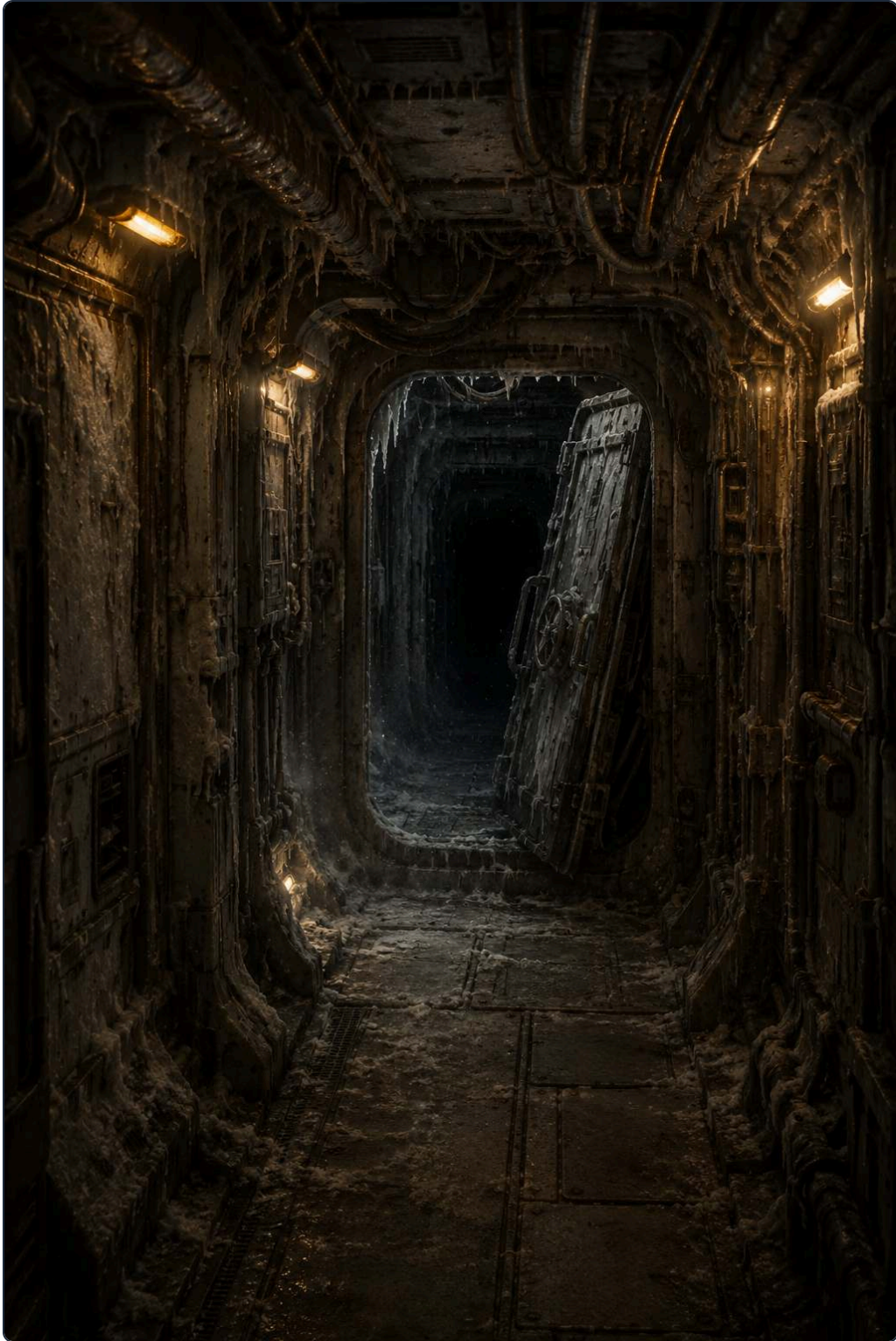




SWURPG STAT REFERENCE

The Sable Wake — Stat Reference

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Scene 1.2 – The Dead Decks

✂ COMBAT CORRUPTED LOADER DROID (1, +1 SENTRY FOR 5-6 PCS)

TR	AC	HP	SPEED
3	15	42	25 ft

Attack: Heavy manipulator +5 (2d6 kinetic) · Integrated cutting laser +4 (2d6 energy, 40 ft)

Saves: STR +5 · DEX +0 · Constitution saves use STR +5 (droid — no Constitution score) · immune to being Frightened, charmed, or Force-influenced

Abilities: STR +5 · DEX +0 · CON — (droid) · INT -2 · WIS +0 · CHA -4

Skills (proficient): Athletics +7 · Perception +2 (thermal + motion)

