters (PCs) rescued their mentor, Hethan Romund, and saved an ancient Jedi temple from Malefax, a dark side adept seeking its corruption. They may have managed to impress the Gatekeeper, an intelligence created by the Jedi to safeguard the temple's secrets, although it is also possible that they have yet to earn his full respect. Regardless of the

exact events of **MOUNTAIN TOP RESCUE**, the PCs have secured the temple from the forces of darkness, although much of it still remains locked to them. Now is the time for them to explore the temple and try to uncover its mysteries, while remaining alert for any further influence of the dark side.

If you are planning to act as Game Master, then read on to find out more. You should read through the entire adventure before beginning your first session. However, if you are planning to be a hero player in the adventure, please stop reading now in order to avoid spoiling any surprises.

GAME MASTER ONLY!

IF YOU ARE A HERO PLAYER, STOP READING HERE!

Only the GM should read the rest of this book prior to play. It contains secrets and surprises for the course of the adventure, and reading ahead can spoil the fun!

TAKING THE NEXT STEP

Now that the PCs have secured the temple, they can try to study its secrets and hopefully gain insight into the Force as they do so. However, the temple is heavily secured against unauthorized access. Malefax's intrusion was only possible because of special circumstances (see the sidebar **An Inside Job** for details). The PCs have no such assistance; they must rely on getting into the Gatekeeper's good graces if they hope to gain access to the temple's mysteries. Their actions during **MOUNTAINTOP RESCUE** may have earned them the Gatekeeper's favor, but in case they have not yet seriously impressed the intelligence, some additional opportunities are listed below. At the GM's discretion, the Gatekeeper may request that the PCs perform some of the tasks on this list before he reveals any further information to them, even if he is already impressed with their previous actions.

- Malefax disabled a number of sensors hooked into the temple's network. The Gatekeeper cannot project himself as easily or accurately without these sensors and needs the PCs to restore them. They are in various out-of-the-way locations in the valley, including atop Mount Tellec, deep in the southern forest, and on the walls of the gorge leading into the temple grounds. To reach the sensors, the PCs must make a series of **Athletics checks** ranging from **Easy** (◆) to **Hard** (◆◆◆) in difficulty, then repair the sensors with **Average** (◆◆) **Computers** or **Mechanics checks**.
- The spread of Malefax's dark side presence spooked much of the local wildlife, and now the ecosystem of the temple grounds is out of balance. The Gatekeeper wants the PCs to attract the former inhabitants of the grounds back to their homes so that the grounds can flourish again. This involves tracking down a variety of local creatures, from high-flying flitterbats to huge armored sloths, and calming them with care and food. Both tracking the creatures and enticing them back to the temple could require **Survival checks**. These checks should typically be of **Average** (◆◆) difficulty, but the

AN INSIDE JOB

Although Malefax was a formidable foe and a powerful adept of the dark side, the truth of the matter is that he was not actually the mastermind behind the events of **MOUNTAINTOP RESCUE**. He served the human fallen Jedi Rav Naaran, who is imprisoned in stasis within the temple's depths. Rav Naaran was able to project his spirit from his imprisoned body and guide Malefax past the temple's defenses, allowing him to bypass the Gatekeeper and a host of other security protocols besides. The Gatekeeper does not know anything about this, and is also unaware that Malefax was able to tamper with the temple's internal systems during his time inside. The final consequences of Malefax's actions are only felt in the third act of this adventure, which contains details on Rav Naaran and his plans.

GM should consider granting the PCs Boost dice (□) if they have good ideas or if they are able to apply other skills—such as Knowledge or Medicine—to the check.

- Even without the recent incursion, simple age and decay have worn away at the temple's structure and systems. The Gatekeeper is concerned about crumbling walls, burnt-out circuitry, and other wear and tear. The PCs can help deal with these problems by making **Average** (◆◆) **Mechanics checks**.

BEGINNING A NEW SESSION

In general, a roleplaying adventure is played by a group of people who meet several times, days or even weeks apart. Each time the group gathers to play the game for a few hours, this is called a "session." **MOUNTAINTOP RESCUE** probably took your group one or two sessions. **LURE OF THE LOST**, on the other hand, might take three or more sessions to complete.

You can think of sessions of a roleplaying game as episodes of an ongoing television show. At the beginning of each session, it can be helpful to recap what happened in the previous session, just as many television shows do. Sometimes a new session picks up the events of the adventure at the very moment the previous session left off (especially if it ended on a cliffhanger!) At other new sessions, hours, days, or even longer can be assumed to have passed in game time. Here are some steps you should take at the beginning of each session:

- Make sure everyone has had a chance to spend any experience points received at the end of the previous session.
- Allow everyone to recover all of their strain. (Even if only moments have passed in game time between the previous session and the new one, it's usually simplest for the game if everyone starts the session with no strain.)
- If a considerable amount of in-game time has passed, allow characters to recover wounds and make attempts to heal Critical Injuries.
- Recap the important points of the story, so that everyone remembers what is going on and what the group's goals are.
- If enough in-game time has passed, it can be fun and help support the narrative to ask each player what his or her character has been doing during the "downtime."
- Finally, generate a new Destiny pool by asking each player to roll a Force die (●).

SPINTIR GAZETTEER

Spintir is a wild planet, largely untamed even by the standards of the Outer Rim. It holds only one settlement of real note by galactic standards. The rest of the surface, where civilization has encroached at all, is dotted with small farms and hamlets. Over half of Spintir's landmass is unexplored from the ground, and stretches of dense forest obscure orbital scans. Some of Spintir's mountains contain unusual mineral concentrations that interfere with scans, although the deposits are not considered significant enough to attract investors for mining efforts.

In fact, Spintir's colonization is something of an anomaly, as there is little the planet offers that cannot be had more easily elsewhere in the galaxy. In truth, its seclusion is the very reason the planet was chosen for the original colony, which was an outpost the Jedi Order used as a meditation retreat. When the Jedi moved to construct their temple in the valley atop Mount Tellec, they left behind their original outpost to use as a starport, and a gradual stream of pilgrims transformed it into

the city of Reles. The city's origin has been long since lost to time, but for most of Spintir's rustic inhabitants, it doesn't matter why their ancestors arrived—it is enough that they have a home.

In addition to the strange turns of its history, Spintir has one other claim to notability. The biodiversity of the planet is curiously limited, with an overwhelming majority of the species being mammalian in nature. The rare exceptions are believed to be offworld transplants rather than native species, but there is no prevailing theory as to why the planet would produce overwhelmingly mammalian life. The University of Reles maintains an archive of genetic data from which its scholars hope to learn more about this strange phenomenon but, so far, it seems to be a simple quirk of fate.

RELES, THE CAPITAL CITY

Spintir's capital city, Reles, is also the planet's only city, other habitation being limited to small concentrations of a few hundred beings at most. However, the city's inhabitants pride themselves in making up for the lack of sophistication elsewhere on the planet. Money earned in logging the planet's forests or exporting local animal specimens to zoos and universities is almost invariably funneled into maintaining a lifestyle better suited to the Core Worlds than a minor Outer Rim outpost.

Those who can afford it dress in expensive imported materials, shunning native furs, and build up Reles with palatial dwellings and exquisite sculpture gardens. The most extravagant of these dwellings is the governor's palace, currently occupied by the planet's corrupt Imperial representative, Caria Haal. Citizens without the means to participate in offworld trade make do by attaching themselves to those who can, acting as laborers or servants in exchange for whatever pay they can get. In the days of the Republic, a patronage system helped curtail the gap between rich and poor, requiring the wealthiest citizens to sponsor talented or struggling individuals so that they could better their lives with a new career. The University of Reles was renowned for generous scholarships, and several prominent galactic academics came from humble beginnings not far from its doors. This system was centered around the trade of information and services in Reles's open-air bazaar district, where rich and poor mingled freely. However, since the rise of the Empire, the patronage system has been dismantled, and the divide between the economic classes has grown ever wider. The city's elite attend the bazaar with bodyguards or aboard closed landspeeders, while the less fortunate fearfully avoid them instead of hoping for aid. Mounting discontent has led the Empire to establish a small garrison in the heart of the city, as it fears Rebel influence could take root among the disenfranchised citizens.



FIELDS AND TOWNS

Outside of Reles, the lives of Spintir's inhabitants change dramatically. The rich sophisticates of the capital often sneer at the more rustic lifestyle of those in the smaller settlements, even as the labor performed there creates the city's fortune. The assorted loggers, hunters, and farmers are often dismissed as crude and unsophisticated, unable to understand technology or appreciate the finer things in life.

In truth, they simply lack the infrastructure that Reles has built up over centuries of habitation, and they know how to use what tools they can afford with an expertise that puts the capital's artisans to shame. Their limited resources mean that more advanced technology is hoarded like treasure, and less sophisticated alternatives like slughtrowers and draft animals are often substituted for blasters and landspeeders. Despite this scarcity, the small towns outside Reles are often better managed and more content than many districts within the capital, as there is simply not enough for any one individual or group to hoard resources. Necessity breeds a sense of common cause and camaraderie among those who have little else to spare. Nevertheless, the lives in the fields and towns beyond Reles are far from idyllic, and as the Empire's grip on trade and industry tightens, even the most distant hunting lodge has begun to feel the mounting pressure.

THE GREAT WILDS

Despite centuries of habitation, much of Spintir's surface is unexplored, and even the known regions are full of wild forests and rough hills that defy easy settlement. Logging near Reles has cleared some of the original forests, though the planet's laws limited the extent of such operations until fairly recently. Small towns, some quite ancient, expand the reach of civilization somewhat, dotting the countryside with their fields and hunting camps, but the stretches of land between them teem with thick vegetation and wild beasts. Some of the local fauna are known to be harmless, from quick-moving flutterbats and placid armored sloths to gas-filled floating herd beasts called "bloaters." However, predatory icewolves lurk in mountain caves, and the forests are home to packs of roaming Spintiri lynxes. Travelers between distant settlements on Spintir are typically limited to the brave, the foolish, and the well-armed—or some combination of the three.

LOST VALLEYS

Spintir's mountain ranges are dotted with small valleys and other secluded areas that are rumored to hide ancient secrets. Old ruins from early Republic settlements have been found across the planet's explored regions, and old campfire tales tell of even stranger discoveries in hidden caves or atop high plateaus. Stories of ancient complexes full of unheard-of technology have circulated for many years, although little there is little evidence to show for them. The curious sensor interference among many of the ranges makes such tales more plausible than they might be otherwise, as such technology might not be detectable from outside such a discovery. Of course, the PCs know that at least one of these stories has a grain of truth to it, as the temple discovered by Hethan Romund's research came from one such tale.

THE DAWN TEMPLE

The temple that the PCs have reached was once a place of significance to the ancient Jedi Order. While not as central as the temple on Coruscant or the crystal caves of Ilum, it occupied a role unique among Jedi holdings. The site on Spintir was never intended for use by the majority of the order, but was founded as a spiritual retreat for Jedi at risk of losing their way. The isolated planet was chosen so that faltering Jedi could find a tranquil environment in which to reconnect with the light side of the Force.

The temple itself came later, when the mounting pressures of keeping peace in a slowly ailing Republic brought more Jedi to the brink than the simple outpost could handle. A new, more secluded spot was chosen for the construction of a facility for meditative retreat and even rehabilitation for those already falling toward the dark side. It became known as the Dawn Temple, for what was seen as the inevitable return of the light side to those who were treated there. Although the Dawn Temple was never widely known, it became quietly renowned among the upper ranks of the order as a place of healing that could restore even the darkest spirit.

The Clone Wars put the temple to its ultimate test, as the horrors of war brought many Jedi to the brink of falling, and often beyond. In rare cases, true fallen Jedi emerged from the worst battles and turned on their former compatriots. These tormented souls had to be restrained in stasis fields while a carefully tailored rehabilitation program could be developed to return them to their old selves. Several fallen Jedi were redeemed at the Dawn Temple before its last caretaker was slain by Imperial troops while he was visiting Reles for supplies, the temple's isolated position having kept him alive past the initial Jedi purge at the end of the Clone Wars.

Now the temple has fallen into disrepair, and its original purpose is forgotten. But deep within the temple's catacombs, the last of the patients awaiting treatment remains. The fallen Jedi Rav Naaran is imprisoned in a stasis cell beneath the temple, calling out with his tainted spirit for a servant devoted enough to release him from captivity.

THE GATEKEEPERS

The Dawn Temple was never staffed heavily, relying instead upon created intelligences stored in marvelous devices known as holocrons. These intelligences were capable of projecting themselves to appear within the temple or valley and of monitoring events in that area. They were known as gatekeepers, and the being of that title in **MOUNTAINTOP RESCUE** is but one such intelligence serving the temple. Originally, three gatekeepers served the Dawn Temple, but disasters following the collapse of the Jedi Order resulted in the loss of the other two holocrons. As such, the sole remaining gatekeeper began to think of himself as "the Gatekeeper," despite his original designation as "the Curator."

Many of the events in **LURE OF THE LOST** revolve around the Curator and his lost compatriots, the Warden and the Jailor. Details on these figures are listed below, including the appearance of the holographic forms in which they manifest and the extent of their knowledge and abilities.

THE CURATOR

The Curator appears as described in **MOUNTAINTOP RESCUE**—an elderly Cerean male in simple robes, composed entirely of silvery-blue light. In close proximity, his face is obviously worn with time and care, but his eyes have a piercing, intelligent gaze that belies his affectation of doddering old age. He was created to manage the records and archives of the temple, and to oversee day-to-day management of supplies and logistics. Although he is still a powerful and knowledgeable figure, he is the least prominent of the gatekeepers that oversaw the ancient temple.

The Curator's knowledge of the temple is extensive, but his ability to access it is limited without the assistance of the other gatekeepers. When his holocron is the only one installed in the temple, the Curator can reveal little more than the need for the other artifacts. In truth, he does not have access to that information himself without networking through other installed gatekeepers. Once the Warden's holocron has been installed to unlock the basic security failsafes, the Curator gains access to more of his archives, and he remembers further details, such as the name and basic history of the temple. He cannot recall its purpose in detail, although he recalls that it holds a secret to protecting against the dark side of the Force. With assistance from the Jailor and the ensuing master access to the systems, the Curator knows the full history and purpose of the temple. The information to which he has access includes records on the original colonization of Spintir, as described on page 5. He can also call up any information within the secondary archives upon request, and he may have other information the GM deems appropriate.

THE WARDEN

The Warden appears as a female Zabrak formed of golden light, with a topknot of hair protruding out from her crown of horns. She wears armored robes and has a lightsaber at her belt, although her insubstantial form means that both the armor and the weapon are purely symbols of her role. She was made to oversee the defense of the Dawn Temple against any threats from outside, or even from within.

The Warden is more concerned with maintaining the security of the Dawn Temple and its inhabitants than with the deeper mysteries of the Force. She is grounded and practical, but still knowledgeable about the Force where her duties are concerned. The Warden knows the secrets of lightsaber construction, maintains training routines for a number of combat forms, and can grant access to the outer defenses of the temple to appropriate personnel. Beyond that, she knows little more than the basic precepts of the Jedi Code and her own purpose. Despite her lack of specialized knowledge, the Warden has perhaps the strongest personality of any of the gatekeepers, and she reacts with the full fervor of an honor-bound warrior when her charges are threatened.

THE JAILOR

The Jailor, despite his intimidating name, is the most approachable of the gatekeepers in both appearance and demeanor. He takes the form of a short, elderly Miraluka male composed of pure, white light, the signs of a long and satisfying life etched into his gently smiling face. A simple blindfold covers the empty eye sockets of his near-human Miraluka form, but he never shows signs of being unaware of his surroundings. The Jailor is the master intelligence of the Dawn Temple and the most "senior" of the gatekeepers. He was created to oversee the care and treatment of Jedi who have lost their connection to the light side of the Force, and to guide them to back to the serenity they need.

As the primary overseer of the Dawn Temple, the Jailor has full control over the temple's systems—at least, when he hasn't been locked out by tampering—and can override any of his peers' commands. His databases contain full copies of both the main and secondary archives, which are updated with new entries as long as his holocron remains installed within the temple. He was programmed with the authority to judge supplicants at the temple as being "worthy" or "unworthy" and can grant or deny access to areas and systems appropriately. Despite his power and knowledge—or perhaps because of them—the Jailor is mild and gentle in personality, focused primarily on the redemptive and rehabilitative aspects of his work. He does not extend unwarranted or foolish trust, but he does offer mercy and counsel to any who seek them, regardless of past transgressions. When someone seeks the Jailor's aid, they must prove that they are planning to use it responsibly going forward rather than seeking a "quick fix" for their past transgressions.



FAMILIAR GROUND

Some of the areas in and around the Dawn Temple have already been detailed in the **FORCE AND DESTINY BEGINNER GAME Adventure Book**, on page 28. If the GM wishes to use these locations and fit them into the broader framework of **LURE OF THE LOST**, more details on the sites are provided below, including their placement relative to the new locations found in this adventure.

The Village: A more detailed write-up of the village location is found on page 13 in the **Frostwall Village** section. The village is located in the lower reaches of the valley, to the southeast of Mount Tellec and the Dawn Temple.

The Wolf Den: The wolf den is nestled within the walls of the mountains surrounding the Dawn Temple. The icewolves there are outcasts from the pack that lairs within the Caves of Light and Shadow.

Hunter's Camp: When the hunters in **MOUNTAINTOP RESCUE** approached the Dawn Temple and lost their minds to Malefax's corruption, they set up their new camp on the shores of the lake. The camp is not occupied now, although once summer arrives, hunters from the village will likely put it to use.

The Ruins: The ruins connect to a system of catacombs, their tunnels winding around the lower vaults of the temple's own subterranean levels. However, the duracrete walls of the temple vaults mean that tunneling in would be impossible without heavy equipment.

Mount Tellec: Mount Tellec is enormous, and the entirety of the temple's grounds are located on a plateau emerging from its slopes. The high peak of Mount Tellec looms north of the temple, opposite the approach from Frostwall Village.

The Lake: An icy cold waterfall emerging from Mount Tellec feeds the lake, which swells to the south of Frostwall Village.

The Forest: The livelihood of the rugged mountain folk of Frostwall Village depends on game from the dense forest that surrounds their settlement, stretching throughout the lower areas of the valley.

The Rockfall: Once, the southern side of the valley was devoted to a beautiful statue garden, but years of harsh weather have reduced it to a shadow of its former self. Observant pilgrims may notice that the few surviving statues are similar to the statues that survive on the temple grounds.

THE GROUNDS

Stretching across the rough slopes of Mount Tellec, the temple grounds are dotted with small groves and shallow caves. Even though these areas, some quite distant, were considered part of the Dawn Temple's domains in the time of the Jedi Order, the bulk of the caretakers' attention was focused

on the walled terrace immediately surrounding the temple. A now-decrepit statue garden, a handful of dead trees, and the remnants of once-clear paths are all that remain of the formerly beautiful surroundings that assisted many Jedi in retaining or restoring their tranquility.

