

RELEGO VI

A Force and Destiny Adventure

CREDITS

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INTRODUCTION

This is an unofficial, fan-written adventure for Fantasy Flight Game's *Star Wars: Force and Destiny* RPG. It is set during the long, peaceful years of the Old Republic, some two thousand years before the Clone Wars and the rise of the Empire. To run this game, you'll need a copy of *Force & Destiny* and a set of FFG Star Wars dice.

This adventure is a cosmic horror story. It presents the Force in a way that should be troubling to most Jedi—rather than an energy field that Jedi can skillfully manipulate, it is an unknowable cosmic power with a will of its own. The primary “enemy” in this game, the Wound in the Force, cannot be defeated. It cannot be reasoned with or destroyed. The best the PCs can hope to do is escape it, and they should not escape unscathed.

As a result, PC death is a strong possibility in this game. It is recommended that death not rest on a roll of the dice, however; it should stem from player choices and narrative potential. And there are options besides character death—this is a story of sacrifice and obsession. A character whose player is making choices that will lead them to ruin could choose to run off and begin working against their former comrades. Sometimes death isn't the worst thing that can happen to a character, and it's certainly not the most fun. Get creative.

CHARACTER CREATION

The PCs should all be Jedi; beyond that, their specializations, histories, and relationships are up to them and the GM. It's also up to the GM if they want to give players guidance about what kinds of characters and skills would be useful in this adventure. There is a strong investigative element, so Perception is frequently useful. Discipline is also helpful for resisting Force effects, and combat skills are of course always good to have. That said, you don't need a party full of combat-ready Jedi detectives; a knowledge-focused sage or a socially skilled diplomat could both find inventive ways of surmounting the adventure's puzzles.

The characters should select Force powers using the Mentor rules, making the powers less costly to purchase. At the GM's discretion, the players may also be given extra XP to represent their training as Jedi Knights—but the difficulty of some challenges may need to be scaled up as a result.

In addition to building their characters, each player should complete the attached questionnaire (see page 24) individually, answering each question as their character. Their answers will be used to fill in details that are uniquely targeted to each character to make the game more personal—and more frightening. In particular, these questions can be used by the GM as the basis for Force visions that they may have while on the planet.

RELEGO VI: HISTORY

The Relego system is a remote system somewhere on the fringes of the Outer Rim, bordering Wild Space. The Relego star is a massive, blue-white giant, orbited by at least a dozen planets. Relego VI is one of the few habitable ones, and the only one that was ever settled.

When the Miralukan homeworld began to die, exploratory ships of colonists were sent out into the galaxy to find a new world. One such ship came to Relego VI and settled there. The remoteness of the system resulted in the colonists losing contact with the rest of the Miralukans, and for centuries, they lived in relative isolation from the rest of the galaxy. They kept ancient religious traditions alive, practicing worship of what they believed to be the physical manifestations of the Force—the Winged Goddess and the Fanged God. The colonists spread across the planet, societies grew, and factions formed.

Eventually, one of those factions came into near-total control of the planet’s primary fuel source. This virtual monopoly gave them unprecedented power and wealth, and they abused it without hesitation. Abuse led to revolt, and revolt led to war. Desperate to crush their oppressors, the rebels developed a superweapon and unleashed it in an attempt to end the war. It succeeded, all too well--it ended not only the war, but nearly all life on the planet.

None of this would have been remarkable, just another world that destroyed itself, save for Relego VI’s unique feature: a vergence in the Force.

THE VERGENCE

A vergence in the Force, also known as a nexus point, is a phenomenon in the Force that centered around a place, object, or (rarely) a person. It was a point where the Force flowed more freely and was more powerful. The cave visited by Luke Skywalker on Dagobah, where he had a vision of fighting Darth Vader, was one such place. Qui-Gon Jin believed that Anakin Skywalker was a vergence in the Force contained within a living being. The nature of such vergences varies greatly and are little understood by the Jedi, but their defining characteristic is that the Force is more powerful in such places, and those who wield the Force can do so more easily when near one.

THE TEMPLE AND THE WAR

When the vergence was discovered, a great temple to the Winged Goddess and Fanged God was built around it; in time, a large town grew up around the temple, to support the temple and those who came to

THE WINGED GODDESS AND THE FANGED GOD

Otherworldly, extra-dimensional beings who represent the Light and Dark sides of the Force. The Winged Goddess, also known as the Daughter, stands for knowledge, healing, selflessness, and sacrifice. She appears as a humanoid female and as a griffon. The Fanged God, the Son, stands for power, strength, dominance, and selfishness. He appears as a humanoid male and as a large, fanged bat. Both have their strengths and flaws; neither is wholly good or wholly evil. They are the children of the Father, who is the embodiment of the Cosmic Force. He seeks to keep his children balanced and contained, lest they tip the scales and throw the universe into disarray.

It is profoundly unlikely that any Jedi would be familiar with these beings, or even any myths associated with them. They are more or less completely unknown in the Republic and to the Order.

Originally introduced as the Celestials (or Architects) in *Star Wars Legends*, these beings were re-introduced to the *Star Wars* canon in the three-episode Mortis arc of *Star Wars: The Clone Wars* (Season 3, Episodes 15-17). Viewing these episodes is not required to run this adventure; any necessary information about these beings is provided in the text.

visit it. It was a fairly unremarkable tourist town—numerous hotels and attractions for visitors, plus the more mundane shops, schools, and homes of the townspeople.

The Miralukans who lived in the town were largely unaffected by the war, save for fuel shortages and some soldiers who went off to fight. When the superweapon detonated, the massive loss of life was so damaging to the Force that the vergence transformed in an instant from a powerful nexus of energy to a starving Wound, desperately draining all life energy around it in an attempt to heal. The people of the town were among the first victims of the Wound, killed by something they could not see or understand. This caused a feedback loop: as more living beings died, the Wound grew stronger, which caused more death, until there was nothing left.

