

you are a Jedi Padawan; tasked by <sup>your</sup> master, Alectan Rook  
to face four trials (Flesh, Courage, Skill, Self) + construct your lightsaber.

THE KNIGHTS  
TRIALS  
by Pete Kinnunen

Caves	4	Total
Encounters	8	
Other	9	
		21

[Landing Site] shuttle, jungle, patrol, i { - }  
x shuttle - open (return glowrod, remains of training lightsaber)  
(outfit) (need crystal, lens, power supply)

n [Winding Pathway] N/S/W. N → [Clearing] tree. u [Tree Top] see temple ruins far N,  
(not cluttered)  
mts + other crash sites to W, bird on nest here. x bird (has wire gadget?, hanging)  
give return to bird { it drops what it held } d. [Cg] 'circuit board + wires' (one item)

N → [Ruined Temple Exterior] trees, temple, ~~force~~ about complete trials.

W of WP → [Crash Site] W/E, heighten (wires, soyuz, ramp in) open ramp (creativity removed)

put wires in ramp (✓). open ramp. in [Ship Entrance] hallway, needs light.

turn on glowrod. w. [Ship Hallway 1] skeletons + clothes  
x box (writing, 4 panels, room for 1 row) x bodies. x captive (Sith outfit) i { storage box (locked)  
E 'open box' will open it without the proper panel! }

W [Medbay] cabinet. open it. (bottle of sedative + syringe) { auto taken; cabinet cont a container }

S of Medbay → [Ship Hallway 2] bodies, doorway, rubble (junk) move rubble

S [Cargo Hold] monster, hole above, crates of ore, droids, cage  
x droids (R2 chassis + power core) take power core.

N. W. [Sith Sanctum] walls glow red. focus. { notice + pick up 'panel' }

x panel. unhook box with panel. open box. x lens. W (out to Sith 2) focus lens (notice hidden doorway)

u. [On top of the ship] in → [Ship's Cockpit] x pilot (centiped, metal clay (small fell))

l. x detapad. take it. x it. turn it on. x it. { Darth Whaith has a secret place finds it force by itself }

out. d. [Cargo Hold] now the Sith Monster is here. x monster. N (go right path here?)

// W of Crash Site → [Foot of the Mountain] cave. turn on glowrod. enter cave. [Cave Entrance]

3 passages (left, right, center) n → SE. (left) W → [Further into the cave] { W → C.G. (go left) N → further }

(go right) e → [Even further into the cave] { 2 passages } SE → further x center (bolder) focus bolder. move bolder (H, Skill) (you can only choose one)

n → [Force Crystal Cavern] blue, yellow, green, white force crystals  
power within guidance power.

(there was a Bolder in even further) out → C.G.

// [Ruined Temple Exterior] x tree, take it (8' by) x door. open door (ohhh carrying tree) (H; Trial of Flesh)

put syringe in sedative (✓)  
throw syringe at monster (except syringe empty) (whiff - uncertain) (H; Skill)  
kill monster (Y/N) Y → [+1; Trial of Courage]