The *Sable Wake*'s cargo loader — a heavy industrial droid — runs on damaged, looping security programming: it reads the party as unauthorized salvage and moves to remove them. It is **not** haunted; droids can't be Force-influenced or puppeted, and that's the point. This is the one enemy in the adventure the reliquary can't touch, and a canny party will notice the droid is the only *sane* thing aboard. It advances in a straight line, corners the party against cover, and alternates its heavy manipulator (in reach) with its cutting laser (at range). It does not retreat, feel fear, or negotiate — it just works, methodically, until disabled. A **Mechanics** or **Use Computer** check (DC 15) as an action can trip its maintenance-lockout and shut it down without a fight — reward the party that tries.

Scaling: default 1 loader. For 2–3 PCs, drop its HP to 32 and cutting laser to +3. For 5–6 PCs, add a lighter **sentry droid** (TR 1, HP 12, AC 14, blaster +3 for 1d10 energy) that flanks.

Loot: the loader yields **droid chassis parts** (~250 cr to a tech), and a shutdown loader can be **stripped for a Tier-I plating upgrade** (Mechanics DC 14, ~1 hour) if the party wants to armor a droid PC or companion.

Scene 1.3 – The Specimen Hold

⌘ COMBAT TWISTED VORNSKRS (PACK OF 3 + 1 ALPHA FOR 4 PCS – SEE SCALING)

TR	AC	HP	SPEED
2	14	22	45 ft

Attack: Bite +5 (1d8 piercing) · Whip-tail +4 (1d6 kinetic, reach 10 ft, on hit: STR save DC 13 or knocked Prone)

Saves: STR +3 · DEX +5 · CON +2

Abilities: STR +3 · DEX +5 · CON +2 · INT -4 · WIS +2 · CHA -2

Skills (proficient): Acrobatics +7 · Athletics +5 · Perception +6 · Stealth +5 · Survival +6 (Force-scent — advantage to track or target a Force-user)

Vornskrs hunt in coordinated packs and **preferentially target the character with the strongest Force presence** — the party's Force-user is their marked prey, and a smart pack will ignore easier targets to reach them (a real tactical problem the party has to solve by *screening* their Jedi). They open from the broken cells, use the whip-tail to knock a target down and swarm it, and fight to the death — the corruption has burned out whatever caution a wild vornskr would have.

The alpha (default party of 4+) is bigger and relic-touched: **TR 4, HP 48, AC 15, Bite +6 (1d10 piercing), whip-tail knock-prone save DC 14**, and once per fight it lets out a resonant snarl that forces every PC to make a **Dread save** — a **Wisdom save vs DC 12, or be Frightened until the end of their next turn** — as the reliquary's attention pours through it.

Scaling (party size): 2 PCs → 2 vornskrs, no alpha. 3 PCs → 3 vornskrs, no alpha. **4 PCs → 3 vornskrs + 1 alpha.** 5 PCs → 4 vornskrs + 1 alpha. 6 PCs → 5 vornskrs + 1 alpha. If the party has **no Force-user**, the pack instead fixates on whoever deals the most damage, and you lose the "screen the Jedi" puzzle — add 1 vornskr to compensate for the easier target priority.

Loot: vornskr loot is natural materials, not gear — **venom glands** from the whip-tails (a buyer pays ~40 cr each; a PC proficient in **Knowledge: Sciences** can render one into a single-use paralytic blade coating with an hour's work and a DC 14 check) and the alpha's **intact pelt** (~300 cr to a curio dealer, more if the party can prove what twisted it).

Scene 2.1 – The Crew Deck

✖ COMBAT THE HOLLOWED (3 HUSKS FOR 4 PCS – SEE SCALING)

TR	AC	HP	SPEED
1	12	16	30 ft

Attack: Clawing hands +3 (1d6 kinetic) · one husk still grips a Blaster Pistol +3 (1d10 energy, 30 ft)

Saves: STR +2 · DEX +0 · CON +3 · immune to being Frightened, poisoned, or charmed

Abilities: STR +2 · DEX +0 · CON +3 · INT -3 · WIS -1 · CHA -3

Skills (proficient): Athletics +4 · Perception +1

The Hollowed are the *Sable Wake*'s dead, puppeted by the reliquary — not zombies as a species, but corpses the dark side is *wearing*. They move wrong (too smooth, then too fast), they don't bleed, and they say the crew's last words in the crew's own voices, out of order. They shamble until they're close, then lunge; the one with the blaster fires without aiming, because the thing moving it doesn't need to. They are **relentless near the reliquary and slow far from it** — if the party retreats toward the airlock, the Hollowed lose purpose and stop (a GM lever, not a rule): the dead only serve the idol within its reach.