Within the Wound's sphere of influence, which now encompasses the whole planet, *nothing* has survived--no living beings, no plants, not even the microbes that would break down bodies. Water evaporated, leaving dust and desiccated corpses behind, but otherwise, little has changed in the few centuries since Relego VI destroyed itself and tore a hole in the Force.

ANTAGONISTS

THE HEALER

A little over one hundred years ago, a Jedi cruiser passed through hyperspace near the Relego system. On board the cruiser was a powerful Jedi Master, a consular and healer. She sensed the Wound in the Force, even through hyperspace, and she ordered the ship to investigate. She was drawn immediately to the Wound and became obsessed with finding a way to heal it. Her comrades and crew were the first of her sacrifices to the Wound—but they would not be the last.

The Healer has survived far beyond her normal lifespan by binding herself to the Wound. She has forgotten her name and any life she had beyond the confines of the town. Her singular purpose and obsession is to heal the Wound, to end the agony in the Force. Her ship remains operational, and she uses its comm systems to send out distress beacons, luring in travelers and Jedi as offerings to the Wound. She brings travelers into the temple, trusting that they will remain lost and disoriented long enough for her to remove or sabotage their ship. (Typically, she flies the ships into a massive underground cave system about an hour's walk away from the town, then rigs them to explode. Should the PCs find this location, it will be full of scorched and detonated ships. It also means she should not appear to the PCs during their first hour or so in the Temple.) Her own ship remains in the spaceport, secured by a lock that can only be opened by scanning her specially engraved lightsaber.

She is a Zabrak woman, tall, sickly pale, and painfully emaciated. Her sunken eyes are bright blue, and her horns have grown long, with many of them cracked or broken. Her clothes are tattered rags, barely recognizable as Jedi robes, but her lightsaber still hangs from her belt.

THE STARVING

Powerfully Force-sensitive individuals—such as Jedi Knights, who are more powerful than the average Miralukan—become something else when the Wound drains their life energy. They become extensions of its will and hunger, shadowy versions of their former selves that seek only to feed on the Force

connections of other living beings. They roam the town and temple, descending upon any living being they sense.

It is possible for the PCs to become Starving if they reach their Strain threshold while within the Wound's sphere of influence (that is, while on the planet). While the Starving that the PCs encounter will be mindless with hunger, brand-new Starving may still retain some degree of intelligence, memory, and speech. Their ability scores and skills are the same as any other Starving, but this option allows for players whose PCs have become Starving to switch sides and play against their former teammates, using intelligence to stage ambushes and hunt the survivors until all are one with the Wound.

THE WOUND IN THE FORCE

Wounds in the Force form at places of great loss of life. The Living Force stems from the connection between living beings—people, animals, plants—and when there is great loss of life, the Force suffers. Battlefields often contain such wounds; the destruction of planets, such as Alderaan, also leave wounds behind. Typically, however, the Force is able to heal itself.

On Relego VI, however, the presence of a vergence in the Force made matters worse. The Force was powerful on this planet, and so the wound left by the planet's death is deep and persistent. The Force has been unable to heal itself here, and so it seeks to drain the life energy—the connection to the Force—of any living being that enters its event horizon, which now covers the entire planet of Relego VI. Nothing new can grow or be born, and any living things that get close to it slowly have their life energy drained away until there is nothing left.

The effects of the Wound on the characters will manifest in several ways and will grow stronger the longer they remain. The first effect is Strain drain. This effect accelerates the longer they're on the planet. The timing of this effect can be adjusted depending on how urgent (or not) you want to make the situation.

Time on Planet	Effect
2 hours	Lose 1 point of Strain
4 hours	Lose 1 point of Strain; meditating no longer recovers Strain
6 hours	Lose 2 points of Strain
8 hours	Lose 2 points of Strain; Strain damage cannot be healed while on the planet
12 hours+	Lose 3 points of Strain every hour

The second effect is a constant feeling of pain in the Force. The characters are constantly aware of this pain, and it grows stronger and more overwhelming as they get closer to the central point within the temple. This also means that trying to use powers like Sense while on the planet can result in massive psychic backlash as a Jedi opens their mind to the agony of the Force. It's a good opportunity to pile on additional Strain damage.

The third and final effect is the sign of the characters slowly joining the ranks of the Starving. As the players take Strain damage—from the Wound, from activating abilities, from any source—the characters begin to feel more and more hungry. What begins as simple hunger becomes a gnawing, constant agony, a need that no amount of food can fill. At the GM's discretion, this hunger may add setback dice to rolls, due to pure distraction. The GM should also mention this hunger to players, reminding them how miserable and starving their characters feel, with increasing frequency as their Strain damage grows.

Prologue

As the game begins, read the opening crawl aloud:

It is a time of peace and prosperity in the Republic, and the Jedi Order stands as its guardians. At a Jedi enclave on Onderon, a strange distress signal has been received. Encoded using Jedi encryptions that are over a century old, it contains a set of coordinates and a message only five words long:

We are wounded. Send aid.

The coordinates lead to the remote Outer Rim system of Relego. Little information about the system is available, but Jedi archives indicate that over the last hundred years, a handful of Jedi have reported similar signals and their intent to investigate. None of them ever returned. Concerned, the Jedi Council has assembled a team of Knights to investigate. Their task is to reach the Relego system, locate the source of the signal, and prevent it from luring other Jedi to an unknown fate.

It has been two weeks since the Jedi scout ship Beacon set out from Coruscant, heading for the farthest reaches of the Outer Rim. Little does the team know the mystery that awaits them...

Ask each player to describe their character: name, appearance, specialties as a Jedi, relationships to anyone else on the mission, and what they're doing just before the ship drops out of hyperspace. Once everyone has been introduced, the ship's pilot droid, JR-55, alerts them that they are about to leave hyperspace and enter the Relego system.

