



THE EDGE OF

SHADOW

A Lead-In Adventure to Shadow Falling

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HAMLET

We defy augury.

There's a special providence in the fall of a sparrow.

If it be now, 'tis not to come.

If it be not to come, it will be now.

If it be not now, yet it will come.

The readiness is all.

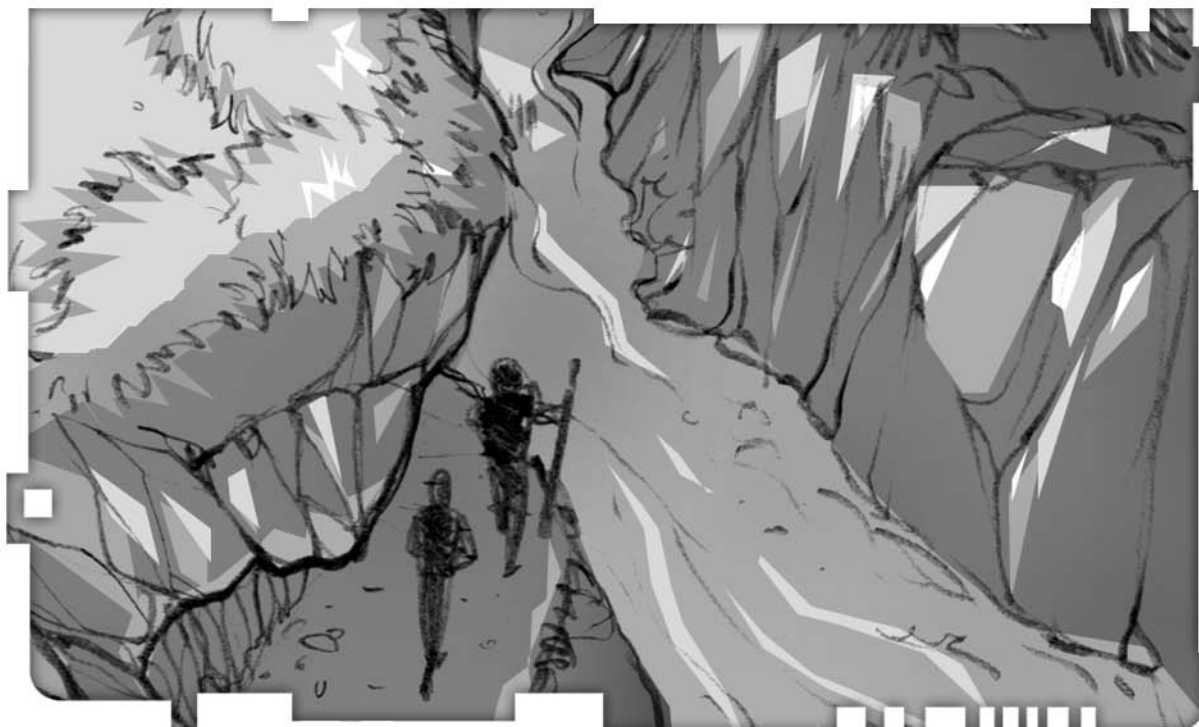
William Shakespeare

ADVENTURE

THE BEGINNING OF THE END?

The alarms were an unexpected setback. Someone must have found the corpses she had left behind in the cataloging room. The doors to the complex began to close as security protocols came online, and Darla Singh was just able to slide past the heavy airlock doors that led to the outside. The doors had once been part of the Dawning Star's hull, but now were the front door on the Department of Science, Archaeology Branch. Due to the common misconception that the Archaeology

Branch possessed dozens of valuable relics, it had far more security precautions than one would expect from such a research facility. Break-ins were common, but Darla Singh was the first thief who got out successfully with artifacts in tow. While none of the items in her bag were themselves relics, they would lead her to something powerful enough to set her up for the rest of her days.



THE EDGE OF SHADOW IS AN ADVENTURE INTENDED FOR 4-6 CHARACTERS OF LEVELS 2-4, AND INCLUDES SAMPLE PRE-GENERATED CHARACTERS TO FACILITATE ITS USE AS A DEMONSTRATION ADVENTURE. IT IS SET IN THE DAWNING STAR SETTING, SPECIFICALLY THE SOUTHERN PORTION OF THE DAWNHOME CONTINENT. THE PLAYER CHARACTERS SHOULD HAVE A

VARIETY OF SKILLS, INCLUDING VEHICLE, COMBAT, TECHNOLOGY, AND SURVIVAL SKILLS, THOUGH NONE OF THESE SKILLS ARE NECESSARY FOR THE ADVENTURE. THE ADVENTURE CAN BE EASILY SCALED UP IN DIFFICULTY FOR HIGHER LEVEL CHARACTERS OR REDUCED IN DIFFICULTY BY ALTERING THE NUMBER OF CREATURES IN EACH ENCOUNTER.

HISTORY REVIEW • • •

Far back in the history of Eos the planet served as the capital of a star-spanning nation called the Star Confederation. The Star Confederation was a relatively benign republic that worked to foster peace and prosperity while protecting other less advanced civilizations both within and without its borders. After many years of peace the Star Confederation came into conflict with the Vaasi Empire, a distant star nation of sentient insects, over the Vaasi Empire's use of a device called the star harvester. The vaasi used the massive machine to pull the heart out of stars using a wormhole and then contain the star heart using a powerful force field. They then utilized the star heart as an energy source, and their entire civilization's infrastructure and technology was built on the foundation of using star hearts for power.

The process of extracting a star heart destroyed the star and the vaasi had already wiped out a number of civilizations with the star harvester before the Star Confederation stole it in a move to stop their destructive rampage. Although the Star Confederation offered to help the Vaasi Empire find alternate energy sources and had no interest in using the star harvester themselves, this act of thievery provoked a war between the two powers that lasted countless years and ended in the mutual destruction of both powers.

After stealing the star harvester the Star Confederation dismantled it and hid the pieces on worlds throughout its territory, two pieces being hidden on the Star Confederation capital of Eos: the artificial singularity that allowed for the creation of a stable incoming wormhole and the advanced force field projector that was used to direct the wormhole and contain both the artificial singularity and the star heart once extracted. The artificial singularity was hidden under the Council Ruin itself, while the force field projector was hidden in a fortress near the settlement of Greenville. The fortress has since come to be called the Sky Stone Ruin due to a number of rocks in the area that float for a reason unknown to human scientists, but are in fact lifted by the force field projector.

When the Star Confederation fell to the vaasi attack several million vaasi were on Eos as part of the final invasion force, but the collapse of the infrastructure of the Vaasi Empire due to lack of power and losses in the war left these soldiers marooned. Their descendants have remained on Eos ever since, their technology slowly failing due to their lack of skills and knowledge to repair it. Now they are little more than savages hiding in the caves and ruins of Eos, but some remember why they are here and search for the pieces of the star harvester the Star Confederation stole. They no longer have the means to rebuild the star harvester, but the quest for the missing pieces of the star harvester has taken on a high religious tone with some vaasi.

ADVENTURE BACKGROUND • • •

The Sky Stone Ruin north of Greenville is a rather astounding fortress ruin that has received surprisingly little attention despite its unusual nature. While the structure of the Sky Stone Ruin is severely damaged, it has been kept from collapsing due to some type of force field created by something in the ruin. The force field is flat black on its surface and appears to allow no energy of any type to pass through or reflect off its surface. This same force field prevents anyone from entering the ruin and those it has not been extensively researched since no way has been found to penetrate the force field. While the archaeologists of the Department of Science would love to get inside the Sky Stone Ruin, for now there is no known way of doing so and they have turned their efforts towards other goals. The ruin is the fortress where the force field project from the star harvester was hidden and this projector keeps the remains of the ruin from collapsing, in addition to preventing anyone from entering. The projector was activated during the last battles on Eos to keep the vaasi from retrieving it and has remained active ever since, though now is low on power.