THE GREAT HALL

The center of the Dawn Temple's ground level is taken up by a massive assembly hall, once used for important ceremonies and gatherings by the Jedi attending the facility, and more recently the site of the PCs' battle against Malefax. A small antechamber separates the Great Hall from the main doors of the temple, leading out to a circular plaza dominated by a massive fountain and pool. The fountain's waters still run pure despite the years of neglected maintenance; they are perhaps the only remaining untarnished sign of the grandeur the temple once held.

Past the fountain, staircases ascend to a pillared chamber with a prominent dais and podium facing the entrance. Much of the chamber has collapsed, due to the erosion of time or the excavations of Malefax's servants. Rubble serves to further obscure security doors that lead to the sublevels of the temple, aiding the already impressive measures put in place to hide the temple's secrets.

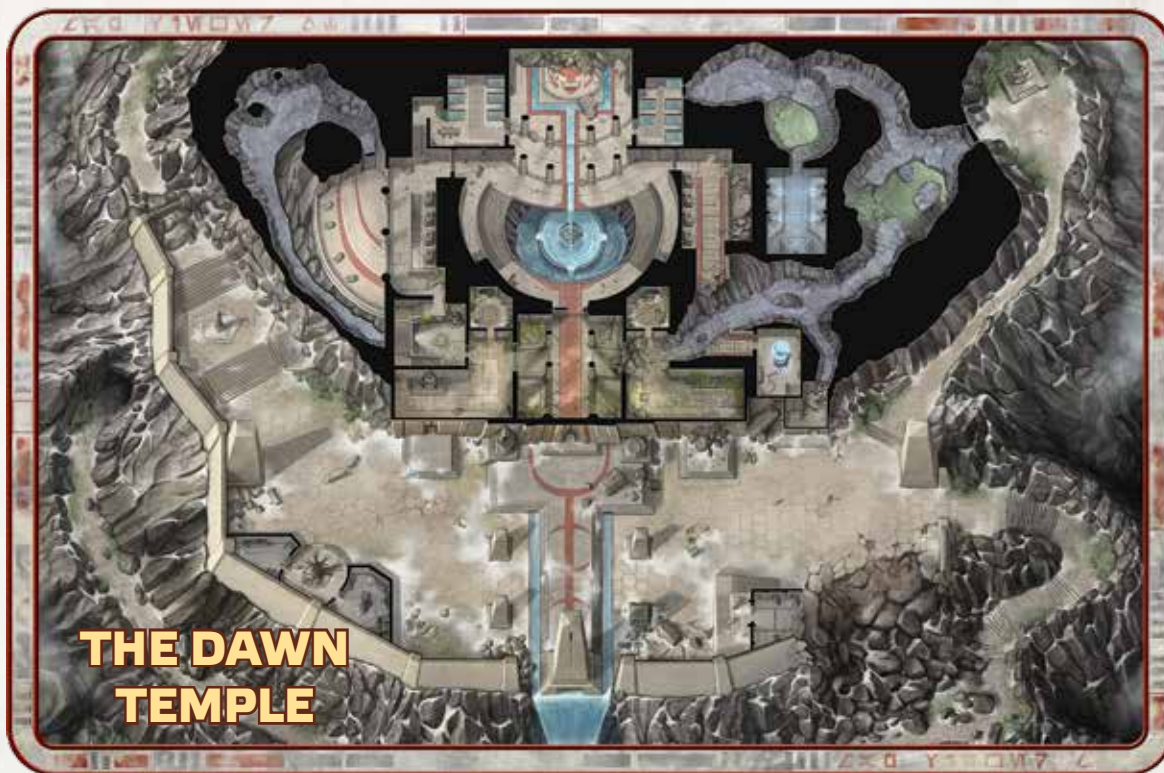
CENTRAL CHAMBERS AND QUARTERS

Surrounding the Great Hall are a number of smaller chambers and hallways housing everything from memorials to past caretakers, indoor gardens, and a balcony overlooking the grounds. In the past, recovering Jedi spent time relaxing and meditating in these areas; even after years of decay, they retain some of their tranquil atmosphere. The view from the balcony is especially impressive, covering not only the western half of the grounds, but also the slopes of Mount Tellec and much of the valley beyond. Characters can meditate here for one hour with an **Easy (◆) Discipline check** to recover all strain.

A stairway in one of the western hallways leads down to a small living area where the temple's staff once dwelled. Although below the ground level, it is still above the sublevels proper, and it has no access to the lower reaches of the temple. The quarters comprise a dozen cloistered cells, each with a simple bed, a work desk, and a closet. Shared facilities such as a kitchen, a refresher, and storerooms for supplies surround the cells and allow for comfortable, if frugal, living, provided some basic maintenance and restocking is performed.

SECONDARY ARCHIVES

The secondary archives behind the Great Hall house an assortment of ancient carvings and data-records that contain Jedi teachings. Unfortunately, the environmental controls in this room malfunctioned during the years of neglect, damaging or ruining many of these records. A few texts containing basics of Jedi philosophy and the Jedi Code survive, as do a handful of miscellaneous records. Even taking what has been lost into account, the records seem surprisingly sparse compared to what the PCs might expect, as the Dawn Temple was never intended for any but the highest echelons of the Jedi Order and the patients it treated.



THE HOLOCRON CHAMBER

The three gatekeepers who managed the Dawn Temple's systems did so from a secret chamber in which their holocrons were hooked up to an intricate interface. The chamber was hidden in natural tunnels once accessible only through a secret door in the secondary archives, but a collapsed wall near the entrance to the temple also allows access to the tunnel system. With only the Curator in place, the holocron chamber is completely unguarded, and it was only luck—or the will of the Force—that kept Malefax too occupied to locate it. With additional holocrons in place, the chamber would be protected by a number of hidden security measures, including all those detailed under **The Temple Defenses**, on page 10, and any others the GM finds appropriate. These measures cannot be maintained constantly but can be activated in response to any intrusion of which the gatekeepers become aware. If the PCs succeed in restoring the holocrons, these measures should be sufficient to prevent them from being removed again.

EXTERNAL SECURITY CENTER

The lower levels of the temple remain barred to the PCs until they have restored the Warden's holocron to its proper place. Once the concealed security doors at the back of the Great Hall open, the PCs can enter the first sublevel through the external security center. The systems within the center have been sabo-

taged by Malefax's tampering from first-level access ports, but some remain functional. Security cameras on the ground floor and the first sublevel are accessible from this room and are remotely accessible through the Warden. If this security center were to be repaired, a number of additional defenses would become available, including defense turrets, security fields, and energy traps. Repairing the damage requires at least one full day of work and a **Hard (◆◆◆) Computers or Mechanics check**. Each uncanceled Success ✨ restores one type of defense system. Details on the defense systems and their effects are found in **The Temple Defenses**, on page 10.

INTERNAL SECURITY CENTER

Access to the second sublevel of the temple is restricted unless all three holocrons are installed. Sturdy, reinforced doors with advanced locking mechanisms block access to anyone not approved by the Jailor for entry. However, Malefax's sabotage means that the doors are set to bypass the Jailor's permissions, readying them to open as soon as the relevant systems are reactivated by the installation of the last holocron.

Beyond these secure doors, a second security center guards access to the temple's inner sanctuaries. Systems similar to those of the external center are found here, including controls for cameras and defensive emplacements. Details on these security systems can be found in **The Temple Defenses**, on page 10.

MAIN ARCHIVES

The temple's main archives, located just past the internal security center, have reinforced and securely locked doors on both sides. Under normal circumstances, only someone with the Jailor's authorization can enter from either direction. Inside the archives are the computer terminals that allow access to the temple's records. These provide information including the mundane details of the temple's supplies and logistics as well as the histories of its former patients and the circumstances of their stay. The PCs are unlikely to gain access to this information before confronting Rav Naaran, but the databanks contain a wealth of information on the fallen Jedi.

THE VAULTS

The temple's lowest reaches were intended for the housing and rehabilitation of Jedi who had begun to fall to the dark side, as well as for the containment of those who had fully succumbed. In some cases, civilians whose minds had been enthralled by the power of a fallen Jedi were also treated here; a number of Rav Naaran's minions were committed alongside him. A series of tranquil and secluded lounges, therapy rooms, and dormitory quarters make up a substantial subterranean wing. Beyond these areas, a series of stasis chambers once contained the most volatile patients as inmates within a field of frozen time. Several of the stasis chambers are still occupied, in fact: during the first two acts of this adventure, they house Rav Naaran and a number of his maddened thralls. In a retributive frenzy, these inmates destroy the technology that has imprisoned them soon after they are released.

THE TEMPLE DEFENSES

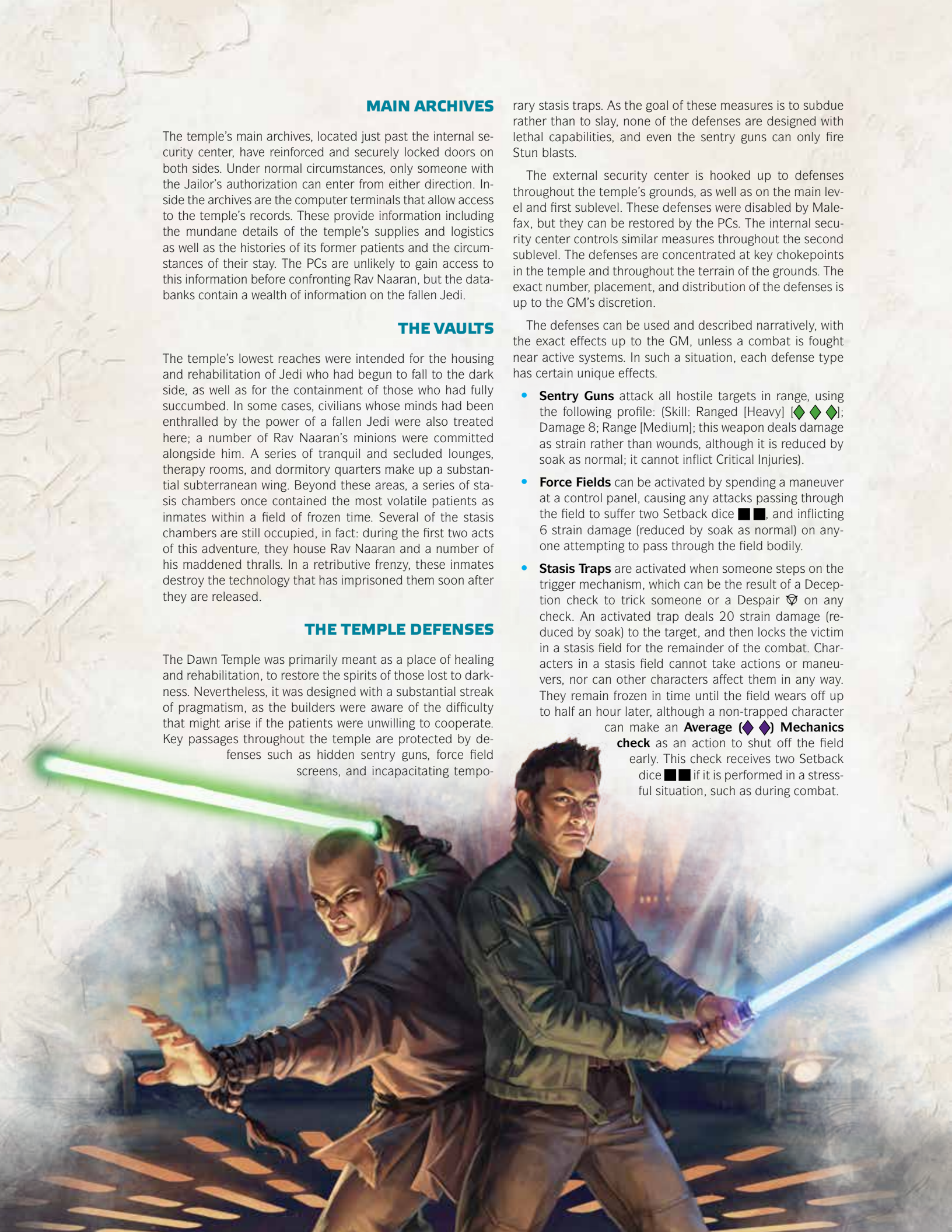
The Dawn Temple was primarily meant as a place of healing and rehabilitation, to restore the spirits of those lost to darkness. Nevertheless, it was designed with a substantial streak of pragmatism, as the builders were aware of the difficulty that might arise if the patients were unwilling to cooperate. Key passages throughout the temple are protected by defenses such as hidden sentry guns, force field screens, and incapacitating tempo-

rary stasis traps. As the goal of these measures is to subdue rather than to slay, none of the defenses are designed with lethal capabilities, and even the sentry guns can only fire Stun blasts.

The external security center is hooked up to defenses throughout the temple's grounds, as well as on the main level and first sublevel. These defenses were disabled by Malefax, but they can be restored by the PCs. The internal security center controls similar measures throughout the second sublevel. The defenses are concentrated at key chokepoints in the temple and throughout the terrain of the grounds. The exact number, placement, and distribution of the defenses is up to the GM's discretion.

The defenses can be used and described narratively, with the exact effects up to the GM, unless a combat is fought near active systems. In such a situation, each defense type has certain unique effects.

- **Sentry Guns** attack all hostile targets in range, using the following profile: (Skill: Ranged [Heavy] **◆◆◆**; Damage 8; Range [Medium]; this weapon deals damage as strain rather than wounds, although it is reduced by soak as normal; it cannot inflict Critical Injuries).
- **Force Fields** can be activated by spending a maneuver at a control panel, causing any attacks passing through the field to suffer two Setback dice **■**, and inflicting 6 strain damage (reduced by soak as normal) on anyone attempting to pass through the field bodily.
- **Stasis Traps** are activated when someone steps on the trigger mechanism, which can be the result of a Deception check to trick someone or a Despair **☹** on any check. An activated trap deals 20 strain damage (reduced by soak) to the target, and then locks the victim in a stasis field for the remainder of the combat. Characters in a stasis field cannot take actions or maneuvers, nor can other characters affect them in any way. They remain frozen in time until the field wears off up to half an hour later, although a non-trapped character can make an **Average** **◆◆** **Mechanics** check as an action to shut off the field early. This check receives two Setback dice **■** if it is performed in a stressful situation, such as during combat.



MORALITY, EMOTION, AND THE FORCE

The PCs are tied to the Force through their spiritual wellbeing. As they act virtuously or selfishly, they reinforce their attunement to the light or dark side of the Force; their actions supporting their most prominent emotional strengths and weaknesses can also influence this connection. In this adventure, certain actions are flagged as ones that cause or remove **Conflict points**. PCs who undertake such actions move themselves closer to or further away from the dark side. Some of the flagged actions may also be tied to the unique emotional strengths or weaknesses of a particular PC (see the table below) and may cause or remove Conflict points because of that PC's specific nature.

In addition, the GM can assign a PC 1 Conflict or more for actions of extreme selfishness or aggression, using the examples throughout this adventure as guidelines. When GMs choose to do so, they should always warn players that their actions risk accruing Conflict should they commit to such a course. Finally, tapping into the dark side (see **Using the Force** in the **FORCE AND DESTINY BEGINNER GAME** Rulebook, page 38) to fuel Force powers causes a PC to gain 1 Conflict.

Each PC begins with zero Conflict, and that figure may increase or decrease over the course of the adventure. If a PC has at least 5 Conflict, that PC's strain threshold is reduced by two until Conflict drops to 4 or less. However, if a PC has a negative Conflict value due to removing more Conflict than has been gained, that PC's strain threshold is increased by two until Conflict returns to a value of zero or higher.

| Character | Emotional Strength | Emotional Weakness |
|----------------|---|--|
| Kaveri Ra | Enthusiasm: Kaveri Ra is always looking to the horizon, trying to spot the next big challenge. She never lacks for a can-do attitude or the willingness to get started. At her best, Kaveri Ra is a boundless fount of energy and determination. | Recklessness: Looking ahead can lead Kaveri to lose sight of where she is right now, and chasing down new challenges means she might lose track of the one she is pursuing currently. At her worst, Kaveri Ra just can't stay focused on any one thing. |
| Dao Jodh | Discipline: Dao Jodh is never rash or thoughtless in his actions. When making important decisions, he strives to examine each option carefully and objectively in order to make the right choice, not only for himself, but for the galaxy. At his best, Dao Jodh is full of wisdom and consideration. | Obstinateness: Careful introspection usually leads Dao Jodh to the right answer, but this means he has built up a habit of being correct. He tries to consider all evidence carefully, but if the evidence suggests he has made a mistake, then he is as likely to see a flaw in the evidence as to adjust his course. At his worst, Dao Jodh is stubborn and willful. |
| Sarenda | Compassion: Sarenda always has time to help those in need, and she rarely considers anything she owns so important that she would not give it to someone who needs it more. What's more, Sarenda's sense of compassion doesn't stop at charity and empathy—she is a tireless crusader who seeks to fight injustice and halt the problems afflicting the galaxy at their source. At her best, Sarenda is a selfless champion for the downtrodden. | Cruelty: Sarenda doesn't just want to help the helpless, but to stop those who would prey on them. Sometimes she can do this with persuasive words or a tough stance, but at other times, she finds that only violence can dissuade someone. At times like these, it can be hard for Sarenda not to feel a sense of satisfaction in letting loose on a deserving target, even if her foe is no match for her. At her worst, Sarenda ends up becoming just another predator, albeit one with a particular choice in targets. |
| Tarast Voon | Curiosity: Tarast Voon has an insatiable hunger for knowledge. He wants to learn all he can, from Jedi mysteries to the local gossip to the lives and doings of those around him. He doesn't seek this knowledge for the power it brings, but for the joy of learning. Once he learns a new fact or lesson, he happily shares it with anyone who wants to know. At his best, Tarast Voon is full of insight on a wide range of topics. | Obsession: Sometimes Tarast Voon's desire to learn can get him into trouble. When he sees an opportunity to find out some new fact, he rarely lets it go—even if it means exposing himself and his friends to potential danger. When he encounters a puzzle he can't solve, he can't just let it be, but devotes a huge portion of his time to figuring it out. At his worst, Tarast Voon just doesn't know when to let go. |
| Pon Edestus | Bravery: Pon Edestus is unconcerned with the odds against him, so long as the cause for which he fights is worth his time. Nothing daunts or fazes him, and his confidence is boundless. At his best, Pon Edestus is willing to do anything that needs to be done, no matter how challenging or dangerous. | Anger: Brash as he is, Pon Edestus sometimes lets himself cut loose on things that don't warrant it. His enthusiasm can quickly take a darker tone when he is in battle, especially if he sees his friends or other good people get hurt. Even outside of combat, he gets frustrated by the need to wait, sit still, or hide and is always looking for an excuse for action. At his worst, Pon Edestus tends to pick fights or get into trouble without considering the consequences. |
| Belandi Feearr | Mercy: Belandi Feearr is invested in the well-being of everyone around her. Her connection to the Force has led her to a greater connection to other people, and she always tries to act to bring about the greatest possible good—even for those who might consider themselves her enemies. At her best, Belandi Feearr is a staunch advocate for harmony and peace. | Apathy: While universal peace is a noble goal, there are always those who refuse to cooperate with it. Belandi Feearr tries to see the best in people, but some people don't have much best to see, and try to use her kindness against her. Even when confronted with the worst in sapient life, Belandi is hesitant to harm another—even if it would ultimately protect more people than it hurt. At her worst, Belandi can be unwilling to confront evil, even if no other option seems available. |

ACT 1: THE CURATOR AND THE WARDEN

In Act 1, the Gatekeeper reveals the first of the temple's secrets: that he is not the sole guardian of the temple, but one of a triumvirate of intelligences charged with maintaining it. The presence of all three of these gatekeepers is required to fully access the inner temple. However, the other holocrons have been removed from the temple, and they need to be retrieved in order to restore their functions. The first gatekeeper (more properly called the Curator as an individual entity) sends them to recover the first of the lost holocrons from somewhere in the valley. The PCs must track the lost artifact to a vergence in the Force contained within nearby caves, and then they must rescue the holocron and its gatekeeper from the corrupted creatures within.

