

XI

LOST KNOWLEDGE

This adventure is set upon the remote world of Athiss, a planet in the Outer Rim only recently recolonized after millennia of abandonment. Unbeknownst to the pioneers who have set up their business on Athiss, the planet was once the home of an ancient Sith Lord. His supposed allies turned on him and cast him down, but within his temple-turned-tomb, the power of the dark side of the Force still lingers.

Though the ancient Sith Lord's followers hid their master's grave, the Jedi of the time learned of the tomb and recorded it in their histories. After so many centuries, such records spread widely but imperfectly. True knowledge of Athiss's secret history was lost well before the purge of the Jedi Order, but some records tell of lost knowledge of the Force hidden somewhere on the planet. After encountering cryptic hints of one of these misguided histories, a certain band of Force users and lore-seekers make a visit to Athiss a new priority.

ADVENTURE SUMMARY

The main plot of the adventure deals with the Player Characters' search on Athiss for the lost Force user temple they have been led to believe holds Jedi secrets. This temple is, actually, the tomb of the forgotten Sith. The dark side infests the tomb, and the PCs must confront the evil within and deal with it, gaining a new understanding of the Force in the process.

The first part of the adventure involves the PCs' cover story for being on Athiss. Given the Empire's interest in suppressing any secrets of the Jedi Order, the PCs must keep their true purpose concealed as they move about Athiss's sole settlement, the Far Orbit Resort and Lodge. They must choose between expediency and reduced risk of exposure as they gather what they need to head into the wilderness and search for the ruins. As they prepare, they may hear hints of what is to come from local gossip, as even the sheltered residents of the resort occasionally encounter some effects of the twisted presence within the tomb.

However, the PCs were not the first visitors to the tomb in recent times: a band of big game hunters from offworld also ran afoul of the lingering presence. The dark side twisted them, and they sense the PCs' meddling through this connection. Before the PCs can reach the ruins, they must face formerly innocent bystanders now twisted by the power of the ruins.

The PCs must journey across the largely uncharted surface of the remote world until they find the ruins they seek. Once they arrive, their exploration brings them face to face with mutated wildlife, a mad hermit, and finally, an illusory spirit conjured by the dark side. By surviving and dealing with all of these threats, they gain firsthand experience with rare Force phenomena, and they may find a priceless treasure in the crystal cave beneath the ruins.

INVOLVING THE PLAYER CHARACTERS

To set the events of this scenario in motion, the PCs travel to Athiss after having arranged for a stay in a secluded guest unit at the Far Orbit Resort and Lodge. This is the best way for them to arrive on the planet, and it allows for the privacy necessary to cover up the purpose of their trip. However, it may be necessary to explain certain things in the pre-adventure setup.

The first issue to be addressed is how the PCs became aware of the ruins on Athiss. Thankfully, there is a wide range of potential explanations. Some of them might be appropriate to handle through a minor role-playing encounter before the adventure: for instance, a trusted associate of one of the PCs could share the information. If any of the PCs has a scholarly background or training in an appropriate Knowledge skill (such as Knowledge [Lore]), the GM could simply explain that the PC encountered the information in the course of other research at some point in the past and is now free to act on what he has learned.

The other important question to ask before beginning the adventure is how the PCs made the arrangements for their stay at the resort. While the proprietors like to bill their establishment as an exclusive one, they are too remotely located to easily turn away customers. As such, any of the PCs may well have been able to come up with the spare credits to reserve a guest unit. However, going into the details can still be worthwhile. The resort staff might react differently to the PCs' snooping around at various points, depending on just who they believe their guests to be. Eccentric vacationers might not be given the benefit of the doubt. Conversely, if the PC who reserved the unit is known to be rich, respected, or both, or if the PC arranged for a false identity as someone who fits this description, the group may be given a great deal of leeway. PCs who are especially tight-lipped about their visit might draw suspicion from the staff if they are found somewhere they shouldn't be.

It should be noted that since this adventure is intended for beginning PCs, the cost of visiting the resort and related expenses can be assumed to have been handled outside the normal management of funds for the PCs. As such, the GM should not require the PCs to give up any of their starting credits to be able to participate in the adventure.

ATHISS

The planet Athiss is located in the Loro Babis System in the remote Outer Rim. None of the galaxy's major hyperroutes leads directly to the system, and visitors must detour from either the Hydian Way or the Perlemian Trade Route down several less-traveled routes to reach it. Of the three planets in the system, Athiss' climate is the most welcoming to life, as it is located solidly within the system's habitable zone. Much of its surface is covered in old forests, with stretches of more open scrubland in the arid regions. The Far Orbit Resort is located within one of the wider stretches of open scrubland on the planet's primary continent.

THE FAR ORBIT RESORT AND LODGE

The Far Orbit Resort and Lodge on Athiss dates back only forty years, and its nature was shaped by the time during which it was founded. The Ithorian businessman who established it wanted to offer customers a place to retreat from the growing unrest within the Republic at a location secluded from the rest of the galaxy. When the Ithorian was bought out by his Rodian partner shortly before the Clone Wars, the resort expanded to include a hunting lodge for the pursuit of some of Athiss's native game animals and fierce local predators. This mix of resort and lodge led to a boom in business during the Clone Wars, when those who needed an escape could find either a peaceful idyll at the resort or seek a more active release of tension in the hunt.

The Far Orbit expanded to very nearly its present size near the end of the Clone Wars. It offers more than forty freestanding private units of varying size, a fully stocked cantina and hunting armory, and a number of other luxury amenities. However, the stability brought by the Empire led to a decline in business for the resort, as the Empire's iron grip on the Core Worlds serves to protect and secure the holdings of the sort of idle rich to which the resort normally catered. Those who suffer under the Empire are rarely left with enough funds to consider investing in an expensive resort vacation. As such, the hunting lodge, rather than the resort, has become the primary source of income for the owners, and it is rare that more than half the resort units are fully occupied at any time.

Despite its current difficulties, the Far Orbit Resort and Lodge remains a well-reputed business, with many customers who return for multiple visits. The staff are trained to respect the privacy of their clients above all else, which has earned the business a great deal of loyalty from its regulars.

EPISODE I: ARRIVAL AT THE RESORT

The adventure begins with the PCs arriving on Athiss. As they arrive, read or paraphrase the following:

After the long journey to Athiss, you see the signal light on your hired shuttle indicating that you have arrived at your destination. You feel the sudden jolt of transition to atmosphere, and after a brief pause, the piloting droid's voice announces your arrival at the Far Orbit Resort and Lodge.