Two weeks ago a group of relic hunters hired by Maximillian Dagos found a map and a number of ancient artifacts in a crashed spaceship, including a map to the Sky Stone Ruin. Maximillian Dagos

turned over these artifacts to the Department of Science for further review with the understanding that anything learned would be shared with him and the artifacts eventually returned. The map leads to the Sky Stone Ruins, and one of the other artifacts is a key that will allow the holder to pass through the force field. While the scientists working on the relics have not figured out exactly what the key is for, they have a pretty good idea it allows passage through some type of energy field. Unfortunately one of Maximillian Dagos's relic hunters accidentally leaked the recovery of these items to a thief with contacts in the EFL, Darla Singh, who had been infiltrating the relic hunter social circles in Dawning Star City in pursuit of information on valuable relics. While the key and map themselves are not extremely valuable, Darla Singh has assumed that combined they will lead her to a treasure of vast wealth. Using this information she arranged for some thugs and thieves from the EFL to come to Dawning Star City to assist her, and then broke into the Department of Science, Archaeology Branch, to steal the artifacts.

OVERVIEW • • •

The adventure begins when the player characters are deputized by a Republic Ranger (or are hired by a minion Maximillian Dagos if the PCs are not friendly to the Dawning Star Republic) to help hunt down a fugitive, Darla Singh. Darla Singh is on the way to meet a group of EFL soldiers at the Sky Stone Ruin after stealing the map and key from the Department of Science. One of the artifacts she stole, the map, was coated in radioactive ink that the PCs can use to track Darla Singh. The PCs catch up to the Darla's accomplices and apprehend them, but Darla Singh is not to be found, but she left behind the map to avoid further pursuit. The PCs are sent after Darla Singh on the assumption she is following the map. The PCs head out on their own, encountering a EFL ambush, several dangerous xenomorphs and environmental conditions in the process.

When the PCs catch up to Darla Singh she has already entered the Sky Stone Ruin near Greenville. There is a group of EFL scouts there as well setting up a camp outside the ruin, who the PCs can try to fight or bypass. Once inside the ruin they can follow Darla Singh or head out on their own, but in either case they have to deal with several active security systems and an automated defense robot. Once they find Darla Singh they discover the map she was following leads to the force field projector used in the star harvester, but when she removes it from the structure causes the structure to weaken and begin to collapse. The PCs must then make a frantic dash out of the structure as it begins to come down around them while also trying to catch Darla Singh.

Note: If running this adventure for demonstration purposes it is suggested that the GM start with Encounter 2 in Chapter 1 in order to get things started with a bang.

CHAPTER 1: ALL POINTS BULLETIN • • •

In this chapter the PCs are tasked with tracking down Darla Singh and the artifacts she stole. If they are citizens of the Republic they are deputized by a Republic Ranger pursuing Darla Singh in encounter 1a; if not they are hired by Maximillian Dagos in encounter 1b to retrieve the relics as some belonged to him and he does not take kindly to people stealing from him. In either case by the end of this chapter they should be heading towards the Sky Stone Ruin near Greenville.

♦ ENCOUNTER 1a Rounding up the Posse

If the PCs are citizens of the Dawning Star Republic or at least not known criminals, in this encounter they are deputized by a Republic Ranger to assist in the apprehension of a fugitive, Darla Singh. Singh is wanted for killing several security guards and a researcher while stealing artifacts from the Department of Science in Dawning Star City. She has been tracked to near Greenville through a radioactive dye that had been used on one of the artifacts as part of an age determining procedure. The PCs can begin anywhere between Dawning Star City and Greenville, though the PCs should catch up to their quarry in the plains region of Dawnhome and before they hit the jungles of the Green Sea.

This encounter is written to happen in one of the small settlements in the wilderness between the major cities on the planet and assumes the PCs are relatively close to Dawning Star City or the Green Sea. They could be in the settlement for any number of reasons: making a delivery, visiting family, working a cattle drive, etc. If the PCs are somewhere else on Eos this encounter should be adapted to fit their current location, or a motive to move the PCs to the region introduced. This basic information for the settlement, Flatwood, is provided at the end of this encounter if the GM needs more detail on the settlement.

As the PCs are walking through the town read the following text aloud:

In a small town like this there is rarely cause for any great excitement, but something big is definitely happening in the center of town this morning. A crowd has gathered in the town square around a raised wooden platform that is used for town activ-

FLATWOOD

Leader: Mayor Lisa Corus

Population: 467

Major Exports/Products: Agricultural Products, murcows, cotton

Major Imports: Finished goods

Progress Level: 5

Purchase DC Limit: 30

Black Market DC: 25

Item Restriction Limit: Lic (+1)

A small farming town south of Dawning Star city, its primary industry is producing cotton transplanted to Eos via the terraforming fields of Dawning Star City. The town has been growing cotton for ten years, but spent many years before that working out the ecological impact of their plans and making sure that the cotton would have no undue effect on the local environment. The town is heavily monitored by terraformers and there is a permanent observation outpost outside the city that is always manned by terraformers. Flatwood is currently the leading producer of cotton on Eos and is experiencing an economic boom because of it. For a settlement this small it is surprisingly well off.

Crime is rare in Flatwood, and the town would be considered boring by most.

There are few forms of entertainment available other than occasional town festivals, reading, and video broadcasts from Dawning Star City. It is deep within Dawning Star Republic territory, and thus sees little EFL activity. The main threats in this area come from xenomorphs, and they rarely threaten the town proper. The mayor, Lisa Corus, is also head of the terraforming operations in the town. The town sheriff, Michael Kiomani, is an old retired militia soldier who spends most of his days dealing with Dawson dragons as opposed to criminals.

Much of the town's residents have received some level of militia training, and most own firearms (either Brase rifles or EDF-9 auto-pistols).

ities like fairs and meetings. On the raised platform a man of Asian descent stands in the uniform of a Republic Ranger speaking to the assembling crowd, most of whom are farmers, shop owners, and other locals. Due the Ranger's raised voice, it is easy to hear him from a distance.

"The fugitive I'm hunting killed two security guards and a scientist before stealing a handful of relics from the Department of Science. One of these contained a radioactive dye that can be tracked using this." The Ranger holds up an info-comp that has a number of extra antennae that has been added to it. "The fugitive, Darla Singh, is armed and dangerous. She is suspected of being an EFL operative and may be meeting up with a group of EFL soldiers to hand over the artifacts. So I'm recruiting a posse to help me go after her, preferably folk with some combat experience. Pay will come in the form of Republic credit drafts that can be withdrawn from any bank in the Republic. I've got transportation, but need some warm bodies to fill it up." The Ranger stops and surveys the crowd and stops at (the most obviously militant PC, such as someone carrying heavy weapons or wearing tactical armor). "You look like a promising candidate."

While Republic Ranger Tikashi Sang has no real authority to force PCs to join the posse, it is clearly an act a loyal, combat trained citizen of the Republic would take. Also if the PCs turn down joining the posse the residents of the town will consider them cowards and treat them poorly for the remainder of their stay. While there is unlikely to be any long term effect of not joining the posse, in the short term it will make their lives mighty inconvenient as everyone in town charges them more for goods or is outright rude to the PCs. The pay Ranger Sang mentioned will boost the Wealth Bonus of all the PCs by +2 if they accept the job. Ranger Sang can be bargained up to a +4 increase in Wealth bonus for each PC if they beat him in an opposed Barter check. Ranger Sang's abilities are listed in Appendix A.