THE CURATOR'S REQUEST

Once the PCs have earned the respect and trust of the Gatekeeper, he calls them to the temple's Great Hall to discuss some matters of import. When they gather, the intelligence projects himself to appear before them and shares an important secret—and a request for help. Read or paraphrase the following text aloud:

The holographic form of the Gatekeeper appears before you, a grave expression upon his face. When he observes that you are all present, his countenance lightens somewhat, but remains serious. "My young friends, I have been consulting with your mentor, and she has done much to convince me of your worthiness. It appears that in these dark times, you may be the temple's best hope. However, I am in truth no more capable than Romund or yourselves of revealing the temple's secrets. I am currently the temple's sole gatekeeper, but once I was one of three, the Curator who recorded what my fellows wrought and oversaw. The holocrons that house them were lost even before Malefax arrived, however—and without their aid, I am much diminished. You must retrieve the other holocrons in order to restore the temple. Fortunately, I sense that one of them remains nearby. If you can retrieve this first holocron, I may be able to locate the other and restore the temple to its full functionality."

At this point, the PCs may have questions for the intelligence, as they may need additional guidance or clarification regarding their task. Answers to the most likely questions are listed below. Read or paraphrase the following responses aloud where appropriate.

WHERE SHOULD WE START LOOKING FOR THE FIRST HOLOCRON?

"It was carried off by local beasts, although I do not think they were acting on their natural instincts. More likely, they were deranged by a dark side presence. There is a vergence in the Force somewhere in this valley, although I cannot currently access the records detailing its location. Find the vergence, and you are likely to find the lair to which the beasts have taken the holocron. You might consider inquiring with the local villagers. They know nothing of the Force or the holocron, but they are experts on the local wildlife and terrain. I do not know if they would trust anyone coming from the temple, but it may be worth investigation."

WHY DO WE HAVE TO GO AFTER THE NEARBY HOLOCRON FIRST?

"Without the assistance of another gatekeeper, I cannot determine the location of the final holocron. My link to it is too tenuous at such a great distance, and I do not know where the scavengers who stole it might have gone."

HOW WERE THE OTHER HOLOCRONS LOST?

"We gatekeepers have limited direct influence over the temple. The others had the greater share of what power we had, but they were unable to remain active at all times. During an energy-saving cycle some years ago, wild beasts damaged the housing of a holocron and carried it off. The defenses of the temple went inert without the holocron, and scavengers were able to steal into the temple and make off with the other not long before Malefax's arrival."

WHO ARE THE GATEKEEPERS WITHIN THE OTHER HOLOCRONS?

"That information can only be yielded once they have been restored to their proper place. Many of my functions are locked away without them, including my memories of their identities."

WHAT USE ARE YOU RIGHT NOW?

"In perfect frankness, I am of little use to you in my current state. If you wish to gain the secrets of this temple, I strongly suggest you find the other holocrons. Once I am networked with the other gatekeepers, my full capabilities can be restored."

SHOULD WE CALL YOU THE GATEKEEPER OR THE CURATOR?

"I am a gatekeeper, and one of three in that role, but I am the Curator, and the sole being to serve as such. It would therefore be more appropriate to refer to me by my latter title."

Once the PCs know what they must do, they can begin the search for the beasts' lair. As the Curator notes, the lair is located within a vergence in the Force—a rare phenomenon in which the Force's energies are centered around a specific person, place, or object. In this case, the vergence is a series of caves where the light and dark sides of the Force are in constant flux. These caves are detailed in **The Caves of Light and Shadow**, on page 15. At the moment, the PCs have only a few leads to go on: the presence of corrupted beasts, a vergence in the Force, and the rough time of the holocron's loss. They can begin combing the wilds for signs of the beasts in question, or they can travel to the village in the lower valley to ask questions of the locals. Both approaches can yield results, and the PCs should feel free to act according to their preferences and strengths. If the PCs ask the Curator which path they should pursue, he suggests that the villagers might know more than he does, but he does not give a definitive opinion one way or the other.

FROSTWALL VILLAGE

If the PCs choose to travel to the village to seek information that could lead them to the holocron, now or at any other time during the first act of the adventure, they find the village in disarray, the locals reeling from the effects of the dark side corruption that spread from the temple during Malefax's stay. Several groups of hunters set off into the wilderness and have not returned. Those who remained in the village have found their tempers constantly flaring, and old grudges long buried have resurfaced. With Malefax defeated, the villagers are coming to terms with what has happened, but they are inherently suspicious of any new arrivals at this troubled time.

THE VILLAGE AND ITS PEOPLE

Frostwall Village is so-called because the weather in the valley rarely warms enough to melt the ice coating the stony walls surrounding the small hamlet. It is a tiny settlement by most standards, containing fewer than three hundred beings—not all of whom are permanent residents. Many of the villagers spend as much of their time hunting in the woods or traveling to other villages for trade as they do at home, so the village rarely houses much more than half of its population on any given day.

The local villagers are tough, sturdy folk. They live in harsh conditions and must supplement their limited supply of technology with gathered materials. Their clothes are made from homespun linen or animal furs more often than modern fibers, and they carry rough but functional weaponry when going beyond the walls of the town. Despite their simple lifestyle, they are not simpletons or fools. They have developed a superstitious fear of the caves and the temple, but even this is based off of many years of bad experiences with both places.



INTRODUCTIONS AND INQUIRIES

When the PCs arrive at the village, they approach the frozen stone walls to find their way is barred by a small group of surly denizens loitering in the entrance. The villagers are waiting to see if any of the hunters who departed earlier are returning, and they are surprised and alarmed to see total strangers approaching from the direction of the temple. Frostwall Village does not have actual gates, but the presence of the villagers is more than enough to secure the gap in the walls through which the PCs must pass.

As the PCs approach, the bravest of the villagers hails them and begins a barrage of questions about their business, following with vague accusations if the PCs cannot answer them to his satisfaction. The PCs can convince the villager or his fellows that they mean no harm through good roleplaying or an **Average (◆◆) Charm check**. If they get the villager to back down, they are admitted into the village and can ask some questions of their own, should they desire. The answers to a number of likely questions are listed below. Read or paraphrase the following responses aloud, as appropriate.

WHY ARE YOU SO SUSPICIOUS? WE HAVEN'T DONE ANYTHING TO YOU.

"I'm sorry for the rough welcome. Everyone is a little on edge right now, and we were hoping to see some of our friends returning instead of total strangers arriving. After how strange things have been lately, we don't have a lot of room for trust just now."

WHAT'S HAPPENED IN THE VILLAGE TO CAUSE SO MUCH TROUBLE?

"It's hard to explain. People have just been getting angry, without any real reason. Tempers have been flaring every which way, and people who really ought to know better have been picking fights. It seems to have stopped, whatever it was, but we're still trying to figure out what happened. It's not normal for the village to have this sort of thing happen—if you can't keep your cool out here in the wilds, you don't last long. You may think we're crazy, but there it is."

WE RAN INTO SOME HUNTERS WHO TRIED TO KILL US. WERE THEY FROM THE VILLAGE?

"Some of the hunters from the village did head out into the wilds recently, and almost none of them have returned. I wouldn't have believed they would attack you, but given how strange things have been in the village, they might have been affected too. I can't blame you for defending yourself if they went crazy, but it sure doesn't make me any happier about what's happened lately."

SARENDA: COMPASSION AND CONFLICT

The plight of the villagers who have been afflicted by the dark side influence could react strongly with Sarenda's emotional strength of Compassion. Some of the villagers have fallen prey to illness or injury during their troubles. If Sarenda donates her stimpacks to the villagers, she reduces her Conflict value by one, as described on page 11. She reduces her Conflict value even if she has already used one of the stimpacks, as long as she does not hold back medical supplies for her own use.

If the PCs can make the situation in the village more welcoming to their presence, they can try to find information on the lost holocron. Asking about it directly brings up only blank stares, as the villagers don't know anything about Jedi artifacts. However, if the PCs ask about animals behaving unusually or strange local sites, they may have better luck. An **Easy (◆) Streetwise check** reveals the following information:

"It sounds like you're talking about the old caves up north. They're a bad place to go, to be frank. The nastiest, most ill-tempered pack of icewolves you'll ever see hides out in them, and that's not the worst of it. There's stranger things than animals there, if you believe what people say. Not a soul in the village hasn't heard a ghost story about the caves, and some folks standing within our walls today have lived through one. Folks see visions of terrible things there, or get lured into dead-falls or icewolf ambushes by illusions. Some say it's gotten even worse over the last couple years, as well. Still, if you're determined to go and explore them, I can tell you how to get there."

After sharing his story, the villager gives the PCs detailed directions to the caves. The route he details is safe and quick, enough to find the caves without incident.

If the PCs fail the check, they might receive some fragments of the above information before their source decides against sharing any more, or they could find another villager butting into their conversation to cut the speaker off. They learn a little, but should miss out on the exact location of the caves. If the check generates Advantage (☺), the PCs could learn additional information that grants them Boost dice (■) when dealing with the caves. If it generates any Threat (☹) results, the villagers might turn surly and grow wary of dealing with the PCs, adding Setback dice (■) to future interactions.

In addition to information, the PCs can get other things from the villagers if they are willing to trade for them. The locals do not have much in the way of spare supplies, but they are happy to trade what they have if the PCs make them a good offer. Items worth 200 credits or less may be available for purchase from the villagers, at the GM's discretion. In general, items of advanced technology should not be on hand, even if under that price, while simpler goods are very likely to be attainable.

FROSTWALL VILLAGER [MINION]



Skills (group only): Ranged (Heavy) (varies: for a group of three, for a group of two, for a single villager), Survival (varies: as Ranged [Heavy]), Vigilance (for a group of three, for a group of two, for a single villager).

Other commonly used skills: Athletics 0 (), Brawl 0 (), Knowledge 0 ().

Equipment: Frostwall slugthrower rifle (Ranged [Heavy]; Damage 7; Range [Medium]; Critical 4), fists (Brawl; Damage 3; Range [Engaged]; Critical 5; Disorient 1, Knockdown), outdoor gear, heavy clothing (+1 soak, already included above).

THE FROZEN WILDS

The caves the PCs seek are within the wilds of the valley, nestled in the northern wall of the mountains surrounding it. If they managed to get directions from the villagers, they can navigate a safe route to the caves without trouble. However, if the PCs did not visit Frostwall Village, or did not receive the location of the caves from the villagers, they need to employ their own tracking skills and wilderness knowledge to the task of finding where the holocron was taken.

The valley wilderness is heavily dominated by dense forest, in which the deep shade and cold climate can keep winter snowfall on the ground well past the normal thaw. Many beasts lurk in the wooded regions of the valley, but the area near the caves is dominated by a pack of icewolves that have been maddened by the dark side influence within the caves. These predators have been driven to unnaturally cruel hunting behaviors, and their derangement gives them an unusual level of strength and resilience as they ignore the limits of their bodies for as long as they have something to fight. Given the deadliness of the pack, the forest near the caves is nearly entirely deserted by other animal life. By the time the PCs arrive, most creatures large enough to draw the attention of the icewolves have fled or been killed.

Due to the unnatural stillness of the forest around the caves, it is not hard for the PCs to guess where the beasts they seek might be lairing. Tracking the forest's problems to their source requires an **Average** () **Survival check**, with success taking the group to the entrance of the caves before the icewolves become aware of their intrusion. Failing the check means the PCs are attacked by a minion group of three corrupted icewolves while they try to find the caves. Rolling two or more Threat results indicates the PCs run afoul of a deep snowdrift or other hazard of the cold, and they suffer 3 strain struggling past it. If the PCs defeat the icewolves, they are able to follow their tracks back to the caves. If the icewolves manage to defeat the PCs, then the predators drag their unconscious bodies back to the caves and bury them in ice, perhaps as a meal for later.

CORRUPTED ICEWOLF [MINION]



Skills (group only): Athletics (varies: for a group of three, for a group of two, for a single corrupted icewolf), Brawl (varies: as Athletics), Vigilance (varies: for a group of three, for a group of two, for a single corrupted icewolf).

Other commonly used skills: Cool 0 (), Stealth 0 (.

Equipment: Teeth and claws (Brawl; Damage 6; Range [Engaged]; Critical 3; Pierce 1 [reduce target's soak by 1]).

THE CAVES OF LIGHT AND SHADOW

The caves where the icewolves lair are strong in the Force. They are the site of great turmoil between the light side and the dark, caused by some long-ago disturbance since lost to history. When the temple was inhabited, the two sides flowed in equal measure throughout the cave, and those Jedi strong enough to resist the presence of the dark side studied their interaction to gain insight into the overall balance of the Force. For this unique phenomenon, they were called the Caves of Light and Shadow, and became a wonder of Spintir that the masters of the order valued nearly as much as the Dawn Temple itself. Since the fall of the order, the dark side has slowly waxed in power; at some point, certain events became a catalyst that drove the caves into a state of corruption. The power of the dark side in the caves is strong enough to completely block access to the Curator's awareness and projection, and it utterly dominates the icewolves who dwell within its shadow. However, remnants of the old light side power still linger in the depths, waiting to be drawn back out by worthy champions.

When the PCs arrive at the caves, they find a forbidding sight awaiting them. Read or paraphrase the following text aloud:

The caves ahead of you are the likely location of the holocron you seek, but upon your arrival at the entrance, you cannot help but pause and reconsider your eagerness. The darkness beyond the mouth of the cave seems to be more than the absence of light. It weighs against your vision with a discomfiting pressure, as if offended that someone would dare try to see through its pall. Beyond the initial gloom, you sense a great hunger, lying in wait for unwary prey.

But beyond that, you sense a spark of light, some remnant of hope and life that steels you against the malevolent presence. Your quarry lies ahead—you're sure of it now.

Proceeding into the caves, the PCs find that the darkness in the cave mouth soon yields to illumination from crystals in the wall, although the light is faint and casts disturbing shadows. With this light, the PCs are able to find safe footing and continue their search, although each PC must pass an **Easy (◆) Discipline check** to master fear. Each PC who fails adds 1 to his or her Conflict value.

ECHOES OF CRUELTY

The presence of Force users in the cave awakens the vergence to a level of activity not seen for many years. The battle between light and dark, which had all but faded with the overwhelming presence of dark side powers in the cave, is reignited by the arrival of the PCs. As they proceed through the caverns, the light side presence within begins to reach out to them with visions and apparitions, attempting to educate them on what they must do. However, these visions are twisted and filtered through the dark side energies, making them difficult to properly discern. As the PCs continue through the caves, they should each make an **Average (◆◆) Discipline check** to notice the visions. Failure means that they are unable to connect with the light side presence, while Threat (⚡) results indicate they receive horrific visions from the dark side, inflicting 1 strain for each such result. However, if the PCs succeed, they begin to notice other strange scenes reflected in the crystals lining the cave walls. Characters who generate Advantage (♣) results hear echoing voices and sounds as the crystals sing. This grants a Boost die (■) to any further checks to unravel the mystery of the caves' corruption. If all PCs fail, but at least one PC generated Advantage (♣), searching for the source of the sounds may cause a PC to look into the crystals, in which case that PC receives the vision despite having failed the check.

Stopping to examine the crystals reveals the history of the caves, playing out before the PCs' eyes. In particular, the visions relay a particular scene over and over again. To describe this apparition, read or paraphrase the following text aloud:

Staring into the luminescent crystals, you see a multitude of confusing images, as centuries of history are depicted in a handful of seconds. You are not easily able to make sense of it, although more information is conveyed in those brief instants than you would have thought possible. Between the visions of Jedi and pilgrims and wonders of the Old Republic, you see a chilling scene play out that seems to be of great import.

Flashing through a single frozen instant, you see a man in the garb of a local hunter enter the caves, emanating cruelty and disdain for his prey like a shadowy nimbus. His eyes never once flicker to the sides of the tunnels, where beautifully glowing crystals rest in natural splendor. Instead, his path takes him to a central cavern, in which a mature icewolf mother tends to her pups.

Darkness flows across the crystals, and the light within them briefly dims. The vision feels significant somehow, but you can't see what happened next.

TARAST VOON: CURIOSITY AND CONFLICT

The caves are a conundrum sufficient to keep even Tarast Voon occupied for a great deal of time. Fully plumbing their mysteries is beyond the scope of this adventure, but even the search for the holocron can be expanded to allow the PCs to learn more about the secrets of the Force. If Tarast Voon spends his time in the caves trying to understand their secrets and learn more about the Force, he has a chance to reduce his Conflict value. Good roleplaying or a willingness to take risks in the pursuit of knowledge can reduce Tarast Voon's Conflict value by one. If the PCs manage to learn about the nature of the caves' corruption by pursuing the visions of the den mother's loss, they each reduce their Conflict value by one, and Tarast Voon reduces his Conflict value by two instead. However, if Tarast endangers the other PCs or their mission within the caves through putting his quest for knowledge above other priorities, he increases his Conflict value by one instead.