Once they leave hyperspace, the ship's computer will begin scanning for the coordinates included in the message. After a few minutes, the computer will zero in on the coordinates and direct the ship towards Relego VI, one of the few habitable planets in the system. Or at least, formally habitable. Scans will reveal a world devoid of technology—but also devoid of life signs. Relego VI is barren and dead, and on the daylight side, it bears a massive, scorched crater, visible from space. And yet the coordinates undoubtedly lead to the planet.

As the Beacon descends towards the planet, the PCs begin to sense something in the Force: a great, echoing pain, one that grows stronger as they move towards the coordinates. Use their answers to the question about being near someone who was injured or dying to describe how the pain feels to each character. A Hard or even Daunting Lore check could determine that this pain is emanating from a Wound in the Force, which form in places where massive loss of life has occurred.

The coordinates lead the ship to a location on the night side of the planet, in a mountainous area. Those looking out the windows can see a vast, dead forest beneath them, skeletal trees reaching skyward. Then, amid the trees and hills, something even more surprising: a settlement. There is a large town built in the foothills of the mountains, though it is obviously abandoned. Nothing moves on the ground below, save for dust swirled about by the wind.

Two features stand out about the town. The first is the presence of a large, mostly intact spaceport at the edge of the settlement. A single ship, similar in size to the Beacon, is parked in one of the landing bays, though scans will reveal that it is completely powered down. The second is a massive structure at the opposite side of the town: a pyramid made of smooth grey stone, save for the point, which appears to be made of blue-green transparisteel. Large stone doors sit on the side facing the town, and broad steps lead up to it.

What is most surprising about this pyramid, though, is the fact that light spills out from within the open doors—the first light the characters have seen on the planet's surface.

ACT ONE

Act I of the adventure takes place in the spaceport and town as the PCs explore the area and attempt to piece together what happened. Allow them as much time as they want to explore, and only have the Starving attack once. Act II begins when they enter the temple.

THE LANDING BAY

Upon emerging from the Beacon, the PCs find themselves in a dark, dusty landing bay. Outside of the light provided by the ship, it is utterly dark, utterly still, and utterly, eerily silent. There are no birds or insects; the only movement comes from the wind. There is dust on the floor and piled against the walls, all of it looking as though it has been undisturbed for many, many years.

THE SHIP

There is one ship docked in the landing bay closest to the town. An examination of the ship and an average Lore or Education check will reveal that it was a Jedi transport, but it is over a hundred years old. Any identifying markings have long since been worn away.

The ship is almost completely powered down and locked. The only thing still drawing power is the locking mechanism, a cylindrical scanner beside the door that will only open for The Healer's lightsaber. A Hard Mechanics check could force the door open, or the PCs could use their lightsabers to cut their way in. Other visiting Jedi in the past did exactly that, and an average Perception check might reveal that the door to the ship doesn't match the rest of it. (This ship will likely be their only way off planet at the end, so let them do as much damage to it as they like early on, before they realize what a precious resource it is.)

Inside the ship, it is utterly silent and still. The cockpit is empty, but the flight controls bear a scanner similar to the one outside the main door. Accessing the controls and the computers without the Healer's lightsaber should be borderline impossible, requiring at least a daunting Computers check. The engine room is also empty; another Hard Mechanics check could power the ship up from here, rather than the cockpit. Even if they get the power on, though, they need the lightsaber to unlock the nav computer and flight controls.

In the center of the ship is a massive, kitbashed communications array—the ship's standard comms have been boosted by hardware from clearly more modern ships. If the ship's power is restored, the records show messages sent out at seemingly random intervals over the last century, all using the same outdated Jedi encryption and all matching the one that the temple on Onderon received.

The ship also contains an extensive medbay and lab facilities; it was a mobile hospital unit, traveling to impoverished worlds in the Outer Rim, though the PCs may not immediately realize that. The computer system has been wiped, but based on the equipment and reference guides, the ship provided basic medical care to people of many species.

The crew quarters consist of two dorms, each holding four bunks, and two individual cabins, all of which have been completely trashed. It doesn't look like someone was searching for something; this appears to be a force of pure destruction, as if storms were unleashed in each room. Clothing, personal effects, and datapads lie in shattered and torn pieces. Due to the chaos, it's difficult to tell how many people lived here, but there was clearly a decent-sized crew on board at some point.

THE SPACEPORT TERMINAL

The landing bays and passenger terminals are largely intact, save for one of the control towers, which has collapsed. None of the power generators for the town are functional, and thus inside the terminal it is pitch black. Without anything alive beside their fellow Jedi, the Force is of little help in seeing anything. Whatever light source they use when exploring will reveal abandoned luggage, dusty shops, and a large number of desiccated bodies.

The bodies appear mummified, and none bear any signs of external injury. Some are huddled in corners, some have fallen as if fleeing, some cling to each other in obvious terror. (For bonus creepy: somebody steps on a corpse and it goes *crunch*.) A handful of the bodies wear what appear to be military uniforms.

The bodies look humanoid, but none of them have eyes, instead bearing only vestigial divots in their faces. An easy Xenology check will identify them as Miralukans, though unlike virtually all other Miralukans that have been encountered out in the galaxy, none of the people here wear anything to cover their "eyes." Most Miralukans who interact with other races do so simply to make others feel more comfortable.

There isn't much of use to be found in the spaceport. All datapads and screens within the spaceport are without power. If the PCs are able to restore power to anything, they may face some challenges in deciphering the dialect of the Miralukan language used here, as it developed in isolation and bears little resemblance to anything spoken in the galaxy today. A Hard Lore or Education check could allow the PCs to read the language well enough to get the general idea of the writing, but not precise meanings. Similarly, the planet uses a totally foreign calendar system, and it will be very difficult for the characters to determine how long ago the war happened and the world died.