You step off the shuttle's landing ramp and find yourself met by a human male in a resort staff uniform. He smiles at you, extends his hand, and says, "Welcome to the Far Orbit! Should you desire, I would happy to assist you with your luggage and show you to your guest unit. If not, I have a complimentary datapad with a map of the resort, including a nav marker for your destination. At the Far Orbit, the guest always has the final say."

Other than making this offer, the staff member does not speak unless spoken to, and he departs without further ado if the PCs decline his help. If the PCs ask questions about the resort, they are given whatever information they request, but their aide does not divulge information about the other guests under almost any circumstance. Convincing him to do so is a **Hard (◆◆◆) Charm or Deception check**, possibly modified with for good roleplaying. Success on this check could grant information from the section entitled **Local Lore**, on page 242, such as some hint of the missing hunting expedition.

The PCs' guest unit is a modestly sized, prefabricated structure on the outskirts of the resort. No other buildings are located near it, as the guest units are placed in a widely spaced ring around the central complex, which houses the staff quarters and shared facilities. The PCs' unit has the necessary amenities for them to spend their entire stay inside the building, including a small kitchen with a food locker containing simple rations, a lounge, and several bedrooms. If they did not dismiss the staff member at the landing pad, they are informed of the resort's other services, such as meal deliveries, the cantina, a shared lounge where they can mingle with the other guests, and of course, the hunting expeditions. The staff do little to "sell" the PCs on any of these things, as the resort's reputation is founded on letting their guests dictate their stay. If the GM can effectively portray this attitude throughout this initial scene, it can help to set the tone for much of the remaining adventure.

BIG GAME HUNTING?

One or more of the PCs may want to go on one of the resort's hunting expeditions. They might get the impression that the expeditions are some sort of clue to follow, or they might simply see it as a fun diversion. However, this risks distracting the party from the primary focus of the adventure. The GM can discourage it by reminding the players that such an expedition delays their actual goal. Alternatively, the GM could indulge the players with a bit of side narration, or even run a brief combat sequence against the local wildlife (perhaps choosing a creature from **Chapter X: Adversaries**). If the GM does so, he should consider working some clues about the ongoing story into the hunt.

GEAR AND INFORMATION

The real priorities of the PCs should come to the fore once they are alone in their unit and able to begin planning their search for the ruins. The information they have provides a general indication of the ruins' location, but this is not enough to pinpoint the site without a lengthy search of the wilds or additional information and local maps. Ideally, the PCs should try to acquire both of these things, along with supplies for surviving in the wilderness, such as food, water, and traveling gear.

Fortunately, everything the PCs need can be found in one way or another by making use of the Far Orbit's resources. However, these resources are not free for the taking. The PCs can steal or con what they need from the resort without spending their remaining credits or risking revealing their true purpose and nature, but relying on this quick and easy path can earn Conflict for their selfish deeds.

FOOD AND WATER

Although the PCs' unit contains a food locker, it contains highly perishable foodstuffs unlikely to last unspoiled for more than a handful of days in Athiss' wilderness. Less perishable food is available from the Far Orbit's kitchens and storehouses, but it is not included in the cost of the stay.

Ordering enough food for a long hike requires 50 credits per PC. Such an order also comes with a supply of water canteens that should last as long as the food. However, if the PCs want the resort staff to be-

lieve that they are keeping to themselves in the unit instead of traversing the planet's wilds, they might need a different tactic.

If the PCs wish to remain covert in their activities, they need to steal the food they plan on taking with them. They may notice deliveries of food and water to other units, presenting the opportunity for them to swoop down and grab supplies before those units' guests retrieve the items from their doorsteps. Intercepting an order requires an **Average (◆◆) Perception check** to find a delivery, followed by an **Easy (◆) Stealth check** to grab the order unobserved.

PCs without the patience for such opportunistic theft could try breaking into the storehouse in the resort's central complex. Doing so requires an **Average (◆◆) Stealth check** to come and go without being seen, as well as an **Average (◆◆) Computers or Skulduggery check** to circumvent the security systems. ☒☒☒ on either check risks possible discovery by staff (or even hotel security if the PCs generate even more ☒). Getting out of such a situation could require fast talking with Charm or Deception, threats using Coercion, or the Influence Force power.

If the PCs steal the food for their trip, all PCs who participate in the theft gain 2 Conflict, while any who allow it to happen without themselves participating suffer 1 Conflict for their knowing inaction. If the PCs threaten or harm anyone during the theft, they gain 3 additional Conflict (or more, at the GM's discretion).

HOTEL SECURITY [MINION]

Below is a profile for a hotel security officer. The hotel's security personnel carry blaster pistols, but they have strict instructions to leave their weapons on stun except in life-threatening situations. If the GM needs a profile for other hotel staff, he can use this one, removing the padded jackets and blaster pistols.



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

Talents: None.

Abilities: None.

Equipment: Blaster pistol (Ranged [Light]; Damage 6; Critical 3; Range [Medium]; Stun setting), padded jackets (+1 soak).

SURVIVAL GEAR

Although not as critical to survival in the wilderness as food and water, access to survival gear such as portable shelters or tents, fire-starting tools, and other means of battling the elements would greatly

improve the PCs' ability to operate amid the hot, arid scrubland and to rest through the rapidly dropping overnight temperatures. The PCs do have the option of simply doing without such gear, however. The consequences for doing so are described on page 242.

If the PCs wish to acquire survival gear from the resort, the process is somewhat more involved than ordering rations. The resort maintains a number of sets of survival kits suitable for longer hikes, but it requires guests to sign them out, including providing a planned length of time for when they are to be checked out. Naturally, the PCs cannot provide such information honestly—at best, they can provide a rough estimate after consulting whatever local maps they have been able to acquire (see **Maps**, below). Fortunately, it does not require any sort of Deceive check to fill out the forms incorrectly. The primary risk of doing so comes, as usual, from the scrutiny that this draws to their trip. Checking out survival gear costs 10 credits per day, in advance. If the PCs' estimate of their absence is short of the mark, every extra day the equipment remains missing costs double, a difference the resort expects them to make up upon their return.

Stealing survival gear from the resort is an option for PCs interested in self-preservation and secrecy. The survival kits are kept in a storehouse in the central complex. Breaking in requires the same checks as described under the **Food and Water** section, with the same consequences for ☒.

If the PCs steal the survival gear, all PCs who participate in the theft gain 2 Conflict, while any who allow it to happen suffer 1 Conflict for their knowing inaction. If the PCs threaten or harm anyone during the theft, they gain 3 additional Conflict (or more, at the GM's discretion).