If the PCs want to try to follow the visions, they can attempt to reach out to the light side of the Force through meditation or contemplation. This requires another **Average (◆◆) Discipline check**, but any character making the check can add a number of Boost dice (■) equal to the number of characters who succeeded on the previous Discipline check. One or more PCs can choose to make an **Average (◆◆) Knowledge** or **Perception check** to assist another PC instead, by recalling ancient lore or examining the crystals. Each Success (★) on a check to assist adds a Boost die (■) to another PC's Discipline check. Success on the Discipline check indicates that the PCs have begun to break through the dark side miasma in the cave and receive a further vision; getting at least (♣♣) on the check removes all strain as the light side presence washes over them. When describing the new vision, read or paraphrase the following aloud:

Ethereal figures coalesce in the air ahead of you, continuing the vision that was cut off within the crystals. The hunter sights down his rifle at the icewolf mother's neck, then adjusts his aim toward her legs. A ghostly slug flies from the rifle and into the icewolf, but the strange vision remains silent, with no crack of the rifle or yelp of pain from the obviously injured animal. The hunter fires another shot, then approaches her litter with an open sack. He stuffs cub after cub within, glaring at their injured den mother as if daring her to stop him.

The apparition of the hunter becomes threaded through with vile-looking black veins as you watch, and when he turns to leave, they erupt from his body and worm their way into the cave walls. The vision and the ghostly figures fade, but you still sense the corruption the hunter's actions unleashed. For as long as the mark of his deeds remains upon the cave, his spite and cruelty will remain as well.

This vision serves as a revelation as to the nature of the dark side corruption within the cave. This act of degradation is not the origin of the dark side presence in the Caves of Light and Shadow, but it has fed and strengthened it in the wake of the disappearance of Jedi from the temple. By shining a light on the horrors of the past, the PCs have begun a healing process that could halt the spread of the corruption.

FINDING THE HOLOCRON

Regardless of whether the PCs are able to reveal the origin of the caves' current corruption, they must traverse the winding tunnels to find the holocron. Navigating the tunnels is not easy, but it is not complicated either. With the Force to guide them, the PCs are able to arrive in the heart of the caves perhaps ten or fifteen minutes after their entrance. Read or paraphrase the following aloud when they arrive in the central chamber:

You emerge from the maze of tunnels into a vast cavern, and the dim illumination of the crystals flares to a sudden brilliance that all but blinds you as you enter. When your eyes adjust, you see an elaborately marked, metallic cube lying amid a pile of bones and half-eaten animal carcasses.

As your attention falls upon the cube, you realize it must be the holocron from the temple, as a translucent figure projects from it. It is another holographic gatekeeper, like the Curator, but considerably more severe in appearance. This one appears as a stern-looking Zabrak female made of golden light, dressed in austere robes that reveal armor plating beneath the folds of fabric. A lightsaber hangs from her belt, but the harsh gaze she casts on you is somehow more intimidating. Her expression softens slightly after a moment, and she speaks.

"I am the Warden of the Dawn Temple, and I greet you, seekers of knowledge. Your arrival is untimely, but not unwelcome. You have brought light into these caves, so let us hope you can endure the shadow it casts."

The figure vanishes without further comment, and it looks like the holocron is safe to retrieve.

At this point, it is necessary for the PCs to retrieve the holocron to continue. If they suspect an ambush or trap, they can make whatever preparations they see fit, but nothing further transpires until one of them picks up the holocron. Once that occurs, read or paraphrase the following aloud:

As soon as you retrieve the holocron, the Warden's mysterious words become clear, as a pack of icewolves emerges from a side passage. They are led by a huge, savage-looking matriarch with livid scars along her flank. The feelings of corruption you have endured ever since entering the caves seem to be emanating from the beast, as if she is their source. It is time to cut the rot from the wound.

HUNTING THE HUNTER

The act of cruelty that so transformed the caves was no ancient evil come back to haunt the present—it was performed only a handful of years ago, by a current resident of Frostwall Village. The hunter was promised a bounty on live icewolf cubs by an offworld smuggler who specialized in transporting exotic animals. If the PCs feel he should face justice for his actions, they can inquire at Frostwall Village for a hunter matching the figure they saw. If they can get the villagers to provide an answer, they learn that the man they saw is named Thersin Dol, and that he was among the hunters who left the village during the recent manifestations of dark side influence. He has not been back since, and is likely still at large somewhere in the valley. What exactly he is up to is left to the GM's discretion, although it is undoubtedly nothing good.

ASSAULT FROM THE DARKNESS

After finding the holocron, the PCs are attacked by the corrupted den mother and her pack. The number of corrupted icewolves (see page 15) accompanying her varies depending on the number of PCs present. If there are only two or three PCs, she is accompanied by two minion groups of two icewolves each. If there are four or five PCs, one of the minion groups contains an additional icewolf, while six PCs means she is flanked by two minion groups of three icewolves each. Once the icewolves appear, the GM should call for the PCs to roll Initiative and begin combat immediately—the beasts are out for blood.



Facing down the den mother in combat is as much mercy as anything else, as she has suffered more than her animal mind can bear. Putting her down relieves her of her torment, and as such, the PCs do not risk gaining Conflict by joining in battle with her, even if they know the tragedy that led to her condition. However, if their sympathies for her condition incline them against harming the den mother, the PCs can also attempt to assault the dark side energies driving her fury. Doing so requires closing to engaged range with the den mother and making an **Average (◆◆) Discipline check** as an action during combat, representing an attempt to reach out to the remnants of the den mother's mind. Each Success ✨ on such a check inflicts 1 strain on the den mother (soak does not apply). If the den mother gains strain equal to or greater than her strain threshold as a result of such a check, the fury disappears from her eyes, and she and her pack become tranquil. If this occurs, read or paraphrase the following text aloud:

The savage rage driving the icewolf pack suddenly stills as you manage to reach out to the spirit of the den mother. The pack stops attacking almost instantly and begins to mill about uncertainly. A great calm fills the eyes of the den mother, as though terrible pain has ceased at last, and she lies down for a long-awaited rest, exhaling her last breath a moment later. Her pack howls mournfully as the oppressive aura within the cave begins to lift. The lights from the crystals flare to incandescence, and when you regain your vision, the pack is gone. The dark side presence has been cleansed, at least for now.

If the PCs have defeated the den mother and her pack in combat, read or paraphrase the following text aloud instead:

As the final blow lays low the den mother and the last of her monstrous pack, the sudden silence that replaces the sounds of conflict expands until it becomes almost a noise in itself—the sound of tranquility, healing, and much-needed endings. The rage ebbs from the den mother's eyes with her life, and she looks at you almost thankfully as she expires. The lights from the crystals on the walls grow even brighter, and you feel your spirits lift as the caves' oppressive aura seeps away. The dark side presence has been cleansed, at least for now.

If the PCs are all defeated in combat by the corrupted pack of icewolves, read or paraphrase the following text aloud instead:

Darkness takes you as the icewolves' jaws clench around your flesh. However, it seems destiny has other things in mind for you than becoming a meal. You awaken on the frozen turf near the caves' entrance, healed but for the scars of battle. The holocron is still with you, but you sense that your success was not a true victory. Strangely, though you recognize the area around you as the entrance, the cave mouth has vanished, and only a plain rock wall is apparent.

PON EDESTUS: BRAVERY AND CONFLICT

Even a horror of the dark side like the den mother may not be enough to faze Pon Edestus. His courage and exuberance are the perfect counters to her fearsome appearance and deadly attacks, and his battle prowess might be enough to stop her assault. If Pon Edestus makes a point of engaging the corrupted den mother during combat, especially if he tries to keep her away from his allies and focused on himself, he reduces his Conflict value by one. This applies even if Pon Edestus does not actually attack the den mother, so long as he confronts her and protects his friends.

If the PCs were defeated and awoken outside the caves, they find that all their wounds and Critical Injuries have healed. They have the holocron, but cannot re-enter the caves until the will of the Force opens the way once more.

CORRUPTED DEN MOTHER [NEMESIS]



Skills: Athletics 2 (◆◆◆◆), Brawl 2 (◆◆◆◆), Stealth 1 (◆◆◆◆), Vigilance 1 (◆◆◆◆).

Pack Leader: When the corrupted den mother hits a target with an attack, the next corrupted icewolf minion group to attack the same character gains a Boost die [] on that attack.

Equipment: Teeth and claws (Brawl; Damage 7; Range [Engaged]; Critical 3; Pierce 1 [reduce target's soak by 1]).

THE WARDEN RESTORED

Having confronted the den mother and the dark side presence in the Caves of Light and Shadow, the PCs now have the first of the holocrons they need to return to the temple. Its gatekeeper remains silent until they return the artifact to its proper place, but the Curator greets their return with great enthusiasm and ushers them to the holocron chamber in the temple to finalize their work. As the holocron is fitted into its housing, additional temple systems come back online with an audible thrum of energy. Read or paraphrase the following aloud:

A soft click as the holocron slides snugly into place tells you that your task is complete. A moment later, you notice the humming of generators coming online as long-dormant systems activate. The fierce-looking gatekeeper you saw in the caves manifests beside the Curator, but this time a wide smile replaces the harsh expression you saw initially. "My thanks to you. It is good to be within the Dawn Temple once more, and to return to the charge I was forced to leave unguarded. My duties must be resumed, and it is thanks to you that this is possible. Without the third gatekeeper, my knowledge remains limited, but I will teach you what I know, if you wish it."

AWARDING EXPERIENCE POINTS

Remember to award the PCs experience points at regular intervals throughout the adventure. The amount awarded is typically 15 XP per character per gaming session. The GM can grant an additional 5 bonus XP when the PCs reach key milestones or complete story arcs, such as reaching the end of Act 1. The GM is also encouraged to consider awarding an extra point or two of XP for exceptional roleplaying or remarkably clever thinking.

Her expression turns somewhat stern again, though the smile remains. "My lessons are not for the weak of body, mind, or spirit. I do not think that is a concern for you, but even a Warden such as myself cannot protect you from your own failings. Be sure to make yourselves ready for the challenges to come. The last gatekeeper must be restored."

At this point, the PCs have earned a brief window of respite while the two gatekeepers attempt to determine the location of the last of their number. The Warden and the Curator can share certain secrets of the temple with the PCs now, as detailed on page 7. In addition, the external security center becomes accessible, along with a number of attached storerooms containing parts, supplies, and a stockpile of trade goods worth 500 credits per PC. If the PCs ask, the gatekeepers are amenable to the idea of these goods being used to fund the group's future activities on behalf of the light side.

CONSTRUCTING LIGHTSABERS

While some of the PCs may already have a lightsaber, others who lack one may be interested in acquiring such an iconic and powerful weapon. Fortunately, the Warden has full knowledge of how to construct a lightsaber hilt and shape the focusing crystal. Hilt can easily be constructed from materials found in the Dawn Temple storerooms, but crystals are another matter. To begin the process, the PCs need to gather crystals from the Caves of Light and Shadow. This is possible even if the PCs were cast out of the caves after the confrontation with the den mother, as the Warden can direct the PCs to a small cavern that remained even after the rest of the caves apparently vanished.

Finding an appropriate lightsaber crystal was once an important rite of passage for the members of the Jedi Order. The GM is encouraged to create custom encounters, involving visions or other Force manifestations, that lead each PC to the perfect crystal. However, the focus of **LURE OF THE LOST** is on finding the holocrons of the Dawn Temple, so it is also appropriate to handle the matter more simply, such as with a narrative aside, at the GM's discretion. However the matter is handled, every PC who wants a lightsaber should be given an opportunity to construct one before proceeding to Act 2. Rules for lightsabers can be found in the **FORCE AND DESTINY BEGINNER GAME RULEBOOK**, on page 33.



ACT 2: FREEDOM FOR THE JAILOR

In Act 2, the PCs find out that the last holocron is not in the valley at all, but in the distant city of Reles, Spintir's only starport. This last holocron contains the gatekeeper that oversees the temple's most critical systems and secrets. The PCs must travel to Reles, where the holocron has become part of the private collection of the planet's governor, and arrange for its recovery with the aid of one of the dissident factions in the city. While in the capital, they must contend with the risks of Imperial attention and then face down the wrath of the governor's personal guards in order to escape with their prize.

A DISTANT CALL

At some point after the events of Act 1, the PCs are contacted over the newly activated communication systems within the temple. Read or paraphrase the following aloud:

Your studies within the temple are interrupted by the voice of your old mentor, Hethan Romund, on the intercom. "Good news, my friends. The gatekeepers and I believe we have determined the location of the last holocron. Come join us in the Great Hall, and we'll share our theory."

Once you assemble before Romund, the gatekeepers manifest beside her, beaming proudly. The Curator speaks first: "Our senses are greatly weakened beyond this valley, and much of what the planet once was has changed with time. However, your master Romund has been informing us of the new state of Spintir, and with her information, we now understand what we have sensed. The thieves who stole the other holocron were part of a syndicate Romund informs us operates from the city of Reles. Tens of thousands live in the city, hiding the presence of the gatekeeper amidst the chaos of their lives and emotions. But it remains and can be restored if it is found."

The Warden assesses each of you with a level stare. "You must travel to the capital and find the last holocron in order for the temple to return to its proper state. The temple cannot be allowed to lie fallow any longer."

As in Act 1, the PCs should be given a chance to question the gatekeepers to gain any additional information or clarification they require. Answers to the most likely questions are listed below. Read or paraphrase the following responses aloud, as appropriate. The Curator typically answers these additional questions.

HOW ARE YOU SURE THE HOLOCRON IS STILL ON-WORLD?

"We gatekeepers share a link through our construction and through the Force that allows us to sense each other's presence. It is not precise enough to find the exact location of the last of our number, but we would know if he left Spintir."

HOW ARE WE SUPPOSED TO FIND A SINGLE LOST ARTIFACT IN A BIG CITY?

"Trust in the Force, and anything can be found. Of course, it also couldn't hurt to investigate the thieves who took the holocron in the first place, or those among the city's elite who might be wealthy enough to buy such a rare item."

WHAT DO YOU KNOW ABOUT THE THIEVES WHO TOOK THE HOLOCRON?

"We know precious little about the miscreants who took our comrade, as the theft occurred after the security systems were crippled by the loss of the Warden. What information we've been able to piece together and restore from the fractured recordings indicates that they spoke of their affiliation with 'Heavy Gan's Movers,' which Romund believes is a local smuggling ring. We have not yet restored any visual footage."

WHAT CAN YOU TELL US ABOUT THE THIRD GATEKEEPER?

"His duties are the most crucial of all of ours—and the most secret. Restoring his holocron is utterly essential, but we cannot say more."

ONCE WE'VE RESTORED ALL THREE OF THE HOLOCRONS, IS THERE ANYTHING ELSE RESTRICTING THE TEMPLE'S SECRETS?

"I do not know of any further obstacles, but they would not be under my purview. The last gatekeeper would know."

I DON'T REMEMBER PARKING HERE

Reles is a distant city, and travel there is not something that can be easily managed on foot, the way the PCs have been traversing the valley. As such, the PCs might wonder how they are supposed to make the journey. The answer is, of course, that they can make it the same way they made it previously. After all, none of them is from the planet of Spintir, much less this particular valley. Presumably, they all passed through the starport in Reles on their way to the Dawn Temple. **MOUNTAINTOP RESCUE** begins in the middle of the action, without having addressed this issue, but that doesn't mean that it never happened—only that it was less important than introducing the group to the **FORCE AND DESTINY BEGINNER GAME** system. As such, if the PCs are concerned about getting to Reles, the GM can easily take a moment to raise this issue and take suggestions on what transportation the PCs used previously, as a similar means of travel is likely to be available again. Anything from rented or cheaply bought landspeeders to hitching a ride with a local wagoner could be a valid option.

THE CITY OF RELES

The PCs can travel to the capital either by using previously arranged transportation (as discussed in the sidebar **I Don't Remember Parking Here**) or by making an arrangement to travel with the local villagers, if the PCs have been to Frostwall Village and made a good impression. In either case, the journey is uneventful, although the GM is encouraged to narrate some brief encounters in the wilds using the **Spintir Gazetteer**, on page 5, as a guide. Players who wish to know more about their destination can make **Easy (◆) Knowledge checks**, learning some of the details from the gazetteer entry with a successful check. Advantage (♣) might result in learning more carefully kept information, such as the rumored existence of a Rebel cell in the city, while Threat (⚡) could result in minor elements of misinformation, such as having an outdated view of the city's patronage system.

Traffic to and from Reles is not uncommon, given the city's centrality among Spintir's settlements, and minimal security oversees ground traffic at the city's borders. A handful of overworked local officials attempt to assess cargo and goods at checkpoints along major roads, but the city's security administrators are more concerned with internal affairs, which should allow the PCs to enter Reles without trouble.

ON THE TRAIL OF THE HOLOCRON

Any questions about where someone might buy or sell rare items get the PCs directed to the city's central bazaar. The bazaar is located in the center of the city's busiest districts, and the flow of traffic through Reles makes it easy for the PCs to find their way there. When they arrive at the bazaar, read or paraphrase the following text aloud:

You arrive at a large, open-air market stretching for hundreds of meters, filled with stalls and carts offering everything from produce and wild game to expensive furs and offworld luxuries. The buildings lining the bazaar appear to be shops owned by the most successful merchants, but the majority of the market's business is obviously done at more temporary merchant stalls. Some vendors even hawk their goods on foot, wandering the market with a basket or bag full of savory food or cheap trinkets.

Fortunately for the PCs, the array of goods on sale includes information. Carefully asking around the market about dealers in unusual artifacts requires an **Average (◆◆) Streetwise check**. On a successful check, the PCs hear about Heavy Gan's Movers, a local smuggling ring that supplies such items to wealthy locals. Failure means that the PCs are unable to convince anyone to speak about this sort of black market activity. Regardless of success or failure, the PCs also hear rumors about the size of the governor's collection of antiquities and oddities from across the galaxy. However, their inquiries draw the attention of the Movers, who don't like strangers asking about their business deals.

SHOPPING SPREE

Depending on whether the PCs salvaged all of the goods and valuables from the temple, when they first reach Reles they may have a sizable number of trade tokens and credits burning holes in their pockets. They may want to spend some time shopping in the central bazaar, and they should be encouraged to return there whenever they want to find a particular item.

Almost everything from **Tables 5-1, 5-2, and 5-3** on pages 33-35 of the **FORCE AND DESTINY BEGINNER GAME** Rulebook is available or can be crafted for the listed price somewhere in the marketplace. However, a few of the items are restricted enough that they are more difficult to find or are even so rare that they cannot be found in the Reles bazaar at all.




Both the heavy repeating blaster and the disruptor rifle are considered restricted and are much harder to find than other weapons. A successful **Daunting (◆◆◆◆) Streetwise check** is required to locate a vendor willing to admit to having either item available for purchase. If the party has allied with Heavy Gan, add **■ ■** to this check.

No vendor in Reles has a lightsaber for sale.

Finally, PCs may wish to trade or sell the equipment they already have. A PC can generally sell an item for one-quarter of its price with a successful **Average (◆◆) Negotiation check** (failure indicates the vendor isn't interested and passes on the item). However, the price the vendor is willing to pay for a given item can be increased to one-half with **✧ ✧** on the Negotiation check, and to three-quarters with **✧ ✧ ✧** or more.