If they are able to read anything, much of what they find is mundane: messages to family members and friends, news updates that primarily talk about "the war" and the cruelty of the tyrants who hold the planet's fuel reserves hostage, deployment orders for soldiers, and tourist brochures touting the benefits of the Temple of the Nexus. (Nexus is not a precise translation; there does not appear to be a word in Basic or Miralukan that directly translates, but it definitely relates to the Force in some way.) These benefits include enhanced Force senses, improved health, healing of injury and disease, and even enlightenment into the very nature of the Force.

THE TOWN

Like the spaceport, the town is devoid of both power and life. Majority of the buildings are intact, though there is a section of the town that fell victim to fire at some point. Due to the lack of decay, much of the town is exactly as it was when the planet died: tables are set for dinner, board games sit half-played, and so on. However, while the people here died quickly, it was not instant. Bodies are, just as in the spaceport, found in clear states of distress. People who were at work are found under desks or in closets, parents

hold tight to their children in their homes, and bodies lie in the streets, all of them seemingly running towards the spaceport (or away from the temple).

There is slightly more information about the world to be found while searching the town. Everything is still written in the obscure dialect of Miralukan, but if the PCs can decipher it, they can learn more about this world. News reports about the war refer to an ongoing struggle against tyrants who have monopolized the planet's primary source of fuel, in a continent far away. There are also quotes from speeches given by the war's leaders, referring to a devastating superweapon that will end the war for good if the tyrants do not surrender.

The PCs can also find a number of historical and religious texts. Relego VI was settled many, many centuries ago, by Miralukans fleeing the death of their homeworld. They believed that they were guided here by their deities, beings they refer to as the Winged Goddess and the Fanged God. Relego VI was home to a Nexus, which the Miralukans believed to be a sacred place chosen by the Goddess and God. The Temple here was built to honor them.

Let the PCs explore the town for as long as they'd like. The closer they get to the Temple, the stronger the sense of pain in the Force becomes.

ENCOUNTER: THE STARVING

At some point during their explorations of the town, the PCs will be attacked by three of the Starving: emaciated, shadow-cloaked figures, two humans and a twi'lek. In such a small group, they don't pose a serious threat—they should merely serve to unsettle the PCs. These are the first other "living" things they've seen here, and they are horrifying. Have the Starving attack at whatever moment seems best: when the PCs are in a small space, have split up, or are distracted. They should open with their Force Scream and then move in to attack the PCs directly.

Once the Starving have been dispatched, their bodies will vanish, leaving nothing behind... save for a strand of green silka beads. The design is easily recognizable as a padawan "braid" worn by hairless Jedi; the style indicates that this one belonged to a twi'lek.

THE PLAZA

All roads in the town lead to the plaza in front of the Temple. The plaza was obviously once a beautiful place: there are withered remains of trees and gardens, and the surface of the plaza itself is covered in intricately patterned stone tiles. Standing in front of the Temple, perfectly spaced on either side of the door, are a pair of statues. They are made of the same stone as the Temple itself.

The one on the left is a large winged creature, with four legs, large ears, and green gems set as eyes. It is holding one clawed foot up, but it does not appear aggressive; rather, the gesture seems almost welcoming. The statue on the right is of a huge bat-like creature with sharp fangs and red gemstones in the eyes. Its mouth is open in a snarl. (See "The Winged Goddess and The Fanged God," page 4.)

Light still spills out from the Temple doors, which still stand open. When the PCs cross the plaza, the doors are empty, but as they draw nearer, a figure appears, standing in the light. This is the Healer.

She is a tall, painfully emaciated Zabrak with sickly pale skin and sunken, bright blue eyes. Her horns are long, and many are cracked or broken, and her clothes—still recognizable as Jedi robes—are tattered and torn. She remembers nothing of her life before binding herself to the Wound and honestly cannot tell the PCs anything about herself. She will also lie, without reservation or hesitation, to get them to enter the Temple. She will say whatever is necessary to get them to follow her inside: telling them that there are others who need help, that there's something important she must show them, that she knows what became of the missing Jedi.

SAMPLE LINES

- *“Missing Jedi? Yes. Yes, I remember... please, come with me, I can show you what I found.”*
- *“You received the message. Good. Come with me, and we can begin the work to save this place.”*
- *“I am... I am a healer. I have been here for a long time. I cannot remember anything else, I'm sorry.”*
- *“What happened here? The planet died, and is dying still. It cannot stop. But with your help, we can end it. We can end the pain.”*
- *“You've felt it, of course. How could you not? That pain, screaming through the Force, reaching out and taking hold of you... never letting go... It is terrible. We must heal it.”*
- *“All will be explained in time. Please, follow me.”*

Once they follow her inside, Act II begins.

ACT TWO

As soon as the PCs enter the Temple, Act II begins. It only ends when they have made their way through the Temple to the uppermost level, where the Wound is centered and where the Healer waits. The Temple was built to test pilgrims, to force them to prove their devotion to their deities and their worthiness to enter the vergence. As such, it contains rituals and challenges that must be completed in order to move forward.

However, it is not so simple to move through the Temple. The strength of the Force here, along with the presence of the Wound, have warped the very nature of space and time within the Temple. There is memory, within the fabric of the Force, that this structure was once of great importance and power, and thus the most serious effects of this warping are localized within its walls. When dealing with the effects of the Wound, use the absolute time that passes outside the Temple to determine how much Strain the PCs are suffering from. But within the Temple, time may contract or expand in unexpected ways. Space will also shift: hallways stretch or contract, doors will lead to places that make no logical sense, etc. These shifts may affect the whole group, or only one member. Use your best judgment to keep the party off-balance.

