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# INTO THE ETERNITY VAULT



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**STAR  
WARS**  
ROLEPLAYING



A long time ago in a galaxy far, far away

# STAR WARS

Force and Destiny

## THE ETERNITY VAULT

An ancient prison on the remote planet Belsavis has been discovered after being sealed for 24,000 years. Deep inside the prison is the Eternity Vault, which contains a danger powerful enough to threaten the entire galaxy. There have only been whispers of this ancient power, referred to in legends as the Infernal One.

An Imperial archaeology team went missing during their excavation of the prison. The Empire has sent agents to find their team and uncover the secrets of the Eternity Vault. The Rebellion seeks to take this power for themselves before the Empire can reach it....





# The Eternity Vault

|                             |    |
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# Bel savis

**Region:** Outer Rim Territories

**Sector:** Ninth Quadrant, Bozhnee sector

**System:** Belsavis system

**Suns:** 2

**Orbital position:** 7

**Moons:** 3

**Grid coordinates:** L-18

**Trade routes:** Belsavis Run

**Rotation period:** 25 standard hours

**Orbital period:** 412 local days

**Population:** Ithorians, Humans, Duros, Ho'Din, Esh-kha, Kintan crushers, etc.

**Languages:** Basic

**Primary terrain:**

Ice, Snow, Tropical rift valleys, Glaciers

**Points of interest:** Plawal Rift, Plett's House, Corridor, Eternity Vault, Belsavis prison, The Tomb, Caves of the Primeval Wardens.

**Background:** At some unknown point in the past, the planet became one of the many worlds that belonged to the Rakata Infinite Empire. During that time, the Rakata made use of the world as a prison colony, where they placed many dangerous prisoners that remained trapped for the millennia. It entered an ice age around 5000 BBY. Its inhabitants dwelt in three volcanic jungle rifts. Later, during the Great Galactic War, the Republic used Belsavis' prison, The Tomb, to confine dangerous Sith Lords and war criminals. By the beginning of the Galactic War, the resurgent Sith Empire discovered Belsavis' location from the imprisoned crime lord, Ivory, through use of a Rakata transmitter, and sought to perform a mass prison break, including freeing the imprisoned Dread Masters and discovering Rakata secrets. At the same time, the Sith Emperor dispatched Executor Krannus to destroy Belsavis, which would have sent shockwaves into hyperspace that would have destroyed adjacent systems, fulfilling the Emperor's intended galactic genocide. It was only through the intervention of the Hero of Tython that Belsavis was saved.

A community by the name of Plett's Well was settled in 88 BBY by Jedi Master Plett, and came to be called simply Plawal. The main Republic colonization of the planet occurred in 20 BBY, with many plants and animals being imported from Ithor.

The bounty hunter Jango Fett was once captured and imprisoned in an underground labyrinth on Belsavis. Although pursued by kretch insects, he managed to escape by figuring out the internal logic of the maze. [





# ACT I: Into the Pit

The Eternity Vault is an operation from the Star Wars: The Old Republic MMO from EA. This story, which is based on that operation, was originally written for a group that included 6-8 Imperial and non-Imperial players. If a player is serving as an undercover agent in either one of the factions, this mission is a great excuse to get the players in the same place together. The beginning of the adventure begins in a cold environment. Consider making combat and skill checks more difficult due to circumstances such as a blizzard.

## Agents of the Empire

The PC(s) have received orders to investigate an Imperial archeological dig team that has gone missing on the remote planet of Belsavis. The team should be sent to the main Imperial Base (I'm calling mine Harkun Base) to find passage to the pit that contains the Eternity Vault. The opening to the pit is too narrow for space craft, so small speeders, Tauntauns, or Jakobeast are fitting vehicle options to get the players to the entrance of the Vault. ♦♦♦♦♦ Piloting (Planetary) (or Survival for animal handling) checks should be made to pilot their vehicle successfully to the insertion point. Alternatively, if the PCs choose to walk there, use ♦♦♦♦♦ Survival or Resilience checks to traverse the icy landscape. ▼☒ = Wounds or Strain.

Potential combat encounters for this leg of their journey include Icewolves (minions), Wampas, or even Tauntauns protecting their nests.