KAVERI RA: RECKLESSNESS AND CONFLICT

Over the course of Act 2, the PCs have to do a lot of legwork and preparation in order to get their best chance at retrieving the holocron from Governor Haal's collection. However, some of them might prefer to simply head straight for their end goal as soon as they have reason to believe the governor might have what they need. Kaveri Ra in particular has a weakness for this sort of reckless, headlong behavior. If Kaveri Ra indulges her impatience and pushes the group to try to take the holocron without gathering resources, information, or allies, then her Conflict value increases by one. Details on how moving forward without preparation can affect the holocron's retrieval can be found on page 28.

Advantage  results on the check might help the PCs set up a meeting with the Movers by making contact with a merchant who does business with them. Alternatively, it could let them know that Governor Haal is famous for collecting the most expensive and unusual artifacts on the planet. Threat  results could mean that the PCs draw unwelcome attention, such as harassment by Imperial patrol troopers (see page 26) walking a circuit of the bazaar. The Imperials might try to shake down the PCs for money or blame them for some disturbance nearby. If the PCs want to avoid drawing too much attention to themselves, they need to talk their way out of trouble, with an **Easy**  **Charm** or **Deception check**. Getting into a fight brings in more troopers, and if the PCs can't escape, they may well find themselves in hot water. If the PCs are defeated by Imperial troopers in a fight, they are imprisoned and eventually visited by Heder Brant, a corrupt Imperial Security Bureau agent. See page 26 for details on how a meeting with Brant might go.

If the PCs are able to avoid too much unwelcome attention in the bazaar, they should be able to make contact with Heavy Gan's Movers, or they may be contacted by the Movers directly, as Heavy Gan wants to ensure that the PCs are not a threat to his operation. Details on meeting with the Movers can be found in the section titled **Smugglers and Thieves**.

SMUGGLERS AND THIEVES

The PCs can make contact with Heavy Gan's Movers in one of two ways. If they succeeded in gathering information about the smuggling ring in the bazaar, they can attempt to arrange a meeting with Heavy Gan to discuss business. They may have already been able to arrange one through Advantage  results on a previous check. If they have not, then the PCs can either make an **Easy**  **Streetwise check** to follow up on what they already know, or spend 50 credits to grease the wheels and get an intermediary to arrange the meeting. Alternatively, the PCs might find that the Movers want to meet them, to make sure that they aren't a threat. In this case, they find Heavy Gan and some of his enforcers waiting for them on an isolated byway in the city when they next pass through a less busy part of town. If the PCs are able to make contact with the smuggling ring through their own initiative, they are directed to a warehouse in an isolated part of town. Upon their entrance, read or paraphrase the following aloud:

The warehouse is a small, cramped building full of unmarked crates, but it somehow manages to feel cozy despite this. The lighting is warm, and a few tables have been set up between stacks of boxes, at which a few of the smugglers are playing sabacc or chatting over drinks. It seems this must be a local headquarters for the group. The homey atmosphere is promptly dispelled when you notice the huge Twi'lek sitting at one of the corner tables. Equal parts fat and muscle make up his bulk, but his gaze is all business.

When he sees you spot him, he calls you over. "My name is Gan. Heavy Gan, they call me. I hear you have some business for my crew."

If the PCs encounter Heavy Gan and his cronies waiting for them elsewhere in Reles, read or paraphrase the following text aloud instead:

As you pass through the streets of a quieter part of town, you find your trip interrupted by a speeder parked across the road, barring traffic. Standing in the road is an enormous Twi'lek, who appears to be equal parts fat and muscle, and a mix of burly figures from several different species. The Twi'lek addresses you as soon as you have a moment to take in the sight. "I hear you've been asking a lot of questions about business in this town. I need to know what you need to know. It might be that we can make an arrangement. If not...well, certain questions are trouble, and I don't like trouble." He nods to a nearby warehouse door. "Now, either step inside, and we can talk, or we can make a scene right here."



In truth, Heavy Gan doesn't actually have any interest in fighting. He and his enforcers (use the profile for **Underworld Operators**, on page 24, with a number of enforcers equal to the number of PCs) try to teach the PCs a lesson if they give him trouble, but he quickly makes for a getaway in the speeder if his allies start dropping or if he takes more than half his wound threshold in damage. If Gan and his enforcers defeat the PCs, they drag their unconscious bodies to a nearby alley and leave them there as a lesson. In either case, fighting with Heavy Gan draws the notice of Pinder Ukka, a curly-haired human Rebel agent embedded within the smuggling ring. If they were beaten by Heavy Gan, Pinder is waiting for them in the alley as they regain consciousness. Read or paraphrase the following text aloud:

"I'm sorry you had to deal with that. I know what it's like to have to deal with bullies and thugs, and the Movers aren't even the worst of them. If you are interested in making a stand for yourself, I can put you in touch with some people who can help. Maybe they can even help you with more than that, if you can prove yourselves. What do you say?"

If the PCs drove Heavy Gan off, then Pinder emerges from a nearby alley from which he was watching the confrontation. Read or paraphrase the following aloud instead:

"Well, I haven't seen anyone put a scare into Heavy Gan in quite some time. It's good to know that there are people who are willing to stand up to bullies and thugs in this city. If you are interested in making a stand against that sort of thing, I can put you in touch with some people who can help. Maybe they can even help you with more than that, if you can prove yourselves. What do you say?"

Pinder doesn't get into details about who these people are, but he promises that they can be more helpful than a bunch of smugglers and thieves. He is, of course, referring to the local Rebel cell and is keeping quiet to protect it from possible Imperial attention. If the PCs are willing to take him up on his offer, he tells them to meet him in the same place the next evening. Details on meeting Pinder's Rebel associates are provided on page 24.

If the PCs are able to meet Heavy Gan for negotiations, either through an arranged meet or by accepting his invitation in the street, they now have access to the group that knows the most about dealings in rare artifacts in Reles—as well as to the people who originally stole the holocron in the first place. Heavy Gan pays close attention to all his underlings' dealings, and he knows about the sale of the holocron to Governor Caria Haal. He does not give this information up for free, but he admits he knows where to find the holocron. Getting him to give up the information requires paying him 100 credits. An **Easy (◆) Negotiation check** reduces his price to 50 credits, but the PCs suffer a Setback die ■ to the check if they encountered him on the streets, due to lingering suspicion.

SARENDA: CRUELTY AND CONFLICT

While Heavy Gan's Movers are not as loathsome as some criminal syndicates, having no part in trading slaves or addictive spice, many of the criminals working within the ring have no compunction about stealing from or exploiting the poor and disadvantaged citizens in Reles. Amid the conversations in the Movers' warehouse, the PCs are likely to hear one or more of them bragging about some recent endeavor that dearly cost an innocent citizen, such as a scam involving a chance at a faked patronage offer.

Any of the PCs might take issue with such behavior, but to a character like Sarenda, this behavior is likely to be especially intolerable. It is sure to be tempting to pull out a lightsaber and show the thugs what it is like to be weak, but this is not a long-term solution. In fact, given that the PCs have no intention of staying in Reles, it could rebound on the city's innocents if the Movers feel like taking out their humiliation on others. As such, any PCs who try to correct the thuggish behavior of the cartel's criminals with more violence increase their Conflict value by one. Sarenda increases her Conflict value by an additional point if she succumbs to this urge, as she lets her desire for justice become twisted into something much darker.

Once Gan reveals the holocron's buyer, he tries to measure the PCs' reactions. If they announce that they need to get the holocron from the governor or otherwise reveal their goal, he makes a further offer: he can help them steal the holocron from the governor's palace, if they steal him an additional treasure from her collection. He also offers to pay them for as many items as they can acquire. He explains that he could smuggle the PCs into the Museum of Spintir disguised as a shipment of artifacts, allowing them to make their way past the first layer of security without trouble. An **Average (◆◆) Negotiation check** could get him to promise more help, such as smuggling them directly into the secure wing where the holocron is located or arranging for a distraction that would help them get away safely. For each additional or improved favor, Heavy Gan insists the PCs provide him with an additional artifact from the governor's collection. Details on how Heavy Gan's help impacts the attempt to recover the holocron can be found on page 28.

If the PCs are unable or unwilling to come to an arrangement with Heavy Gan and his smugglers, but do not start any trouble, Gan calls over one of his underlings, Pinder Ukka, to show them the door. On the way out, Pinder has some information to reveal to the PCs. Read or paraphrase the following aloud:

The human that Heavy Gan called over nods amiably to you as he escorts you out of the warehouse. "Sorry we couldn't make a deal, my friends. Better luck next time, I suppose." He then drops his voice low before continuing. "Of course, if you'd prefer to make your arrangements with someone more trustworthy than a bunch of smugglers, I know some people who might be willing to help you cause trouble for the governor. There's an alley just outside this warehouse you might want to visit tomorrow evening, if you're interested in hearing more."

Pinder is, of course, referring to his associates in the local Rebel cell. Details on making arrangements with the Rebels are provided below.

UNDERWORLD OPERATOR [RIVAL]



Skills: Coercion 2 (●●), Computers 1 (●◆), Deception 2 (●●◆), Negotiation 1 (●◆), Perception 1 (●◆◆), Ranged (Light) 1 (●◆◆), Skulduggery 2 (●●◆), Stealth 2 (●●◆), Streetwise 2 (●●◆).

Equipment: Holdout blaster (Ranged [Light]; Damage 5; Range [Short]; Critical 4; Stun setting), heavy clothing (+1 soak, already included above).

HEAVY GAN [RIVAL]



Skills: Brawl 2 (●●◆◆), Coercion 2 (●●), Deception 2 (●●◆), Negotiation 1 (●◆◆), Perception 1 (●◆◆), Ranged (Light) 2 (●●), Streetwise 2 (●●◆).

Equipment: Heavy blaster pistol (Ranged [Light]; Damage 7; Range [Medium]; Critical 3; Stun setting), brass knuckles (Brawl; Damage 5; Range [Engaged]; Critical 4; Disorient 3), heavy clothing (+1 soak, already included above).

THE REBEL CELL

If the PCs made contact with Pinder Ukka while dealing with Heavy Gan's Movers, they receive instructions to meet their new contact in a certain alleyway the next evening. If they meet with Pinder as he instructs, they find him waiting for them in a quiet alcove, carefully out of sight. Read or paraphrase the following text aloud when Pinder sees the PCs approach:

A human shape detaches itself from the shadows as you step into the dark alley—Pinder, the curly-haired smuggler you met previously. He smiles as he sees you, and he greets you in a soft voice. "Glad you could make it. If you're serious about trying to make a difference in this town, and you're looking for friends who can help, you've just taken the first step. If you want to continue, I'll need you to do something more to prove yourselves, though."

He pulls a slim box out from under his jacket and holds it out. "There are a few items in here I need delivered to dead drops across the city. Just drop them off without the Imperials seeing or catching on, and without any tampering, and then meet me at the warehouse three blocks south of here. I'm sorry for the mystery, but my friends are cautious types. They'll want proof you are who you say."

Pinder's package contains a number of small, sealed bags, each of which has a small tag with a street name and a printed picture of the location on the street in which the bag needs to be left. The exact number of packages to be delivered and locations of the drops are left to the GM to determine; a few good examples could be a particular dumpling cart in the bazaar, behind a plaque on a statue in a park, or the trunk of a derelict landspeeder. If the PCs try to look into the bags at any point, they see a pebble painted a vivid shade of blue. However, a moment after they open the bag, the paint reacts with the air and fades away, leaving an ordinary-looking stone.

In order to drop off the bags, the PCs must identify the dead drops from the pictures with an **Easy (◆) Perception check**, then place each bag discreetly with either an **Average (◆◆) Stealth check** or an **Easy (◆) Skulduggery check**. Failure on any of these checks indicates that the PCs draw the notice of a group of Imperial patrol troopers (see page 26) who corner them to ask about their suspicious behavior. The PCs can attempt to persuade the troopers of their innocence with an **Easy (◆) Charm** or **Deception check**, but they suffer a Setback die ■ due to the troopers' roused suspicions. Alternatively, they can bribe the troopers to look the other way by offering at least 100 credits. Should the PCs fail to convince the Imperials to leave them alone, or should they offer a bribe too small to entice the troopers, the Imperials attempt to apprehend them, reacting to resistance with force. Getting into a fight brings in more troopers, and if the PCs can't escape, they may well find themselves in a lot of trouble. If the PCs are defeated by the Imperial patrol troopers in a fight, they are imprisoned and eventually visited by Heder Brant, a corrupt Imperial Security Bureau agent. See page 26 for details on how a meeting with Brant might go.

If the PCs manage to make all the deliveries without getting into real trouble, they can make their way back to the new meeting place Pinder described. The warehouse appears abandoned, but Pinder arrives a few minutes later, followed by a series of individuals in heavy, concealing clothing. If the PCs delivered all the bags without opening any of them, read or paraphrase the following aloud:

Pinder, your contact from earlier, greets you warmly once the last of his compatriots arrives. "It looks like you can manage efficiency and discretion—not that I ever doubted you. If you want to get started with something more serious now, we think there may be a way for us to help each other. We heard you asking about rare artifacts earlier, and there's no one in this city with a bigger collection than Caria Haal, the Imperial Governor of Spintir. If you want something specific, odds are good she has it stashed somewhere in her collection. We can help you get into the collection, and if you cause trouble for Governor Haal, that helps us cause trouble elsewhere. Divide the Empire's attention, see? If that sounds good, we'll be happy to set you up with the credentials to fake your way into the Museum of Spintir, which is the front for the place where the governor keeps the good stuff. Deal?"

If the PCs opened one or more bags before delivering them, read or paraphrase the following aloud instead:

Pinder, your contact from earlier, greets you with a disappointed frown once the last of his compatriots arrives. "I hear you opened the packages. I can't blame you for wanting to know what you were getting into, but that doesn't exactly inspire trust in us. Fortunately, there's a way for us to help each other that should offer you another chance to prove your worth. We heard you asking about rare artifacts earlier, and there's no one in this city with a bigger collection than Caria Haal, the Imperial Governor of Spintir. If you want something specific, odds are good she has it stashed somewhere in her collection. We can help you get into the collection, and if you cause trouble for Governor Haal, that helps us cause trouble elsewhere. Divide the Empire's attention, see? If that sounds good, we can set you up with the credentials to fake your way into the Museum of Spintir, which is the front for the place where the governor keeps the good stuff. Deal?"

If the PCs failed to deliver the bags due to Imperial interference, but fought off the Imperials and escaped, then the Rebels are impressed with them for different reasons:

Pinder, your contact from earlier, laughs when he sees you. "I guess discretion isn't your strong suit, but anyone who can bloody the Imps' noses like that is a friend of ours. We heard you asking about rare artifacts earlier, and there's no one in this city with a bigger collection than Caria Haal, the Imperial Governor of Spintir. If you want something specific, odds are good she has it stashed somewhere in her collection. We can help you get into the collection, and if you cause trouble for Governor Haal—which you're clearly good at—that helps us cause trouble elsewhere. Divide the Empire's attention, see? If that sounds good, we can set you up with the credentials to fake your way into the Museum of Spintir, which is the front for the place where the governor keeps the good stuff. Deal?"

The PCs may have questions for Pinder and his friends at this point. Answers to the most likely questions are listed below. Read or paraphrase the following responses aloud where appropriate.

ARE YOU PART OF THE REBEL ALLIANCE?

"We know a lot of people, and what we hear around the galaxy is that the Empire isn't too popular. There are all sorts of people who would prefer a fair shake to what the Empire offers. We want to give them that fair shake, help offer the little guy a leg up. That's all I'll say for now."

WHAT HAPPENS IF THE GOVERNOR DOESN'T HAVE WHAT WE NEED?

"The governor probably has records on every other collection in town, being the greedy, snoopy sort that she is. If you can't find the item you want, you can probably find out who has it. And managing an operation like this would do a lot to prove yourselves to the cause, and to get some further help from us."

I THOUGHT YOU WANTED US TO PROVE OURSELVES. WHY ARE YOU BEING SO HELPFUL RIGHT AWAY?

"Like we said, this is a situation of mutual benefit. The governor's collection is going to be tough to crack, and even with the credentials we can forge, you'll probably draw some heat. That makes it easier for us to cause the Empire problems elsewhere in the city. Of course, once we start our operation, it should confuse them enough to help you make your getaway. It's a win for both of us."



BELANDI FEARR: MERCY AND CONFLICT

The Rebellion is one of the last lights of hope and freedom in the galaxy raised against the Empire's tyranny. Aiding the Rebels in their struggle is a noble effort, and one sure to appeal to Belandi Fearr's interest in cooperation and mutual service within the galactic community. If the PCs assist the Rebels in their work over the course of Act 2, each PC who takes to their tasks with enthusiasm and a desire to help reduces their Conflict value by one at the end of the act. Belandi Fearr reduces her Conflict value by two in such circumstances instead.

However, if the PCs betray the trust of the Rebels, either by turning over information to an Imperial (including Heder Brant), or by deliberately botching the joint operation so that the Rebels get the brunt of Imperial attention, then any PCs involved in the betrayal increase their Conflict value by three (or more, at the GM's discretion). They have not only betrayed a trust, but their abandonment of the Rebel agents only serves to tighten the Empire's grip on the innocent citizens of the galaxy.

WHAT ARE YOU GOING TO BE DOING WHILE WE BREAK INTO THE GOVERNOR'S COLLECTION?

"We have some ideas involving an Imperial munitions shipment. Let's just say there are some arms hitting the planet that are better than the thugs here deserve. Putting them to better use elsewhere sounds like a noble cause to me."

If the PCs agree to work with Pinder and his Rebel allies, they are passed Imperial ident-badges that make them appear to be visiting dignitaries from offworld. These badges also have tracking beacons that allow the Rebels to judge the PCs' progress in the break-in and time their joint operation accordingly. The Rebels do not bring the latter feature up on their own, but they mention it if the question of coordination is raised. The effects of coordinating with the Rebels to break in to the governor's collection are described on page 28.

IMPERIAL PATROL TROOPER [MINION]



Skills (group only): Ranged (Heavy) (varies: \diamond \diamond for a group of three, \diamond \diamond for a group of two, \diamond \diamond for a single trooper), Vigilance (varies: as Ranged [Heavy]).

Other commonly used skills: Athletics 0 (\diamond \diamond), Cool 0 (\diamond \diamond), Melee 0 (\diamond \diamond).

Equipment: Blaster carbine (Ranged [Heavy]; Damage 9; Range [Medium]; Critical 3; Stun setting), stun baton (Melee; Damage 5; Range [Engaged]; Stun Damage), combat gear and uniform (+2 soak, already included above).

