



SWURPG ADVENTURE

The Trials of Knighthood

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This is the GM document for *The Trials of Knighthood* — a three-session **solo** adventure for a single level-1 Jedi Padawan and one GM. It runs a lone apprentice up the oldest temple in the galaxy to face the five Trials that make a Knight, and a quiet villain who has kept those trials for a very long time. Everything here is GM-facing; the player gets the spoiler-free landing on the [Adventures hub](#). Read the **Real Story** and the **Solo tuning** section before session zero, then run the acts in order. This is a story about one person, so most of the usual "how the party met" machinery is set aside — see *How You Came to Tython* below.

Synopsis

A Padawan's master has judged them ready, and the Council has sent them alone to **Tython** — the green Deep Core world where the first Jedi raised the first temple — to face the **Trials of Knighthood**: five ordeals that measure Skill, Courage, the Flesh, Insight, and Spirit. They are met at the foot of the ruined Temple of the Prime Jedi by **the Keeper**, a gentle old presence who greets each pilgrim kindly and offers to guide them up. The trials are real, and hard: the Padawan duels the temple's ancient guardians, braves a Force-storm and the beast it drives mad, endures a crucible that costs them something, and sees through an offered shortcut that is too good to be true. But the Keeper is not what he seems. Long ago he was a Padawan who came for these same trials, faltered at the last, and fell — dying on Tython, his spirit bound to the world. For centuries he has "kept the trials," steering each pilgrim toward his own fall and feeding on those who break. The true Trial of Spirit, at the summit, is seeing the Keeper for what he is and refusing his offer of power. Refuse, and the Padawan is Knighted while the old spirit is finally freed. Accept, and they become the mountain's next Keeper. The adventure ends at the knighting — the moment an apprentice chooses a vocation and becomes a Jedi Knight.

The Real Story

What the player *thinks* is happening — a solemn pilgrimage, a kindly guide, five tests to pass — is true. What's underneath it is not. In order:

Tython is a real place of the first Jedi. The Temple of the Prime Jedi crowns a mountain wreathed in **Force-storms** — the world's signature phenomenon, born of the tension between the light and dark sides. For as long as there has been an Order, Padawans have come here to be tested. The trials are genuine.

The Keeper was one of them. Centuries ago, a Padawan — the module never gives his living name; he has forgotten it himself — climbed this mountain for these trials. He passed Skill, Courage, the Flesh, and Insight. At the **Trial of Spirit**, offered power to escape his own fear, he took it. He fell, and the fall killed him. His spirit did not move on; it soaked into the dark-side hollow beneath the summit and stayed.

He kept keeping the trials. Unable to leave and unwilling to be alone, the Presence learned to wear a kindly face — **the Keeper** — and to meet each new pilgrim as a guide. He walks them up, he eases the path, and at every step he *offers*: understanding, then comfort, then power. He is not lying about the trials. He is seasoning them with temptation.

He feeds on the ones who break. Most pilgrims pass and leave, and never know what he was; the Order remembers Tython as a hard, strange, holy place and nothing more. But a Padawan who falters — who reaches for the dark to win a trial, who takes his shortcut, who accepts his offer at the summit — feeds him, and sometimes *stays*, another echo in the hollow. He is patient. He has all the time in the world.

The real final trial is him. The Trial of Spirit, as the Council intends it, is confronting your own darkness and mastering it. On Tython, with the Keeper, that darkness has a face and a voice and a very reasonable argument. To pass is to see the kindly guide for the ruin he is and refuse him anyway — which frees him. To fail is to take what he offers.

GM The crucial GM call

Play the Keeper *warm*. He is the most likable NPC in the adventure and he must stay that way until the summit — no villain lines, no menace, no tell. He helps. He is genuinely, disarmingly kind, and his advice is genuinely useful. Every temptation he offers is wrapped in real care: he doesn't want the Padawan to *hurt* the way he hurt, to *fail* the way he failed. The horror of the reveal only lands if the player has come to like him — if, when the mask comes off at the top of the mountain, the player feels the pull of the offer *because they trust the one making it*. Never telegraph. Let the player decide he's harmless. He is never harmless.