Scaling: 2–3 PCs → 2 husks. **4 PCs → 3 husks (one with the blaster)**. 5–6 PCs → 4 husks (two with salvaged weapons). At any size, a Hollowed drops for good at 0 HP — but if the party lingers on the deck more than a few rounds, one *more* rises from a cabin, teaching the clock: **you cannot clear this ship of its dead; you have to reach the source**.

Loot: the Hollowed carry what the crew carried — the blaster (party-tier, intact), a crew keycard (opens two locked cabins with minor salvage + the final log), and, on the drifting body, a hand-written note folded into a pocket: *"If you're reading this, don't take it off the ship. — B.T."*

Scene 2.2 – The Other Presence

NPC BEX TALVOR — Sole survivor — ship's engineer

Abilities: STR 11 (+0) · DEX 13 (+1) · CON 14 (+2) · INT 15 (+2) · WIS 12 (+1) · CHA 10 (+0)

Stats: TR 2 · AC 13 · HP 30 (currently 19 — worn down) · Mechanics +6 · Use Computer +5 · Endurance +4 · Hydrospanner +2 (1d6 kinetic)

NPC TARN VELLOC — Rival salvage boss

Abilities: STR 14 (+2) · DEX 14 (+2) · CON 13 (+1) · INT 12 (+1) · WIS 11 (+0) · CHA 14 (+2)

Stats: TR 4 · AC 16 · HP 52 · Blaster Rifle +6 (2d6 energy, 80 ft) · Intimidation +5 · Persuasion +5 · Pilot +5

Scene 3.1 – The Nexus Chamber

⚔ COMBAT THE KEENING (ACT III BOSS – STATS SHOWN FOR THE DEFAULT PARTY OF 4)

TR	AC	HP	SPEED
5	16	120	0 ft — it hangs in the air and reaches; it cannot leave the nexus chamber

Attack: Grave-cold Reach (melee, reach 15 ft: WIS save vs Force DC 15 or 2d8 Cold + Frightened 1 round) · Wail (all living creatures in the chamber: WIS save vs Force DC 15 or Frightened 1 round; recharges on any round the party did NOT damage the reliquary)

Saves: STR — · DEX +2 · CON — · immune to being grappled, shoved, or knocked prone; resistant to Energy and Kinetic

Abilities: STR — · DEX +2 · CON — · INT +0 · WIS +3 · CHA +1

Skills (proficient): Perception +5 · Intimidation +3 (it speaks in the crew's voices)

It cannot be killed directly. While the reliquary is intact, the Keening reforms — damage to it does nothing lasting. It is the *defense*, not the target. Break the idol (below) and the Keening comes apart on its own.

Scaling (set before session 1, hold it all fight): 2 PCs → Echo, TR 3, HP 70, AC 15, Force DC 14, raises 1 Hollowed/round. 3 PCs → Echo, TR 4, HP 90, AC 16, DC 15, 1/round. **4 PCs → Keening, TR 5, HP 120, AC 16, DC 15, 2/round.** 5 PCs → Keening, TR 5, HP 120, AC 17, DC 16, 2/round. 6 PCs → Choir, TR 6, HP 150, AC 17, DC 16, 3/round. Full table at the top of this document.

Loot: none — it isn't a creature and leaves no body. When the idol breaks, it simply unwinds.

⚔ COMBAT THE RELIQUARY (THE OBJECTIVE) – PROTECT YOUR DAMAGE, BREAK THE IDOL

TR	AC	HP	SPEED
—	15	40	stationary (plinth-bound object)

Attack: none (the Keening defends it)

Saves: warded — see resistances

The reliquary is an **object** on the plinth: **AC 15, HP 40** (2 PCs 24 · 3 PCs 32 · **4 PCs 40** · 5 PCs 48 · 6 PCs 56). It is dark-warded: **resistant to Energy and Kinetic damage** (ordinary blasters and melee deal half), and takes **full damage from Force powers, lightsabers, Ion, and explosives** — the Force is both what the idol hunts and what most easily unmakes it, which is the whole thematic knot of the adventure. A **non-Force party** still has paths: an Ion charge stripped from the loader droid (Scene 1.2), a Mechanics-rigged reactor feedback pulse (**Mechanics** DC 16, one round to rig, big damage), grabbed explosives, or simply concentrated fire over more rounds (half damage, but it adds up).