Assuming the PCs join the posse Ranger Sang will recruit enough other locals to bring the total number of the posse up to fifteen, including Ranger Sang. In addition to any transportation the PCs

have Ranger Sang has an S-15 ground transport and one of the locals in the posse brings his G-3 survey vehicle. This should give the group enough passenger capacity to hold the entire posse. Once the PCs are part of the posse, Ranger Sang gets everyone organized the posse heads out to go after Darla Singh and her confederates. Ranger Sang gives the crew of each vehicle an info-comp that has been modified like his to track the radioactive dye in case they get split up.

If the PCs refuse to join the posse, they may be approached by an agent of Maximillian Dagos to hire them to go after Darla Singh as per Encounter 1b.

♦ NPCs

The NPC descriptions of Ranger Sang and the other posse members are in Appendix A.

♦ ENCOUNTER 1b Repo Men

If the PCs are not citizens of the Republic or are not particularly patriotic this option can be used instead to motivate them via greed. Instead of working for the Republic they are hired by Maximillian Dagos, who owned several of the artifacts that were stolen. They had been retrieved by private relic hunting teams working for Mr. Dagos and loaned to the Department of Archaeology for study with the expectation they would be returned when the study was over along with any information gained. Now Mr. Dagos's property has been stolen, and he does react well to people stealing his property.

This encounter assumes the PCs are in a settlement of some type, though they can be anywhere in the region between Dawning Star City and the Green Sea. For convenience sake using Flatwood may make things easier. Read the following text aloud to the PCs:

Like most small working towns on Eos, breakfast is not an insubstantial meal. Between eggs, murcow bacon, and a healthy helping of carbohydrate paste you all fill up quickly at Sprick's Eatery, one of the two restaurants in the small town of Flatwood that you've currently stopped in. As you're sitting around digesting your breakfast and thinking of the day ahead all of your communicators and info-comps begin beeping simultaneously, indicating an incoming message.

On the screens of your communicators and info-comps is a middle aged man in a suit that looks be worth more than you make in

a month. "Gentlemen," he begins immediately. "I represent Mr. Maximillian Dagos, who you now doubt know is a man of wealth and power in the Republic. Today someone stole a very valuable collection of artifacts from the Department of Science, Archaeology Branch. These artifacts were on loan from Mr. Dagos, and he does not appreciate his property being stolen. While the Republic has mounted their own recovery operation, Mr. Dagos does not enjoy relying on others in such instances, so he is looking to hire outside help."

"Mr. Dagos has groups of troubleshooters he would normally contact for such an operation, but none are close to the fugitive with the artifacts and your group has a reputation for solving problems. Mr. Dagos would like to hire you to track down the fugitive that stole the relics, Darla Singh, and return the relics to Mr. Dagos. We are able to track Ms. Singh using a radioactive dye that had been applied to one of the artifacts, but only for a limited amount of time. The final state of Miss Singh is ultimately unimportant to Mr. Dagos. You will all find a substantial transfer of credits to your various accounts awaiting your acceptance of this job."

The pay for the job will increase the character's Wealth Bonus by +6, and the characters can increase this up to +8 with a successful opposed Barter check against Mr. Jackson, whose abilities are listed in Appendix A. Assuming the PCs agree they will be downloaded constant updates of the irradiated map's location through their communicators or info-comps. If the PCs ask for more information about Darla Sing, Mr. Jackson says she is a professional thief known to have EFL connections that killed three people while stealing the artifacts she currently possessed from the Department of Science. She is known to be traveling south with a number of accomplices, but the exact number and their destination is unknown. If they have further questions he will do his best to answer them, and will be available to the PCs as the adventure continues if they wish to contact him again. Mr. Jackson has no reason to keep anything secret from the PCs and will be as helpful as possible.

If the PCs have no means of transportation Mr. Jackson will arrange for one of the local farmers to

rent them his G-3 survey vehicle, but bringing the vehicle back in poor condition will earn the PCs a long winded harangue from the farmer.

◆ ENCOUNTER 2

The Chase

If using this adventure for demonstration purposes it is suggested that you start with this encounter to get things started with a bang.

In this encounter the PCs catch up with some of the accomplices of Darla Singh and run them down in a chase over the plains of Dawnhome. If the PCs have an air vehicle this encounter is likely to have a very different feel as a car chase is very different than a car pursued by an aircraft chase, but the basic structure of the encounter remains. If the PCs are with the posse led by Ranger Sang read the following text aloud:

Since you set out three hours ago the modified info-comp Ranger Sang gave you has been pointing south and beeping steadily, though this beeping has increased dramatically in frequency over the last hour. You have not been following roads for most of your trip, instead barreling over the plains of Dawnhome at breakneck speed, but you have managed to catch up on your quarry. In the last ten minutes a plume of smoke has become visible on the horizon, probably kicked up by a camp fire.

If the PCs were hired by Maximillian Dagos, read the following text aloud:

Following the coordinates sent by your employer, you travel across the plains of southern Dawnhome, seeing little more than grass and sky for most of the morning. You have not been following roads for most of your trip, instead barreling over the plains of Dawnhome at breakneck speed, but you have managed to catch up on your quarry. About ten minutes ago you saw a thin trail of smoke on the horizon ahead which seems to be at the coordinates you have been sent. The coordinates have not moved for some time.

The thugs Darla Singh hired to help in the theft of the artifacts are now camped out just ahead cooking breakfast. They are sitting beside their two G-3

survey vehicles on folding chairs around a campfire, on which they are cooking murcow bacon. They will remain there for half an hour after the PCs arrive, and are assumed to be a mile ahead of the PCs. A low ridge separates the PCs from the campsite, meaning they can approach within 200 feet without being spotted. The PCs can try a number of approaches to dealing with the thugs.

If the PCs sneak up on the thugs and manage to get the drop on them, surrounding them or ambushing them before they can react, the thugs will surrender.

If the PCs try talking to the bandits, they are perfectly willing to talk. They can be intimidated into revealing that Darla left earlier in the morning, or bribed with a Diplomacy check (DC 10) and a Wealth check (DC 15). They aren't looking to get in a fight if they can avoid it, and if they can make a profit so much the better.

If they charge in with their vehicles or attack on foot the thugs wage a fighting retreat to their vehicles and attempt to make a run for it. In either case the characters are in for a chase against a G-3 survey vehicle. Considering they themselves may be in the same vehicle, the chase will likely come down to a test of skill and daring. Of the four thugs in the G-3, one drives while the other three try to shoot the PCs by leaning out the windows of the vehicle. None of the thugs have vehicle combat feats and so will suffer a -2 penalty to attack rolls. The vehicle will remain at a speed of 7 (chase scale) unless the PCs close with within 50 feet. If the PCs get close to the G-3 the driver will try to sideswipe them or pull a dash maneuver. There are few hazards that the thugs or the PCs will have to worry about due to the flat terrain, but throwing in an occasional hill or murcow herd will liven things up. If the PCs seriously injure any of the thugs or their G-3 is in danger of crashing the thugs pull to a stop and surrender.