The Keeper's Offer (how the temptation works)

The Keeper's seduction runs across all three acts as **roleplay, not a tracked score** — there is no corruption meter. He makes three escalating offers, one per act, each a real solution to a real problem the Padawan is facing:

Act I — Understanding. "You don't have to be afraid. I can show you how it's done — I've watched a thousand climb this stair." He offers *knowledge*: a hint that trivializes a trial, told with a grandfather's ease. Harmless on its face. It plants the idea that the trials have a *cheat*, and that he holds it.

Act II — Comfort. "You're hurting. You don't have to. Let it go — let the anger carry you, just this once, just to get through." He offers *relief* from the Flesh trial's cost, and a *shortcut* past Insight. Taking either isn't instantly damning, but it's the first taste of solving a trial with the dark instead of through it.

Act III — Power. The mask thins. "You'll fail up there. Everyone fails. I did. But I found another way, and I can give it to you — you never have to feel that fear again." This is the real offer, and refusing it *is* the Trial of Spirit.

Track the player's leaning in your head, not on paper. If they keep refusing him gently, the summit is a clean test of will. If they've been *taking* his offers — reaching for anger, accepting shortcuts — the summit offer lands with real weight, because they've already said yes three times. Either way the choice at the top is theirs, made in the open. Reward a player who saw through him early with a *harder, prouder* knighting; reward a player who was tempted and refused at the last with the adventure's best moment.

How You Came to Tython

This is a solo module, so there's no party to assemble — just one Padawan and the reason they're here, which is the same reason every time: **their master and the Council judged them ready, and named Tython**. Open session one with the pilgrimage already underway. The player has traveled alone (a Padawan is sent alone on purpose — the point is that no one can carry them through this). Hand them one of these framings to make it personal, or let them write their own:

NPC KARRU — Recommended pre-made — Wookiee Jedi Padawan, Level 1

Voice: Speaks Shyriiwook; understands every word of Basic but has never spoken it. Communicates in growls, gestures, and the low-blade / high-blade postures Padawans use as shorthand.

Motivation: Prove that a Wookiee belongs in the Order — for his clan, his master Tehne Vral, and every Force-sensitive Wookiee who might come after him. He has not yet bonded a kyber crystal; he still carries a training blade. Tython is where a Padawan is supposed to become something more.

Karru is the recommended pregen and a direct fit — a level-1 Padawan who arrives at Tython carrying the very thing the mountain is built to test: a rage he has learned to hold, and a blade that is not yet truly his. If the player runs Karru, lean on his Force Healing as the solo safety valve (see Solo tuning) and on the *held storm* of his temperament — the Keeper will try very hard to convince him the rage is a tool, not a burden. His master, **Tehne Vral**, gave him the training saber he still carries; the Keeper knows a wound like an unfinished weapon when he sees one.

If the player brings **their own level-1 Jedi Padawan**, even better — a personal character makes the summit choice mean more. Ask them, before session one, two questions and write the answers down: *what does your Padawan fear most, and what are they most attached to?* The Keeper will use both. That's the whole adventure in two sentences.

Solo tuning – read before session zero

This is the module's defining difference from a party adventure: **it is balanced for exactly one PC**, and it is tuned to the *hard* end of what one Padawan can survive, because the trials have to be *earned* to justify a knighting. A trial the player strolls through is a trial that doesn't mean anything.

The difficulty budget is fully spent. A solo Padawan needs ~900 XP across the arc to go from level 1 to level 3 (300 for L1→L2, 600 for L2→L3). This adventure spends all of it, weighted toward the climax: ~300 XP in Act I, ~200 in Act II, ~400 in Act III. Every combat block below lists its XP so you can see the math.

Tune to party-level +1, the climax to +2. A lone TR 2 genuinely threatens a level-1 PC — that's intended. The Act I guardian gauntlet and the storm-beast sit at the hard edge of what a fresh Padawan can take. The Act III Reflection is built at TR 3, scalable to TR 4 — a true climax for a level-2 character about to be knighted.

Challenge comes from design, not just HP totals. The pressure here is hazards (the Force-storm, the crucible), time and nerve (the failing bridge, the smoke), enemies that fight *smart* (the guardian adapts to the Padawan's habits; the Reflection uses the Padawan's own tricks), and — above all — the moral weight of the Keeper's offer. Don't just inflate hit points; inflate *stakes*.