### JAKOBEAST (MINION)

A hearty beast of burden that can generate waves of Force energy.

|            |             |             |             |           |          |
|------------|-------------|-------------|-------------|-----------|----------|
| 4          | 1           | 1           | 1           | 1         | 1        |
| BRAWN      | AGILITY     | INTELLECT   | CUNNING     | WILLPOWER | PRESENCE |
| SOAK VALUE | W THRESHOLD | S THRESHOLD | M/R DEFENSE |           |          |
| 3          | 9           | 0           | 0           | 0         | 0        |

**SKILLS (GROUP ONLY):** Athletics, Brawl, Resilience, Survival.

**TALENTS:** None.

**ABILITIES:** Silhouette 2, Strong as a Jakobeast (jakobeasts have an encumbrance threshold of 20) Force Power: Move (a minion group of three or more jakobeasts may attempt to shove enemies away with the Force. As an action, roll ☐☐. Each FORCE point generated may be spent to move one silhouette one enemy within short range to medium range).

**EQUIPMENT:** Tusks (Brawl; Damage 6; Range [Engaged]; Critical 4).

## Rebel s

Rebel spies have picked up chatter about the Empire's excursion into an ancient prison, where a powerful individual known as the Infernal One is trapped. Rebel PC(s) are asked to infiltrate the archaeological dig site in an effort to secure this individual for the Rebellion. The entrance into the pit is too small for space craft, so the team will have to shoot down to the planet in escape pods.

**Escape Pod:** Silhouette 2, Speed 3, Handling -1, Armor 1, HTT 6, SST 10, 1 pilot, 5 passengers, consumables for two weeks.

Have the PCs make ♦♦♦♦♦ Piloting (Space) checks to pilot the escape craft(s) into the pit. Depending on their degree of success, they could crash closer or further from the dig site, with a failure putting them far away, and perhaps they even crash into an Imperial outpost. From there, they may either walk (♦♦♦♦♦ Survival), or they could even steal speeders from the outpost. On a ☒, consider having the escape pod take out one of the mounted turrets that guards the door, as described later in this adventure.

### TAUNTAUN (RIVAL)

A bipedal reptomammalian herbivore with a wooly, thick hide, short front legs, and a bone-crested skull framed by a pair of curved horns on either side of its stubby snout.

|            |             |             |             |           |          |
|------------|-------------|-------------|-------------|-----------|----------|
| 5          | 2           | 1           | 3           | 1         | 1        |
| BRAWN      | AGILITY     | INTELLECT   | CUNNING     | WILLPOWER | PRESENCE |
| SOAK VALUE | W THRESHOLD | S THRESHOLD | M/R DEFENSE |           |          |
| 6          | 20          | 0           | 0           | 0         | 0        |

**SKILLS:** Brawl 3, Resilience 3, Stealth 3, Survival 3

**TALENTS:** None.

**ABILITIES:** Silhouette 2, Trained Mount 1 (add ■ to a rider's Survival checks while mounted on a tauntaun.

**EQUIPMENT:** Horns (Brawl; Damage 7; Range [Engaged]; Critical 5; Disorient 1).



### ICEWOLVES (MINION)

Fierce pack hunters that thrive in frigid environments.

|            |             |             |             |           |          |
|------------|-------------|-------------|-------------|-----------|----------|
| 3          | 3           | 1           | 2           | 1         | 1        |
| BRAWN      | AGILITY     | INTELLECT   | CUNNING     | WILLPOWER | PRESENCE |
| SOAK VALUE | W THRESHOLD | S THRESHOLD | M/R DEFENSE |           |          |
| 4          | 5           | 0           | 0           | 0         | 0        |

**SKILLS (group only):** Athletics, Brawl, Vigilance

**ABILITIES:** None.

**EQUIPMENT:** Teeth and Claws (Skill: Brawl; Damage 5; Range [Engaged]; Critical 3; Pierce 1)

### SNOWTROOPER (MINION)

Has specialized armor and equipment that can function regardless of the temperature.

|            |             |             |             |           |          |
|------------|-------------|-------------|-------------|-----------|----------|
| 3          | 3           | 2           | 2           | 3         | 1        |
| BRAWN      | AGILITY     | INTELLECT   | CUNNING     | WILLPOWER | PRESENCE |
| SOAK VALUE | W THRESHOLD | S THRESHOLD | M/R DEFENSE |           |          |
| 5          | 5           | 0           | 0           | 0         | 0        |