PINDER UKKA, REBEL AGENT [RIVAL]



Skills: Charm 2 (\diamond \diamond \diamond), Discipline 1 (\diamond \diamond \diamond), Ranged (Light) 2 (\diamond \diamond \diamond), Stealth 1 (\diamond \diamond \diamond), Streetwise 2 (\diamond \diamond \diamond), Vigilance 1 (\diamond \diamond \diamond).

Equipment: Holdout blaster (Ranged [Light]; Damage 5; Range [Short]; Critical 4; Stun setting), concealed armored clothing (+1 soak, already included above).

A TRAITOR IN THE EMPIRE

If the PCs fall afoul of the Empire during Act 2, they may wind up defeated by the Imperial troops garrisoned throughout Reles and taken to a prison for questioning. However, this does not spell the end of their hopes to retrieve the holocron. An Imperial official named Heder Brant is posted within the city. He has grown to hate his backwater posting and to feel contempt for the elite of Reles and what he sees as their mere aspirations to sophistication. Brant is a low-ranking functionary in the Imperial Security Bureau, with almost none of the authority that normally is associated with that much-feared organization. However, the lack of nearby oversight means he has been able to bluff and coerce his way into a stronger position than his clearance might suggest, as few on Reles would dare to challenge the ISB's authority in any way.

When Brant gets word of the PCs, he is sure to see them as useful tools in creating a crisis he can use to his advantage. A theft from or attack on the governor's palace could be spun into a security threat that might earn him a promotion in the ISB. If he learns the PCs are Force users, he can even create a major crisis with that information, although he is likely to hold onto such a secret as an emergency trump card. As such, he believes it is in his interests to make sure the PCs are able to accomplish their goals. He is even invested in making sure they get away safely after retrieving the holocron, as a menace at large is more useful to him than a group of defeated prisoners.

Given Brant's interest in the PCs, he secretly arranges for them to be transferred to his custody after their capture. When they awaken from their defeat, they find themselves in Brant's office, where the Imperial is waiting to make them an offer. Read or paraphrase the following aloud:



After going down fighting the Empire, you weren't sure if you'd wake up at all, much less that you'd come to in a situation like this. Each of you awakens to find yourself sitting in a comfortable chair in a well-appointed office, with no guards or armed troops in sight. Your arms are restrained by a set of binders, however, and a man in the uniform of the Imperial Security Bureau sits across from you at the office's desk. He smiles thinly when he sees you awake and introduces himself with surprising politeness. "Hello, my friends. Call me Brant. I work for the Imperial Security Bureau, but for now, let's put my official position aside. I think we're in a splendid position to help one another, and getting caught up in the details of my work would only get in the way. As it happens, you need to get out of Imperial custody and on with whatever plans you might have. I need a crisis to motivate certain people. I think these problems can solve each other, if we let them. What's more, I can provide you with help in your endeavors, provided they are going in the direction I think they are—causing trouble for the governor or the city's elite. No strings attached. I just need you to do what you would do anyway, and do it well. Do we understand one another?" A soft click sounds, and the binders on your wrists fall away. "So tell me. What are you planning, and how can I help you?"

The PCs may have questions for Brant at this point. Answers to the most likely questions are listed below. Read or paraphrase the following responses aloud as appropriate.

WHY WOULD WE POSSIBLY TRUST YOU?

"To be perfectly frank, you don't have a lot of other options. But even if you did, consider that I've risked a great deal to get you here, let alone what I'm putting at stake by offering to help you further. If I simply wanted you imprisoned or killed, I could have done it already. I think that proves I have more invested in keeping you at large."

WHAT DO YOU GAIN FROM ALL THIS?

"Spintir is a miserable little backwater, with no real import or value to the galaxy at large. I apologize if I offend you by saying this, but it's true. I want out. Unfortunately, my superiors have denied my request for a transfer. If Spintir were to become a hot spot of some kind, then the person managing security during the crisis would be able to prove himself more than worthy of a better post. Hypothetically speaking, of course."

FOR HOW LONG CAN WE EXPECT THIS AGREEMENT TO LAST?

"Are you concerned that I'll turn you in once I've gotten what I want? You needn't worry. I've always found an enemy at large to be more useful than any other sort. People fear what they can't control, and that makes them quite susceptible to outside advice."

THE QUICK AND EASY PATH: GAINING CONFLICT

Working with Heder Brant entails walking a perilous path. While there is nothing necessarily wrong with using the Empire's own resources against it, Brant has goals that go far beyond causing trouble for an Imperial Governor in an Outer Rim backwater. If the PCs accept working with Brant without any questions or hesitation, their Conflict values increase by one. If the PCs provide Brant with major assistance at the expense of innocents or previous allies, then any PCs involved in the situation increase their Conflict values by three instead (or more, at the GM's discretion). Working with Brant can make the PCs' task much easier, but it could come at a serious cost.

WHAT'S TO STOP US FROM TURNING YOU IN TO YOUR SUPERIORS?

"None of them would be willing to work with you. I can let you out, give you help. They would thank you for informing on me, then put a blaster bolt in your back. It's simply not in your best interest."

COULDN'T WE JUST LEAVE?

"Absolutely! That is, in fact, what I am suggesting you do. I would advise you to take me up on my offer of further help, but it's by no means necessary if you don't desire it. Go right ahead: that door leads directly to a discreet little alley you can escape through."

HOW CAN YOU HELP US?

"I have access and connections you can only dream of. I can give you clearance, provide you with intelligence, or even arrange for security forces to be elsewhere. All of it, of course, quite impossible to trace back to me."

If the PCs agree to work with Brant, or even to consider it, he proves quite able to live up to his promises. He confirms that the holocron is in Governor Haal's collection and provides a detailed description of the guards' patrol times and routes, which should allow the PCs to avoid them without issue. The full effects of Brant's help are detailed on page 28.

HEDER BRANT, AMBITIOUS IMPERIAL [RIVAL]

| | | | | | |
|------------|---------|--------------|---------|-----------|----------|
| 2 | 2 | 3 | 3 | 3 | 3 |
| BRAWN | AGILITY | INTELLECT | CUNNING | WILLPOWER | PRESENCE |
| SOAK VALUE | | W. THRESHOLD | | | |
| 2 | | 12 | | | |

Skills: Charm 1 (◆◆◆), Coercion 2 (◆◆◆), Deception 3 (◆◆◆), Streetwise 1 (◆◆◆), Vigilance 1 (◆◆◆).

Equipment: Imperial uniform, Imperial code cylinder with security authorizations. Heder Brant does not normally carry a weapon.

THE GOVERNOR'S COLLECTION

Once the PCs have secured the aid of either Heavy Gan's Movers, the Rebel Alliance, or Heder Brant, they're ready to mount a heist on the governor's private collection, located in her mansion, which is attached to the Museum of Spintir. The PCs must break into the heart of the collection to retrieve the holocron.

THE MUSEUM OF SPINTIR

The majority of the governor's collection is stored on the outskirts of the campus of the University of Reles, in what has come to be known as the Museum of Spintir. The university allows Governor Haal to make use of its property to store her collection. In exchange, she has arranged for substantial grants to the university from Imperial funds, many of which go toward the security of the museum. The pride of the University of Reles, the museum is not open to the general public, though it is often toured by visiting dignitaries and the city's idle rich. The university's prestige has greatly increased as a result of its arrangement with the governor, which in turn brings in increased funding from the Empire for the governor to allocate toward the protection of her possessions.

The whole arrangement is typical of the corruption in the governor's management of the world of Spintir, but it offers the PCs a valuable opening for their plans. The Museum of Spintir is located outside the walled estate where the governor resides, but a skywalk over the walls connects it to the secure wing in which the governor's most treasured relics are stored—including the last holocron.

THE SECURE WING

The most valuable—or most restricted—items in the governor's collection are stored in a secure facility within her walled estate. However, as part of her agreement with the university, Governor Haal arranged for the construction of a skywalk over her walls to connect this facility to the museum proper, allowing it to be classified as a wing of the museum for bureaucratic purposes. The skywalk is secured by advanced locks and security systems, but it is not actively

DAO JODH: DISCIPLINE AND CONFLICT

With such a daunting task ahead, Dao Jodh's regimented and methodical mind should prove useful as the PCs plan for the many obstacles they expect to face. If Dao Jodh is able to keep the other PCs focused on the most efficient route to their prize and assists them in minimizing distractions, he reduces his Conflict value by one.

Of course, Dao Jodh's incredible focus can be a detriment when things don't go as planned. If his single-mindedness leads him to insist on sticking to a plan that is clearly not working, he increases his Conflict value by one instead.

patrolled, as the governor prefers to keep her elite guards within the estate and the secure wing proper. If the PCs can get through the museum to the top level and fool the access systems to the skywalk, they are able to gain access to the secure wing, where the holocron is located.

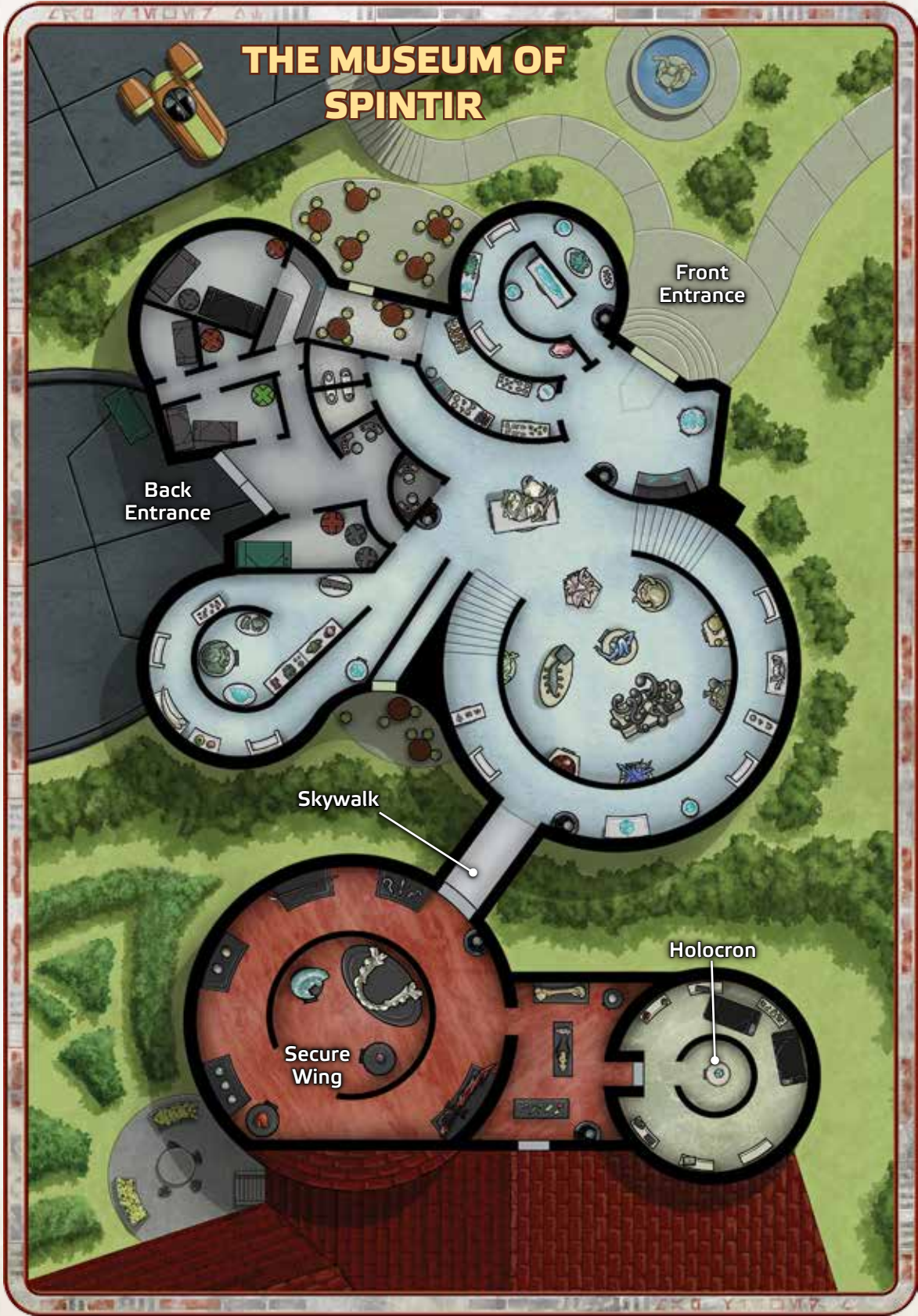
How the PCs make their entrance into the secure wing depends on who, if anyone, they allied with earlier in Act 2. If the PCs were unable or unwilling to make use of outside help, they need to get past the locks on a back entrance to the museum and sneak through back corridors to the skywalk. Getting past the locks requires a **Hard (◆◆◆) Skulduggery** or **Computers check**. Failure triggers an alarm that sends a security team toward the PCs. The security team is equivalent to a minion group of four Imperial patrol troopers (see page 26). The minion group contains an additional trooper if there are four or more PCs. The guards have keycards at their belts that can bypass the locks. Sneaking through the corridors requires an **Average (◆◆) Stealth check**, adding two Setback dice ■■ if an alarm has been triggered. Failure results in the PCs' running afoul of another security team similar to the one that responded to the tampering with the locks.

Heavy Gan's Movers Assistance: If the PCs allied with Heavy Gan's Movers, the smugglers are able to arrange for the PCs to be shipped to the governor's estate in a storage crate. If they are shipped into the museum, they must still sneak through back corridors toward the skywalk as described above. If they arranged to be shipped directly to the loading dock attached to the secure wing on the governor's estate, they have direct access to their destination.

Rebel Cell Assistance: PCs who worked with Pinder Ukka and his Rebel cell have access to forged credentials that allow them to simply walk in the museum's front door and proceed directly to the skywalk—provided they can bluff well enough to sell the forgeries. Getting in with the forged credentials requires an **Easy (◆) Deception check** to convince the guards of the PCs' false identities. Failure indicates that they are told to wait for an additional clearance check in order to be allowed in. If they choose not to wait, they must then attempt to break in a back entrance, as described above. If the PCs want to wait for the additional clearance instead, their credentials are discovered to be falsified, and a security team like the ones described above comes to apprehend them. After defeating the security team, they can make their way to the skywalk, also as described above.

Heder Brant Assistance: Should the PCs have gained Heder Brant's patrol details, they still need to break in to the museum through a back door and evade patrols as described above. However, his information reveals weaknesses in the security that add three Boost dice ■■■ both for bypassing the locks and for evading the patrols.

Once the PCs make it to the skywalk, they can proceed into the secure wing of the governor's mansion. The skywalk doors must be bypassed with a **Hard (◆◆◆) Computers** or **Skulduggery check**. The enhanced security procedures for the secure wing add a Setback ■ die to the pool; if an alarm was raised prior to this point, add two more Setback dice ■■. If the check fails, an alarm is tripped in the governor's mansion, and they find two palace



THE MUSEUM OF SPINTIR

Front Entrance

Back Entrance

Skywalk

Secure Wing

Holocron

TARAST VOON: OBSESSION AND CONFLICT

The relics on display in the Museum of Spintir are impressive enough to intrigue a knowledge seeker as avid as Tarast Voon, but the treasures hidden in the secure wing of the governor's mansion may be enough to drive him to desperation. If Tarast Voon's desire to acquire and share knowledge leads him to put himself or the group in further danger by taking additional artifacts from the governor's mansion, he increases his Conflict value by one. If he takes additional artifacts from the secure wing for his personal use without allowing others to examine or use them, he increases his Conflict value by two, instead.

guards (see page 31) waiting for them at the other end of the skywalk (or three palace guards if there are four or more PCs). Otherwise, they are able to proceed toward the holocron undetected. If at any point the PCs are defeated by the governor's security, they are captured. See **Getting Caught**, on page 32, for details.

FINDING THE HOLOCRON

In order to single out the holocron amid the governor's extravagant collection, the PCs need a plan. Searching the whole of the mansion's secure wing without being spotted requires an **Average (◆◆) Stealth check** to avoid the regular patrols by the governor's guards. The museum catalog can be sliced with only an **Easy (◆) Computers check**, as the access terminals in the mansion's secure wing are primarily secured against remote attacks. Finally, it is possible to sense the gatekeeper's presence in the Force with an **Average (◆◆) Discipline check** and to use that to guide the search. Success on any of these checks leads the PCs to the holocron. Failure requires them to try another method, and they may encounter guards if the check also generated Threat ☉. If the PCs exhaust their options or waste time, they are also discovered by the guards. They must face two palace guards, or three if four or more PCs are present. The guards' comlinks remain active after they are defeated, and the PCs are able to overhear reports that one of the artifacts is beginning to behave oddly. This is the holocron, as the gatekeeper within draws on the last dregs of his power to try to get the PCs' attention.

Of course, the holocron is not the only treasure in the mansion that might draw the PCs' attention, especially if they had to promise payment to Heavy Gan. Some examples of additional artifacts stored in the mansion's secure wing are detailed below, and the GM is free to describe other items of appropriate value within the displays. All of these items are under the same security measures as the holocron and set off the same alarms if tampered with.

- Several ancient datachips containing historical information from the Old Republic, untouched by Imperial revision.
- An idol of valuable aurodium from a primitive Outer Rim culture.
- A finely crafted sword made of the rare metal cortosis, once used to forge lightsaber-resistant equipment. If used in battle, the sword is wielded with the Melee skill. It deals damage equal to the wielder's Brawn +3, and its wielder can inflict a Critical Injury by spending three Advantage ☹☹☹. Thanks to its cortosis composition, the sword cannot be broken or cut, even by a lightsaber.
- An ore chunk heavily studded with precious gems from an unknown world.
- The war mask worn by the last free leader of an alien culture subjugated by the Empire.

COLLECTING TROUBLE

Every artifact in the secure wing is secured in a display case with a hardwired alarm that responds to any attempt at tampering. Only the direct authorization of the governor can stop the alarms, and only from her office, which is well beyond her mansion's secure wing. This means that the PCs cannot retrieve the holocron—or any other artifact from the secure wing—without tripping at least one alarm.

Once the PCs have tipped their hand by attempting to steal an artifact, the governor's elite guards respond immediately. Within minutes of the alarm sounding, the PCs are confronted by palace guards numbering one fewer than their own group (thus, if there are four PCs present, they should be confronted by three guards). If the PCs alerted the palace guards earlier in any way, this response team is equal in number to the PCs instead. Defeating these guards buys them a chance to escape but also gives the governor's security staff time to prepare a more serious response.



As the PCs make their way out of the mansion, they are met at the exit by a number of palace guards equal to the number of PCs, as well as by the governor's chief of security, the veteran soldier Kaina Forrel. Forrel served as a mercenary in the last years of the Clone Wars, and she has only grown fiercer since taking up service with the Empire. She views the PCs' intrusion as a personal insult to her security, and she has no qualms about using whatever force is necessary to take them down.

