



STAR TEMPLE
of Saturgalia

by
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DM
STUDIOS

WHITE
STAR
COMPATIBLE

Background

Role Play, Read or Paraphrase the following:

A Rebel allied Oday named Geeti has seen in a vision that an ancient Star Knight amulet is located on the desert planet of Saturgalia. She is convinced this amulet could turn the tide for the Rebellion. Most others think it is a foolish errand. Geeti has managed to convince General Nodada to allow a small task force to retrieve it if they can. You chose, or where chosen, to be a part of this force and are currently en-route to Saturgalia.

Roll on the table below 3 times to determine the events encountered whilst on the way to Saturgalia. For added tension pile on the next encounter before the current one has been resolved.

Die Roll	Random Encounter
1-3	Another Starship: Pick one
4	Space Anomaly: asteroid, storm..
5	Starship System Malfunction
6	Nothing

When a Starship is encountered roll on the table below to determine its reaction to the Player's presence.

Starship Encounters	Pursue	Ignore	Friendly
Freighter: M. Transport 1-2 Fighters	1	2-5	6
Pirate: L. Transport 1-4 Fighters	1-3	4-5	6
Imperial: Star Cruiser 2-12 Fighters	1-2	3-4	5-6

ARRIVAL AT SATURGALIA

Once the players have resolved these encounters they will arrive at Saturgalia. It is a smallish desert planet, and there is only one point on the planet that has any artificial structures. No large settlements appear on scanners. There is an indigenous humanoid population but it has not advanced beyond

simple tribes and stone implements.

Unfortunately due to the terrain near the Temple the players will not be able to safely land the ship close to the Temple. They will have to walk.

It will not take more than a day, if that, however, travel is not always a simple matter, dangers lurk everywhere. Roll on the table below two times to determine what the players encounter on their way to the Star Knight Temple. For added tension introduce the next encounter before the current encounter is resolved.