**SKILLS (GROUP ONLY):** Athletics, Discipline, Gunnery, Melee, Ranged (Heavy), Resilience, Survival

**TALENTS:** None.

**ABILITIES:** None.

**EQUIPMENT:** Multi-optic sighted blaster rifle (Ranged [Heavy]; Damage 9; Critical 2; Range [Long]; Stun setting, remove up to ■■ on any checks to use this weapon due to smoke, darkness, or other environmental conditions that obstruct vision), snowtrooper armor (+2 soak; when making skill checks, snowtroopers may remove ■■ imposed due to cold or icy environmental conditions). Individuals or groups of two may be armed with **heavy repeating blasters** (Gunnery; Damage 15; Critical 2; Range [Long]; Auto-fire, Cumbersome 5, Pierce 2, Vicious 1; tripod mount)

### WAMPA (RIVAL)

Fearsome alpha predator that typically dwells in ice caverns.

|            |             |             |             |           |          |
|------------|-------------|-------------|-------------|-----------|----------|
| 5          | 2           | 1           | 3           | 1         | 1        |
| BRAWN      | AGILITY     | INTELLECT   | CUNNING     | WILLPOWER | PRESENCE |
| SOAK VALUE | W THRESHOLD | S THRESHOLD | M/R DEFENSE |           |          |
| 6          | 20          | 0           | 0           | 0         | 0        |

**SKILLS:** Brawl 3, Resilience 3, Stealth 3, Survival 3

**TALENTS:** Stunning Blow (may inflict damage as strain instead of wounds; does not ignore soak).

**ABILITIES:** Camouflaged (when in snowy environments, add ■■ to all Stealth checks). Suited to the Cold (wampas are immune to the effects of freezing and cold environments).

**EQUIPMENT:** Claws (Brawl; Damage 8; Range [Engaged]; Critical 3; Pierce 3, Vicious 2).

### VIPER PROBE DROID (RIVAL)

Clever and vigilant exploration and reconnaissance.

|            |             |             |             |           |          |
|------------|-------------|-------------|-------------|-----------|----------|
| 2          | 3           | 2           | 3           | 1         | 1        |
| BRAWN      | AGILITY     | INTELLECT   | CUNNING     | WILLPOWER | PRESENCE |
| SOAK VALUE | W THRESHOLD | S THRESHOLD | M/R DEFENSE |           |          |
| 4          | 12          | 0           | 0           | 1         | 1        |

**SKILLS:** Cool 1, Perception 2, Ranged (Light) 2, Survival 2, Vigilance 2.

**TALENTS:** None.

**ABILITIES:** Droid, Hover, Self-Destruct Mechanism (may self-destruct as an out-of-turn incidental; this explosion does 10 damage to engaged characters).

**EQUIPMENT:** Built-in blaster (Ranged [Light]; Damage 6; Critical 3; Range [Medium]; Stun Setting), long-range holonet communicator, life form scanner, long-range sensor array.



## The Dig Site

You can choose for the opposing factions to confront each other at the dig site, or later on inside of the prisons. Depending on how role play goes, the two factions may choose to join forces, in which case use cohort rules, granting a ■ for every ally the commanding PC has. Alternatively, if you have two teams of players from opposing factions, this would be an ideal point for them to join forces.

Once the PCs reach the dig site, they discover that the entire archaeological team has perished. Have PCs make ♦♦ Perception check to figure out that for some odd reason the team turned on each other. Alternatively, they could locate a holoivid or the damaged head of a protocol droid and perform a ♦♦♦ Mechanics check to repair the holoivid or ask the droid what happened. If PCs ask the droid what the team members were saying to each other, have the droid indicate that the team would double-over in pain, holding their heads in their hands and scream out, "Get out of my head!" or something similar. Searching the camp for weapons or supplies will yield Blaster Pistols and Stimpacks. On a ☛, the PC locates a piece of research. Consider granting a ■ or removing a ■ when making checks in regards to the prison's security systems or an enemy within (Gharj, the Infernal Council, or even Soa (the Infernal One).

Once the PCs are finished with the archaeology team's camp, the GM should narratively indicate that the PCs occasionally hear whispering. This is Soa, the Infernal One, reaching out to control their minds. As the PCs enter the prison and the Eternity Vault, the GM might consider having PCs make Discipline checks to avoid Soa's control. Mind-controlled PC's should work tirelessly for Soa's release from the prison without serving the Alliance or the Empire.