MAPS

The ancient information the PCs are relying on to find the ruins contains a number of clues as to their location, but not enough for a small party of individuals on foot to find the site unassisted in the wilds of Athiss. Fortunately, the information also includes descriptions of a number of major landmarks that can be used as reference points for the ruins' location. These landmarks are not the sort that change over a mere few millennia, with mountains, massive rock formations, and similar features of aeons-long stability being prominent among them. However, determining to which of the many such features on Athiss's surface the archaic writings refer requires some additional effort.

Finding out which reference points to use on the journey is an absolute necessity before setting out toward the ruins. Insufficient information on this front is likely to lead to the PCs' returning to the resort in defeat at best, and dying while hopelessly lost in the wilderness at worst. To decipher the ancient texts, however, the PCs need access to local maps or infor-

mation. They can slice the resort's computers to find trail maps compiled by the resort's guides as well as a series of geological surveys dating from the resort's founding and early expansion. Doing so from a terminal in the resort's lounge requires an **Average (◆◆) Computers check**, with ■. The PC making the check decreases the difficulty to **Easy (◆)** if he can find a staff terminal.

The PCs can also try to gain the information they need through conversation with the resort's guides. The staff can be persuaded to share their information with an **Average (◆◆) Charm check**, adding ■ due to the reluctance to divulge trade secrets to guests but potentially adding □ for good roleplaying. The guides are intimately familiar with the assorted landmarks of the area—an extended conversation with them is as valuable as a map for this purpose.

Once the PCs have their information, they can cross-reference it with their original source with an **Average (◆◆) Knowledge (Education) or Knowledge (Lore) check**. Success allows them to pinpoint the ruins' location on a map or determine an effective trail through use of landmarks. Failure indicates a false start to their trip, adding an additional day of travel time as the PCs correct their bearings. ☹ and ☹☹ could speed up or their travel or add additional complications, at the GM's discretion.

LOCAL LORE

The PCs can also gain a great deal of information about Athiss, the local wilderness, and the Far Orbit by gossiping with the staff or other patrons. Gaining such information requires only an **Easy (◆) Charm check**. One piece of local gossip is learned for each ✨ or ☹☹ result. ☹☹ results could indicate that the PCs

unintentionally give away some information about themselves or their purpose.

The first piece of gossip is up to the GM. Some information may be more likely to come from a guest than a staff member, or vice versa. If the GM is interested in the PCs' learning a particular fact, he is encouraged to flesh out an NPC who might know such details and roleplay out the relevant interactions. Each fact is presented below, alongside a possible in-character delivery that the GM can use in such situations.

1. The most recent hunting expedition to depart from the lodge has not yet returned, despite having been gone for several days past their expected return. There has been no word from them, even through the guides' comm frequencies. The hotel staff maintain that there is nothing in the wilds that could threaten them, given the guides' training and the party's armaments, but their absence remains difficult to explain.. If the PCs hear this information from a guest or staffer, read or paraphrase the following aloud:

"I've a friend who signed on with the most recent hunting expedition here. He thought some of the local fauna seemed like promising game. But they've been gone for over a week now, and he told me before he left that they only expected a four-day expedition. What could cause them to take so long?"

2. An old survey of the planet dating from the resort's founding shows signs of some kind of structure out in the wilderness. However, the planet is known to be completely uninhabited

THE RISKS OF EXPOSURE

Throughout the process of gathering the necessary supplies and information for their trip, the PCs are repeatedly faced with the choice between secrecy and scrutiny. If they choose the path of secrecy, they are likely to end up risking the influence of the dark side to a degree, thanks to the Conflict this self-absorbed path generates. Of course, avoiding the options that generate Conflict has its own risks. If the PCs are relatively open about their trip, then even if they keep their true destination and intentions secret, they end up leaving a trail behind them that interested parties might be able to follow. Depending on how events unfold at the ruins, they may even end up being forced to reveal their interest in the ancient mysteries there, or even more dangerous truths. No one at the Far

Orbit has any particular reason to harm the PCs for who they are or turn them in to the Empire, but very few of the staff or guests are likely to hold fast when questioned, either.

If the PCs leave a trail behind them, the GM is encouraged to have to it come back to haunt them in future adventures. However, the GM should also be careful not to punish the PCs unduly. If they end up making a name for themselves or drawing dangerous attention elsewhere, then their actions on Athiss may become a vulnerability. More circumspect actions elsewhere may allow them to distance themselves from the leads they left behind at the Far Orbit, instead. After all, every choice, whether good or bad, has consequences that can reverberate throughout the galaxy.

outside the Far Orbit's presence. When the PCs are to learn this information, read or paraphrase the following aloud:

"There's some funny trivia in the old records, if you know where to look. This resort is the only settlement on the whole planet, right? But there's an old orbital survey, done by a probe droid before the resort was founded, that shows what looked like some kind of ruins not far from where they ended up building the resort. I've never heard of anyone finding the structure, though."

3. One of the resort regulars holds a grudge against a particular beast in the wilds that scarred him long ago. He hopes to encounter it in his next expedition, or at least one much like it. It was strangely proportioned, covered in spines, and did not resemble any form of native wildlife in the hunting lodge's database. When the PCs are to learn this information, read or paraphrase the following aloud:

"You see this scar? I got it here, out hunting on my own when the resort's guides were busy. A real nasty beast found me, all twisted muscle and spines. I drove it off, but did it less harm than it did me. The databases I found in the hunting lodge don't say any such creature exists, but I aim to find the beast and kill it for what it did to me."

4. Several years back, a prospecting team booked up much of the resort due to rumors that a rare gemstone had washed up in a local stream. They never found its source and eventually became convinced it was a hoax, but ever since, a few of the regulars like to search the local streams in the wilds for similar discoveries. When the PCs are to learn this information, read or paraphrase the following aloud:

Some years back, there was a venture by a Core World prospecting group to find gems here. Real rare, high-value ones. Apparently, a guest found a stone washed up in a stream. The prospectors eventually packed up and left, but I'm not convinced it was a hoax."

DEPARTURE

Once the PCs have gathered everything they need to make the trip to the ruins, they must pick a time to make good their departure. Even if they have made their intent to take a trip into the wilderness clear during their preparations, the PCs should still be do-

ing everything they can to obscure their destination. To leave unnoticed, the PCs must make an **Average (◆◆) Stealth check**. Add **■** if they are departing under the cover of darkness, and **■** if they leave during daylight or have drawn attention to their plans previously in the adventure. If more of the PCs pass the Stealth check than fail it, their departure is unnoticed (although their absence may be realized later if at least one check was failed). **☹** and **☹** on the check can be used by the GM to affect the conditions under which the PCs begin their journey and to provide additional benefits or complications as they travel.