The thugs are small time relic hunters who had been working with Darla Singh to help her break into the Department of Science and then to reach the ruin indicated on a map that was printed on an ancient piece of cloth that was among the artifacts. They know one of the other artifacts was supposed to be some sort of key, but to what they have no idea. Some of them have worked for the EFL in the past, and all are residents of various faction-camps, but they are not well informed in any of the operations they have been a part of. They are generally kept around for heavy lifting and looking imposing, having little actual combat experience.

The four thugs (Richard Finch, Jay Glosson, Bruce Cantrell, and Jonathan Hunter) were all hired by Darla Singh (along with the occupants of the other G-3 if the PCs are part of the posse) in Roger's Point to assist her in robbing the Department of Science in Dawning Star City. They

mainly provided distractions, assisted in casing the Archaeology Branch, and drove the various vehicles used in her escape. They have all been paid in full in advance (they left the cash in Roger's Point), and now that the job is done they are planning on returning home. Darla Singh left four hours before the PCs arrived, heading south on an SE-10 scout bike with several of the artifacts that had been stolen. She left behind a cloth map with the four thugs after learning it was marked with radioactive dye from running a Geiger counter over it, hoping that anyone chasing her would end up following the thugs all the way back to Roger's Point instead. The map is crumpled up and in tossed in the back of the G-3, but clearly indicates a location a bit north of Greenville, three hundred miles from the current position of the PCs. The thugs are more than willing to cut a deal in exchange for being let go, such as giving them the G-3 or anything else they own.

If the PCs are part of the posse Ranger Sang receives and emergency distress signal from a nearby terraforming outpost that is under attack by an group of Dawson dragons. He asks the PCs to go after Darla Singh while he deals with the problem at the terraforming outpost with the rest of the posse. If the PCs balk at going after Darla Singh alone Ranger Sang offers them more money, up to an additional +2 increase in their Wealth Bonuses, and will resort to threats if necessary.

If the PCs are working for Maximillian Dagos assuming they contact Mr. Jackson after apprehending the thugs he tells them to go after Darla Singh, since that was what they were hired for, using the map as a guide.

◆ NPCs

The Four Thugs

Richard Finch, Jay Glosson, Bruce Cantrell, and Jonathan Hunter are all resident's of Roger's Point who make their living doing odd jobs, such as body-guard work, relic hunting, and occasionally rustling and banditry in the Dawning Star Republic. Are all small time and have few pretensions of rising above their current level, finding its lack of responsibility and income to their liking. They are not well paid or loyal enough to fight to the death for Darla Singh and surrender if they feel they cannot escape. While they did not kill anyone during Darla's infiltration of the Department of Science, they are accessories to murder and realize they are looking at some serious jail time if the Republic catches them. Thus they are interested in trying to cut a deal with their pursuers to get free, but have limited resources to do so with.

Darla Singh's Thugs (Strong Ord. 3) ◆ CR 2;

Medium Humanoid (Human); HD 3d8+3; hp 17;

MAS 14; Init +0; Spd 30 ft.; Defense 15, touch 12, flat-footed 13 (+2 class, +3 armor); BAB +3; Grap +5; Atk +5 melee (1d4+2, survival knife), +3 ranged (2d6, EDF-9 auto-pistol); Full +5 melee (1d4+2, survival knife), +3 ranged (2d6, EDF-9 auto-pistol); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ ; AL ; SV Fort +3, Ref +0, Will -1; AP 0; Rep +0; Str 14, Dex 11, Con 13, Int 10, Wis 9, Cha 10.

PL Familiarity: 6

Occupation: Rural

Skills: Drive +5, Knowledge (Streetwise) +3, Navigate +2, Read/Write Language (English), Repair +4, Speak Language (English), Survival +7.

Talents: None

Feats: Armor Proficiency (Light), Guide, Personal Firearms Proficiency, Simple Weapons Proficiency, Surface Vehicle Operation (Heavy Wheeled).

Possessions: EDF-9 auto-pistol with 3 clips, rough-outs, communicator, survival knife, survival gear, 3 days of rations, Geiger counter

CHAPTER 2: ON THE ROAD AGAIN • • •

Now that they have the map, the PCs head south to the Sky Stone Ruin in the hopes of catching up to Darla Singh. Unfortunately she has a head start on them, and more than likely a faster vehicle. Unless the PCs have access to an air vehicle it is assumed she will arrive at the Sky Stone Ruin before the PCs catch up to her. Despite this delay in their final confrontation, the journey to the Sky Stone Ruins is not an easy one.

The following encounters are designed to allow different characters with different skills to have their moment to shine. If an encounter would be more frustrating than fun for your characters because they do not have the skills that it focuses on, skip that encounter and go to the next.

◆ ENCOUNTER 1 EFL Ambush

Darla Singh has contacted her EFL allies hiding in the area to meet her at the Sky Stone Ruin and to set up an ambush for whoever may be following her on the road to Greenville, which is the fastest way to get to the Sky Stone Ruin. A group of EFL agents have set up an ambush on the road ahead of the PCs, but they have no idea what the PCs look like and are worried about getting caught by Republic soldiers or Rangers, so their ambush is not as effective as it could be.

There are six EFL agents at the ambush. Two are with their vehicle, an S-15; they have opened the engine hatch on and are acting like they are making repairs. The other four are hidden in the forest around the area, waiting for the signal from their compatriots to attack. If the PCs do not stop, reveal their mission,

THE MAP

The map that Darla Singh stole from the Department of Science, Archaeology Branch, is an old map from the days of the Star Confederation that was part of an emergency procedures kit for survivors of the vaasi attack. It was meant to indicate what areas contained important items that must be defended or recaptured if they are overrun, and this page detailed the fortress now called the Sky Stone Ruin because the force field projector from the Star Harvester is inside. The map is made up of Star Confederation longwear cloth that is highly resistance to damage or marring of any sort. While it may be held without difficulty, any type of paint, dirt, or ink automatically slides right off its surface without making a mark. Short of damaging the longwear cloth there is no way to permanently alter the image on it. The map has energy resistance 30, a hardness of 20, and 10 hit points. Due to special ink used in its creation electronic methods used to copy or scan the map into a computer automatically fail; when the map is introduced to bright light it becomes temporarily transparent. The map is two feet square and originally had a pair of stone objects that looked like rectangles with a half-circle cut out of one side that could join together to hold the map while it is wrapped up. The key could fit into the top of the two stone pieces when joined together, and when all four pieces are put together it projects a force field around the four pieces that gives the four pieces DR 30/- and prevents anyone who has vaasi DNA from disassembling the four pieces.