## Ancient hidden Blaster Turrets

Before approaching the doors of the prison, the PCs will have to get past mounted turrets. These are on top of large pillars. The GM should take care not to point these turrets out, as their ancient design does not tip the PCs off that they are, in fact, deadly weapons. There are two turrets, unless the PCs took one out while crash landing. PCs who want to keep an eye out for enemies may make an ♦♦♦♦ Vigilance check (plus or minus a ■ or a ■ if the PC found research regarding the prison's security system.

## ALLIANCE INFANTRY (MINON)

The rank-and-file of the Rebel Alliance's Army.

|            |             |             |             |           |          |
|------------|-------------|-------------|-------------|-----------|----------|
| 4          | 1           | 1           | 1           | 1         | 1        |
| BRAWN      | AGILITY     | INTELLECT   | CUNNING     | WILLPOWER | PRESENCE |
| SOAK VALUE | W THRESHOLD | S THRESHOLD | M/R DEFENSE |           |          |
| 3          | 9           | 0           | 0           | 0         | 0        |

**SKILLS (GROUP ONLY):** Melee, Ranged [Heavy], Vigilance.

**TALENTS:** None.

**ABILITIES:** Covering Fire 9 may spend a maneuver to add +1 ranged defense to up to three allied characters or minion groups within short range until the end of the next round; this does not stack with multiple uses).

**EQUIPMENT:** **Blaster rifle** (Ranged [Heavy]; Damage 9; Critical 3; Range [Long]; Stun setting), **combat knife** (Melee; Damage 3; Critical 3; Range [Engaged]), **blast vest** (+1 soak).

## ANCIENT HIDDEN BLASTER TURRET

Based on the Heavy Repeating Blaster Turret.

|            |             |             |             |           |          |
|------------|-------------|-------------|-------------|-----------|----------|
| 1          | 4           | 1           | 1           | 1         | 1        |
| BRAWN      | AGILITY     | INTELLECT   | CUNNING     | WILLPOWER | PRESENCE |
| SOAK VALUE | W THRESHOLD | S THRESHOLD | M/R DEFENSE |           |          |
| 3          | 10          | 10          | 2           | 0         | 0        |

**SKILLS:** Gunnery 3, Perception 3, Resilience 3.

**TALENTS:** Adversary 1.

**ABILITIES:** Mechanical (does not need to breathe, eat, or drink and can survive in vacuum and underwater, immune to poisons and toxins), Shield Projector (gains defense 2 and upgrades difficulty of all combat attacks targeting the turret once).

**EQUIPMENT:** **Gunnery** Ranged [Long]; Damage 15; Critical 2; Auto-Fire; Pierce 2; Vicious 1.





# Act II: Metal and Fire

## Surprise!

Once the players defeat the turrets at the edge of the dig site, the pathway to the door seems safe and clear. A large metal door is set in the face of a stone wall. The wide path before it is laid stone with low stone railing on either side of the path.

As the PCs approach, the first boss, an enormous ancient droid, should drop from the stone outcropping that hangs above the path. This is Annihilation Droid XRR-3. XRR-3 is a nemesis-level boss. Depending on the number of PCs you have, consider giving XRR-3 multiple initiative slots.

## Ancient Door

The massive ancient door is locked. The archaeology team never made it inside before losing their minds. Mind-controlled PCs should desperately want to open this door. The door is extremely thick and quite indestructible. PCs will need to splice the controls to get inside. They must make a Computer or Mechanics check to get through. Any generated will inflict strain. Failure sets off the alarm, but the door opens. This should result in a minion group of security droids (use Viper Probe Droid stats from page 3) being directly on the other side of the door. will accidentally unlock some prisoner doors.

## The Prison

This portion of the story could be handled narratively for brevity, perhaps dotted with security droids (see Viper Probe Droid stats) and loosed prisoners. The prison is essentially a stone maze, with wings of stasis cells that has held the prisoners for ages. If PCs choose to search the prison for supplies, they can find scavenged weapons, an ancient sword, or any ancient tech you feel is appropriate.

## The Cave

In the back of the prison is a break in the stone wall that leads into a cave. The cave is a straight-forward path that winds around lava pits. Again, this can be handled narratively for brevity. Use the Lava Dog stat block on page 6 for encounters in this area.