JOURNEY TO THE RUINS

With the information they gained back at the Far Orbit, the PCs can reach the ruins in three days of hiking. For each day they spend on the trail, one of the PCs must make an **Average (◆◆) Survival check** (the GM should consider having a different PC make the check each time, if there are enough PCs). If the PCs did not acquire sufficient food and water for their trip, the check becomes **Hard (◆◆◆)** instead, as the PCs must forage in the wild. Add **■** to these checks if the PCs have survival gear. However, add **■** to one of the checks for difficult, rocky terrain, and add **■** to another check when a thunderstorm lasts the entire day.

Failure on any of these checks temporarily decreases each of the PCs' strain threshold by 1 (this can be cumulative, but his stain threshold reverts to normal once the PC succeeds on a subsequent Survival check, or once the adventure ends). **☹** or **☹** can be spent to modify future checks, to inflict additional strain or recover from previous strain, or to trigger encounters on the way to the ruins. Possible encounters the PCs could have in the wilderness are listed below, along with the suggested dice results for them to occur. These encounters are primarily intended to help set the mood and pacing for the events at the ruins, so the GM should feel free to use his own judgment as well as the dice results to determine how many and which events occur.

TWISTED TRACKS (☹)

The PCs come across the bizarre prints of one of the unnatural beasts native to the ruins (see page 247). The PCs are able to determine one or more interesting details about the beasts, such as their barbed hides or strange, twisted physiology.

THE PATH TURNS (☹)

The trail taken by the PCs leads them into a winding canyon or rocky labyrinth, making further progress difficult. Add **■** to the next day's Survival check due to the delay from the previous day.

HUNTERS' CACHE (🗺️ 🗺️)

By some twist of luck, the PCs stumble across a cache left in the wilderness for the use of the Far Orbit's guides and hunters. Taking supplies from the cache grants \square to the next day's Survival check. Fully looting the cache of all useful goods grants an additional \square , but each PC who agrees to loot the cache gains 2 Conflict.

POISONED INSECT (🦋 🦋)

A vicious poisoned insect stings one of the PCs (either the PC who made the Survival check, or one other at the GM's discretion). The PC must make an **Average (◆◆) Resilience check** to resist the poison. ▼ means the character suffers three wounds, with one additional wound per 🦋. 🦋 means the PC must make an additional check against the poison, as it remains in his system.

FRAGMENTS OF FORTUNE (💎)

As the PCs pass a stream emerging from its underground source, they see an unusual glimmer in the water. An **Average (◆◆) Perception check** determines the source, as does collecting a large sample of the stream's water. The glimmer comes from a residue of shimmering mineral dust, which appears to be tiny fragments of gemstone or crystal. An **Average (◆◆) Knowledge (Lore)** or **Hard (◆◆◆) Knowledge (Education) check** reveals that the dust may have come from a variety of crystal

that may have been used in lightsabers in the past. If the PCs attempt to gather the crystal residue, they can collect enough to halfway fill a small caf cup from the stream (or less, if they are not willing to haul bucket after bucket of water out of the river and strain it). The value of the crystal dust is detailed in the **So, What Did We Get?** section, on page 251.

WILD ANIMALS (🐾 🐾 🐾 OR 🐾)

The PCs are attacked by a pack of local predators, large feline beasts with bristly fur and large tusks. Use the following profile for the creatures:

WILD FELID HUNTER (MINION)



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

Talents: None.

Abilities: None.

Equipment: Sharp teeth and claws (Brawl; Damage 4; Critical 4; Range [Engaged]).

The PCs are attacked by two groups of three beasts, with one additional group if the party has six or more individuals. They flee if more than half of them are killed.

EPISODE II: THE HUNTING EXPEDITION

Unbeknownst to the PCs, they are not the first explorers to reach the tomb. The hunting expedition that has been missing from the Far Orbit for the past few weeks blundered into the tomb and were warped by the power lurking within. Dark urges were drawn out of the depths of their spirits and brought to the forefront of their natures, turning what was to be a brief sport hunt into an extended trail of cruelty and death.

This twisting of the hunters' spirits linked them to the dark side presence within the tomb. The power of the dark side took their inhibitions away and let them revel in their darkest impulses. When the hunters find the PCs, read or paraphrase the following aloud:

You find the trail blocked by three landspeeders and a group of people in travel-stained gear, all bearing hunting blasters and fierce expressions. One of the leaders speaks up. "Well, well, well. Lost in the wilderness, are you? Bad for you, but maybe good for us." He grins, menacingly.

The PCs have three options at this point—they can attempt to reason with the hunters of the expedition or force them to stand down, they can attempt to steal the hunter's speeders, or they can put the madmen down.


ENCOUNTER RESOLUTION

If the PCs are interested in a peaceful solution, there are a few avenues to pursue. An **Easy (◆) Perception check** reveals that the majority of the hunting expedition seem more passive than their leaders and are acting primarily on cues provided by the aggressive members of the expedition.

Appealing to these followers requires only an **opposed Charm check vs. Discipline** against the Expedition Hunter profile, with one or more \square possible for good roleplaying or clever arguments. The passive hunters make up the majority of the expedition, and if they side with the PCs, the more violent guides are cowed by the weight of the opposing numbers, and they submit reluctantly.


OPTIONAL ENCOUNTER

Episode II is designed to be an optional encounter for this adventure. If the GM prefers to skip it or is pressed for time, he can do so without any major complications. However, this encounter can give PCs who specialize in social interactions or even piloting (if they choose to flee) a chance to use their skills.

Appealing to the expedition as a whole, including its most aggressive members, requires good roleplaying and an **opposed Charm check vs. Coercion** against the control of the Deranged Expedition Guides leading the group. Success indicates that enough of the expedition is swayed to bring the rest in line.  on this check indicates that any hunters not successfully persuaded immediately attack the PCs in a fit of rage.

If the PCs are concerned that the hunters are too far gone to bring back safely, the expedition is all too eager to oblige them with a fight. There are deranged expedition guides numbering half as many as the PCs, plus two minion groups of expedition hunters. Each group has three minions. The guides fight to the death, but the hunters may surrender once the guides are dead, at the GM's discretion.