ARRIVAL

The Healer leads the PCs into the Temple's entry hall and to one of the smaller doors—the one that leads to the living quarters. She leads them through the winding halls, then goes around a sharp corner and disappears from their sight briefly. When they follow, she is gone, and the hallway is empty. (As attuned to the Wound as she is, she is able to use some of its space-warping abilities to move herself short distances. Once she leaves the PCs, she immediately goes to move and destroy their ship.)

THE TEMPLE

From here, the PCs are free to explore the Temple in whatever fashion they wish. Once they enter the Ritual Walk, however, they are more or less stuck on that path.

THE ENTRY HALL

This long, high-ceilinged room is lit by flickering torches--the light that the PCs saw when they first arrived. In the dim light, it is difficult to make out the details of the engravings on the walls, but they appear to depict a mixture of humanoid shapes and large, winged creatures. It appears that the humanoids are transforming into the winged creatures, then back again. Closer examination reveals that the creatures match the winged beast and fanged bat statues that sat outside the Temple. The female human transforms into the winged beast, while the male transforms into the bat. There are comfortable, padded benches scattered about the marble floor, and what looks like a dried-up fountain near the center. It resembles a waiting room more than the entry to a temple.

When the PCs return to the entry hall, the front doors are sealed shut. (They could use their lightsabers to cut their way out, but by the time they return to the spaceport, the Healer will have removed their ship.) There is a large door on the western wall, made of heavy stone and opened with heavy stone blocks on pulleys. The blocks are meant to be pulled down with the Force in order to open the doors; regardless of the specific powers the PCs have taken, they are Jedi knights, and will all be able to work together to use the Force to complete this task. Rolls are not necessary. This door leads to the Ritual Walk and cannot be opened from the other side.

There are also three smaller doors placed in discreet alcoves near the back of the hall. The first leads to the living quarters and is the one the Healer led them through. The other two lead to a storage area and to a sacristy, respectively.

LIVING QUARTERS

The keepers of the temple lived within its walls, maintaining and protecting it. Most of them were more powerful Force users, on the level of Jedi knights, and thus most became Starving when the Wound formed. Due to the shape of the structure, the living quarters are arranged around a number of small, winding hallways. The living quarters consist of many small, individual bedrooms, shared freshers, and a few common sitting and cooking spaces. Personal belongings, such as clothes, datapads, etc., can still be found in the bedrooms, and one of the common areas is set for a meal.

Much of what is found here is similar to the contents of the village: clothes, datapads, holos, and so on. There are a number of smaller engravings on the walls here, only some of which reflect the religious iconography outside. Others seem to be images of the people who lived here. One shows a group of Miralukans gathered in one of the common areas, with lines of different depth and thickness binding them to one another. Another is a hypnotic swirling pattern that seems to have an almost unnatural hold on one's attention.

This is a good place to introduce the warping of time and space in the temple. If the players split up, pass notes to one group that the others take far longer to return or catch up than they should have. Have hallways stretch out much farther than they should (that dream effect of running down a hall towards a door but never making progress) or have doorways lead to places they logically shouldn't.

PCs can also have visions here, things that encourage them to stay and get comfortable. The Wound doesn't care where they are in the Temple, so long as they remain nearby. Draw on their questionnaire responses for inspiration as to what they see and use notes to tell individuals what they--and they alone--are able to see through the Force.

STORAGE

This large, open room contains shelves and crates, mostly filled with things needed to maintain the Temple. Candles, cleaning supplies, incense, mechanical equipment, and other assorted odds and ends can be found here. The PCs may be able to find some useful equipment, including glowrods, with successful average Perception checks. Otherwise, the room contains little of note. A door in one wall connects to the sacristy.

Due to overall clutter and limited line of sight, this room is a good option for a Starving ambush.

SACRISTY

Located next to the storage room, this small room contains a number of cabinets and wardrobes, each holding ceremonial robes and religious artifacts. There are smaller versions of the statues seen outside, wrought in precious metals, some of which seem designed to hold incense or candles. The robes are primarily black and blue-green and bear perfectly symmetrical triangle patterns on the chest and sleeves. The room also holds a few of the padded benches, similar to the ones in the entry hall, though they're much more worn. There are a couple of bodies in this room, huddled together in the corner behind a wardrobe. Though exact age is difficult to determine, they look rather young--probably teenagers who fled here to hide when the Wound formed.

THE RITUAL WALK

The heart of the Temple is the Ritual Walk, a winding path of rooms, halls, and stairs climbing to the Shrine of the Nexus at the top of the pyramid. The door to each room seals shut behind them when they enter, and the exit closes when they leave.

Within the Walk, the warping of time/space should continue, as should visions to keep the characters corralled. Attempts to go back should result in horrifying visions, distortions of space and time, or attacks by the Starving. The Temple might also lure them deeper into the Walk with visions of pleasant times. Starving attacks could occur in the halls between rooms but should be used sparingly; most of the Strain the PCs take in this area should come from their choices in the rituals.

The Ritual Walk is accessed via the large double doors in the entry hall and requires use of the Force to activate the levers that open it. Once on the other side, the doors swing shut and cannot be opened from the other side.

MEDITATION ROOM ONE

A short hallway leads to the first room: a space for meditation and preparation for the Ritual to come. There are more of the padded benches here, along with cushions on the floor. Engravings on the walls depict three rows of infinitely repeating cycles. The first, at the top near the ceiling, shows the sun rising and setting behind the mountains. The second, along the middle of the wall, shows seasons repeating: spring, summer, fall, winter. The third, near the floor, shows a Miralukan being born, growing, living, and dying, only to be born again.

If the PCs choose to meditate here, ask them to roll a Force die. On Light Side results, give them a vision of hope and happiness, the joy that will come after they heal the temple. On Dark Side results, the vision should be of pain and suffering: the deaths experienced here and the way the Force broke in the aftermath. Draw upon the questionnaires the players completed for ideas. No matter what, the visions should encourage the players to keep going further into the Temple. If possible, provide these visions to each player in secret, via a note or private message.

