



Lightning crackles overhead as you stumble through the Lyra Colony. The rare flashes of light in the otherwise velvet black illuminating a rock formation that is just *too neat* to be the result of nature's hand. As you draw closer and the details become sharper, you notice massive stone arches and columns connected by an equally impressive walkway. Intricate patterns are carved in the sand-colored stone, but you are unsure as to their true meaning. As you scale the manmade structure, your eye gets drawn to a gaping maw within the central rock, two lit torches doing little to dispel the darkness within. You have heard the rumours circulating the streets, perhaps this is the ancient Ordu Aspectu temple. But those same rumours stated that these ancient ruins were underfoot of the city? Perhaps than this is simply the entrance to a far larger structure.

Dust and sand kicks up as you plant your feet inside, the torch in your hand barely providing refuge from the oppressive dark in front of you. The hallway is long and serpentine. Large boulders, fallen from the ceiling ages ago provide unwelcome obstacles among the smaller pieces of debris and remnants of discarded mining equipment.

One more step was all it took for you to discard your torch. You stand and take in the sights in quiet introspection. Crystalline structures, serving as pillars, slowly but surely bathe the area in light as you near them. Their soft yet warm brilliance reminding you of Kyber crystals. In the center of the room, a distinct circular platform engraved with concentric circles rests, at its center you find the same crystal matter that banishes the dark. Unsure of its workings, you let it rest for now.

More pieces of mining equipment are haphazardly strewn across the hall, surrounded by bits and pieces of stone and crystal.