FLEEING THE FIGHT

The PCs can pursue one final option; stealing one of the expedition's speeders and attempting to lose the rest of the hunters in the wilderness. If the PCs are able to reach one of the speeders, they find the activation unlocked. Escaping the hunters requires the PCs to accelerate to speed 2, then making a **competitive Piloting (Planetary) check** versus any hunters in landspeeders pursuing them. Add  to the check due to difficult terrain. If the PCs beat the hunters on the check, they lose the hunters in the wilderness. If they fail to win, the hunters get one round of shooting at them at long or medium range (GM's choice), then they get one additional chance. If they fail a second time, the hunters corner them in a box canyon, and the PCs have to fight it out.

DERANGED EXPEDITION GUIDE [RIVAL]

The guides from the Far Orbit's hunting lodge are professional outdoorsmen. Dark side corruption has twisted their love of hunting to a simple lust for violence, but they have not lost their skill as they have gained their new cruelty.



Skills: Coercion 1, Melee 1, Perception 2, Ranged (Heavy) 2, Survival 2.

Talents: None.

Abilities: None.

Equipment: Hunting blaster (Ranged [Heavy]; Damage 8; Critical 3; Range [Long]), vibroknife (Melee; Damage 3; Critical 2; Range [Engaged]; Pierce 2, Vicious 1), heavy clothing (+1 soak).

EXPEDITION HUNTER [MINION]

The hunters on the expedition were spared the brunt of the corruption's effects that twisted their hired guides. The only sign of their condition is the lost, befuddled look in their eyes.



Skills (group only): Ranged (Heavy).

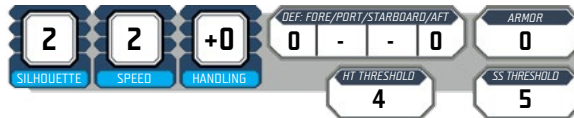
Talents: None.

Abilities: None.

Equipment: Hunting blaster (Ranged [Heavy]; Damage 8; Critical 3; Range [Long]), vibroknife (Melee; Damage 3; Critical 2; Range [Engaged]; Pierce 2, Vicious 1), heavy clothing (+1 soak).

PASSENGER LANDSPEEDER

The following profile represents a typical five-person landspeeder used for short-range planetary travel.



Vehicle Type/Model: Landspeeder/Variou.

Manufacturer: Various Corporations.

Sensor Range: Close.

Crew: One pilot.

Encumbrance Capacity: 10.

Passenger Capacity: 4.

Cost/Rarity: 3,500 credits/3.

Customization Hard Points: 4.

Weapons: None.

REWARDS AND PENALTIES

Attacking the hunting expedition without first attempting to negotiate causes all the PCs involved to gain 5 Conflict. Further, any PC who slays a hunter who surrenders or is otherwise incapacitated causes that PC to gain 10 Conflict. If the PCs make a serious attempt to negotiate with and redeem the hunters, but are unable to sway them, they do not gain Conflict for fighting unless they do so with excessive force or continue fighting after the survivors have surrendered. If the PCs manage to avoid fighting entirely, each immediately increases their Morality by 1.

EPISODE III: THE ANCIENT RUINS

The ruins of the ancient tomb are in a secluded valley surrounded and shielded by rocky bluffs on all sides, except for a narrow, canyon-like path leading inward. Once the PCs arrive in the valley, they can begin searching the ruins. See **Features of the Ruins**, below, for details on navigating the valley and the tomb, and **Exploring the Ruins**, on the next page, for the various encounters that can occur during the PCs' search.

FEATURES OF THE RUINS

Details on the major features of the valley are listed here. The layouts of these locations, and of the valley in general, are left intentionally undefined to allow the GM flexibility in handling the PCs' exploration. In general terms, the list covers the outdoor areas of the valley (**The Shattered Plaza**), the ruins of the ancient Sith temple-stronghold (now **The Temple Ruins**), and the underground complex beneath the ruins, where the Sith Lord's resting place was constructed (**The Crystal Cave** and **The Tomb**). **The Madman's Hovel** can be used by the GM wherever it seems appropriate.

THE SHATTERED PLAZA

The ruins in the valley are largely concentrated around the crumbling remains of a single vast structure, but they extend around the structure in other forms. Shapeless, eroded statuary can be found throughout many of the more open areas, along with occasional patches of carved paths and tiled squares that retain some of their definition even after so much time. In some places, there are vast monoliths long-since toppled, their shattered pieces littering the ground for many meters around the plinths that once held them.

This location is the most likely place for the **Beast Ambush**, described on the next page, to occur.

THE TEMPLE RUINS

A huge stone structure occupies much of the area toward the center of the valley. The passage of time has collapsed its ceiling and brought down many of its walls and pillars, but enough of it stands to draw notice, even from the mouth of the path to the ruins. Despite the wear and collapse of the old temple, enough of the interior remains to form distinct chambers throughout the ancient ruin. More statues and monuments can be found in these chambers to match those outside, although they are not in appreciably better condition. Somewhere in the heart of the temple, the sunken stairwell to the Sith Lord's tomb awaits discovery.

THE MADMAN'S HOVEL

The power of the dark side of the Force lingers in the stones of the tomb, in the flesh of the twisted beasts that lair above it...and in the bent mind of one ancient hermit, dwelling amidst the sprawling ruins. When this old man originally came to Athiss is unknown even to the hermit himself, but he stumbled into the ancient tomb and was claimed by the dark power within. Now he lives off weeds, filthy water, and meat scavenged from the kills of the twisted beasts thriving around him.

This mad hermit has constructed a small hovel for himself from loose stones, dried skins, and bits of foliage. At the GM's discretion, the hovel could be found by the PCs anywhere in the valley—the hermit has built several such structures over his years of solitude, and he ranges between the decrepit shacks when the whim strikes him. Whichever hovel he is currently using has a small firepit outside it and a heap of foul rags inside for bedding. For details on how to run interaction with the hermit, see **The Mad Hermit**, page 247.

THE TOMB

Even after the millennia of decay, the architecture shows subtle signs of different workmanship than the temple above it. The dark stone making up the tomb forms only a handful of chambers, none of them of any clear significance except for the last. This final chamber is a vast underground hall, its carved pillars and disturbing statuary somehow preserved against the passage of years. Atop a huge stone plinth surrounded by carved steps sits an unmarked sarcophagus, the final resting place of the Sith Lord, his name long lost to time.

The presence of the dark side hangs heavy in the chamber, pressing on the minds of those who enter it. Almost imperceptible whispers echo on the edge of hearing, as the dark side of the Force manifests itself in lies and illusions, creating the guise that the chamber is haunted by the long-dead Sith. In addition to the chamber's dark side presence, the most powerful and aggressive specimens of the Sith-bred beasts lair in the tomb.

Details on how to present the Tomb and to run an encounter within can be found in **Confronting the Darkness** on page 248.