The clock: on **any round the party deals no damage to the reliquary**, the Keening **Wails** (every living creature in the chamber: WIS save vs the Keening's Force DC or Frightened 1 round) and **raises Hollowed** per the scaling table (1–3 husks, TR 1, HP 16). The math the party has to solve: someone screens the damage-dealer and soaks the Keening's *Grave-cold Reach*, someone controls the rising Hollowed, and someone breaks the idol before the chamber fills up. It's winnable at level 3 with cooperation and lethal without it — exactly the fight the whole adventure has been teaching them to run.

Cast of NPCs

Quick at-the-table reference. Voices, motivations, and stat lines for everyone who speaks — plus the dead the party only meets through logs and echoes.

Bex Talvor – Sole survivor, ship's engineer

Role: Guide / tragic figure · **Location:** Engineering sub-bay (Scene 2.2, Version A).

Voice: Exhausted, over-controlled, fast when frightened. Checks people's eyes before he trusts them. Talks about the ship like it's a person that's ill.

Motivation: Get off the ship; see the reliquary sealed or destroyed. But eleven days of whispers left a crack the idol still works — part of him wants the party to just take it and go so the whispers stop.

Dialogue snippets:

(First contact) "You're breathing. You're actually breathing. Are you real, or is it doing you too?"

(Explaining) "It tells you the true thing that hurts the most and it lets you decide to do something about it."

(The crack) "...or you take it off my ship and it becomes someone else's problem and I sleep for the first time in a week. Sorry. That's the idol talking. Mostly."

Abilities: STR 11 (+0) · DEX 13 (+1) · CON 14 (+2) · INT 15 (+2) · WIS 12 (+1) · CHA 10 (+0).

Stats: TR 2 · AC 13 · HP 30 (currently 19 — worn down) · Mechanics +6 · Use Computer +5 · Endurance +4 · Hydrosprinter +2 (1d6 kinetic). **Relic-touched** — under pressure his Dread saves fail loudly (see the "Bex's crack" GMNote in Scene 2.2).
Candidate for the Act III dramatic save.

Tarn Velloc – Rival salvage boss

Role: Rival / warning-figure · **Location:** Crew deck (Scene 2.2, Version B).

Voice: Loud, jovial, a half-second behind his own smile. Calls the party "partners" and means "obstacles." Getting worse by the hour.

Motivation: Claim the *Sable Wake* and her cargo — hardening, under the idol, into certainty the party means to rob him. A voice has told him the black idol is the real prize.

Dialogue snippets:

"Well — partners. Didn't expect company on a dead boat."

"It'd be a shame if anybody got greedy. This far out. Where nobody's watching."

"You didn't come for the little black one, did you? Because that one's spoken for."

Abilities: STR 14 (+2) · DEX 14 (+2) · CON 13 (+1) · INT 12 (+1) · WIS 11 (+0) · CHA 14 (+2).

Stats: TR 4 · AC 16 · HP 52 · Blaster Rifle +6 (2d6 energy, 80 ft) · Intimidation +5 · Persuasion +5 · Pilot +5.

Crew: **Daccess** (heavy — TR 2, HP 26, AC 15, vibro-axe +5 for 1d10+2 kinetic) and **Nyle** (slicer — TR 2, HP 18, AC 14, blaster pistol +4 for 1d10 energy, Use Computer +6, hands shaking). Both turning; either may break toward the party or toward violence first.

Sethra Iaan – Neutral broker (Contract hook)

Role: Patron · **Location:** Off-ship (hires the party in the framing scene).

Voice: Precise, unhurried, gives nothing away. Answers a question with the part of it that costs her nothing.

Motivation: Wants the reliquary and the survey's data cores. Will not say why, or how she knew where the ship was. Pays on delivery, no questions — which should worry a careful party.

Abilities: STR 8 (-1) · DEX 11 (+0) · CON 10 (+0) · INT 15 (+2) · WIS 15 (+2) · CHA 15 (+2).

Stats: TR 2 · AC 12 · HP 24 · Persuasion +6 · Deception +6 · Insight +6 · Knowledge: Galactic Lore +6. **What she knows (GM):** exactly what the idol is, and that it's dangerous. She's done this before. A strong sequel thread if the party takes the idol and sells it to her.

The dead crew (met only through logs + echoes)

Captain Renn Ostara — ran the *Sable Wake*; overruled Dr. Corr and crated the idol for the buyer. The whispers turned his caution into control, then cruelty. First to draw a weapon on his own crew.

Dr. Ysanne Corr — survey lead / xeno-archaeologist who pulled the reliquary from the dig. Insisted it was inert; was the last to admit otherwise. Her final log is the clearest statement of what the idol does.