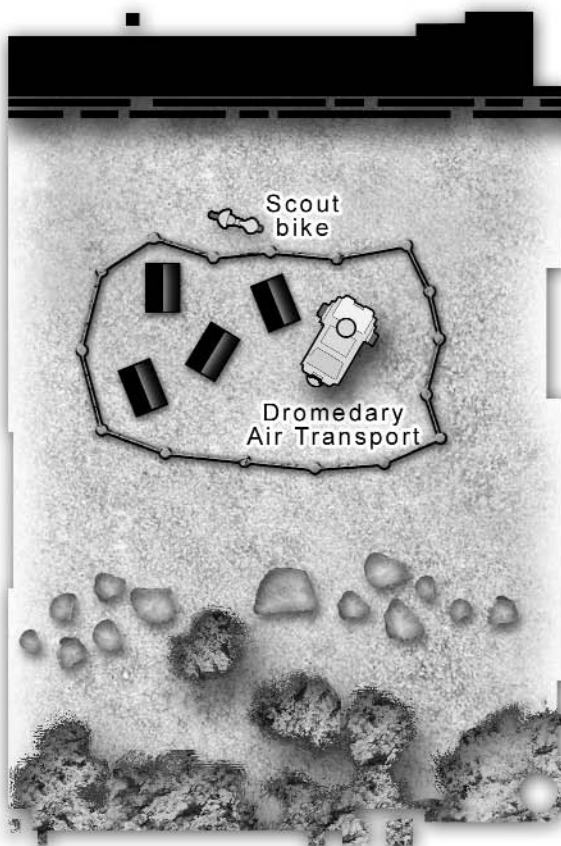
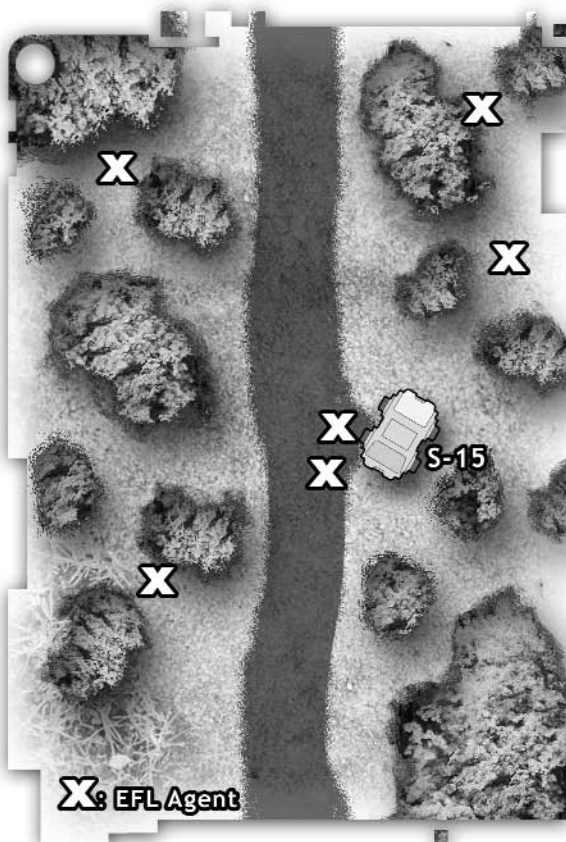
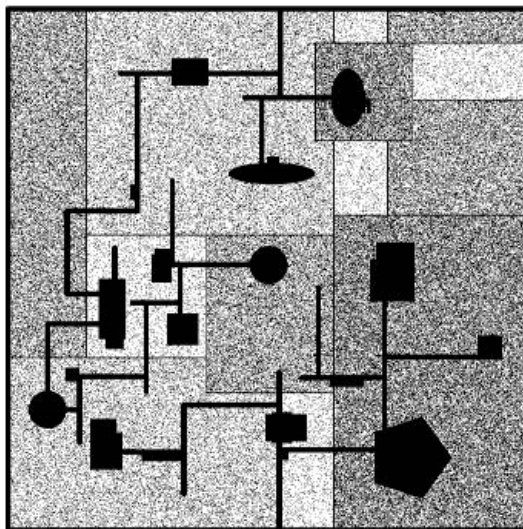
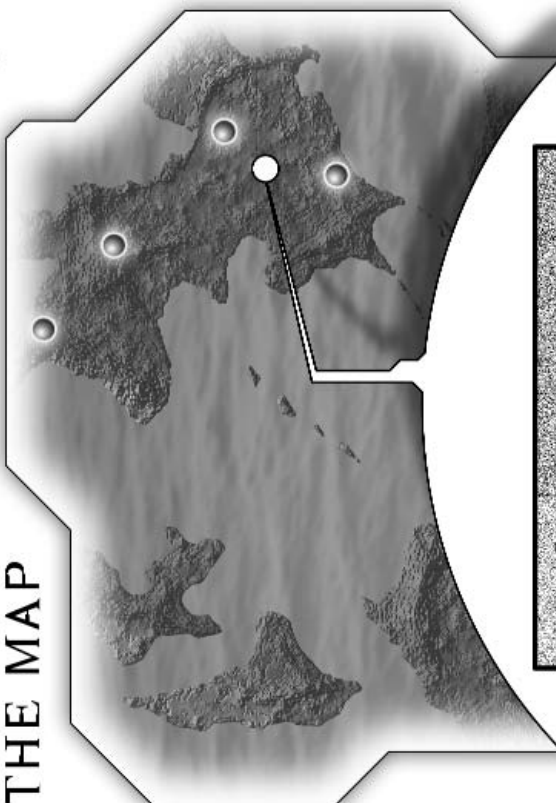
Any human or velin can disassemble the map with each by reaching through the force field.

The map contains an image of the continent of Dawnhome with a white mark north of Greenville, indicating the location of the fortress ruin.

Below this map is a cross section of the fortress ruin as it originally stood, which looks much like a heavily armored, square structure bristling with turrets and weapons. The location of the force field projector is indicated at the center of the ground floor of the fortress within a vault. Luckily for the PCs, while the fortress was once a massive structure two miles on each side and over five hundred feet tall now it is little more than a pile of rubble and some barely standing passageways. This makes the task of navigating the ruin much easier.

Any PC who sees the map may make a Navigate, Knowledge (Local (Greenville)), or Knowledge (History) check (DC 25) to figure out that the spot marked on the map is the location of the Sky Stone Ruin. Character's may make a Knowledge (History) or Knowledge (Local (Greenville)) check (DC 15) to see what they know about the Sky Stone Ruins, a success indicating they know it is a large fortress ruin where several rocks are levitated by an unknown force, and entrance into the structure is barred by some type of invisible field. Despite these interesting details it has not been heavily investigated due to the fact it cannot be entered.

THE MAP



or start a fight the four agents concealed will open fire. Read the following text aloud:

After crossing the plains of Dawnhome you've reached the forested reaches of the Green Sea, where massive cactus-like plants reaches dozens of feet into the air with other types of plants interspersed between them. You round a bend in the beaten dirt road you've been on for the last two hours and see an S-15 ground transport on the side of the road up ahead, two dirty looking men wearing rough-outs leaning into an open engine hatch appearing to be trying to repair the vehicle. Several tool kits are open on the ground next to them and a small amount of smoke is coming from the engine. As you come into view one of them steps into the middle of the road waving his hands and calling for help, blocking your path.

As the PCs approach the agents they should all make Spot checks (DC 15). If successful they spot the agents hiding in the woods.

If the PCs go show no indication of stopping and instead try to go straight through as soon as they are fifty feet distant from the agent in the road he leaps out of the way and all of the agents open fire and continue firing until the PCs are out of range, and then give chase in their own vehicle. They assume if the PCs are in such a hurry they are willing to run a man down they must be after Darla Singh. The PCs are assumed to get a five round head start, and the agents will accelerate to their maximum speed, which is 14 chase scale, in order to catch up to the PCs. One agent will drive while the others open fire out of windows or from the rear cargo area, trying to disable the PCs' vehicle and then kill them. The PCs can escape the EFL agents by getting 2,000 feet ahead of them or by disabling two of the EFL agents. The dirt road the PCs are on is in poor conditions and doubles any penalties to Drive checks due to high speed.

If the PCs stop to talk the agent in the road tells them that he and his companion are running some supplies to a nearby pectar orchard and had a breakdown, while also asking the PCs what they are doing out here so far from civilization. A Sense Motive check against the agent's Bluff skill can determine that they are indeed lying. If the PCs are able to beat the agents with a Bluff check against their Sense Motive skill they can convince them

that the PCs are not the individuals the agents are looking for, or they could attempt an Intimidation check to convince the agents they do not want to start trouble. If the PCs are not able to fool the agents the agents will attempt to catch the PCs by surprise, drawing weapons on them and demanding they leave their vehicle. If the PCs do not act fast the agents will open fire once they are out of the vehicle, burying the PCs in a shallow grave a short distance away. If the PCs disable two of the agents they will give up the fight immediately and flee into the woods.