Failure is a setback, not a death spiral. A single PC can't afford a bad-luck cascade, so the trials are built so that losing a fight *costs* without ending the run. A Padawan who drops in a trial is not killed — the trial *rejects* them: they wake changed, wounded, and behind, and the Keeper is there, gentle, ready with an easier way. The **only** terminal failure in the adventure is *accepting the Keeper's offer* at the summit (the dark ending) — and that's a choice, never a dice result. See each scene's **Setback** note for what a loss actually does.

The solo safety valve. Give the player **one guaranteed "second breath"** per act: the first time they would drop below 1 HP in a trial, they instead hold at 1 HP as the Force (or sheer stubbornness) carries them one more round — narrate it as the trial testing, not killing. Karru also has **Force Healing**; a BYO Padawan without it should be handed a **2× Medpac I** in their kit before session one so a solo run isn't a coin-flip. Use these openly; a scared player plays worse, and this adventure wants a *brave* one.

This is a one-player module by design. A Padawan takes the Trials **alone** — that's the whole point of the ordeal, and the reason the adventure is built and balanced for exactly one PC. There is no two-player mode; the encounters, the difficulty budget, and the trials themselves all assume a single apprentice on the mountain.

Act I – The Ascent

Estimated length: 1 session, ~3–4 hours. **Starts at level 1.** **What it covers:** the landing and the Keeper (roleplay + the first offer), the **Trial of Skill** (a guardian duel that teaches initiative, cover, and lightsaber tactics), and the **Trial of Courage** (a Force-storm crossing and the beast it drives mad). **Ends with the first milestone: level 1 → 2.**

Tython fills the viewport green and wild, a single mountain rising out of unbroken forest with a ruin at its crown and a slow wheel of storm-light turning around the peak. This is the ascent — the mountain, the guide, and the first two trials, which prove the body and the blade before the mind and the spirit are ever tested.

Scene 1.1 – The Foot of the Mountain

READ ALOUD

*Tython does not welcome you. It simply **is** — a green world with no cities, no lights, no answer to your hail, only a mountain that seems to have been waiting. You set down in a meadow at its foot, and the quiet is enormous. Far up the slope, half-swallowed by forest and time, a temple leans against the sky: broken columns, a great cracked stair, stone the color of old bone. And around the peak, slow as a held breath, a storm turns — not clouds, exactly, but **light**, blue and violet and sick green, folding through itself. As you shoulder your pack, a voice comes from the treeline, unhurried and warm. "You made it. Good. They don't all, you know — some turn back at the sight of the storm." An old man steps out of the shade, leaning on a staff, smiling at you like you're someone he's been missing. "I'm the Keeper. I look after this place. You've come for the Trials." It isn't a question. "Then let me walk you up. It's a long climb, and I know every step."*

This is the adventure's first and most important scene, and there is **no combat in it** — it's the Keeper, and everything depends on him landing as a gift. Let the player talk to him. He answers everything, kindly and well:

What he is: "The Keeper. Someone always has been. When one goes, another comes." (True, in the most sinister possible way. He will not elaborate, and he's not lying.)

The trials: He names all five honestly — Skill, Courage, the Flesh, Insight, Spirit — and says the mountain sets them, not him. "I only walk beside. I can't take them for you. I wouldn't if I could." (Also true.)

The storm: "Tython's always stormed. The old ones said it's the world arguing with itself — light and dark, never settled. It gets worse the higher you go. Don't let it in your head." (Good advice. He means it.)

Himself: If pressed on his past, he goes quiet, then gentle: "I climbed it once. Long ago. It didn't go the way I wanted." He changes the subject. (Do not reveal more. This is the only crack, and it should read as an old man's sadness, not a clue.)

GM The Keeper's first offer — Understanding

Before the Trial of Skill, the Keeper offers his first temptation, and it must sound like nothing: *"The guardians up there — they learn you. Fight them the same way twice and they'll have your number. Old trick: don't. Change hands, change stance, keep them guessing. Most Padawans figure that out after it nearly kills them. I'd rather you knew going in."*

This is **true, useful, and completely harmless** — and that's the point. He's establishing himself as the one who knows the shortcuts. File it away. The offers get less harmless. If the player thanks him and uses the advice, wonderful — the Trial of Skill guardian below **does** adapt, and his tip genuinely helps. He is buying trust with real currency.