Die Roll	Encounter
1-2	NPC Party
3-4	Native
5	Nat. Disaster
6	Creature

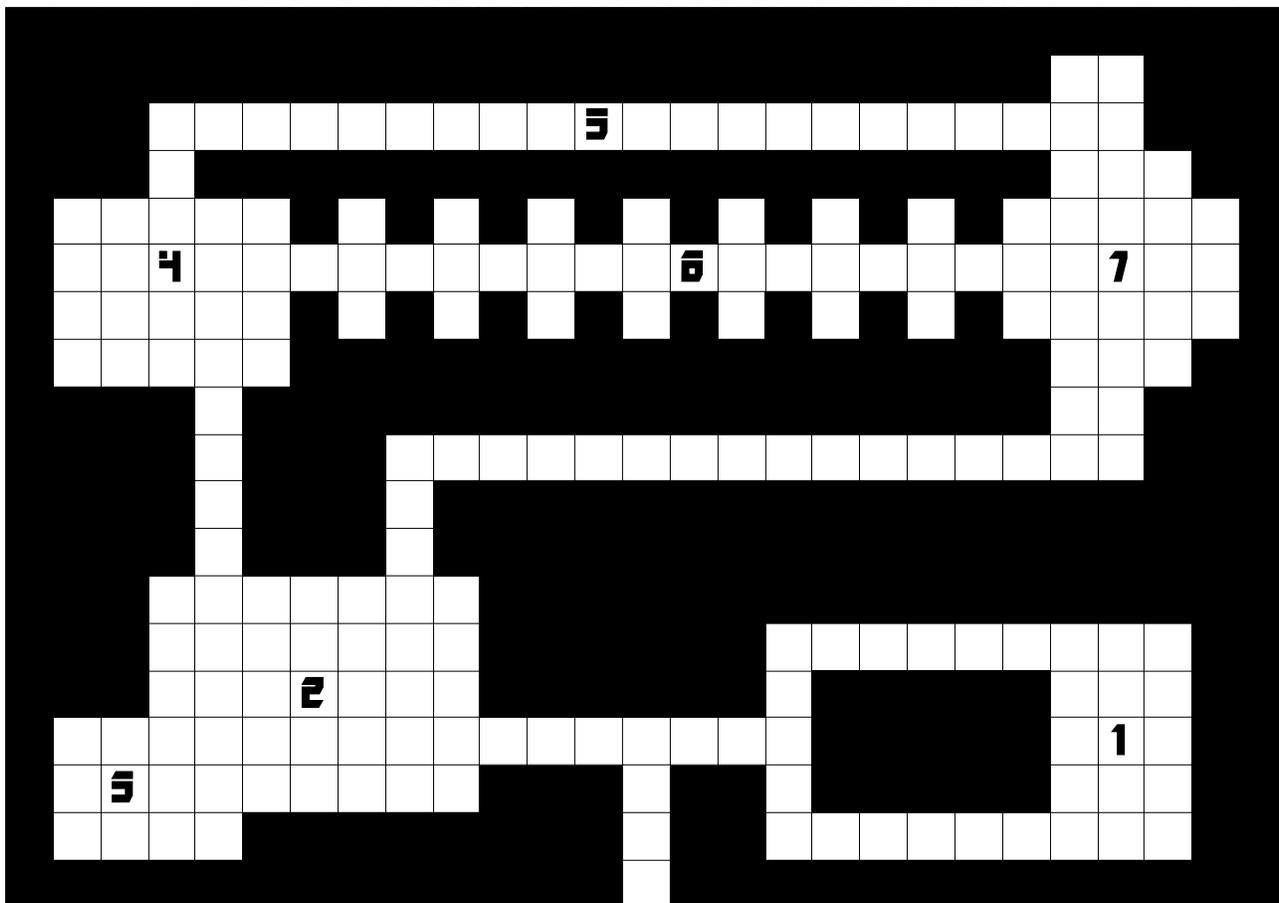
Use the NPC reaction chart (at the end of this adventure) to determine how any sentient creatures may react to the players. A Natural Disaster could be an earthquake or fire. Appropriate creatures for Saturgalia could be: bumble dogs or Gindo's (see below).

Once the players have dealt with the encounters they arrive at the Star Knight Temple. It is in various states of disrepair from centuries of disuse. Some parts are crumbling completely, others just look a bit unstable. It appears that the Temple was constructed using easily obtainable natural materials – in particular mud. However, once inside it becomes obvious that the Temple is more than just simple mud, as even after all this time its interior integrity is solid.

The entrance is obvious, and once held gigantic doors, though those are long since gone.

Scat along with mediumish footprints near the entrance indicate that at one point a variety of animals have called this place home. However, not one foot print that is even vaguely humanoid is seen near the Temple.

MAP OF THE STAR TEMPLE OF SATURBALIA



Room #1: Mediation Chamber. This room was used to contemplate the mysteries of the universe. Even now it is a very serene place. Anyone who spends a Round here doing nothing regains 1hp. Anyone who spends more than 5 rounds at once here must make a Savings Throw or slip into a Trance that lasts for 2d6 turns, after which they are completely healed.

Room #2: Training Arena. There are a variety of Wooden Training Dummies. These dummies are mostly broken/disintegrated, however a few are in usable condition. They have special runes on their heads. If the runes are touched the training dummies come to life and attack. There are three training dummies in good enough shape to activate. Each dummy is worth 50 credits.

T. Dummy AC 5 [15], HD 1, Dmg 1, BTH +1

Room #3: School Room. At one time a thin wall separated these two rooms, now it is long gone. Anyone familiar with Star Knight discipline will know that they eschewed furniture. The school room was empty of it. A small metal cabinet remains relatively untouched. Opening it releases a burst of dust that blinds any within 10' for 1d4 days if they fail a Savings Throw.

Inside are three scrolls of incalculable age. They are worth 150 credits each. They are prescriptions for following the Meditations: Charm Person, Protection, and Locate Object.

