

The Sith Compendium

Constructing a focusing chamber requires schematics found in some Sith holocrons, incredible resources, and a huge cavernous space. The materials to build this enormous device would cost 1,000,000 credits. A chamber that's at least 250,000 cubic meters and safe from the elements is also required. Alone, it would take a Sith alchemist three years to complete a focusing chamber; divide this time by the number of characters assisting in the construction. Characters without the Alchemy skill—usually slaves—can be used to reduce the construction time. Up to four other characters may aid the character performing the Alchemy skill check (DC 40). See the Alchemy skill description for more details.

Artifacts

SITH SARCOPHAGUS

Sith burial chambers can take on many forms. The most common is a humanoid-shaped sarcophagus. While these typically contain the physical remains of a Sith sorcerer, they can also be the final resting place of the spirit

as well. One example is the tomb of Freedon Nadd on Dxun, the beast moon of Onderon.

Though the sarcophagus is typically the center of a Sith burial chamber, the entire tomb oozes dark side energy. The result is often felt by the surrounding flora and fauna, which mutates over time. Unless a Force user makes a successful *Save* Force skill check to detect Force (DC 15) within 10 meters of the tomb, they sense nothing other than the nagging feeling that they should watch their back.

Often the sarcophagus is a source of power for a dark side spirit. Disturbing a dark side spirit's sarcophagus will automatically transport it to the tomb. The sarcophagus emanates strong waves of dark side energy when the dark side spirit is within 10 meters. Force-sensitive characters within 10 meters must make a *Will* save (DC = 10 + dark side spirit's Charisma modifier + character's dark side point total) or succumb to feelings of anger, fear, aggression, and the like. If that character attempts to call on the Force within the next 24 hours, they automatically call on the dark side.

If a character somehow finds themselves lying in the sarcophagus for more than one full round—even against their wishes—they must make a *Will* save (DC = 10 + the dark side spirit's Charisma modifier). A failed save results in the dark side spirit possessing the character. Dark side spirits may instruct worshipers to find the perfect specimen to possess, use the *Illusion* Force skill to trick a hero into lying in his sarcophagus for a peaceful nap, or make promises of great power inside.

Transferring the essence of a living being into a sarcophagus requires one be custom built. The materials to do so cost 200,000 credits. The Force user must have ranks in Alchemy and another living being to sacrifice to complete the transfer. To complete the process, a *Transfer Essence* skill check (DC 30) is required. For every hundred lives that are willingly sacrificed for this process, reduce the DC by 1 (minimum DC of 10).

SITH SCROLLS

It is unknown whether Sith scrolls predate the invention of the holocron, are a result of losing the ability to create holocrons, or were simply created by Sith sorcerers who lacked the technology and know-how to create a holocron. What is known is that Sith scrolls are the stuff of legend. A complete library of Sith scrolls would be a priceless discovery.

These extremely rare scrolls are similar to a holocron in that they store knowledge. In contrast to the holocron, there is no "teacher" to help those searching for information find it. While this makes Sith scrolls less likely to lead the reader down the dark path than a Sith holocron would, it takes much longer to access information stored in a Sith scroll. An added obstacle is the language barrier—to decipher a Sith scroll requires that the reader have *Read/Write Language (Sith)* and a successful *Knowledge (Sith lore)* skill check with a DC of 20.

Sith scrolls are usually part of a library of scrolls. A single library contains 500 scrolls. Unless the GM wishes to outline the contents of each scroll, the chance that information the reader is searching for can be found in one of the scrolls is 1% per scroll. For example, a library of 50 scrolls has a 50% chance of containing the schematics for Sith battle armor. To determine if the library contains the desired information roll a d%. The amount of time it takes to search unlabeled scrolls is difference between the size of the library and die roll result (up to a maximum of the size of the library) in hours. If the scrolls are cataloged, it takes one-sixth that time. If the information is there, the reader receives a +2 competence bonus as if they were accessing the information from a holocron.

One place that Sith scrolls would likely turn up is the crypt of a long-dead Sith sorcerer. In a case such as this, it is likely that the Sith sorcerer is still hanging around, in the form of a dark side spirit. If this is the case, studying Sith scrolls may end up being more dangerous than accessing a holocron. ☐