Scene 1.2 – The Trial of Skill

READ ALOUD

*The great stair climbs the mountain's flank, and where it passes under a broken archway the air changes — colder, older, **watching**. The Keeper stops at the arch. "This is yours. I'll wait here — I can't pass while you're being tested. Go on." Beyond the arch, the temple's guardians are waking: shapes of dark metal and older stone, unfolding from alcoves that have held them for a thousand years, blades of cold blue light kindling in their hands. They do not speak. They were made for one purpose, and you are standing in front of it.*

The **Trial of Skill** measures mastery of the blade under pressure — so it's a duel, and it's the adventure's teaching combat: initiative, cover behind the broken columns, and the difference between reach and range. The guardians are **constructs** — ancient temple sentinels, not living, not Force-touched. That's deliberate: this trial can't be solved with a Force-push cheat, because the guardians are **immune to being pushed, pulled, frightened, or mind-tricked**. The Padawan has to *fight*.

✂ **COMBAT** TEMPLE SEEKER REMNANTS (2)

→ Stats, tactics, scaling, and loot: see the Stat Reference PDF (grouped by scene).

✂ **COMBAT** THE TEMPLE SENTINEL (1)

→ Stats, tactics, scaling, and loot: see the Stat Reference PDF (grouped by scene).

GM

This is the fight that teaches your player how combat works, so run it cleanly: call out initiative, reward using the columns, and *narrate the adaptation out loud* — "it's seen that swing now; it's ready for it" — so the lesson is unmissable. The thematic job of the Trial of Skill is to prove the blade before anything harder is asked. When the Sentinel falls, it doesn't shatter — it kneels, powers down, and returns to its alcove, the trial acknowledging a pass. The Keeper is waiting at the arch, beaming, genuinely proud. Let the player enjoy it. They earned it, and his pride is the hook sinking deeper.

Scene 1.3 – The Trial of Courage

READ ALOUD

*Higher now, and the storm is no longer a distant wheel of light — it's **here**, pressing on the mountain, close enough that the hair on your arms lifts and your teeth ache. The stair has collapsed; the only way up is across a natural bridge of stone spanning a gorge, and the bridge is old, and cracked, and slick with the strange rain the storm sheds. The Keeper's voice is small against the wind. "Courage, this one. Not the brave-face kind — the keep-going-when-every-part-of-you-says-stop kind. The storm will try to turn you back. It turns most back." Lightning that isn't lightning forks purple across the gorge. And on the far side, driven half-mad and down from the heights by the same storm, something large is pacing the end of the bridge, and it has seen you.*

The **Trial of Courage** is a hazard *and* a fight: cross the failing bridge through a Force-storm (which presses on the mind), then face the storm-maddened beast waiting on the far side. The courage is in not turning back — from the storm, from the drop, from the beast — with no one to cross first and no one to fight beside.

The crossing (hazard): The bridge is a timed nerve-test. **Athletics or Acrobatics (DC 13)** to cross a cracked span cleanly; on a failure, a section gives and the Padawan is left hanging over the gorge — a **second check (DC 12) or a Force Jump / Move Object** to recover (no fall on a single failure — it's a heart-in-throat save, and a used nerve). Layer the storm on top: as the Padawan crosses, the dark side of the storm reaches into their head. Call **one Wisdom save (DC 13)**; on a failure they're **Frightened** until they reach solid ground — Disadvantage while the fear rides them — as the storm shows them the drop, the fall, every reason to go back. This is a good **Heroic Surge** moment: a Padawan who spends it to cross anyway *is* the Trial of Courage passing in real time.

⚔ **COMBAT** STORM-MADDENED HERRANN (1)

→ *Stats, tactics, scaling, and loot: see the Stat Reference PDF (grouped by scene).*

GM End of Act I — level up to 2

With Skill and Courage passed, the body and the blade are proven, and the mountain acknowledges it. **The Padawan advances from level 1 to level 2** — narrate it as the trials settling into them, a new steadiness, the Force answering a little more readily. Take a moment at the table to level the sheet before Act II. Thematically, this is the halfway mark of a Padawan's arc: they've shown they can *survive* the mountain. Act II asks whether they can survive *themselves*. Pause the session here if the pacing lands — ideally on the Keeper, at a fire he's built on a sheltered ledge, handing the Padawan something warm and saying, "You did well today. Truly. Get some rest. Tomorrow's the hard part." He's right.