### ANNIHILATION DROID XRR-3 (NEMESIS)

An ancient metal monstrosity.



**SKILLS:** Brawl 3, Coercion 4, Perception 3, Ranged [Heavy] 4, Vigilance 4.

**TALENTS:** Adversary 2, Silhouette 4.

**ABILITIES:** Droid, Fire Sweep (as an action the droid can make a Hard Ranged [Heavy] check to inflict one hit that deals base damage with its built-in twin light repeating blasters on up to two targets within medium range, plus one additional target per on the check; it can only hit each target once this way).

**EQUIPMENT:** Twin light repeating blasters (Ranged [Heavy]; Damage 11; Critical 3; Range [Long]; Auto-Fire; Linked 1; Pierce 1), Twin stun blasters (Ranged [Heavy]; Damage 6, Critical -; Range [short]; Linked 1; Stun damage), Oversized arms (Brawl; Damage 7; Critical 4; Ranged [Engaged]; Knockdown; one additional target per ).

### CRAZED PRISONER [RIVAL]



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

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



## Lava Crossing

The cave opens up to a large chamber that is filled with lava. There are some smaller rocks that form a path to a large stone platform in the lava. The walls around the side of the room are smooth and extremely hot. Checks in this room should include ■■ for intense heat.

As the PCs cross the rocks, the next boss, Gharj drops from the ceiling. The smaller stone platforms begin to sink from the shaking when he hits the platform. Keep in mind that PCs who fall in lava will suffer Burn 10.

Gharj should have at least two or three turns per round. Lava dogs should be added at the end of every round or every other round. Once Gharj drops to half health, he jumps back to the ceiling, dropping rocks down into the lava field forming a path to a second large platform where the next phase of the fight will take place. PCs should spend the next two rounds racing to the platform, making ♦ Coordination checks with their move maneuvers. This will also give them a chance to use stimpacks or Heal before the next phase of the fight begins.

The second phase of the fight should continue in similar fashion. Before Gharj is defeated, he should jump to the ceiling one more time, dropping platforms down to an opening on the other side of the lava field where the PCs could escape if they wish to flee from the fight.

Once PCs escape the lava room there is just a short portion of cave tunnel before opening up to a tropical thermal valley beneath the planet's icy shell. PCs should be given the opportunity to rest here, perhaps there are even ancient supply crates with powerful healing herbs.

### LAVA DOG (RIVAL)

They seem to be living stone and lava....

|            |             |             |             |           |          |
|------------|-------------|-------------|-------------|-----------|----------|
| 2          | 4           | 1           | 3           | 2         | 2        |
| BRAWN      | AGILITY     | INTELLECT   | CUNNING     | WILLPOWER | PRESENCE |
| SOAK VALUE | W THRESHOLD | S THRESHOLD | M/R DEFENSE |           |          |
| 2          | 6           | 0           | 1           | 1         |          |

**SKILLS:** Athletics 2, Brawl 2, Coordination 3, Perception 2, Stealth 3, Vigilance 2.

**TALENTS:** **Natural Hunter** (once per session, may reroll any one Perception or Vigilance check); **Hot Hide** (spend ☼ generated on melee attacks targeting the Lava dog to apply ranks in Burn equal to the number of ☼ spent.)

**ABILITIES:** **Cunning Ambusher 1** (opponents add ■ to Initiative checks using Vigilance), **Leap** (add ■■ to all Athletics checks made to perform horizontal or vertical leaps), **Night vision** (remove all ■ added to checks due to low-light conditions or darkness), **Silhouette 1**.

**EQUIPMENT:** Teeth and claws (Brawl; Damage 6; Critical 2; Range [Engaged]; Pierce 2; Knockdown; Burn 3)

### GHARJ (NEMESIS)

Fire monstrosity.

|            |             |             |             |           |          |
|------------|-------------|-------------|-------------|-----------|----------|
| 6          | 2           | 1           | 3           | 3         | 1        |
| BRAWN      | AGILITY     | INTELLECT   | CUNNING     | WILLPOWER | PRESENCE |
| SOAK VALUE | W THRESHOLD | S THRESHOLD | M/R DEFENSE |           |          |
| 12         | 60          | 40          | 1           | 1         |          |

**SKILLS:** Brawl 3; Perception 2; Survival 3; Vigilance 2.

**TALENTS:** **Adversary 2**; **Silhouette 4**.

**ABILITIES:** **Sweep Attack** (Spend ☼ on any Brawl check to hit target and all enemies engaged with target). **Small Smackeral** (if the PCs allow lava dog adds to come into Engaged range with Gharj, Gharj may make an out of turn incidental to eat the lava dog and regain health equal to the lava dog's wound threshold).