The door exiting this room stands open and leads to a flight of stairs that go up to a hallway, then another open door. When the PCs are halfway up the stairs, the door will shut behind them.

LIGHT SIDE RITUAL ONE

The first ritual room is dedicated to the Winged Goddess, and her images--humanoid and griffon--are engraved on the walls around each door. In the center of the room is an altar with a one-foot square hole in the center, leading down into darkness. Shining a light into the hole does not reveal a bottom and dropping small objects into it produces only echoes of the object bouncing off rock until it fades out.

The walls on opposite sides contain identical text and images. The images depict a Miralukan holding a glowing object in their hands, with rays connecting the object to their chest. The Miralukan then drops the object into the altar, dispersing the rays. The final image depicts the Miralukan gaining wings similar to those of the goddess and ascending upwards. The text, written in the ancient Miralukan dialect used by the locals, reads: *Sacrifice something you love and free yourself of attachment.*

The door out of this room will not open until an appropriate sacrifice has been made. It is up to the PC if they feel better or worse about this sacrifice.

After the doors open, there is a long, straight hallway leading to the next room.

DARK SIDE RITUAL ONE

This room is dedicated to the Fanged God, and like the last room, his images appear around both doors. There is also an altar, but this one is a solid, massive chunk of ore, the top cut into a flat surface. A successful Education or Lore check will identify it as cortosis ore. Hanging from the sides of the altar and in racks by the walls are various implements of destruction: sledgehammers, axes, saws, blowtorches, and so on. (Essentially, whatever a player might need to destroy their chosen object is available to them.)

As with the previous room, the opposite walls bear identical images and text. The Miralukan in these images is dragged down by heavy chains around their arms and legs, chains that lead to a dark orb, a light orb, and another, smaller Miralukan figure. The second image shows the dark orb on the altar, with the Miralukan bringing down a hammer to break it—and to break the chains at the same time. The final image shows the Miralukan with bat-like wings taking flight. The text reads: *Destroy those that hold you back and break your chains.*

Once again, the door will not open until a sacrifice has been made.

When the ritual is completed, the doors will open, and the PCs will face a long hall that leads to stairs. The stairs make a ninety-degree turn halfway up, then continue to climb to the hall leading to the next meditation room.

MEDITATION ROOM TWO

This is another room for meditation and contemplation. Unlike the other rooms, this contains no wall engravings. Instead, there is a large statue in the center of the room, surrounded by benches and mats. The statue is a massive piece of granite, raw and unfinished at the base. On one side, the griffon has been carved, leaping outward; on the other, the bat, wings spread. The lower halves of the statues are unfinished and meld back into the stone from which they were carved. Two halves; one stone.

Again, if the PCs meditate or rest here, they will have visions from the Force (see Meditation Room One). This is also a good spot for an attack by the Starving, as the door leading on stands open. Beyond the door is another long hallway, leading to the next set of ritual rooms.

LIGHT SIDE RITUAL ROOM 2

This room is again adorned with images of the Winged Goddess. Against one wall sits a comfortably padded seat, almost like a throne. On the wall opposite is an engraved image and Miralukan text. The images show a female figure, the same as the other depictions of the Winged Goddess, seated in a throne, her hands outstretched before her. A Miralukan stands before her, their hands held over hers, and lines seem to indicate a flow of energy going from the goddess to the Miralukan.

The text reads: *Selflessness and sacrifice are the way of the Light. Give of yourself so that others may gain strength.*

This ritual is conducted by whoever sits in the throne: the sacrifice. When they and another member of the party imitate the pose shown by the engraving, the sacrifice will feel a compulsion to channel energy to the other person. This energy channel will heal Strain and Wounds in the other, while causing Strain and Wound damage in the one making the sacrifice, at an exchange of one point of each at a time every minute.

The sacrifice must make a hard Discipline check in order to stop themselves from simply burning out into unconsciousness. If they fail their check, the other person will be unable to move away and stop the transfer, even if they want to. (They can also make a check, but it will be a daunting one.) After the first failed check, the sacrifice can make another check after taking damage again. They will continue to bleed Strain and Wounds, even if the other person is full on both.

An exchange of at least two points of Strain must occur for the ritual to be fulfilled and the door to open. When the door opens, it leads to a short hall, stairs, then another hall and the next ritual.

DARK SIDE RITUAL ROOM 2

This room is adorned with images of the Fanged God. There is a chair in this room as well, but it is carved of stone and bears restraints at the arms and legs. On the wall opposite the chair is an engraved image and text. The image shows the male humanoid/Fanged God standing before the chair, hands outstretched over a Miralukan, who appears to be writhing in pain as lines of energy move from them to the God.

The text reads: *Selfishness and control are the way of the Dark. Take from others so that you may gain strength.*

This ritual is conducted by whoever stands before the chair: the thief. Someone must sit in the chair to serve as a sacrifice; the restraints will automatically click into place when they sit down. Once they're in place, the thief will feel a compulsion to drain their energy and life force. This energy channel will heal Strain and Wounds in the thief, while causing Strain and Wound damage in the one being drained, at an exchange of one point of each minute.

The thief must make a hard Discipline check in order to stop themselves from draining their sacrifice dry. If they fail their check, they can make another after draining more from the other again. They will continue to drain the person, even if they are full on both Strain and Wounds. The other party members can attempt to intervene, either by freeing the sacrifice (have to cut the restraints) or by physically moving the thief out of the ritual pose (difficult Brawl or Athletics check).

The door will open after two points of Strain have been taken, but the restraints will not release until the thief ends the transfer.

On the other side of the door is another set of stairs that take a sharp turn, then lead to another hall and the final meditation room.