If a fight does break out the PCs can simply drive away, which sparks a chase as if they had simply run through the ambush.

If the PCs wish they can take the agents' S-15 and their equipment, including their EFL patches so they can try and pass themselves off as EFL agents later. Doing so grants a +2 equipment bonus to Bluff checks made to pass themselves off as EFL agents for the rest of the adventure. In addition to their personal equipment in the S-15 the following items can be found: 30 days of rations, maps of the region, 2 portable condensers, universal communicator, compass, mechanical tool kit, electrical tool kit, demolitions kit, 2 fragmentation grenades, 2 smoke grenades, 60 Brase 7.62 bullets, 2 clips for an EDF-9 auto-pistol, a medkit, and a portable glow lamp.

◆ **NPCs** **EFL Agents**

These EFL agents are all newly recruited individuals assigned to support the efforts of Darla Singh. They all are wearing EFL patches on their clothes, having no uniform, but cover up the patches before this encounter. These agents have not met Darla Singh or any members of the EFL crew assisting her, instead being late arrivals to this mission who were directed to set up the ambush as soon as they arrived in the region. Thus if the PCs try to disguise themselves as the EFL agents they can do so with a reasonable chance of success.

Speril Gasvi

The leader of this group of EFL agents, Speril is a covert operations agent of the EFL who has been assigned to operate as a sleeper agent in the Republic, only breaking his cover of being a plantation labor manager occasionally to take on EFL missions. This is one of those rare cases, and only his second field mission. He is dedicated to the cause and feels that the Republic is too domineering to be the controlling power of Eos, and that instead all settlements should elect their own leaders and meet in some kind of planetary Congress based on more libertarian ideas. He is not a fanatic, but

an intelligent, educated person who believes the system needs to change and is willing to fight for it. Because of this stability he is a valued officer of the EFL despite his relative lack of field experience.

Speril Gasvi (Charismatic Hero 3) ♦ CR 3

Medium Humanoid (Human); HD 3d6; hp 12; MAS 10; Init +2; Spd 30 ft.; Defense 16, touch 13, flat-footed 14 (+2 Dex, +1 class, +3 armor); BAB +1; Grap +0; Atk +0 melee (1d4, knife), +4 ranged (2d6, EDF-9 Auto-Pistol); Full +0 melee (1d4, knife), +4 ranged (2d6, EDF-9 Auto-Pistol); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ None; AL EFL; SV Fort +2, Ref +4, Will +2; AP 6; Rep -1; Str 9, Dex 14, Con 10, Int 12, Wis 12, Cha 15.

PL Familiarity: 6

Occupation: Dissident

Skills: Bluff +10, Disguise +10, Drive +8, Forgery +7, Gather Information +8, Intimidate +8, Knowledge (Streetwise) +7, Read/Write Language (English), Sense Motive +7, Speak Language (English).

Talents: Coordinate, Fast-Talk.

Feats: Armor Proficiency (Light), Deceptive, Low Profile, Personal Firearms Proficiency, Simple Weapons Proficiency, Weapon Focus (EDF-9 Auto-pistol).

Possessions: Rough-outs, knife, EDF-9 auto-pistol and 3 clips, fake IDs.

EFL Agents

Sleeper agents under the supervision of Speril Gasvi, they are recent recruits and have not received no formal training from the EFL. They normally pose as migrant workers, spending their days harvesting pectar fruit. Most are Republic citizens who have grown tired of the Republic for one reason or another, while others are faction-campers looking to change the power structure of the planet.

EFL Agents

(Fast Ordinary 1/Charismatic Ordinary 1) ♦ CR 1

Medium Humanoid (Human); HD 1d8+1d6+2; hp 10; MAS 12; Init +2; Spd 30 ft.; Defense 18, touch 15, flat-footed 16 (+2 Dex, +3 class, +3 armor); BAB +0; Grap +1; Atk +1 melee (1d4+1, knife), +2 ranged (2d8, Brase hunting rifle); Full +1 melee (1d4+1, knife), +2 ranged (2d8, Brase hunting rifle); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ None; AL EFL; SV Fort +2, Ref +4, Will -1; AP ; Rep +; Str 12, Dex 14, Con 12, Int 10, Wis 9, Cha 12.

PL Familiarity: 6

Occupation: Dissident

Skills: Bluff +8, Disguise +8, Drive +7, Hide +6, Intimidate +5, Move Silently +5, Read/Write Language (English), Speak Language (English).

Talents: None.

Feats: Armor Proficiency (Light), Deceptive, Personal Firearms Proficiency, Simple Weapons Proficiency.

Possessions: Rough-outs, Brase hunting rifle with 15 rounds, knife, 3 days rations.

♦ VELIN PATROL MEMBERS

These relatively inexperienced warriors are new to the duty of patrolling the Council Ruin and are apprehensive about living up to their duties. They are all disciplined and dedicated defenders of their people, and make up for their lack of experience with enthusiasm. They defer to Katijno in all matters and avoid speaking directly to humans when possible.

♦ ENCOUNTER 2 Everybody Out

This encounter serves to get the PCs out of their vehicles and moving on foot since there are not a lot of roads around the Sky Stone Ruin. If the GM would prefer to cut some encounters out of the adventure placing this encounter later and skipping over the various encounters that follow that rely on the characters traveling on foot is a good way of doing so.

Read the following text aloud:

Your quarry has stopped moving for the last few hours, and now you must leave the road to continue your pursuit. The dirt road you have been following continues south towards Greenville, but your destination lays to the west. A small, heavily rutted dirt track leads southwest toward your destination, but after following it for a few hundred yards it stops at the lip of a massive crater. There is a small trail leading southwest from where the track stops, and it is obvious someone traveled down it on a motor bike recently though there is not enough room on the trail for your vehicles. The area where the dirt road ends has been cleared and flattened for several dozen feet in every direction; it appears other vehicles have been parked here in the past.

This area is where those traveling to the Sky Stone Ruin have parked in the past, and the crater is the product of the long ago orbital bombardment of the planet. The crater is now completely grown over with plants and weeds. The path to the south-

west leads to the Sky Stone Ruin, and Darla Singh came this way only a few hours ago. The path ahead is not wide enough to allow the PC's vehicles to pass unless they have motorcycles, and if they do any Drive checks made on the rutted track suffer a -4 penalty. Hacking down a path for their vehicles will require many many days of effort, so it is not a viable option. If the characters are using air transportation they can reach the Sky Stone Ruin with ease, but such a grand entrance is likely to attract a lot of attention.

Make sure the PCs detail what equipment they are taking from their vehicles as they will not be able to return for awhile.

◆ ENCOUNTER 3 Angry Plants

As the PCs are heading down the trail towards the Sky Stone Ruin they are attacked by a pair of sap trap plants that have grown feeding on creatures that use the path, which is usually small game. Darla Singh flew by so quickly the plants never had time to attack her, but on foot the PCs are much easier targets.

The plants are each fifteen feet from the edge of the track, allowing them to try and grapple with creatures on the trail and drag them back towards the plant's main body. When the PCs are approaching the ambush area the PCs may make a Spot or Survival check (DC 20) to notice the plants. If these checks are successful the PCs notice there is something out of sorts, and can make another Survival check (DC 20) to identify the plants. If this second Survival check is successful the PCs can determine the reach of the plants by examining the surrounding area and safely avoid them.