**EQUIPMENT:** **Tusks** (Brawl; Damage 10; Critical 5; Range [Engaged]; Disorient 2). **Massive Rending Claws** (Brawl; Damage 15; Critical 3; Range [Short]; Knockback (two range bands); Sunder).











# Act III: The Eternity Vault

## Thermal Valley

The mouth of the cave is raised slightly above the valley floor of this hidden forest. The walls of the valley are rock and ice, stretching all the way up to the ice ceiling. There is a river that runs directly through the center of the valley, between the PCs and the other side of the valley, where the door of the Eternity Vault lies, naturally.

The valley is filled with apex predators such as Acklay, Nexu, and Veractyls. The roots of tall trees crisscross over the river. This is a great environment to hide some natural loot or crystals. PC's should make a   Survival check to scout out the valley.

The only true point of interest besides the oversized locked door on the other side is the “Puzzle Boss” to unlock said door. This puzzle is comprised of two pylons separated by extreme range—hills, trees, foliage and fauna block sight of the pylons from each other. For this encounter, it is strongly recommended that the PCs split into two teams to operate the puzzle.



















Each pylon has a left and right terminal that will rotate the center block, changing the colors of the center block until the PCs get matching colors across the row and then the puzzle will move on to the next row. To operate the terminals, have PCs make a    Computers check. On a successful check, the PC rotates the center block one to the left or right (depending on the terminal they used). If a PC gets a , then they should be allowed to rotate the block twice.

For a fun visual experience, print and cut out the terminal art in the back and create paper pylons the players can rotate after they make their successful checks.

To initiate the puzzle encounter, both Pylons must be activated at the same time. While PCs interact with the terminals, the pylons begin emitting a terrible, high-pitched whine that attracts the local wildlife. Each PC team must combat the attackers while also trying to activate the terminals and match the colors up.

If you'd like to require every PC to participate in activating a terminal at least once, describe the terminal as having a hand scanner that locks out each PC until everyone in that team has attempted to activate the terminal (they do not have to be successful) before releasing their biometrics and allowing them to interact with the terminal again.

Follow the table below for the number of terminal activations required for your selected colors.

|   |  |  |  |  |  |  |  |  |  |  |  |  |
|---|--|---|---|---|---|---|---|---|---|---|---|---|
|  |  |   | →   | →→  | ↔   | ←←  | ←   |   |   |   |   |   |
|  | ←  |   |   | →   | →→  | ↔   | ←←  |   |   |   |   |   |
|  | ←←   | ←   |   |   | →   | →→  | ↔   |   |   |   |   |   |
|  | ↔  | ←←  | ←   |   |   | →   | →→  |   |   |   |   |   |
|  | →→   | ↔   | ←←  | ←   |   |   |   |   |   | →   |   |   |
|  | →  | →→  | ↔   | ←←  | ←   |   |   |   |   |   |   |   |

For the image I created for this adventure I used the following:

### Pylon 1

|        |        |        |
|--------|--------|--------|
| Red    | Yellow | Red    |
| Yellow | Blue   | Yellow |
| Green  | Purple | Green  |
| Purple | Blue   | Purple |

### Pylon 2

|        |        |        |
|--------|--------|--------|
| Purple | Yellow | Purple |
| Red    | Green  | Red    |
| Green  | Red    | Green  |
| Blue   | Yellow | Blue   |





## The Infernal Council

Once PCs have unlocked the door to the Eternity Vault, the GM can choose to throw more mobs at them, or after a short hallway, lead them to the Infernal Council. Basically, this is a small room with a number of individuals in stasis fields equal to the number of PCs. On the wall opposite of the door the PCs entered there is a locked door. Again, too heavy to cut through with a lightsaber. If they mess with the control panel beside the door, then the door they entered from closes and locks as well. The doors will only unlock once terminals next to each imprisoned individual has been activated at the same time. Once they are activated the stasis field around each individual expands, trapping each PC with their own Council member to face off with. Once the PCs defeat their rival Council members, they activate the terminals again to drop the stasis fields and unlock all the doors. They may now move on to the final room where they fight Soa.