Room #4: Monk's Quarters. While the Monk's were not fond of furniture, it appears they liked bunk beds. Not many remain and the ones left are not in good shape. Any searching in this room will cause the beds to collapse and alert the Dark Knight Selendi to the PCs presence.

Room #5: *Hallway of Silent Space.* Here the Universe has been mapped out, if you stare at the walls long enough that is. Initially it looks like someone poked holes in the wall of different shapes and sizes. If a person concentrates on the lights in this room eventually they feel completely weightless as if flying through space.

Having seen the larger picture the players are totally immune to any Meditations for 1 day.

Room #6: *Hallway of Saints.* A long hallway with alcoves. In each alcove was/is a statue of a venerated Star Knight Saint. Many of them have crumbled due to time. Some have been vandalized. Others are almost like new. The statues represent a variety of space faring races some known, most unknown. At the base of each of these statues is a small drawer. Roll a d6 on a "1" there is treasure in the drawer. These statues are quite heavy, and are prone to falling. For each statue inspected roll a d6 on a "1-2" a Savings Throw must be made. Any who fail take 1d4-1 points of damage. This will also alert Selendi in Room 7 to the Player's presence.

Room #7: *Hall of the Star Savior.* Dark Knight Selendi. As the players enter this room they are struck by the illuminated "statue" ahead of them. Draped in almost lifelike deep purple robes and eerily goldenish shimmering eyes. When they venture into the room the statue moves and addresses them.

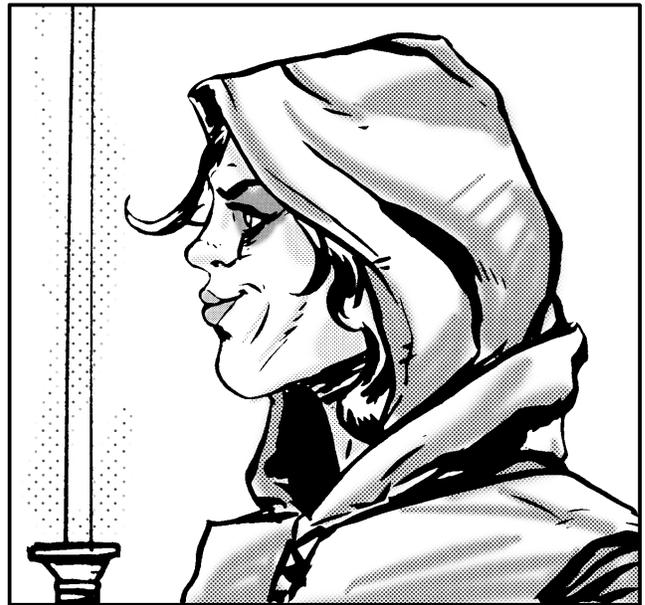
"Bow mortals, I am the Star Savior Ysu."

Perhaps unknown to characters, this is not in fact Ysu, but the Dark Knight Selendi. She has come here to learn about the Star Savior, and if possible know when it would return to the Galaxy, most likely in the hopes she could corrupt it.

Certainly any Star Knight would know she is not who she claims to be since she does not have the "Star" upon her brow. The "Star" is a splinter of The Way shining through.

Selendi is a 5HD Void Knight. The meditations she has prepared are as follows: Healing, Protection, Combat Coordination, Detect Thoughts, Alter Reflexes.

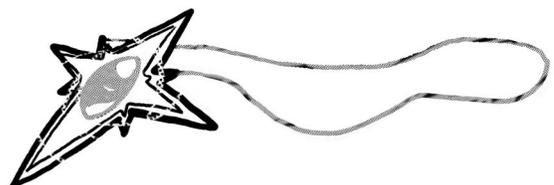
If she becomes aware of the players for any reason she immediately practices Detect Thoughts, Combat Coordination, and Alter Reflexes in preparation. Selendi wants to gather Star Knight artifacts, starting with the Star Amulet, in hopes of calling the Star Savior back to the Galaxy. Her initial intent is to mislead.