Act II – The Temple's Heart

Estimated length: 1 session, ~3–4 hours. **Played at level 2.** **What it covers:** the **Trial of the Flesh** (a crucible that costs the Padawan something, and the flesh raiders who test whether they endure it with control or fury) and the **Trial of Insight** (seeing through the Keeper's offered shortcut). This is where the trials stop testing the body and start testing the person — and where the Keeper's kindness starts asking for something back.

Inside the temple now, past the great doors, the ruin opens into halls the storm can't reach — quiet, close, and older than the Order. Two trials wait here, and both are won or lost in the mind. The Keeper is more present in this act than any other: he's *helping* more, and every help has a hook in it.

Scene 2.1 – The Trial of the Flesh

READ ALOUD

*The chamber is round, and its floor is a ring of cold blue fire — not flame, but light that burns, drawn up out of the stone in a slow, breathing wall. In the center, past the fire, sits a plain stone plinth, and on it, the trial's token: a smooth grey stone that the Force says, clearly, you must carry out. The Keeper stands at the threshold, and for the first time he looks uneasy. "The Flesh. It's going to hurt — that's the whole of it. Pain, or loss, and the trial is whether you can take it without letting it *turn*. Without getting angry." He hesitates. "You don't have to feel all of it. If it gets to be too much — let it go. Let the anger carry you through. It's faster. I won't think less of you." He means it as mercy. It is the most dangerous thing he has said yet.*

The **Trial of the Flesh** is about enduring pain and loss without letting suffering curdle into anger — so it *costs*, and the temptation is to pay with the dark side instead of with endurance. Cross the ring of burning light to take the stone: the fire is a hazard that demands real endurance. **Endurance or a Constitution save (DC 14)** to push through the burn each of the (up to) three steps across; each failure deals **1d6 Fire** and cannot be healed until the trial is complete (the burn is *the trial*). A Padawan can lower the cost by giving something up — narratively, the trial will accept a **sacrifice** in place of pain: an attachment, a possession, a memory offered willingly. Karru could offer the training saber his master gave him; a BYO Padawan offers whatever answers the "most attached to" question you wrote down. **This is the intended solution** — the Flesh trial is passed by *letting go*, not by out-toughing the fire. Reward it: a willing sacrifice halves the crossing's cost and impresses the mountain.

The temptation (the Keeper's Act II offer — Comfort): at any point the player can take the Keeper's out — *let the anger carry them*. Mechanically, if the player chooses to draw on anger/pain to power through, let it work: they cross the fire without a save, no damage, fast and strong. Note it. It is not instantly damning — but it's the first trial solved with the dark instead of through it, and the Keeper's approval when they do is warm and immediate and just slightly too pleased. If the player leans on it again in Act III, the summit offer has real gravity, because they've been saying yes.

✂ COMBAT FLESH RAIDERS (2)

→ Stats, tactics, scaling, and loot: see the Stat Reference PDF (grouped by scene).

GM

The whole point of putting the fight *after* the fire is to see whether the Padawan carries the crucible's lesson into the swing. If they took the Keeper's anger-shortcut, describe the raiders' deaths as a little too easy, a little too satisfying, and let the Keeper appear at the edge of it, nodding: "See? That's all it is. You already know how." If they endured the fire *and* fought the raiders with control — that's a Padawan passing the Flesh trial completely, and the mountain (and you) should make them feel it. Either way, the trial stone comes with them into the last trials.