# Soa: The Infernal One

Knight-level play is just longer falls, right?

The fight against the Infernal One is a multi-phased fight that takes place in a room where the floors will give way as the fight goes on. Soa should be described as an oversized Rakata male. He always floats, and never touches the floor until Phase 3 when PCs lure him to getting smashed by a large ancient lantern.

## Phase 1

The PCs enter a circular room. The stone floor has three distinguishable bands, a center circle (the edge of this could be considered short range), a middle ring (medium range), and an outer ring (long range). Ancient stone lanterns are scattered throughout, which a ranged PC could use as partial cover. Once all the PCs are inside, the door behind them should lock, preventing escape. ☺

Soa can be seen in the center of the room, surrounded by an impervious shield until all PCs are inside. A brief social encounter can take place, but in the end Soa is unwilling to serve either the Empire or the Alliance (or anyone else for that matter), and he intends to emerge from the Eternity Vault and continue his quest of conquering the galaxy. PCs could also consider joining him, otherwise, let the fight commence.

During Phase 1 Soa's abilities are limited to Ball Lightning and Force Lightning. Lanterns on the outer ring will randomly flare with corrosive damage out to short range. Ideally PCs should run from this, but if they are hit by it, have them make a ♦♦♦ Resilience check, failure results in Burn 3 (ignoring soak) until they exit the corrosive cloud. If they succeed, they must remake this check every round they are in the cloud.

Once Soa reaches 2/3 wounds remaining, he will regain his impervious shield and blast the floor with lightning. The center and mid rings begin to shake and crumble away. PCs should run to outer ring or they will fall. Range is Long (follow fall damage rules on page 221 of F&D CRB).

## Phase 2

Once the floors fall away any PCs who successfully made it to the outer ring will notice that floating floor structures form a path down either side of the room to the next level. Have players make three ♦♦ Athletics or Coordination checks to reach the next floor. Failure on the first check results in falling Long Range.

However, if any ☹ is generated, offer the PCs a chance to grab a hand hold. Failure on the second results in falling from Medium Range, and the third is Short Range. Once PCs reach the floor, have Soa descend slowly, giving PCs time to recover. However, if any ☹ is generated, offer the PCs a chance to grab a hand hold. Failure on the second results in falling from Medium Range, and the third is Short Range. Once PCs reach the floor, have Soa descend slowly, giving PCs time to recover.

## Phase 3

Phase 3 of the fight is exactly like Phase 1, but with the exception that Soa may now use all of his abilities. However, GM should limit use of Mind Trap, making it more common in the final phase of the fight. This phase ends when Soa has 1/3 remaining wounds. He regains his shield and strikes the floor with lightning.

## Phase 4

This phase is exactly like Phase 2. Although, the next level is mostly a dirt floor and the edges of the room are surrounded by silhouette 4 ancient stone lanterns in the style of the Jedi that emit a warm glowing light. Again, have Soa descend slowly, giving PCs some time to recover.

## Phase 5

This phase is similar to Phase 2, but with more generous use of Mind Trap. The only new mechanic this round is that Soa will *not* drop his shield until he is hit by one of the large ancient stone lanterns, which should float out from the wall one at a time at the beginning of every round and stop mid-air in front of their original resting place. At the end of the round the lantern will drop to the floor, crushing anything beneath it. If Soa is beneath the lantern when it drops, his shield fades and he becomes Staggered and Immobilized for one round. This is a good time for PCs to attack Soa. A narrative way to show the PCs that they should bring Soa under the lantern is by describing his shield as faltering slightly the closer he gets to the floating lantern. Also, Soa should more freely move about the arena, indicating that they are supposed to make him move more. The following round, Soa regains his shield and continues his attack. This cycle continues until Soa is defeated or the PCs perish.