THE CRYSTAL CAVE

The cavernous tomb housing the deceased Sith who once ruled Athiss is not the only place of significance below the ruins. Beneath the tomb is a natural wonder—a cavern full of rare Kyber crystals suitable for the construction of lightsabers. The Sith may well have known of the cave and sought to exploit it for

themselves, but surprisingly, it remains untouched by the dark side of the Force.



The cave may only be accessed through the tomb, and thus the PCs must play through **Confronting the Darkness** on page 248 beforehand.

EXPLORING THE RUINS

Throughout the PCs' exploration of the ruins, they are likely to encounter the lingering power of the dark side in various forms. Guidelines for handling the various aspects of its lingering presence, and for running encounters within the ruins, are presented below.

BEAST AMBUSH

The ancient Sith were masters of the craft known as Sith alchemy, which twisted flesh using strange sciences alongside the power of the Force. They created great menageries of unnatural and vicious beasts, most of which have long since died out. However, one particularly hardy breed has survived the long millennia and now stalks the tomb. Several packs of these beasts lair in the various crevices and caverns at the rim of the valley, but some also roam throughout the central ruins. The latter are sure to notice the intrusion of the PCs and attack them.

The GM should use this encounter at some point during the PCs' exploration of the Shattered Plaza or the Temple Ruins. A pack of twisted beasts equal in number to the PCs begins to stalk them through the ruins, waiting for an appropriate opening during which to attack. Have the PCs make **opposed Perception vs. Stealth checks** against the twisted beasts (or have the twisted beasts make **opposed Stealth vs. Perception checks** against the PCs, per the GM's preference). If the PCs do not spot the creatures, the creatures strike as soon as the PCs are distracted by some aspect of the ruins, gaining  on their Initiative checks.

The twisted beasts are corrupted by the dark side of the Force, and they choose PCs with a high Morality as targets in preference over those with a lower Morality. However, if a PC with a lower Morality establishes himself as a clear threat, the beasts respond accordingly. If any of the PCs have a Morality of 35 or lower, the beasts do not attack that character unless forced, and they respond to any commands the character might issue, even unwittingly. Commanding the beasts is not inherently part of the dark side, but orders that involve commanding them to inflict violence, fear, or pain on living beings (including each other) cause the commanding PC to gain 2 Conflict (or more, depending on the command in question).



TWISTED BEAST [RIVAL]

These beasts are the descendants of creatures created by ancient experiments in Sith alchemy. They possess flat, scaly faces framed by horns, but their misshapen musculature gives away their origin, as does their cruel and unnatural delight in toying with prey.



Skills: Brawl 1, Perception 1, Stealth 1, Survival 2.

Talents: None.

Abilities: Barbed Hide (when the twisted beast is hit by a melee attack, the GM can spend  to inflict 1 wound [ignoring soak] on the attacker).

Equipment: Vicious bite (Brawl; Damage 5; Critical 4; Range [Engaged]).

THE MAD HERMIT

Only the mutated descendants of Sith experiments populate the ruins—along with a single human nearly as corrupted as the creations of Sith alchemy. His mind is in shambles after long exposure to the power of the dark side beneath the ruins, but he retains enough of it to recognize the PCs for what they are and to converse with them, should they stumble across him.

The GM can use this encounter when the PCs stumble across **The Madman's Hovel**. As noted in the location description on page 246, the hermit migrates throughout the valley and reconstructs a dwelling at each new location, so this can occur during exploration of either the Shattered Plaza or the Temple Ruins. When the PCs initially find the hermit and his dwelling, read or paraphrase the following aloud:

As you round a massive stone column, you find a crude shack of woven plant fiber and filthy rags stretched over toppled stone, flanked by a firepit with faintly glowing coals. A human male, wizened with age and malnutrition, hobbles forth from the scant shelter inside. His eyes gleam with a strange fervor, and he leers toothlessly.

The hermit is fairly mad, and believes the dark side within the ruins to be the spirit of the Sith Lord buried in the tomb. He obeys the "orders" from the Sith Lord and fears him in equal measure, although the whispers he hears may only be the dark side-fueled rantings of his own diseased mind.

Provided the PCs do not do anything rash, the hermit does not act threateningly. Instead he babbles semi-incoherently to any questions the PCs put to

him. The GM is welcome to improvise or use some form of the following response to the PCs' questions:

The old man's face settles into a maddened grin, and he speaks in a tone of unsettling enthusiasm. "Welcome, welcome! Look upon the glory of this place!" His grin fades suddenly and is replaced with a suspicious glare. "Do you serve the master as I do? The ancient lord, greatest of the mighty Sith? He will truly be happy to see new acolytes here..."

The GM should keep in mind that the hermit is crazy, and not be afraid to answer the PCs with some nonsensical answers or circular reasoning. If they ask who the Sith are, for example, he can respond that they are his dark and powerful masters. When asked who his dark masters are, the hermit can respond "the Sith, of course." However, the dark side is constantly preying on the old man's mind. At some point, it may unexpectedly push him over the edge. Once or twice through the encounter, the GM should roll \square . If the result is \bullet , the hermit's mind remains in the grip of the dark side presence. However, if the result of the \square roll comes up \circ or $\circ\circ$, the hermit retains enough of his own mind and will to plead with the PCs.

The old man's face contorts with fear. He begins gibbering to himself, "No, you must not stay here! Great evil lurks below. It's in the tomb! Always in the tomb...and in my mind!"

Finally, if the result is $\bullet\bullet$, the dark side drives the hermit into a frenzy, and he throws himself at the PCs (although this should not be a combat encounter, as he's no threat to them). He is too inept to inflict any appreciable harm on the PCs, but he no longer responds to words and negotiation. Any strain inflicted on him renders him unconscious and subdues him non-lethally, but a successful attack dealing one or more wounds instantly slays the frail old man, causing the killer to gain 10 Conflict. If the GM determines the other PCs were complicit in allowing the killer to slay the old man, each of them can also gain 5 Conflict.

Further interactions with the hermit are colored by the result of the \square roll. At any major turning point in the conversation (such as if the PCs ask for a significant piece of information, or when they begin to lose patience with the hermit's madness), the GM may opt to roll \square again and change the hermit's mood and reactions based on the new result. When this occurs, the change is immediate and obvious to the PCs, but the hermit does not acknowledge the difference in himself.

CONFRONTING THE DARKNESS

Once the PCs have explored the rest of the valley and the ruins, they should find their path leading them to the tomb below the temple. Ideally, the GM should have the PCs find the tomb after they have encountered everything else of significance in the valley.