MEDITATION ROOM 3

This final meditation room is empty of art or text. It simply contains benches and cushions, places for personal contemplation before moving on to the final stages of the ritual. This is an ideal time to leave the PCs alone and let them recover their strength before the final battle—not only to give them a fighting chance, but also because by this point, the lack of visions or attacks will be unnerving. Use the silence to your advantage.

Beyond this room is a set of stairs that leads up to the last area of the Ritual Walk: the Pools.

THE POOLS OF KNOWLEDGE AND POWER

This room is much larger than the others. Just as in the first meditation room, the images engraved on the wall form a perfect cycle. They depict a tall, faceless humanoid figure standing over the Winged Goddess and Fanged God, the faceless one's hands spread while the others bow their heads, as if receiving a blessing. The next image shows the faceless figure standing before two pools of water, his posture and gesture giving an impression of warning or forbiddance. The third image shows the Goddess and God each approaching a pool; the fourth shows them drinking from their chosen pool. The fifth image shows the Goddess with her arms spread, gazing upward as light surrounds her head, while the God's hands curl into fists, surrounded by darkness. The sixth image shows the faceless one reaching the pools, his hands covering his lack-of-face as if in grief. Then it circles back to the first image, though now it reads differently: it is as if the Goddess and God are being punished or cursed.

On either side of the room are two empty, water-stained pools, surrounded by Miralukan text. The one on the left reads: *Through Knowledge, all is possible. Through Knowledge lies understanding, through understanding lies acceptance. Through Knowledge, there is the Light.*

The one of the right reads: *Through Power, all is possible. Through Power lies strength, through strength lies domination. Through Power, there is the Dark.*

The ritual requires that pilgrims drink from one of the two pools in order to proceed. However, the pools have long since drained, and the PCs will have to figure out alternate solutions to get through the doors. There are desiccated corpses here, the remains of others who made it this far, only to die trapped as the nearby Wound drained the last of their life force. Lightsaber burns score the walls and door, indicating that it will not be possible to simply cut their way out. (If necessary or desired, put a couple spare lightsabers here as replacements for any that were lost in the earlier sacrifices.)

There is no one “correct” answer here; the PCs will have to get inventive and come up with an escape on their own. The only forbidden option is using their lightsabers to cut their way free. Any sufficiently clever and successfully rolled idea can work. (Options include using the Force to pry the doors open or finding a way to trick the Ritual into believing it has been completed. A sufficient amount of explosives might also do the trick, though it would have to be a *lot*.)

When they find a way to escape, they will find themselves facing a broad staircase leading to the peak of the pyramid, the Shrine of the Nexus, and the Wound itself.

ACT THREE

The Shrine of the Nexus is at the top of the pyramid and is itself a large pyramid shape made of thick, blue-green transparisteel. Aside from the stairs that the PCs ascended to reach this room, the only other exit is a door on the far side. Benches, mats, and cushions are scattered around the room, all of them oriented to face the center.

The floor is patterned with black and green triangle and diamond-shaped tiles, leading to a spot in the middle of the room where a low ring, approximately ten feet in diameter and made of green stone, sits. There is nothing in the ring—and yet, there is definitely *something* there. Everyone can tell, beyond a doubt, that this is the central point of the pain and hunger that they have felt in the Force.

Attempting to use any kind of Force sight powers (such as Sense or Foresee) in this room will result in immediate Strain damage, as trying to look into the Force so close to so much pain causes a psychic backlash.

The Healer is also here, waiting for the PCs. She does not want to fight them, preferring instead to persuade them to give up and let the Wound have them. She explains that she must heal the Force by giving it the life energy it needs—the connection to other living beings from which the Living Force itself springs. If it can just drain enough energy, it will heal, and the pain and starvation will finally end. She will use both her words and the Force in an attempt to persuade them to, essentially, lay down and die.

If the PCs resist this idea or attempt to leave, the Healer will turn to violence. She does not want to kill them, however; she will attempt to maim them enough that they cannot leave. She does not deal Strain damage if she can help it; she wants to reduce them to zero Wounds so they fall unconscious and cannot escape. To that end, she uses her command of the Force and her lightsaber (a perfectly normal blue blade) to attack the PCs.

By the time the PCs reach the Shrine, they will likely be exhausted, starving, confused, and in pain. All of this should lead to them being at enough of a disadvantage that the Healer is an equal match for three or four of them. Tailor the combat to the state of the PCs and the tone you want the conclusion of this adventure to take. If the PCs are in surprisingly good health, have some of the Starving emerge and join the fight. If you want the PCs to live and successfully escape, tone down some of the Healer's attacks and Force powers. If you want PC death and ultimate failure to be a possibility, then go for broke and hit them with everything you've got.

The Healer *can* be persuaded not to fight them, with Daunting difficulty social checks. If convinced not to fight, she sinks into despair and will go where she is led, but she will not speak or offer much helpful advice. If she is taken out of the planet's orbit, her connection to the Wound will be broken, and she will immediately die.

DEFEAT/DEATH

If the PCs are defeated during the final confrontation, read:

The pain and hunger grow, filling your awareness until they are all you know. All you have ever known. You rise, staring at the void in the Force that created you, and you are filled with the need to hunt. To feed. To consume until the raw, aching hunger within you is at last filled. As you move to leave, you hear a voice behind you:

“They were not enough. I need more, I need to heal it, I need to *fix* it! Perhaps the next. Perhaps the next ones they send will be enough.”

The PCs have joined the ranks of the Starving, doomed to prey upon whatever unfortunate Jedi the Healer lures in next.

SURVIVAL

If the PCs defeat the Healer, they will be free to leave the Temple. Her lightsaber is uniquely shaped and engraved, and they will likely be able to tell that it is the key to unlocking her ship. Descending the back stairs to return to the base of the Temple takes time, but there are no more tests to complete, and nothing will attack them so long as they carry the Healer’s lightsaber.