## Operation Complete!

Super secret ladder is inset in the wall so PCs can climb out of the tomb once they defeat Soa. The door will be unlocked. ☺





## SOA, THE INFERNAL ONE (NEMESIS)

Powerful, ancient Rakatan being trapped in the Eternity Vault by the Jedi Council.

|            |            |            |             |           |          |
|------------|------------|------------|-------------|-----------|----------|
| 4          | 2          | 5          | 3           | 6         | 2        |
| BRAWN      | AGILITY    | INTELLECT  | CUNNING     | WILLPOWER | PRESENCE |
| SOAK VALUE | WTHRESHOLD | STHRESHOLD | M/R DEFENSE |           |          |
| 6          | 50         | 80         | 3           | 2         |          |

**SKILLS:** Coercion 3; Cool 3; Deception 5; Discipline 6; Leadership 5; Lore 4; Perception 3; Resilience 2; Vigilance 4.

**TALENTS:** Adversary 3; Silhouette 4; Force Rating 4.

**ABILITIES:** **Force Power: Lightning** (Make a Force power check targeting one enemy at Short range and roll a Ranged attack as part of the pool using Average [◆◆] Discipline check. If successful and generates 2 Force the attack deals 3 strain with Critical 4, plus 1 additional strain per ☆ may spend additional Force to increase Strain by 2 and/or to increase the Range to Medium.) **Force Power: Improved Move**

(Spend 1 Force: Move 1 Silhouette 1 target at up to Medium Range. Use additional Force to increase Range or Silhouette. Ongoing Effect [◇]: A target affected by Soa's Improved Move is Staggered and Immobilized for one round as Soa throws target around the arena, dealing 10 wounds. **Force Power: Mind Trap** (Soa can target an enemy within extreme range, then makes an opposed Discipline check, adding [◇] up to Force Rating. On success, target is trapped inside of the visage of a lantern\*. The target is Staggered and Immobilized until the Mind Trap is destroyed. **Force Power: Ball Lightning** (Soa makes a Force Power check with 1 [◇] and creates a number of Ball Lightning equal to Force generated. The [◇] remains committed until the Ball Lightning is destroyed or the [◇] is uncommitted, which dismisses the Ball Lightning)

**EQUIPMENT:** Whatever rewards you're giving your players and his ancient armor (use Kavdann Power Armor stats with the Stun Matrix attachment with both modifications, the Kiirium Coating (+1 soak for ranged attacks) and Low-Friction Coating), which is much too large for PCs. **Soa's Ancient Armor** (when Soa suffers a hit from a Melee [Brawn] or [Lightsaber] combat

check, after the attack is resolved, Soa may spend 2 ⚡ or 1 ⚡ to Disorient the attacker for 2 rounds. Soa may also spend 3 ⚡ or 1 ⚡ to Immobilize the attacker for 1 round, or 1 ⚡ to Stagger the attacker.

## MIND TRAP

\*A ghostly visage of a lantern that appears at the location of a trapped PC.

|            |            |            |             |           |          |
|------------|------------|------------|-------------|-----------|----------|
| 1          | 0          | 0          | 0           | 0         | 0        |
| BRAWN      | AGILITY    | INTELLECT  | CUNNING     | WILLPOWER | PRESENCE |
| SOAK VALUE | WTHRESHOLD | STHRESHOLD | M/R DEFENSE |           |          |
| 1          | 10         | 0          | 0           | 0         | 0        |

**SKILLS:** None.

**TALENTS:** None.

**ABILITIES:** Mechanical (does not need to breathe, eat, or drink and can survive in vacuum and underwater, immune to poisons and toxins), **EQUIPMENT:** None.

## BALL LIGHTNING

A ball. Of Lightning.

|            |            |            |             |           |          |
|------------|------------|------------|-------------|-----------|----------|
| 1          | 1          | 0          | 0           | 0         | 0        |
| BRAWN      | AGILITY    | INTELLECT  | CUNNING     | WILLPOWER | PRESENCE |
| SOAK VALUE | WTHRESHOLD | STHRESHOLD | M/R DEFENSE |           |          |
| 1          | 12         | 0          | 0           | 0         | 0        |

**SKILLS:** None.

**TALENTS:** None.

**ABILITIES:** Self-Destruct (may self-destruct as an out-of-turn incidental; this explosion does 5 strain to targets in engaged range, Blast 3, strain damage increased by 1 for every target hit beyond the first. Soa is Immune to this damage, but will trigger extra strain damage for the other targets). **Slow-Moving** (may only use the Move maneuver once per turn.)

**EQUIPMENT:** None.



# The Eternity Vault

## CREDITS

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