Once the PCs find the entrance to the tomb, read or paraphrase the following aloud:

The winding passageways beneath the temple lead you to a great stone archway, beyond which lies a massive chamber. You can feel the power of the dark side lurking within the chamber, filling the air with an unseen aura. The chamber is dimly lit from an unknown source, allowing you to make out some of the details within. The vast hall is filled with unnaturally well-preserved statuary and carved stone columns, but what draws your eye is the raised plinth upon which a stone sarcophagus rests.

Once the PCs have all entered the tomb, the beasts lurking within it move to attack. The beasts should be equal in number to the PCs. They behave similarly to the creatures in the **Beast Ambush**, on page 247. They attempt to surprise the PCs if possible. If not, they begin within medium range at the start of combat.

TWISTED BEAST ALPHA [RIVAL]

These are the strongest and most vicious examples of their kind and the ones closest to the original creations of Sith alchemy.



Skills: Brawl 2, Perception 1, Stealth 1, Survival 2.

Talents: None.

Abilities: Barbed Hide (when the twisted beast is hit by a melee attack, the GM can spend \otimes \otimes to inflict 1 wound [ignoring soak] on the attacker).

Equipment: Vicious bite (Brawl; Damage 5; Critical 4; Range [Engaged]; Pierce 2).

However, the beasts are not the only things the PCs must contend with in this tomb. They also must confront a dark illusion manifested by the dark side of the Force. This illusion appears to be the long dead ghost of the Sith Lord buried within the sarcophagus. However, it is actually the dark side manifesting itself, attempting to tempt the PCs through

power or cause them to surrender to the dark side through fear. While combating the beasts can be a fairly straightforward process, combating the illusory Sith Lord is more a matter of the PCs confronting the darkness within themselves and not giving into their own, personal evil.

Once combat begins, the illusory Sith Lord manifests at the end of the first round (the GM can create a Initiative slot last on the Initiative order for the Sith Lord to take). The illusion continues to take the last slot on the initiative order until the end of the encounter. When it manifests, read aloud or paraphrase the following:

Even over the sounds of combat, you cannot help but hear the dry chuckle that echoes through the tomb. A voice, dry as long dead bones, whispers in your mind. "Welcome, interlopers. You are brave and foolish to set foot within my fortress."

You see the shadows in the corners of the room roil and flow towards the sarcophagus, writhing as they form into a smoky, translucent figure in robes of darkness.

Now, the illusion joins the fight. The GM should have each PC make an **Average** (🔴🔵) **fear check** with one difficulty upgrade. Use the guidelines for

failing fear checks on page 221, with the addition that any 🌀 results should be spent to inflict 2 Conflict on the PC. Success means that the PC in question has resisted the power of the tomb (at least for now). PCs who succeed on the fear check may add 🟩 to any further fear checks or checks made to oppose the dark side illusion. 🌀 means the PC automatically passes any further fear checks during the encounter.

THE INFLUENCE POOL

At this point, the GM should also assemble an influence pool to represent the strength of the dark side within the tomb. The GM can use Destiny Point tokens for this and the rules are written with these in mind (Just make sure to keep the Destiny pool and Influence pool separate). However, any coin, marker, or pieces of scrap paper can stand in if the GM does not have enough extra Destiny Point tokens.

The Influence pool should have a total of eight tokens, four of which should be light side tokens and four of which should be dark side tokens. The goal of the PCs is to overcome and banish the dark side presence from the tomb. The goal of the illusion is slightly more subtle. Although it purports to be the Sith Lord buried here, it is actually a manifestation of the dark side. Its true goal is to corrupt the PCs with the dark side. Therefore, it simply wishes the PCs to give in to their fear, anger, or aggression while confronting the

THE DARK SIDE ILLUSION

The dark side illusion is not a spirit as such, but instead is a manifestation of the dark side of the Force. It appears as a spirit of the dead Sith Lord mostly because that is what the PCs likely expect to face off against in a tomb of a Sith Lord. In many ways, the PCs are fighting against their own fears made manifest.

This give the GM a lot of freedom when roleplaying the illusion. Since it is not an actual ghost, it can appear however the GM likes, or perhaps appear differently to each of the PCs. One PC might see a feared enemy, another a dead loved one, and another might see themselves corrupted by the dark side. Alternatively, the GM can play up the "Force ghost" illusion to the hilt, inventing a name for the Sith Lord, bragging about past accomplishments and threatening to destroy the PCs.

On the illusion's turn, have it take one of the following actions:


- **Force Assault:** The illusion gestures, and one of the rocks in the room hurls

towards the PCs. Treat this as a ranged attack with the GM rolling 🟡🟡🟡 for his combat check. If it hits, use this profile (Damage 7; Critical 3; Range [Medium]; Knockdown). If a PC is incapacitated by this attack, remove one light side token from the Influence pool.

- **Fearsome Visage:** The illusion assails one of the PCs with terrifying visions. The PC must make a **Hard** (🔴🔵🔵) **fear check** with one difficulty upgrade. If he fails, remove one light side token from the Influence pool. If he rolls 🌀, the GM may remove one additional token.
- **Lies:** The illusion taunts a PC, trying to trick him to anger. The illusion makes a **Deception check** (🟡🟡🟢) **opposed by the PC's Vigilance**. If it succeeds, the PC momentarily gives in to anger and remove one light side token from the Influence pool. If the GM generates 🌀, the PC gains 1 Conflict.

illusion. Once the GM sets up the pool, read the following aloud to the PCs:

With the arrival of the Sith Lord, you can feel the powers of light and darkness swirling around you. You feel that your actions in the following few minutes could tip the balance between good and evil.

When a PC takes his turn during the encounter, he can attempt to defeat the dark side presence within the tomb in some way. **Table 11–1: Opposing the Dark Side** has several potential options for actions the PCs may take to oppose the dark side illusion. Some of these will change dark side Influence tokens into light side Influence tokens. Others, particularly actions that feed on fear or rage, may change light side Influence tokens into dark side Influence tokens. If the players do not think of any options on their own, the GM should suggest the first option to them.  on this can be spent to realize

something of the nature of what they are fighting, and suggest further possibilities for defeating the illusion.





























In addition, when the dark side illusion acts during the round, its actions—if successful—can remove one or more light side tokens from the pool. This puts a time limit on how long the encounter lasts.