How easy it is to get away from the governor's special collection depends on who, if anyone, the PCs allied with earlier in Act 2. If the PCs do not have any outside help, they must defeat Kaina Forrel and all the other guards and then escape into the city. Successfully evading Imperial pursuit requires a **Hard** (◆◆◆) **Athletics** or **Stealth check**. Alternatively, the PCs can hot-wire a nearby speeder on the street with an **Average** (◆◆) **Mechanics check**, allowing for a swift escape. Stealing an escape vehicle increases the Conflict value of each PC by one, however. Failing to escape means the PCs must fend off significant Imperial attention. The local garrison sends two minion groups of four Imperial patrol troopers each, with an additional minion group of four troopers for each PC past the third (so, if there are five PCs, they must face four minion groups, each comprised of four troopers). Defeating the troopers throws the Imperial forces into sufficient disarray for the PCs to flee the city.

Heavy Gan's Movers Assistance: If the PCs bargained with Heavy Gan for help with a getaway, they must still defeat Kaina Forrel and her initial group of guards. However, sliced traffic terminals delay any further response teams, allowing the PCs to make it to a waiting speeder piloted by one of Heavy Gan's lieutenants. The lieutenant insists on taking the PCs to Gan to deliver payment before letting them leave the city, however.

Rebel Cell Assistance: PCs running a joint operation with Pinder Ukka's Rebel cell can make their escape as soon as they defeat Kaina Forrel, as any remaining guards retreat to respond to the Rebel operation as soon as their leader is defeated. The PCs can make their way out of the city at this point with an **Average** (◆◆) **Athletics** or **Stealth check**. Failure indicates they are caught by a squad of two minion groups of three Imperial patrol troopers each, with an additional minion group of three Imperial patrol troopers if there are four or more PCs present. Defeating this last group of Imperials allows the PCs to escape safely.

Heder Brant Assistance: Heder Brant is able to obstruct any attempts by the Imperial garrison to pursue the PCs away from the palace, but he cannot help them until they defeat Kaina Forrel and her palace guards. Once they do so, they find that news of their intrusion has not reached any outside security forces, and they can leave the city unobstructed.

If at any point the PCs are defeated by the governor's security, they are captured. See **Getting Caught**, page 32, for details.

PON EDESTUS: ANGER AND CONFLICT

Pon Edestus doesn't always know when to quit, as his courage can prevent him from spotting the degree to which the odds are stacked against him. Although usually a good thing, this means that he sometimes gets caught up in the furor of battle and makes foolish decisions that endanger the group. If Pon Edestus keeps fighting when the group wants to retreat or when the odds are clearly in favor of another approach, he increases his Conflict value by one.

PALACE GUARD [RIVAL]



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

Equipment: Blaster pistol (Ranged [Light]; Damage 6; Range [Medium]; Critical 3; Stun setting), vibroknife (Melee; Damage 3; Range [Engaged]; Critical 2; Pierce 2 [reduce target's soak by 2]), blast vest (+2 soak, already included above).

KAINA FORREL, CHIEF OF SECURITY [NEMESIS]



Skills: Athletics 2 (◆◆), Coercion 2 (◆◆), Discipline 1 (◆◆), Melee 2 (◆◆), Ranged (Light) 2 (◆◆), Vigilance 3 (◆◆).

Fire Control: When Kaina Forrel hits a target with an attack, the next palace guard to attack the same character gains a Boost die on that attack.

Equipment: Heavy blaster pistol (Ranged [Light]; Damage 7; Range [Medium]; Critical 3; Stun setting), force pike (Melee; Damage 6; Range [Engaged]; Critical 2; Pierce 2 [reduce target's soak by 2; Stun setting]), blast vest (+2 soak, already included above).

GETTING CAUGHT

It is possible for the PCs to go down in battle with the palace guards or to become cornered while fleeing Reles. The Imperial forces that defeat or catch them are under general orders to detain unknown agitators for questioning, rather than execute them and risk losing information on any possible co-conspirators. When the defeated PCs are brought into Imperial custody, Heder Brant sees a fresh opportunity to cause trouble for the governor, especially if the PCs are aware of his schemes. He arranges for their escape with the holocron, rather than allowing them to reach the detainment center in the garrison. If they were defeated in combat, they awaken to find themselves dumped by the side of a road outside the city. If they were taken captive while still conscious, Brant takes a moment to meet them and explain that he is doing them a significant favor, and to request that they consider offering him future repayment should he need it. If Brant meets with them in person, he is careful not to give away too much and tries to play on the PCs' sense of honor to earn a promise of future aid.

THE JAILOR'S REVELATION

After the PCs leave Reles, they can return to the Dawn Temple to restore the last of the three holocrons to its rightful place and consult with the final gatekeeper. Once the holocron is placed in its housing alongside the others, its gatekeeper appears and introduces himself. Read or paraphrase the following text aloud:

The snap as the holocron fits into place precedes the sound of new systems deep within the temple whirring to life, just as with the previous artifact. The Curator and the Warden manifest with pleased expressions, joined shortly afterward by a hologram formed of pure white light—the final gatekeeper. The figure is a short, humanlike Miraluka, dressed in plain robes and wearing a blindfold over his vestigial eye sockets. His round face creases with a smile as he observes you within the holocron room and, at last, he speaks.

"Greetings, young aspirants. I am called the Jailor, custodian of the Dawn Temple. It is my duty and my burden to oversee the care of those who have fallen to the lure of the dark side of the Force, and the return of their wounded spirits to the light. I understand from my compatriots that you are to thank for restoring me to my place in the temple, and for bringing new hope into these dark times. If you will forgive me, I must begin a diagnostic of the dormant systems and ensure nothing has gone amiss in my absence—but when I am done, I will be glad to assist you in any way that I am able."

At this point, Act 2 is over, and the PCs have a brief window in which to rest and tend to their wounds or other concerns before proceeding to Act 3. The exact amount of time involved is left to the GM's discretion, but should be between a few hours and a full day.



ACT 3: UNINTENDED CONSEQUENCES

In Act 3, the PCs discover that their vanquished foe Malefax left one last surprise for them by tampering with the temple's systems, guided by the projected spirit and will of a captive deep beneath the Dawn Temple. When the tampering is activated by the return of the Jailor, Malefax's secret master, the fallen Jedi Rav Naaran, is let loose from his captivity in a stasis cell. The PCs must find a way to stop Rav Naaran's enthralled minions and track down the fallen Jedi before he escapes into the wilds of Spintir.

ALERT: SYSTEMS COMPROMISED!

Once the GM has allowed an appropriate window of time to pass since the events of Act 2, the PCs are interrupted in the midst of any activities they were pursuing by a sudden clamor from the lower levels of the temple. Read or paraphrase the following text aloud:

You are startled by an outbreak of noise echoing through the corridors—the sound of stampeding feet and shouting voices. It sounds like a huge crowd, but you aren't sure how anyone could have approached the temple so suddenly—and then you realize it is coming from the sealed-off lower levels. After a scant few moments, the source of the clamor spills out to where you are, revealing itself to be a horde of wild-eyed beings of various species, all dressed in the ragged remains of some simple uniform. A few of them see you, and hatred flares in their maddened gazes. They brandish scavenged weapons, even as the rest of their compatriots stream toward the temple exit.

The PCs are promptly attacked by some of Rav Naaran's maddened former minions, who see hints of their former master in them. There is one crazed prisoner (see page 36) per PC present. The rest of the prisoners simply flee while the PCs are engaged with their attackers. Depending on where in the temple the PCs are, they may be able to use any security systems they have repaired to assist them in the fight, as described on page 10.

If the PCs are defeated by the prisoners, they awaken to the concerned face of the Jailor leaning over them. Otherwise, the Jailor manifests after they have defeated the last of their attackers. When the PCs notice the Jailor, read or paraphrase the following text aloud:

After the last of the strangers stampedes out of the temple, you see one of the gatekeepers in your midst. It is the one who introduced himself as the Jailor, and his countenance no longer displays the serenity and joy that belied his ominous title. Instead, his expression has become gravely worried.

"I regret that I must be the bearer of ill news to you, young aspirants. The true malice and cunning of the darksider whom you bested in the temple earlier has only now been revealed. He was able to tamper with the most critical systems of the Dawn Temple before you arrived to stop him, and now that my return has activated the last of the temple's powers, his sabotage has yielded a terrible result. All of the patients who were awaiting treatment for their corruption are now loosed, including one of the darkest spirits ever to be housed within the Dawn Temple. Somewhere in that flood of escapees is Rav Naaran, a powerful Jedi who fell to the dark side. There was simply too much chaos to identify him among them, but it is crucial that he be stopped from leaving the valley, by whatever means possible. Halting the others is also a priority, but if he hides among them, then one of these needs shall simply lead to the other. You must hurry—I sense that they are splitting up to cover more ground."

Obviously, these dire circumstances don't leave a lot of time for chatter, but the GM should not prevent the PCs from questioning the Jailor as they make their preparations. Answers to the most likely questions are listed below. Read or paraphrase the following responses aloud, as appropriate.

CAN YOU TELL WHERE THEY ARE GOING?

"They seem to be split into three groups. If they continue on their current paths, each heads into the jaws of a new disaster for us. One group surges toward a speeder that could take them beyond the valley. Another is headed for the villagers with murder in their hearts. The last is being called by the Caves of Light and Shadow. I fear for the vergeance within if they bring their darkness to it."

CAN YOU TELL US MORE ABOUT RAV NAARAN?

"Before the Clone Wars broke out, Rav Naaran was a rising star within the Jedi Order, a senior knight renowned for his discipline and courage. Many thought he would soon join the Jedi Council. His ascension was delayed when fighting broke out across the Republic, although he, like many others, was afforded the rank of general in the Republic's military during the crisis.

Rav was never one of the order's more forgiving or gentle peacekeepers, and his battles in the Clone Wars only encouraged his sterner nature. He hardened and grew sharper, dealing with his foes with increasing harshness, until at last he broke and became that which he despised. In honor of the man he once was, I shall not speak of his fall. In deference to the realities of the creature he has become, I must warn you—he slew many before he was brought to the Dawn Temple, including his own brethren of the Jedi Order."

SO, THIS PLACE WAS JUST A BIG PRISON?

The Jailor's expression grows pained at your inquiry. "The Dawn Temple was never a prison. It was a place of solitude, of rest, and of recovery. Those who most needed my aid were sometimes restrained until I could find a way to treat them and restore their spirits, but it was for their own safety, rather than as punishment for any misdeeds. Rav Naaran and his minions are the only patients I have ever failed to treat—the only beings held in restraint for any great length of time. If the Republic and the Jedi Order had remained able to support the Dawn Temple, even they would likely be restored."

WHAT OTHER SUBJECTS? WHO ARE THESE THRALLS THAT RAV NAARAN GATHERED?

"Before the Jedi Order managed to bring him in, Rav Naaran carved a dark path across the galaxy. Many suffered in his passing, and some of these unfortunates were warped and broken by their experiences at his hands. It was hoped that I might treat them as well, and put right the mauling of their spirits. It now seems that plan proved overly optimistic."

IF THE TEMPLE WAS FOR REDEMPTION, SHOULDN'T WE TRY TO HELP RAV NAARAN?

The Warden's disembodied voice interjects before the Jailor can respond. "That is a risk we cannot take. Rav Naaran is likely beyond recovery, and even if he is not, containing him has proved too dangerous. We tried to help him once, and it has nearly cost us the temple. To protect innocent lives, you must end the life of Rav Naaran."

As she speaks, the Jailor looks startled and begins to shake his head, then stops. "I do not believe this is the case, but I cannot say for certain. I do not believe anyone is beyond redemption, but I do fear for the lives of any who fall prey to Rav Naaran in his current state. I cannot endorse the Warden's words, but neither do I have the certainty to condemn them. Ultimately, I am only a gatekeeper. The decision about what to do with Rav Naaran is yours. We must trust the Force to guide you."

FORCES AT WORK

In the chaos unleashed by the mass breakout, the PCs need to hope the resources they have secured throughout their previous efforts are enough to stymie their new enemies. The possible allies and assets at their call, as well as the forces arrayed against them, are detailed here.

KAVERI RA: ENTHUSIASM AND CONFLICT

The revelation of the Dawn Temple's true purpose puts a much darker spin on past events, and it places the PCs in their most precarious position yet. If they give in to their fears, they may never defeat Rav Naaran. Fortunately, Kaveri Ra is almost never short of the will to go on, and her can-do attitude might be just the thing needed to keep spirits up and the influence of the dark side at bay. If Kaveri Ra takes charge of the situation or convinces any doubting PCs to push on regardless, she reduces her Conflict value by one.

THE DAWNING OF THE LIGHT

While the sudden assault by the corrupted servants of the dark side does not bode well, the PCs have some allies they can count on in the fight. The gatekeepers are unflinchingly devoted to the light side of the Force and in opposition to Rav Naaran's influence. The PCs might also have made contacts during their previous efforts who can help them in surprising ways.

THE CURATOR

The PCs can call upon the Curator for guidance from anywhere within the temple or the surrounding valley. They only need to request his presence in an area he can perceive, and he is able to manifest a projection to speak with them. The Curator can share his knowledge with the PCs, which includes intelligence on Rav Naaran's minions in the valley, such as the numbers of escapees headed to each of the three targets.

THE WARDEN

The Warden can be called upon in the same way as the Curator, although her focus is primarily limited to events within the temple. She can command the temple's comm systems to put out a call for help to any allies the PCs may have gathered, or to coordinate the PCs if they become separated. She also acts as the controlling intelligence for the turrets, stasis traps, force fields, and any other temple defenses the PCs may have restored, and she can activate them at the PCs' request.

THE JAILOR

The Jailor's systems were the most heavily compromised of the three gatekeepers', so he cannot offer much more than counsel and the information on Rav Naaran detailed above. However, the Jailor is an expert at restoring hope and renewing spirits. The PCs can consult with him through a projection after any encounter in which they suffered strain to receive advice and encouragement, which heals up to 3 strain each suffered during the encounter.

OUTSIDE ALLIES

The PCs may have made friends elsewhere on Spintir who could prove useful in the struggle against Rav Naaran's forces. If they made allies of the Frostwall villagers, they can forewarn them against the coming attack and gain additional assistance in repelling it, as described on page 37. Contacts from Reles are too distant to make it to the valley in time to help, but they could potentially track down any prisoners

RAV NAARAN'S FORCE POWERS

Rav Naaran has a Force rating of 3 and can roll three Force dice when using his Force powers. As Rav Naaran is a dark side Force user, he uses dark side ○ results to generate Force points ● and trigger his Force powers. He must spend a Destiny Point and suffer strain to use light side ● results. As usual, Rav must spend an action to use any of the powers below.

Enhance: Rav Naaran may spend one Force point ● to jump to anywhere within short range as a maneuver. He may spend one additional Force point ● to jump to anywhere within medium range instead.

Move: Rav Naaran may spend one ● to move a small object (up to the size of a backpack) from within short range to another location within short range. He may increase the range of this power to within medium range by spending one additional ●. He may also spend one additional ● to move a larger object, up to the size of a person. This power can be used to make attacks by throwing lifted objects at an enemy, if Rav Naaran generates enough ● to lift the object and reach the target. The attack roll is based off Rav Naaran's Discipline (●●●◆◆). If successful, it does 5 damage + 1 damage for each uncanceled ✨ result if the object is small, or 10 damage + 1 damage for each uncanceled ✨ result if the object is large. The target's soak reduces this damage as usual.

Rav Naaran's Wrack: Rav Naaran may spend Force points ● to attack the minds of targets within short range. For each ● he spends, the target suffers 2 strain. He may spend one ● to increase the number of affected targets by two (each target suffers the full amount of strain, but ● spent to increase number of targets affected can't be spent to inflict strain).

who manage to flee the valley by stealing a speeder. If the PCs fail to stop the prisoners from escaping in the **Getaway Vehicle** encounter (page 36), then they can contact Heavy Gan's Movers, the Rebel cell, or even Heder Brant to ensure the prisoners do not cause further harm. Depending on whom the PCs call for help, the speeder may be kept as a payment or destroyed in the fight with the prisoners, but their escape attempt is foiled before it can do further harm.

THE DARK SIDE RESURGENT

The threat of Rav Naaran and his horde of thralls extends far beyond the reach of a lightsaber. The fallen Jedi's personal power is formidable, even more so when considering the array of minions at his command.

THE FALLEN JEDI

Rav Naaran is a human male in his middle years. He is tall and trim, clean shaven, every inch the soldier in his black armor. Even before he engaged in true battles in the outbreak of the Clone Wars, Naaran was a master of the lightsaber and a relentless foe to pirates, criminals, and anyone else who preyed on the citizens of the Republic. His skills in battle were honed by constant fighting, and his stubborn streak was tempered by the adoption of tactical discipline. The Jedi took to his wartime position like few others in the order, and his captivity has done little to dull his expertise. In fact, his time in stasis has kept him young and vigorous beyond his true age.

Naaran has remained inside the temple, concealing himself from the gatekeepers using his Force powers. He hopes to scout out his surroundings with his thralls before making a move. His power over the dark side allows him to dominate beings who have been affected by its touch, from his old victims to the corrupted icewolves of the valley. In a grim echo of his days as a Republic general, he directs their efforts from the depths of the Dawn Temple, treating the shattered stasis chambers as a command center where he can view the big picture from within the minds of his broken servants. The gatekeepers may assume he leads from the front, but in truth, he is content to bide his time until he is sure of an advantage or need for action. The gatekeepers also err in assuming that his goal is escape: Rav Naaran intends to flee, yes, but first he intends to steal all three holocrons. To do so, he must lure the temple's champions—the PCs—out into the valley to gain himself time to overcome the temple defenses.

RAV NAARAN, FALLEN JEDI [NEMESIS]



Skills: Athletics 2 (●●◆◆), Coercion 3 (●●●◆◆), Deception 1 (●◆◆◆), Discipline 2 (●●◆◆◆), Lightsaber (Brawn) 4 (●●●◆◆), Perception 1 (●◆◆◆), Stealth 2 (●●◆◆), Vigilance 2 (●●◆◆◆).

Talents: Parry 3 (when hit by a melee attack, suffer 3 strain to reduce damage by 5), Reflect 1 (when hit by a ranged attack, suffer 3 strain to reduce damage by 3).

Equipment: Rav's lightsaber (Lightsaber (Brawn); Damage 7; Range [Engaged]; Critical 2; Breach [the damage this weapon deals is not reduced by the target's soak]), armored robes (+2 soak, already included above), 2 stimpacks.