If the PCs do not detect the plants, read the following text aloud:

As you are heading down the trail you notice a sudden quiet among the creatures of the forest and a strange crunching underfoot. Looking down you see a number of spiky looking plant protrusions sticking out of the ground. And then they start moving. The foliage on either side of the suddenly bursts into motion as vines erupt from two large leafy plants, reaching out for you.

Both sap traps will fight until they are destroyed or until the PCs go outside their reach. At the start of the combat it is assumed at least one PC is in their reach, though if the PCs are traveling down the trail in single file the plants strike when half the PCs

have passed, effectively hitting the middle of the group.

◆ NPCs Sap Traps ◆ CR 2

Large plant; HD 4d8+12; hp 30; MAS 16; Init -1; Spd 0 ft.; Defense 10, touch 8, flat-footed 11 (-1 Dex, +2 natural, -1 size); BAB +3; Grap +12; Atk +7 melee (1d4+5, tendrils); Full Atk +7 melee (1d4+5, 4 tendrils); FS 10 ft. by 10 ft.; Reach 10 ft.; SQ digestive sap, plant traits, spiked tendrils, tremorsense; AL none; SV Fort +7, Ref +0, Will +1; AP 0; Rep +0; Str 20, Dex 8, Con 16, Int -, Wis 10, Cha 4.

Skills: None.

Feats: None.

◆ ENCOUNTER 4 Uninvited Guests

Once the PCs reach the Sky Stone Ruin they find it already has visitors in the form of six EFL soldiers who arrived via a Dromedary Air Cargo Hauler and have begun setting up camp outside the Sky Stone Ruin, thinking the retrieval of whatever is inside may take some time. Darla is already in the ruin looking for the artifact, having used the key to enter and then handing it back to the soldiers. Assuming the PCs have not dilly dallied on the way to the Sky Stone Ruin the soldiers are still erecting their camp and are not paying that much attention to the surroundings, while Darla is still navigating the subterranean tunnels of the ruin. With this timetable it will be evening when the PCs arrive at the camp and the soldiers will have set up most of the camp. If the PCs wait to attack the camp for more than two hours after arriving the soldiers will be finished setting the camp up and will instead have posted watches and be waiting for an attack.

Read the following text aloud as the PCs approach the ruin and camp site.

Night has fallen, but thanks to the moon Selene being in full phase overhead it is easy to navigate the trail without light. Ahead you see the trees stop and a massive clearing is visible, at the center of which are the remains of what once must have been a truly enormous structure. The remains reach hundreds of feet into the air and cover several square miles of land. Several of the remaining fragments stand at angles that seem to resist gravity, and large chunks float unaided in the air. All of the structure is flat black and it seems like

no light at all can penetrate or is reflected by its perimeter. There is obviously something very strange happening here.

Closer to you, a group of men in EFL uniforms are working to set up a camp on the edge of the ruins. They are unloading equipment from a Dromedary air cargo transport and setting up a number of tents, sensor units, and what look to be defensive emplacements. It seems they are settling in for the long haul. A large number of glow lamps illuminate the camp, and a number of banks of large search lights have been set up but not activated. A SE-10 scout bike is parked on the edge of the camp closest to the ruin.

The soldiers are busy setting up camp and suffer a -2 penalty to any Spot or Listen checks to detect the PCs. This means the PCs could easily get the drop on the soldiers, or possibly bypass them completely. If the soldiers see the PCs outside the camp they will dive behind cover, draw weapons, and try and ascertain who the PCs are before opening fire. Unfortunately for the PCs the soldiers have the key to get through the force field, so the PCs will have to get it from them either by stealth or force. The key is currently sitting on a table near the edge of the camp closest to the ruin near the scout bike. If the PCs wish to try and locate the key using the info-comp given by Ranger Sang they can do so with a Computer Use check (DC 25) as some of the radioactive dye splashed on the key from the map. If the PCs attack the soldiers they will defend themselves until half their number are disabled, at which point they surrender. If the PCs get the jump on the soldiers, such as sneaking into the camp and confronting them by surprise at short range, the soldiers will surrender.

If the PCs stopped for more than two hours during their drive down to the Sky Stone Ruin area, the EFL camp is set up and the soldiers are on watch. They have no penalties to their Spot or Listen checks and are all behind half cover as they have taken up defensive positions around the camp. Read the following text aloud as the PCs approach the camp.

Night has fallen, but thanks to the moon Selene being in full phase overhead it is easy to navigate the trail without light. Ahead you see the trees stop and a massive clearing is visible, at the center of

which are the remains of what once must have been a truly enormous structure. The remains reach hundreds of feet into the air and the ruins cover several square miles of land. Several of the remaining fragments stand at angles that seem to resist gravity, and large chunks float unaided in the air. All of the structure is flat black and it seems like no light at all can penetrate its perimeter. There is obviously something very strange happening here.

Closer to you, a group of men in EFL uniforms are hunkered down behind sandbags and armored plates, manning defensive positions around what appears to be a recently constructed camp. At its center is a Dromedary air cargo transport and a number of tents, sensor units, and what look to be defensive emplacements are set up around the camp. It seems they are settling in for the long haul. A large number of glow lamps illuminate the camp, and a number of banks of large search lights have been set up but not activated. A SE-10 scout bike is parked on the edge of the camp closest to the ruin.

In this case the soldiers are ready for a fight. If they see the PCs they will immediately open fire, turning on spotlights if necessary to better illuminate the PCs. If the PCs are able to disable three of the soldiers or get into the camp without being seen and surprise them the soldiers surrender.

The camp itself is sixty feet long by thirty feet wide and surrounded by a portable fence that has a hardness of 10, 20 hit points per square foot of area, and provides half cover to anyone hiding behind it. The camp is surrounded by a network of motion detectors that detect any quick movements within fifteen feet of the camp. Noticing these motion detectors requires a Spot check (DC 15) and figuring out their range requires a Knowledge (Technology) check (DC 15). Approaching the motion detectors without setting them off requires a character to move no more than five feet a round and make a Dexterity check (DC 10).

The tree line is 80 feet from the camp, and the camp is surrounded by a rubble field made up of bits of the Sky Stone Ruin that were blasted loose

long ago. Traveling through this rubble field while prone grants a character half cover and a +2 bonus to Hide checks.

Any soldiers who are captured will not tell the PCs anything besides their name and rank unless they are the targets of a successful Intimidate check, or if the PCs have the clothes of the other group of EFL agents they may try to fool the soldiers into thinking they are allies with a Bluff check. Assuming the PCs are able to get the soldiers to talk somehow, the soldiers will tell the PCs where the force field key is and what it does, in addition to the fact that Darla Singh is in the ruin trying to retrieve the artifact currently and has been gone several hours. The soldiers are supposed to use the key to come in and get Darla in another two hours after the PCs arrive, but she will not come out at the appointed time if the PCs think to wait. The soldiers had orders to come here, set up a camp, and support Darla Singh's efforts to retrieve the relic within the ruin, but they have no further information about the relic or their mission after it is retrieved. They were to be given further orders by Darla Singh at such a point. While the soldiers are not interested in dying, they are professionals and will not betray their mission lightly.

Once the PCs have the key they can go into the ruins after Darla Singh.