The encounter ends when all tokens in the Influence pool are dark side or all tokens in the Influence pool are light side. The consequences are as follows:

ALL LIGHT SIDE INFLUENCE TOKENS

If at the end of any PC turn, all tokens in the Influence pool are light side tokens, the PCs have banished the dark side from the tomb. Any remaining beasts flee immediately, and the encounter ends. Read aloud or paraphrase the following:

TABLE 11–1: OPPOSING THE DARK SIDE

Action	Skill & Difficulty	Effect of Success
A PC can attempt to discern the nature of what they are confronting.	Average   Knowledge (Lore) check.	The GM should give some hints as to the nature of what they are confronting and suggest some options for defeating it. If the check generates   , convert one dark side token in the Influence pool to a light side token.
A PC with a Morality of 50 or higher can meditate within the tomb to focus on the Force and try and bring the power of the Force to bear against the illusion.	Average   Discipline check.	Convert one dark side token in the Influence pool to a light side token. If the check generates  , the GM can reveal hints as to the nature of what the PCs are confronting, and suggest one of the additional options for defeating it.
A PC may attempt to inspire the group and raise its members' spirits in order to help them resist the oppressive atmosphere within the tomb.	Hard    Leadership check.	Convert one dark side token in the Influence pool to a light side token. Also, all other PCs gain  to their checks until the speaking PC's next action.
A PC with the Seek power may attempt to use the power to see through the illusion (see the Seek power description, page 213).	Average   Seek power plus Vigilance check.	Convert one dark side token in the Influence pool to a light side token. In addition, the PC learns this is an illusion of the dark side, and the GM can warn them about actions that will convert light side tokens to dark side tokens.
The PC can attempt to use his senses to discern the illusory nature of the opponent and the fact that it seems to be trying to tempt the PCs to attack it.	Average   Perception check.	Convert one dark side token in the Influence pool to a light side token and gain  on all fear checks for the remainder of the encounter.
Any PC can attempt to forcibly drive back the spirit with words and actions, either defying it and mocking it, or threatening and cowing it.	Opposed Coercion or Cool vs. the illusion's Discipline   check.	If successful, the spirit recoils. Convert two dark side tokens in the Influence pool to light side tokens. Any  converts an additional token, but if the PC used Coercion, any  generated inflicts 2 Conflict on the PC.
A PC can attempt to attack the illusion.	Relevant combat skill check.	The illusion cannot be harmed. Convert one light side token in the Influence pool to a dark side token.
Any PC may attempt to tip over or smash the columns and statuary filling the tomb, either by brute force or by using a weapon.	Hard    Athletics check or Average   combat check.	Convert one light side token in the Influence pool to a dark side token.
Any PC with a weapon that has a base damage of 7 or higher may attempt to destroy the sarcophagus.	Hard    Discipline check (the sarcophagus is destroyed if successful).	If the sarcophagus is successfully destroyed, convert two light side tokens in the Influence pool to dark side tokens.

You can feel the air around you crackling with energy, as if before a great storm. Visions flit around you on the edge of perception, and the shadowy figure of the Sith Lord seems to be reaching towards you as if struggling against a gale. Suddenly, the tomb illuminates with a soft flash of white light. As the light dies and you struggle to focus your eyes, you see the figure has vanished. The tomb around you is just a room, a room that has no power over you any longer.

With the dark side banished from the tomb, the PCs can explore the room. On the far side of the sarcophagus, part of the floor has collapsed, revealing a passage into the crystal caves.

ALL DARK SIDE INFLUENCE TOKENS

If, at the end of any PC turn, all tokens in the Influence pool are dark side tokens, the dark side of the Force overwhelms the PCs, consuming them in fear. The remaining beasts vanish into the shadows, and the encounter ends. Read aloud or paraphrase the following:

The shadowy figure suddenly howls triumphantly and explodes outwards, filling the tomb with greasy tendrils of smoke. The smoke wraps around you, sliding into your mouth, roiling behind your eyes.

Then, in an instant, the smoke vanishes. Silence pervades the tomb around you. Though the tomb is now empty, the shadows seem somehow darker and more ominous, and you're filled with disquiet and unease. You can't help but think that though you may have prevailed, you did not succeed.

The PCs did not successfully banish the dark side presence, and due to their failure, each PC gains 8 Conflict. Now, however, the PCs can explore the room. As described previously, they can find the passage to the crystal caves.

CRYSTAL CAVES

If the PCs squeeze through a narrow passageway that's little more than a crack in the floor, and work their way through a natural cave passage, they find themselves in the crystal cave beneath the tomb.

Inside the crystal cave is a number of large crystal formations in a variety of shimmering colors. An underground stream winds through the cave and around several of the largest formations, occasionally carrying fragments of the crystals out into the wilds beyond the ruins. Unlike the rest of the ruins, and especially

the nearby tomb, the crystal cave feels free of the dark side presence that lingers around it. The Force is strong within the cavern, and free of the taint that otherwise surrounds it.

Harvesting small crystal fragments can be accomplished without a roll if the PCs collecting the crystals have access to basic tools, or with an **Average (◆◆) Knowledge (Lore) check** otherwise. Failure indicates that the crystals become damaged in the harvesting and are unusable for lightsaber construction, although they remain valuable.

Further details on the lightsaber crystals, as well as the value of any fragmented or ruined crystals, can be found in the sidebar **So, What Did We Get?**, below.

SO, WHAT DID WE GET?

In addition to the intangible benefits of direct experience with confronting the dark side, the PCs are also likely to have gained priceless treasures from the crystal cave—crystals appropriate for lightsaber construction, gathered without discovery by the Empire.

Even if they were unable to successfully harness the crystals for now, they know where to find them in the future, while the Empire's agents do not. Ruined fragments of the crystals or dust gathered from the underground stream could also be sold to a collector of precious stones or a similar interest, netting from one to three thousand credits for such samples (depending on the quantity of crystal and the degree of damage).

If the PCs manage to harvest or recover crystals from the cave, the GM can award them the following, with which to construct their lightsabers:

ATHISS CAVE CRYSTALS

Base Modifiers: Installing this crystal changes a lightsaber's damage to 6 and its critical rating to 3, and the lightsaber gains the Breach 1 and Sunder weapon qualities. If the crystal is ever removed, the lightsaber loses these qualities, and reverts to its previous base damage and critical rating.

Modification Options: 2 Damage +1 Mods, 1 Decrease the weapon's critical rating by 1 to a minimum of 1 Mod, 1 Weapon Quality (Vicious +1) Mod.

Hard Points Required: 2.

Cost: 7,000 credits (R)/8.

XP REWARDS

The following are XP rewards for each PC who completes this adventure in addition to the usual XP rewards as described on page 218:

- Locating the tomb: 5 XP.
- Successfully defeating the dark side illusion: 10 XP.
- Dealing with the hermit without killing him: 5 XP.