Kesh Maren — specimen handler who caged the vornskrs. First to die (Day 7) — accused, then killed, over a theft that never happened. His death is the hinge the massacre turned on.

The Keening – the reliquary's manifestation (Act III boss)

Role: Final threat · **Location:** Nexus chamber only (cannot leave it).

What it is: the accreted death-echo of everyone the idol has fed on, given a single grieving form. **It cannot be killed directly** — break the reliquary and it unravels. Full stats + the 2→6 scaling in the **Manifestation scaling table** (top of the doc). **Incorporeal:** resistant to Energy/Kinetic, immune to grapple/shove/prone; **Grave-cold Reach** and **Wail** (see the table); raises Hollowed each round the party doesn't damage the reliquary.

The reliquary – the object at the center

A fist-sized idol of fused black stone and bone; the coldest thing on the ship; the source of everything. **AC 15, HP 40** (scales — see Scene 3.1). Dark-warded: resistant to Energy/Kinetic; full damage from Force powers, lightsabers, Ion, and explosives. Destroying it ends the haunt. Taking it intact makes it the party's problem. It is never named after any specific dark-side figure — reskin its origin to your era.

Encounter Reference

SCENE	ENCOUNTER	TYPE	KEY STATS (DEFAULT 4 PCS)	DEFAULT COUNT
1.2	Corrupted loader droid	Combat (teaching)	TR 3 · AC 15 · HP 42 · immune to Force/fear	1 (+1 sentry for 5–6)
1.3	Twisted vornskrs	Combat	TR 2 · AC 14 · HP 22 · hunt the Force-user	3 + 1 alpha (TR 4)
2.1	The Hollowed	Combat (atmosphere)	TR 1 · AC 12 · HP 16 · relentless near the relic	3 (one armed)
2.2	Velloc crew <i>(Salvage/fight path)</i>	Combat / social	Tarn TR 4 (HP 52) · 2× crew TR 2	3
2.3	The Sealed Bulkhead	Puzzle (group skill challenge)	3 successes before 2 failures, DC 14	—
3.1–3.2A	The Keening + the reliquary	Combat (climax)	Keening TR 5 (HP 120) · reliquary object AC 15/HP 40	boss + raised Hollowed

Difficulty budget (L3 → L4, 4 PCs = 7,200 XP target): droid 200 + vornskrs 700 + Hollowed 150 + Velloc crew 600 + climax ~950 ≈ **2,600 XP (~36% of budget)**. This is a **deliberate horror underspend** — the adventure advances by **milestone**, not XP, and the remaining session time is carried by dread, exploration, the hazard crawl, the survivor/rival roleplay, the skill challenge, and the four-branch finale. (For reference, *Signal from Tellan-7* runs ~56%.) If your table wants more combat weight, bump the vornskr pack, add a second Hollowed rise, or run the Velloc crew *and* a turned survivor.

GM Quick Reference Card

The Dread DC ladder: Act I **DC 12** · Act II **DC 14** · Act III **DC 16**. Wisdom save; failure = Frightened (or a small GM compulsion). Force-users roll at disadvantage and hear the whispers clearly. Hand out private, true, aimed temptations — this is theater, there is no score to track.

Heroic Surge prompts (one big moment per act):

Act I — the vornskr fight: a player Surges to *screen the Force-user*, body-blocking the pack off their most vulnerable teammate.

Act II — Hazard A (the breach): a player Surges to make the impossible field-timed crossing and haul a teammate across with them.

Act III — the climax: a player Surges to break the reliquary a round early, or to soak a Wail that would have dropped the party.

Force Power suggestions per scene: Sense/foresight powers to read echoes (2.1) and the lock's "wound" (2.3); movement/telekinesis to control the vornskr pack (1.3) and the rising Hollowed (3.1); protective powers to hold the breach field (2.1) and screen the reliquary-breaker (3.1). Remember: **the reliquary takes full damage from Force powers** — the Force-user is both the idol's favorite prey and its surest undoing.

Pacing checkpoints (where each session should end):

Session 1 — on the whisper that says a player's name, as the vornskr alpha dies (end of Act I).

Session 2 — on meeting the survivor / the rival crew, mid-Act II.

Session 3 — on the open bulkhead and the first sight of the nexus (Scene 2.4 cliffhanger).

Session 4 — the finale: the choice and the climax.

Session 5 — spillover / the return, if the finale runs long or the party lingers.

The one anti-TPK lever: the Act III dramatic save (Bex, or the idol overreaching). Use it once, make it cost something, and never gift the win — horror earns it.