They can return through the town to the spaceport and the Healer’s ship, which will easily start up when her lightsaber is inserted into the locks. Though old, the ship still functions, and they’re able to take off and leave the planet. Read:

The ship breaks through the atmosphere and into the darkness of space, and you begin to plot your course back to the galactic core. As your ship gets farther from the planet, the ever-present pain you felt through the Force dwindles, eventually fading away to mere memory. But the hunger remains.

Player Questionnaire: GM Notes

GM INSTRUCTIONS: Provide the blank questionnaire (starts on page 24) to each player. Ask them to individually answer the questions in-character prior to the game starting. Use their answers as the basis for Force visions and other personalized terrors in the adventure. It helps to get them back a day or two before you plan to play, so you have enough time to prepare.

What is the first lie you remember telling? How did it make you feel?

A dummy question/red herring. If it elicits useful information, by all means use it, but it's meant to slightly throw players off in terms of what the adventure will focus on.

What have you given up to lead the life you do? Do you regret it?

What is something that the character wants—or wanted, but doesn't anymore? Regrets are weapons to be used against them.

What is the biggest mistake you ever made?

More regrets, more ammo.

Out of all the people in the galaxy, who would you give your life for?

These are Jedi, forbidden from developing attachments—but they've probably done so anyway. Who do they love, care about, or fear losing? Any and all of those attachments can be useful.

Describe a time when you were in the company of a person (or people) who were profoundly ill or badly wounded, perhaps even dying.

Used when describing the pain that the characters feel when they experience the echoes from the Wound. Depending on context, could provide further fodder for visions and nightmares.

If you could spend a single day anywhere in the galaxy, no consequences, where would you go? What would you do? Who would be there?

What is something the character wants? This is asking for their dreams, their longings, something they want—but perhaps will not allow themselves to have for fear of consequences.

Describe one of your happiest memories.

The visions in the Temple don't all have to be nightmares or horrors. Images of joy and happiness make excellent traps.

What is your most prized possession? When did you acquire it? Where do you keep it?

An option of something to sacrifice in the temple.

How does the Force feel to you?

This adventure relies heavily on the nature of the Force and a Jedi's connection to and impressions of it. This question will let you describe the Force in terms particular to a given character.

What are you afraid of?

Just go wild with whatever they tell you in this one.

Player Questionnaire

What is the first lie you remember telling? How did it make you feel?

What have you given up to lead the life you do? Do you regret it?

What is the biggest mistake you ever made?

Out of all the people in the galaxy, who would you give your life for?

Describe a time when you were in the company of a person (or people) who were profoundly ill or badly wounded, perhaps even dying.

If you could spend a single day anywhere in the galaxy, no consequences, where would you go? What would you do? Who would be there?

Describe one of your happiest memories.

What is your most prized possession? When did you acquire it? Where do you keep it?

How does the Force feel to you?

What are you afraid of?

The Starving

The Starving are empty husks that remain after the wound in the Force has drained the living beings they once were. Not all who are sacrificed become Starving, only powerful Force sensitives. They appear as emaciated, shadow-cloaked versions of their former selves, and cannot use weapons. Instead they attack with claws, fists, teeth, and the Force. In groups, they can let out a collective Force Scream that temporarily stuns those who hear it, allowing them to attack. Their goal is to drain the life energy of any creature that comes close. Their physical attacks are meant to render their victims unconscious or unable to escape so they can drain them in peace.

When killed, the Starving vanish, leaving almost nothing behind. If they possessed an item that was vitally important to them, however, they may have retained it, even if they cannot use it. It will fall when they are destroyed.

Brawn	Agility	Intellect	Cunning	Willpower	Presence
3	2	1	1	4	2

Soak	Wound Thresh.	Defense
5	10	0/0

Skills: Brawl 2, Discipline 2, Perception 1, Stealth 1

Abilities: Force Scream. A group of three or more Starving can let out a deafening Force scream once per combat. They roll Discipline against a difficulty that lowers based on how many of them there are.

3-5: Hard

6-9: Average

10+: Easy

If the check succeeds, then one person per Success takes 1 point of Strain damage. Every two advantages results in one person being staggered for one round; a Triumph also results in one person being staggered.

The Healer

The Healer is a Zabrak female Jedi who, over the last century, has been corrupted and twisted by the wound in the Force on Relego VI. Her single obsession is to heal the wound, and she believes that the only way to do so is to sacrifice life energy to it. She is an extension of the wound's will and hunger and cannot remember her life before Relego VI.

Brawn	Agility	Intellect	Cunning	Willpower	Presence
2	2	3	2	3	1

Soak	Wound Thresh.	Strain Thresh.	Defense (M/R)
2 + 1	15	15	1/0

Skills: Cool 1, Deception 2, Discipline 3, Medicine 1, Vigilance 1, Lightsaber* 2, Lore 1
 *Lightsaber based on Willpower

Talents: Adversary 1 (upgrade difficulty of all combat checks against this character 1), Defensive Training (weapon gains defense 1), Nimian Technique (uses Willpower instead of Brawn for Lightsaber skill), Parry 2 (Suffer 3 Strain to reduce incoming melee damage by 4), Force Rating 2

Force Powers: Heal/Harm (Range 1: spend 1 Force Point to increase range to short. Magnitude 1: spend 1 Force Point to increase targets to 2.) Move (Strength 1: Spend 1 Force Point to move target silhouette 1.)

Equipment: Heavy clothing. Lightsaber (Uniquely engraved hilt. Superior: generates one advantage on every roll. Dantari crystal: make a combat Force check. May spend Force Point to recover 2 strain). Damage 8, Sunder, Breach 1. Crit 2. Range Engaged.