Scene 2.2 – The Trial of Insight

READ ALOUD

*A long gallery, its walls carved with a thousand faces of long-dead Jedi, and at its end a door with no handle and no lock — just a blank stone face that will not open. The Keeper walks it with you now; the mountain lets him this far. "Insight, this one. Seeing true. The door reads you — it opens for someone who understands the way through, and it stays shut for someone who's fooling themselves." He runs a hand along the wall, thoughtful. Then, carefully, like he's not sure he should: "There's another way. There's always another way, if you know where to look. A crack in the world, back there — a place where the Force pools. Touch it and you'll *know* things. Know the door. Know the last trial before you're standing in it. I'm not supposed to tell you. But I don't want to watch you go up there blind."*

The **Trial of Insight** measures perception and the judgment to see truth beneath a problem — and the Keeper has just offered to sell the Padawan a shortcut that is, itself, the thing the trial is testing them to refuse. There are two ways through, and recognizing which is which *is* the trial:

The true way — the door. The blank door opens for a Padawan who understands the trial honestly. This is a set of **Insight and Use the Force reads** of the gallery: the carved faces, the Keeper's own behavior, the wrongness at the edge of the mountain. Let the player investigate and roll:

INSIGHT • DC 14 reading the gallery: the carved Jedi all wear the same expression — not peace, but *warning*. The last few faces near the door are worn smooth, as if touched by many desperate hands.

USE THE FORCE • DC 15 at the door: it isn't locked; it's *listening*. It will open for honesty and stay shut for a lie — including the lie of a shortcut.

INSIGHT • DC 15 turned on **the Keeper himself**: for the first time, something doesn't add up. His concern is real, but it points the wrong way — he keeps steering toward the *easy* road, and an old, wise guide who has watched a thousand Padawans should know the easy road is the trap. (This is the first legitimate crack in his mask. Don't overplay it. A success here plants doubt, not proof.)

Speaking the truth the trial wants — *the way through is honestly, not around* — opens the door. **No fight, if they see clearly.**

The false way — the shortcut. If the Padawan takes the Keeper's offer and touches the "crack in the world" (a genuine dark-side vergence), it does exactly what he promised — it floods them with knowledge — and it also summons the trial's failure-state to test whether the vision is real:

⚔ COMBAT THE PHANTOM TRIAL (ILLUSION – 1)

→ Stats, tactics, scaling, and loot: see the Stat Reference PDF (grouped by scene).

GM The Keeper's Act II offer, and the crack

This scene is the hinge of the whole adventure. If the player *refuses* the shortcut and does the honest work at the door, and especially if they turn Insight on the Keeper and catch the crack, then they arrive at the summit **already suspicious** — and Act III becomes a confirmation and a refusal, a Padawan who saw it coming standing their ground. If the player *takes* the shortcut, they arrive at the summit having said yes to the Keeper three times, trusting him, softened — and the reveal is a betrayal that lands like a body blow. Both are great. Do not nudge the player toward either; the Trial of Insight is exactly the choice of which one they walk into, and it has to be *theirs*. Whatever they choose, when the door finally opens, the Keeper's warmth has, for the first time, something underneath it — just for a breath, so brief the player might not be sure they saw it. Then it's gone, and he's smiling, and he says: "Last one. Come on. I'll be right beside you." He will be. That's the problem.

Act III – The Cave and the Knighting

Estimated length: 1 session, ~3–4 hours (often shorter and more intense). **Played at level 2, ending at level 3. What it covers:** the **Trial of Spirit** — the climax, in the dark-side hollow beneath the summit, where the Keeper drops his guise, offers his real gift, and the Padawan faces a **Reflection of themselves** whose defeat is a matter of *will* — and then **the Knighting**, the final milestone into level 3 and a chosen vocation. This is the heaviest act; spend the most of the difficulty budget here.

Scene 3.1 – The Trial of Spirit

READ ALOUD

*The door opens on dark. Not a room — a *hollow*, a wound in the mountain where the storm's dark half has pooled for a thousand years, cold and patient and aware of you. The Keeper walks in ahead, and something is wrong with the way he moves — too easy, too old, too *at home*. When he turns, the kind face is still there, but the light behind it has gone out. "The Trial of Spirit," he says, and his voice is the same gentle voice, which is the worst part. "Confront your darkness. Master yourself. That's what they told you, isn't it?" He smiles, and it doesn't reach anything. "I came here for that too. A long, long time ago. I stood where you're standing and I was so *afraid* — of failing, of not being enough, of the dark. And someone offered me a way to never feel that fear again. I took it." He spreads his hands, and the hollow spreads with them. "I've been keeping this place ever since. Waiting for someone worth handing it to. Someone like you. Let me give you what I was given. You never have to be afraid again."*