The Star Amulet

This is a beautiful necklace that contains a small purple gem inset in a star shaped medallion. The chain is gold links so tightly woven it feels like cloth. The amulet gives the wearer the ability to focus. In essence it allows the user to use another meditation they have already used that day.

The amulet is worth 1250 credits.



MISC. MATERIAL

Reaction Chart for Diplomacy

Perhaps you in your GM Role don't want to just roll with the roleplay, but would like some way to determine how NPCs react for a change of pace. You can use this handy dandy table, its simple, no doubt you've seen it before. If not: roll 2d6 and consult the chart for NPC behavior towards PCs. Add the Charisma Bonus to the roll.

Dice Roll	Reaction Table
2	attack, interfere, berate, flee
3-5	mislead, insult, gossip, avoid
6-8	socially expectations met
9-11	chat, advise, advocate
12	protect, back up, heal, aid

In a similar vein you can determine the effectiveness of any assistants your players have with them with a roll of the dice. The roll determines how helpful they are in combat, or in noncombat situations if you like: just replace "kill" with appropriate action verb.

Dice Roll	Assistant Assistance Table
2	Opponent kills an Assistant
3-5	Assistant ST:Loyalty, or flee
6-8	Assistant not much help
9-11	Opponent ST: Morale, or flee
12	Assistant kills an Opponent

GINDO



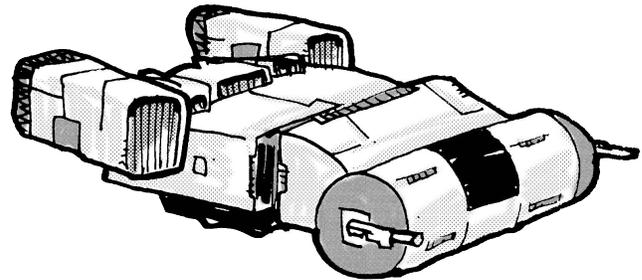
Armor Class: 6[13],
 HD 2+1, To Hit +1,
 Attacks: Claws
 1d6, Tail 1d4
 Saving Throw:
 15; Special:
 Blind, Move 18
 HDE/XP – 1/15.

Gindo are dog sized mammals that are native to Saturgalia. They often hunt in packs of 2-4. They have claws and teeth

but have evolved a curious way to disorient prey: they whip dirt into the eyes with their powerful tails. Any who fail a Savings Throw against this attack are at a -2 for any actions for 1d4 rounds. The can hunt, but prefer to scavenge and take advantage of weaker prey, especially babies.

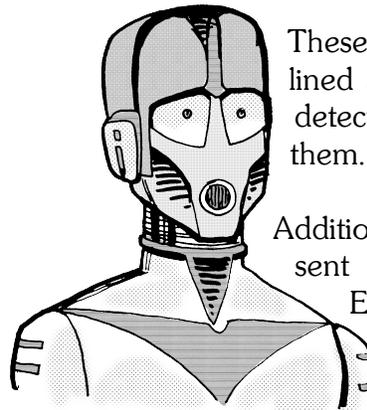
The Stinging Bug

If the players do not have their own ship yet, they can borrow this one from the Rebels. It has been variously modified but its base statistics are those of a Light Transport. The previous owner made the The Run in less than 12 parsecs. Its a nice fast little ship. Below are the previous owner's modifications to the Stock Light Transport.



Advanced Shielding +1, Advanced Targeting +1, and High Yield Thrusters +1.

In addition to these upgrades there are also some hidden compartments in the floor grates to hide contraband.



These areas are specially lined and scanners cannot detect life signs within them.

Additionally the Rebels have sent an Ettiquette Droid, E-DO4. He appears to be an idiot, concerned only with the proper

way to set up eating utensils on the Primary Planets, but is in fact a very adept spy. The standard Rebel procedure is "trust, but verify". Otherwise he is the standard Diplomat model.

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