Felucia

# Sub-Venues

## Rancor Graveyard

A medium-sized location unmistaken by the immeasurable piles of the ancient remnants of Rancors, this two hundred meter expanse marks an ancient burial site of Felucia’s deadliest creatures. A circular enclosure of bones are arranged in the center of the cemetery, no doubt the former location of the dwelling of Maris Brood. Cobwebs cling to the fallen beasts, a testament to the primordial age of some of the creatures and giving the area an unsettling appearance. Somewhat obscured by surrounding cliffs and luminescent jungle, the dusted bones and carcasses are cast completely in a faint shadow, but granting adequate vision for most species. A strong taint of Dark Side influence pollutes the area, attracting ravenous predators to dwell within the hollowed-out skeletons of colossal Rancors. Lacking a suitable breeze, the air is thick and stifling, with a strong overtone of dust and bone particles suspended in the graveyard’s atmosphere. Unlike most of Felucia, this area is nearly devoid of life, and does not have a significant impact in the Living Force.

## Ancient Abyss

A large expanse of unstable terrain and home to the galaxy’s largest known Sarlaac, this four thousand meter area serves as its domain and hunting ground. In the center of the area, the gaping, multiple rings of teeth and flesh unmistakably mark the presence of the Sarlaac’s massive maw. The surrounding area is made distinguishable by the massive protrusions that jut out of the earth like pairs of talons, which also serve as the creature’s teeth. The ground situated closest to the abyss is increasingly unstable, and is prone to shift and collapse as the creature continues to grow. Massive tendrils the size of Coruscant skyscrapers remain strong enough to drag the largest of beasts into the creature’s mouth. The Sarlaac is so vast in size, that it creates a massive imprint in the Living Force on Felucia.

## The Endless Jungle

A location of unknown size, rumors have surfaced that this particular stretch of jungle is unending. Reports from explorers have revealed mentions of the forest’s flora behaving in a bizarre manner - closing off possible exits and leading travellers along a circular path. While the majority of the endless passages are well-lit, other paths are bathed in near-complete darkness, creating an unsettling feeling that most scouts tend to avoid. Felucians are known to lurk in the shadowed regions, awaiting the unlucky traveller. It is unknown whether the area is an irregularity in the Living Force, or a byproduct of the Dark Side influence of Maris Brood’s former influence.

## Fungal Dwelling

A small-sized location, this area is the primary dwelling of many Jungle Felucians. This bioluminescent structure is created using the hollowed-out infrastructure of a stalk-like fungal growth. A cerulean glow from the organic material’s cells fills the room evenly, creating an ideal lighting condition for most species. Comprised of a single room, the dwelling extends upwards at thirty meters and terminates roofless above the dwelling to reveal Felucia’s sky. The ground is made up of the same luminescent material making up the walls, creating an uneven. spongy surface on which to walk.

## Luminescent Cave

A small-sized location, this cave is home to a rare variety of fungal growths and flora. A short, wide opening leads to a deep cavern, though the ceiling hangs low in many places and is collapsed in others. Many natural pillars of stone and hand-placed wooden braces are scattered throughout the cavern, preventing the infrastructure from total collapse. A dim lighting is created at many points along the walls by various small mushroom-like growths that remain clumped together, while the center of the room is bathed in complete darkness. The low ceiling creates difficulty while traversing the obscured areas, while natural, hanging spikes droop down from the ceiling in other places where a pillar has not yet fully formed. A small campfire provides the only bright source of illumination on the far side of the cavern, located alongside a makeshift tent and various other items that seem wildly out of place.

## Felucia Falls

A medium-sized location, this area is a stretch of forest untainted by the Dark Side. A rippling stream runs through the area, running alongside various forms of plant life and terminating at the edge of a waterfall. A natural hunting ground for Acklays and habitat for other, non-dangerous creatures, this location is teeming with life. The area through which the river flows is unobscured by the overgrown flora on either side, and thus captures the full radiance of Felucia’s sun. The waterfall itself is stepped, with the first fall lasting only fifteen feet, while the second fall is an impressive thirty feet. The waterfall then plummets a hundred feet, ensuring that any creature that makes the fall perishes.