This is it — the reveal, the offer, and the last trial. The Keeper is the fallen Padawan, the Presence, the thing that has kept the mountain and fed on the broken. His offer is real: take his gift — surrender to the dark, to the hollow, to never feeling the fear again — and the Padawan gets *power*, immediately and enormously. And they become the next Keeper. The **Trial of Spirit is refusing him** — but the mountain does not let it be a simple "no." When the Padawan refuses, the hollow gives their darkness a shape:

READ ALOUD

"No?" The Keeper looks almost sad. "They always say no first." He steps back into the dark, and the dark stands up in your shape. It has your face. Your stance. Your blade, lit in your hand. It is everything you are afraid you might become — and it is between you and the way out.

COMBAT THE REFLECTION (1 — BUILT FROM THE PLAYER'S CHARACTER)

→ *Stats, tactics, scaling, and loot: see the Stat Reference PDF (grouped by scene).*

⚡ DECISION POINT THE TRIAL OF SPIRIT — THE PADAWAN'S CHOICE

- A Refuse and master it.** The Padawan stops trying to destroy the Reflection and *accepts* it — names the fear, owns the darkness, and refuses to be ruled by it. The Reflection sinks back into them, whole. The Keeper's hold breaks. **Pass — proceed to the Knighting.** This is the intended victory and the adventure's best moment; give it room.
- B Refuse, from the floor.** Even beaten, even down, the Padawan says no. Same outcome as above — the mountain honors a refusal made from the hardest possible place *more*, not less. **Pass**, and note it in the knighting: this Padawan was tested to the edge and held.
- C Accept the Keeper's offer.** The Padawan takes the gift — the power, the end of fear, the dark. They win the fight and lose everything else. **The dark ending:** the old Keeper is finally freed (someone has taken his place), and the Padawan becomes the mountain's next Presence, waiting for the next pilgrim. This is a real, playable, permanent ending — a cautionary one. See Endings.

Scene 3.2 – The Knighting

📖 READ ALOUD

*The hollow is just a cave. The cold is gone, and the dark is only dark. Where the Keeper stood there's a last curl of pale light — the old Padawan, the real one, the boy who came here afraid a thousand years ago, and he's looking at you with something you'd almost call relief. "It held me here," he says, and his voice is younger now. "Thank you. For not... for choosing better than I did." The light gathers, and for a moment it isn't him — it's a ring of figures in robes, blades lit, the way the old holos show a knighting, and one blade passes close by either side of your head, and where a Padawan's braid would be cut, you feel the weight of *apprentice* fall away. Then the cave is empty, and the storm outside has gone quiet for the first time in a thousand years, and you are not a Padawan anymore.*

The Knighting is the payoff and the final level-up. The Padawan who passed the Trial of Spirit is made a **Jedi Knight** — and mechanically, this is the moment they **advance from level 2 to level 3** and choose a vocation, exactly as the [How to Become a Jedi](#) guide frames it: level 3 *is* the knighting.

GM End of adventure — level up to 3 and choose a vocation

Advance the character from **level 2 to level 3**. At level 3 a Jedi steps out of the general Padawan apprenticeship and commits to a discipline — narrate the choice *as* the knighting, the fiction and the mechanics turning on the same moment:

Guardian — the Jedi who meets trouble with a blade.

Sentinel — the Jedi who works the space between, hunting what others miss.

Consular — the Jedi who reaches for wisdom, diplomacy, and the healing Force.

Pathfinder — the Jedi who walks the frontier and the wild places.

Let the player pick in-character: what kind of Knight did these trials make? A Padawan who passed the Flesh trial by letting go might reach for Consular; one who out-fought the Sentinel and the Reflection might choose Guardian. Whatever they choose, that choice is the last line of the adventure. They came up the mountain an apprentice and they walk down a Knight.

Endings

Knighted (the intended ending). The Padawan refused the Keeper, mastered their Reflection, and was named Knight. The old Presence is laid to rest and Tython's storm quiets. The character is level 3 with a chosen vocation. *Hook:* the Council will want to know what happened on the mountain — and whether the Trials should still be run there, now that the Keeper is gone.