MADDENED PRISONERS

The Dawn Temple never treated more than a handful of patients at a time, but it was outfitted with the capacity to house many more, should the need arise. The arrangements ranged from comfortable suites of rooms to stasis cells that restrained those who might do harm to themselves or others until they could be attended to. These stasis cells were filled to the last with Rav Naaran's thralls before the temple was abandoned. Many maddened souls remained there, frozen in timeless captivity, until the sabotaged systems released them. The worst off are capable of little more than obeying simple orders or inflicting violent harm, while a handful retain enough of their mind to assist their master in directing the rest.

CRAZED PRISONER [RIVAL]



Skills: Coercion 1 (●), Discipline 1 (●), Melee 1 (●◆◆), Ranged (Light) 1 (●◆), Vigilance 1 (●).

Equipment: Scavenged weapon (Melee; Damage 5; Range [Engaged]; Critical 4), heavy clothing (+1 soak, already included above), any items the PCs left unattended in and around the temple.

THE BATTLE FOR THE VALLEY

The three groups of escapees from the Dawn Temple are all headed toward crucial locations in the valley. Fortunately, they don't have the knowledge or sense to find trails or paths that could help them travel swiftly. If the PCs move quickly, they can stop all three groups.

The following encounters can be resolved in any order the players choose, with the PCs arriving at each group of prisoners just in time to have a chance to stop them. If the escapees are stopped, the PCs can proceed to the next encounter swiftly enough to deal with it. If the PCs are defeated, they awaken to find that the other groups of prisoners have all succeeded in their goals, with the consequences detailed in the relevant encounter. However, the PCs are still able to try to stop Rav Naaran, as described in **A Duel with Darkness**, on page 38.

GETAWAY VEHICLE

One of the groups of escapees is blundering toward a speeder, stored near the base of the mountain, that it could use to escape at high speed. This might be the PCs' own speeder that they used to visit Reles or, if they do not have their own, a vehicle owned by a villager from Frostwall Village or even one left behind by Malefax. Regardless of its source, stopping the prisoners from getting to it is a key priority.

The PCs can take advantage of guidance from the gatekeepers and their greater familiarity with the valley to arrive at the speeder's location at the same time as the escapees.



Read or paraphrase the following aloud when they do so:

Your swift pace has let you reach the speeder before the escapees can seize it, but you haven't been able to beat them altogether. You see a small crowd of them approaching it from another path. You'll need to take more serious measures to prevent them from getting away.

There should be a number of crazed prisoners equal to the number of PCs plus one. The PCs can stop the escape attempt if they defeat all the prisoners. Alternatively, the PCs could attempt to get in the speeder and drive away with it before the escapees can do so. This requires an **Average (◆◆) Mechanics check** to hot-wire the speeder if it belongs to someone other than the PCs. Driving off without defeating all of the prisoners leads the remaining foes to disperse to elsewhere in the valley. If the PCs have not yet dealt with one or both of the other two encounters in the valley, one of the remaining encounters of the GM's choice has additional crazed prisoners join the forces at that location. Otherwise, Rav Naaran is joined by an additional one or two crazed prisoners at the final battle.

The crazed prisoners can steal the speeder if one of them is engaged with it, spends an action, and passes an **Average (◆◆) Mechanics check** to hot-wire it. The escapees suffer a Setback die ■ to all such checks due to their lack of tools. If the speeder is successfully hot-wired, the escapees surge forward, and any engaged with the speeder pile in or hang on as the vehicle accelerates. They rapidly leave the PCs behind, along with any remaining prisoners (who chase uselessly after the speeder in an attempt to get on board). This could cause problems elsewhere on Spintir unless the PCs call in allies to apprehend the escapees, as described on page 34, but it has no further effect.

FIGHT FOR THE FORCE

The power of the vengeance in the Force is calling to one of the groups of escapees, its members lured in by whatever remnants of dark side power survived the PCs' visit in Act 1. However, these escapees are not Force-sensitive, and their connection to the dark power is tenuous, rooted only in their shattered psyches. As such, this group is carving a slow and erratic path across the valley. They cannot be intercepted on the way, as it is all the gatekeepers can do to predict their eventual destination. The PCs can easily beat them to the Caves of Light and Shadow. Read or paraphrase the following aloud as the PCs arrive at the caves:

You arrive at the place the gatekeepers predicted would be the destination of the nearest escapee group—the same place where you entered the ice-wolf caves in which you found the Warden's holocron. Curiously, only the slightest crack can be seen in the stone face now, hinting at an entrance that is no longer there.

At this point, the PCs have a few minutes to prepare, if they want to tend to any wounds, lay an ambush, or otherwise get ready for the incoming prisoners. Their foes arrive shortly after. Read or paraphrase the following aloud as they arrive:

A handful of minutes passes after your arrival, and then the stillness around the cave entrance is broken by the pounding of feet. A small group of escapees bursts out of the tree cover with scavenged weaponry and gleams of purpose in their eyes. As they approach, you notice that the cave mouth stands wide open to receive them, as if it had never closed.

The mob approaching the PCs is made up of a number of crazed prisoners equal to the number of PCs. Additionally, if the PCs did not cleanse the dark side presence in the cave, a minion group of corrupted icewolves (see page 15) attacks from the newly opened cave mouth. There are a number of corrupted icewolves in the minion group equal to the number of PCs minus one (to a minimum of two corrupted icewolves). The crazed prisoners attack the PCs while also using their maneuvers to make their way toward the cave mouth, beginning the encounter at long range from the opening.

If the PCs cannot stop the crazed prisoners before at least one of them reaches the cave mouth, a sudden rockslide closes the cave behind that prisoner. Any remaining foes suddenly flee wildly in all directions. The PCs can deal with their disorganized opponents freely, but the influence of the dark side within the caves is strengthened by their failure, adding one dark side result ● to all Force power checks made in the valley or the temple for the next day, or longer if the GM desires.

If the PCs manage to stop all of the prisoners from entering, Rav Naaran's thralls can no longer threaten the caves' sanctity.

FROSTWALL ASSAULT

A sizeable group of escapees is headed farther down into the valley by the straightest route possible—which leads them straight through Frostwall Village. The villagers have already suffered from the dark side influence brought by Malefax, and the former prisoners bearing down on them promise to bring only more trouble if the PCs do not intervene. The PCs can catch up with the escapees on the long path to Frostwall Village, but they cannot reach them before the prisoners approach within sight of the ice-coated walls. The PCs can, however, warn the villagers by sending a message over the temple's comm systems via the Warden, allowing the villagers to post sharpshooters on the walls to assist the PCs.

When the PCs get within sight of Frostwall Village, read or paraphrase the following text aloud:

You've barely made it to the village in time. As you arrive, you see a group of escapees ahead of you, rushing toward the village. Now that they see a target, they seem to be headed for it at top speed. The villagers are hardy people, but this is still a threat that could do them great harm. You'd better make your intervention count.

The mob approaching the village is comprised of a number of crazed prisoners equal to the number of PCs plus two. Any prisoners not attacked by a PC continue rushing toward the village. They begin at extreme range and rush toward it at top speed, taking no other actions unless the PCs engage them in combat. Unless disrupted, it takes them three turns to reach the village, moving from extreme range to long, then long to medium, and then closing from medium to the gates. Once they reach the gates, the prisoners enter the village and begin attacking villagers at random. However, if the villagers were warned, a pair of hunters is able to join in the village's defense from its walls. Together, they are able to drop one of the prisoners before he reaches the village gates.

If the PCs cannot stop all of the prisoners from entering Frostwall Village, then any prisoner who passes them attacks and injures any nearby villagers. The more prisoners who enter the village, the more damage they do, and the more likely it is that they actually kill someone. Without the PCs' intervention, it takes the hunters three additional turns to subdue their attackers. Even with the PCs' assistance, the chaos the prisoners inflict on the village leaves its inhabitants inclined to mistrust outsiders for some time, especially if the PCs did not previously make a favorable impression or failed to send a warning that the prisoners were coming.

A DUEL WITH DARKNESS

Once the PCs have dealt with all three groups without encountering Rav Naaran, they are contacted by a projection from the Warden. Read or paraphrase the following text aloud:

In a brief moment of respite between clashes with the dark side prisoners, the Warden suddenly manifests before you. Her holographic form is flickering in a way that almost suggests the wounds of battle, and when she speaks, it is with an urgent tone. "It was all a trick—Rav Naaran never left the temple. He clouded himself from our senses, but now that you've stopped his scouts, he's decided to take action himself. He's carving a path through the upper defenses and is headed for the holocron chamber. You need to find and stop Rav Naaran before he gets there!"

The Warden's form grows increasingly less composed as she delivers her message, until she fades from view with her last words.

If the PCs were defeated by the escapees in any of the previous encounters, read or paraphrase the following instead:

You awaken to the stern voice of the Warden. "On your feet! You are needed still, and rest must wait while there is work to be done. The patients you were after escaped, but there is a deeper problem. It seems Rav Naaran never left the temple. He clouded himself from our senses, and now that he has the lay of the land, he's on his way to the holocron chamber before he makes his own departure. He's carving a path through the upper defenses! You must find and stop Rav Naaran before he gets there!"

The Warden's form becomes less and less composed as she delivers her message, until she fades from view with her last words.

The temple's power reserves are being hoarded by the gatekeepers at this point to prepare for the emergency defenses' activation; none of the gatekeepers can respond to any attempts by the PCs to call for their aid. Fortunately, most of Rav Naaran's remaining minions have retreated from the valley, allowing the PCs to make their way to the holocron chamber unchallenged.

BELANDI FEARR: APATHY AND CONFLICT

Letting Rav Naaran go might sound like a good idea at first, especially to a natural negotiator like Belandi Fearr, but whatever peace and protection it buys comes at the cost of letting an unrestrained killer loose on the galaxy. Whatever plans the fallen Jedi alludes to are clearly a threat to the citizens of the galaxy—a threat they face due to the unknowing actions of the PCs. If all of the PCs stand aside and let Rav Naaran go, they each increase their Conflict value by three. If some PCs choose to confront their foe, but others stand aside, abandoning their friends in hopes of mercy, the PCs who stand aside increase their Conflict value by five instead. If Belandi Fearr lets her fear of conflict drive her to let Rav Naaran escape, she increases her Conflict value by an additional point.

A FINAL ULTIMATUM

As the PCs approach the holocron chamber, read or paraphrase the following aloud:

You hurry through the hallways of the Dawn Temple, hoping that you arrive in time. All around you, you see evidence of battered defenses, from turrets split apart by the strokes of a lightsaber to stasis traps discharged to contain nothing but hurled debris. As you approach the holocron chamber, you sense a terrible darkness weighing down on your senses, and you realize that Rav Naaran must already be there.

When you arrive, you see the fallen Jedi restlessly pacing outside the door to the chamber, which has been blocked off by an energy screen. He is flanked by what must be the remnants of his dark side allies. Without looking away from the entryway, he speaks to you. "I was wondering when you'd arrive. You've inconvenienced me, and harried my army, but you cannot hope to truly win here. If you recognize this truth as I do, then I offer you a way out: stand aside so I can leave the valley with my forces, and I'll not only leave you unharmed, but I won't ruin the holocrons containing those meddling liars you seem to value so much. My victory is certain, but it might cost me, and I cannot afford that when I have so much left to do."

He finally turns to face you, a disturbing grin on his face. He ignites his lightsaber and adopts a ready stance. "Well?"

If the PCs accept Rav Naaran's offer, he is true to his word and departs with his remaining forces without further delay. The long-term consequences remain unknown, and likely perilous, but they have saved themselves and the temple for now.

If the PCs do not accept his offer, the fallen Jedi launches himself and his thralls into battle. Rav Naaran's remaining forces consist of a number of crazed prisoners equal to the number of PCs present. Rav Naaran attempts to use the temple features and his thralls to divide the PCs and take them down one at a time. See **Creating an Epic Showdown** for more ideas on making this encounter the thrilling conclusion to the adventure that it should be.

Rav Naaran fights until slain or knocked unconscious. His surviving minions, if any, flee or surrender when he is defeated. The battle continues until Rav Naaran is defeated, or the PCs are.



CREATING AN EPIC SHOWDOWN

The battle against Rav Naaran is the climax of the adventure, and it is a great opportunity for the GM to pull out all the stops. There have been exciting moments in the adventure before, but the GM should strive to make this the most exciting fight yet. A few tips for increasing the tension and tempo of the action are detailed below:

- The narrative dice are an excellent tool for conveying new hazards and twists of fate during battles. The GM may want to prepare a list of possible custom results for Threat ⚠, Advantage ⚡, Triumph ⚡, and Despair ⚡ that emphasize the high stakes of the combat before the session in which the final battle is likely to occur. Player input can also be invaluable in adding extra flair to the battle. The GM should encourage players to spend their ⚡ and ⚡ results in interesting ways, and the GM can ask for suggestions on how ⚡ and ⚡ results could be resolved.
- A good fight scene is about more than just the active combatants. Ideally, the scenery should come into play as well, emphasizing the atmosphere and feeling of combat through narrative description and mechanical effects. The GM could describe how missed attacks bring further ruin to the damaged halls of the temple, allow characters to take cover behind fallen debris, or make use of the scattered wreckage as projectiles for Rav Naaran's Force powers. The terrain can also provide inspiration for interesting results with the narrative dice: for instance, Threat ⚠ could cause a combatant to trip over rubble, or Advantage ⚡ could allow one to maneuver an enemy into a corner.
- Rav Naaran is not an obviously durable combatant, from a casual look at his profile, on page 35. His soak and wound thresholds are both high, but they are on par with those of powerful enemies such as Kaina Forrel and the corrupted den mother. However, his special Parry and Reflect talents allow him to suffer strain in order to greatly reduce incoming damage. In particular, the Parry talent allows him to reduce damage from a lightsaber, which ignores his high soak. Judicious use of these talents can allow the GM to keep Rav Naaran in the fight for longer and make him more of a threat.

THE LIGHT SIDE TRIUMPHANT?

The final battle could end in any of three ways: the PCs could stand down, they could lose the battle, or they could defeat Rav Naaran and protect the temple.

If the PCs let Rav Naaran leave without a fight, read or paraphrase the following text aloud:

You watch the fallen Jedi lead his forces away from the holocron room warily, but he does not turn back. Once he is out of sight, the Jailor manifests in front of you with a disapproving frown. "We shall all pay for the respite you have bought here. Not just you and I, but all of the inhabitants of Spintir, and many others throughout the galaxy. Nevertheless, we have a few moments of peace in which to recover. You have protected the temple and the holocrons for now, at least. There will be time to make this right in the days to come."

If the PCs were defeated by Rav Naaran in the final confrontation, read or paraphrase the following aloud instead:

Darkness washes across your vision, and you see the fallen Jedi looming over you before everything fades. You awaken much later, uncertain of how much time has passed. You find yourselves briefly unable to move, and then a faint tingle signifies the fading of a protective field. The gatekeepers must have used some of their power to protect you. As you pick yourselves up from where you fell, it becomes apparent that Rav Naaran has taken the holocrons, with the last of their power used to shield you from his wrath. Despite his departure, you cannot help but be reminded that this was still a victory for him...

If the PCs defeated Rav Naaran in the final confrontation, read or paraphrase the following aloud instead:

You stand victorious before the doors of the holocron chamber, the last of the dark side prisoners dispersed by your power. With the threat of Rav Naaran and his followers ended at last, the energy screen protecting the holocron room disperses, and the gatekeepers manifest before you with tired smiles. You have won the day and preserved a bastion of the light side against a terrible darkness. This was a victory, but Rav Naaran was not the only darkness in the galaxy. Your work is not yet over...



As a final possibility, the PCs might choose to defeat Rav Naaran without killing him, hoping that the Jailor is correct in his hope that even this dark mastermind can be redeemed. If the PCs manage to defeat Rav Naaran using non-lethal attacks, read or paraphrase the following aloud:

You stand victorious by the doors of the holocron chamber, the fallen Jedi lying unconscious at your feet. Holding him will be difficult without his stasis cell functioning, but if you can redeem him from the dark side's hold, he could prove a powerful ally and knowledgeable teacher. You can only hope that the Jailor can help you with this daunting task. Still, whatever tomorrow brings, this was a victory—even if your work is not yet over...

WHERE DO WE GO FROM HERE?

The PCs' adventures don't need to end with the finale of **LURE OF THE LOST**. There are many possibilities for further developments in their story, and a number of loose ends may have been left open during the course of events. A few ideas to help the GM continue are listed below:

- If the PCs interacted significantly with the inhabitants of Frostwall Village, they might find a new sort of trouble in the aftermath of dealing with Rav Naaran. After years of superstition and confusion regarding the Dawn Temple, the villagers can finally put faces to all the strangeness they have encountered. They are sure to have many questions—and possibly a lot of complaints! This could be a golden opportunity to begin re-educating the galaxy about the Force, but the PCs must be careful not to draw Imperial attention in the process.
- Whether they were cleansed or remained corrupted, the Caves of Light and Shadow are a powerful nexus of activity within the Force. The PCs might be drawn by visions to explore them, or they might learn of secrets within the caves by reading temple archives. The caves are a great place for the GM to play up the more mystical aspects of the Force; the PCs could learn a great deal about the ancient Jedi or their own futures within their depths.
- If the PCs did business with Heavy Gan's Movers, note that the smuggling ring never forgets a good client. It might contact the PCs with an offer to sell a newly discovered artifact or item. Of course, the Movers don't work for free, and the price might be more than the PCs can pay without doing the smuggling ring a favor or two.
- If the PCs allied with the Rebel cell, then struggles against the Imperial government open up a wide array of possible plots, from making guerilla strikes against Imperial tax collectors in the Spintiri wilds to weakening the Imperial garrison by confiscating or sabotaging equipment.
- Heder Brant won't have forgotten the PCs after they left Reles. Even if they never made contact, his position as the planet's ISB liaison means he would be fully aware of any available intelligence about their raid on the governor's mansion—including what they took. He might try to broker a deal with them if they have not previously met, or he might call in a favor if they have. Alternatively, he might decide that organizing a hunt for the PCs would be a good way to put fear into various local groups.
- The archives of the Dawn Temple are largely concerned with the treatment of those who were committed to care there. However, the temple was still an installation of the Jedi Order and a repository for some small fraction of its vast collection of knowledge. The PCs might find leads on other lost Jedi sites, Force vergences, or ancient marvels through this research, leading them across Spintir or to other planets. Of course, most such sites were long ago placed under a security cordon by the Empire...
- If Rav Naaran got away at the end of **LURE OF THE LOST**, the GM should not leave that loose end hanging for too long. The PCs could try to track him down on their own initiative when they feel more ready to confront him, or they might hear news of his terrible deeds from neighboring worlds. Of course, by the time they have grown in power and strength, Rav Naaran might also have become more formidable. If Rav Naaran was taken prisoner instead, the PCs must find a way to restrain him until they can figure out how to reach the man he used to be and bring him back to the light. Redeeming Rav Naaran could take a full adventure or more, as the PCs research his past and visit sites significant to his time in the Jedi Order, and to his fall.