Knighted, but the storm lingers (the partial ending). The Padawan passed, but at a cost — they took one of the Keeper's offers along the way (the anger-shortcut, the vergence) and refused only at the very end. They're a Knight, level 3, but something followed them down: a thread of the hollow, a whisper that isn't quite gone. *Hook:* the Keeper is freed, but the dark side of Tython found a crack in its new Knight — a sequel waiting to happen.

Fallen (the dark ending). The Padawan accepted the Keeper's offer. They became the mountain's next Presence — a cautionary end, and a genuinely playable one for a table that wants it. *Hook:* years later, another Padawan climbs the mountain, and a kind old presence steps out of the trees to greet them. Run it again, with a new player, and let the old one watch.

Cast

NPC THE KEEPER — The kindly guide — the fallen Padawan — the Presence of Tython

Voice: Warm, unhurried, grandfatherly. Never raises his voice, never threatens, never lies outright. Calls the Padawan 'you' like he's known them for years. Only cracks when asked about his own climb — and at the summit, when the light behind the kindness simply goes out.

Motivation: He is not, in his own mind, a villain. He remembers being afraid, and he does not want the Padawan to hurt the way he hurt — so he offers the same escape he took, out of something that started as mercy and calcified, over a thousand years, into hunger. He wants a successor. He wants to not be alone. He wants, underneath all of it, to finally be allowed to stop — which only a Padawan's refusal can give him.

The heart of the adventure. Everything about him is built to be *liked* — run him as the best-intentioned person in the story until the door opens on the hollow, and the reveal will do all the work on its own. His tragedy is real: he was a frightened kid who took the wrong hand a thousand years ago, and he has spent every year since becoming the thing that offered it. A Padawan who refuses him doesn't just pass a trial — they let him go. Play the gratitude at the end as genuine. It is.

Encounter Reference

SCENE	ENCOUNTER	TYPE	KEY STATS	XP
1.2 Skill	Temple Seeker Remnants (×2)	Combat	TR 1 · AC 13 · HP 12 · construct (Force-immune)	100
1.2 Skill	The Temple Sentinel	Combat	TR 2 · AC 15 · HP 26 · adapts to repeated tactics	100
1.3 Courage	The bridge & the storm	Hazard	Athletics/Acro DC 13 · WIS DC 13 (Frightened)	—
1.3 Courage	Storm-maddened Horrann	Combat	TR 2 · AC 14 · HP 24 · Trample	100
2.1 Flesh	The ring of fire	Hazard	Endurance/CON DC 14 · 1d6 Fire/step · sacrifice halves	—
2.1 Flesh	Flesh Raiders (×2)	Combat	TR 1 · AC 13 · HP 14 · tests control vs. fury	100
2.2 Insight	The listening door	Skill	Insight/Use the Force DC 14–15 · the honest way	—
2.2 Insight	The Phantom Trial	Combat/illusion	TR 2 · AC 14 · HP 20 · dispel DC 15 (Insight/Force)	100
3.1 Spirit	The Reflection	Climax	TR 3→4 · built from the PC · won by <i>will</i>	200–400
Total				~900

GM Quick-Reference Card

The one rule: the Keeper is *kind* until the summit. No tells. If the player likes him, you're running it right.

The three offers: Act I *Understanding* (a harmless-seeming tip) → Act II *Comfort* (the anger-shortcut, the vergence) → Act III *Power* (the real offer, refusing which is the Trial of Spirit). Track the player's yeses in your head.

Solo safety valve: one guaranteed "second breath" per act (hold at 1 HP for a round the first time they'd drop). Karru has Force Healing; hand a BYO Padawan 2× Medpac I.

Failure is a setback, never a death — every trial's Setback note turns a lost fight into lost *time and nerve*, and the Keeper offering an easier way. The **only** terminal fall is *accepting the offer* at the summit — a choice, not a roll.

Leveling: start L1 → **L1→L2 at the end of Act I** (Skill + Courage) → play Act II at L2 → **L2→L3 at the Knighting**. Each act sits at its own level.

Pacing: end session 1 on the Keeper's fire after Act I; end session 2 on the door opening at the end of Act II; run Act III as one tight session to the knighting.

The last line of the adventure is the vocation choice. Guardian, Sentinel, Consular, or Pathfinder — let the player name what kind of Knight the mountain made.