◆ **NPCs**

EFL Soldiers

Professional soldiers trained by the EFL, these soldiers are former farmers, shopkeepers, and craftsmen who live in the more militant faction-camps and spend several weeks each year serving with the EFL armed forces. They see this as their patriotic duty, and most are not fanatics or stooges who believe the EFL party line unquestioningly. Instead they are normal people working to defend their homes from what they see as a hostile and untrustworthy government.

EFL Soldiers (Strong Ordinary 2) ◆ CR 1

Medium Humanoid (Human); HD 2d8+2; hp 11; MAS 13; Init +1; Spd 30 ft.; Defense 17, touch 13, flat-footed 16 (+1 Dex, +2 class, +4 armor); BAB +2; Grap +4; Atk +4 melee (1d4+2, knife), +3 ranged (2d8, FL-Eagle or 2d6, EDF-9 Auto-pistol); Full +4 melee (1d4+2, knife), +3 ranged (2d8, FL-Eagle or 2d6, EDF-9 Auto-pistol); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ None; AL EFL; SV Fort +3, Ref +1, Will +0; AP; Rep +; Str 15, Dex 12, Con 13, Int 12, Wis 10, Cha 8.

PL Familiarity: 6

Occupation: Military.

Skills: Drive +6, Pilot +6, Knowledge (Tactics) +5, Profession (Of choice) +5, Read/Write Language (English), Speak Language (English).
Talents: None.

Feats: Aircraft Operation (Vectored Thrust), Armor Proficiency (Medium), Personal Firearms Proficiency, Simple Weapons Proficiency.

Possessions: Medium combat armor, FL-Eagle (EFL version of the EDF-15) with 3 clips, EDF-9 auto-pistol knock-off with 2 clips, flashlight, knife, radio, 2 chemical light sticks. Spread around the camp are 12 fragmentation grenades and a Tangier missile launcher with 4 missiles.

◆ **OPTIONAL ENCOUNTER** **Sloth Roaches**

If the PCs have a particularly easy time and the GM wishes to challenge them, or they wander off the trail through the Green Sea, the GM can use the following encounter to add some challenge or try and get them back on track.

Sloth roaches are annoying but mostly harmless scavengers that are often found near pectar fruit. Most sloth roaches are little larger than normal roaches, but some grow to an immense size to allow them to defend and transport their smaller brethren. Unfortunately for the PCs, they manage to get the attention of an irate sloth roach.

Read the following aloud to the PCs.

Within the densely populated Green Sea it seems there is always some critter scurrying about nearby, and to some extent during your trek you have gotten used to this. Most are mammalian or reptilian in appearance, and don't seem that strange. When you come to an area of forest where the ground is covered in large roaches, each three inches long and all are scurrying over what appears to be the decaying corpse of some large quadruped. As you observe the scene you notice a crunching noise underfoot. Looking down several of you have stepped on a few of the roaches while the rest of them scurry from your presence.

The PCs may now make Survival checks (DC 15) to identify these creatures and determine that if a giant sloth roach is nearby, it will likely attack the PCs to defend these roaches. If these checks are successful the PCs will not be flat-footed when the three giant sloth roaches in the branches above leap down to attack.

After the Survival checks read the following aloud to the PCs.

While the roaches continue to crawl away

from you, something moves in one of the trees above. Looking up it appears that the leaves themselves are leaping down at you, but it quickly becomes apparent they are in fact much larger versions of the roaches on the forest floor. Three feet in length they land in front of you and do not look friendly.

The giant sloth roaches will attempt to spray the PCs and then bite them to force the PCs to leave the area. If the PCs back up more than thirty feet from the roach swarm they will be ignored by the giant sloth roaches; otherwise they will be attacked continually. The sloth roaches fight until slain or until the PCs leave.

◆ NPCs

Sloth Roach ◆ CR 1

Small vermin; HD 3d8; hp 13; MAS 15; Init +2; Spd 20 ft., climb 20 ft.; Defense 16, touch 13, flat-footed 14 (+2 Dex, +3 natural, +1 size); BAB +2; Grap -3; Atk +2 melee (1d3 -1, bite) or +4 ranged touch (1 acid plus irritation, spray); Full Atk +2 melee (1d3 -1, bite) or +4 ranged touch (1 acid plus irritation, spray); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ camouflage, low-light vision, immune to mind-affecting effects, repellent spray, resistance to massive damage, tremorsense; AL none; SV Fort +3, Ref +3, Will +1; AP 0; Rep +0; Str 8, Dex 14, Con 10, Int -, Wis 10, Cha 2.

Skills: Climb +13, Hide +12.

Feats: None.

CHAPTER 3: GETTING IN • • •

Now that the PCs have reached the Sky Stone Ruin and obtained the key, they can head inside. If the PCs have not attained the key they cannot pass through the force field that surrounds the ruin. If they approach the ruin from another direction other than directly the guards from the camp could take a patrol around the ruin, running into the PCs and explaining the situation after being captured. The GM feels particularly benevolent or the PCs get really frustrated maybe there is an area where the force field is weak or an underground cavern that could allow them to get inside. Once they get inside the PCs have to deal with the remaining security systems and apprehend Darla Singh.

◆ THE INTERIOR OF THE SKY RUIN

While the Sky Stone Ruin is in bad shape, its main structure is still standing. The outer one hundred yards of the structure are little more than rubble, wall fragments, and collapsed areas, but within that are tunnels, rooms, and tunnels that are still

standing thanks to the force field projector. The hallways within the Sky Stone Ruin are all twenty feet wide and all ceilings are twenty feet high. Most walls have a hardness of 40 and 40 hit points per square foot, but walls supported by the force field are immune to all damage. The force field has no friction and surfaces covered in it may not be walked across or climbed. There are no interior light sources in the Sky Stone Ruin, and the force field projector stops all light, in addition to all other forms of energy from crossing it, meaning the interior of the ruin is completely dark and no heat, radio waves, or light can penetrate to the outside world. Only gravity from Eos is allowed to pass through the force field.

◆ ENCOUNTER 1 Navigating the Ruins

The Sky Stone Ruin suffered terrible damage during the assault on Eos by the vaasi, and is currently only being held up by the power of the force field projector. The force field is effectively impenetrable to the PCs as it would take far more force than they can generate to pierce it. Also the various structures being held up by the force field cannot be moved by the PCs. The force field blocks all energy from crossing it, meaning inside the ruin it is completely dark and no noises or radio waves can penetrate in either direction.. After the PCs enter the walls of the compound the force field makes it impossible to communicate via radio with the outside world.

Finding their way in the ruins is not particularly dangerous for the PCs since there are no xenomorphs inside due to the force field keeping them outside, but it is time consuming. To reach the part of the structure that houses the force field projector the PCs must make two Navigate checks (DC 15), with each check requiring ten minutes of effort. This means the PCs will likely be wandering around the structure for at least a few minutes as they try to find their way to the force field projector.

For every ten minutes the PCs spend in the structure roll 1d20 and consult the table below to see what they encounter during that time.

1d20 Roll	Encounter
1-8	No encounter
9-13	Encounter 1a: Security Systems
14-16	Encounter 1b: Battle Remnants
17-19	Encounter 1c: Damaged Robot
20	Encounter 1d: Relic*

*This encounter can only occur once. If it is rolled twice reroll the second result until a different encounter is rolled.

◆ ENCOUNTER 1a SECURITY SYSTEM

Despite suffering serious damage during the vaasi assault, many of the security systems within the Sky Stone Ruin remain operational because the elements and creatures of Eos have been kept outside by the force field. Thus the PCs have a good chance of encountering these remaining security systems.

If this encounter is rolled the PCs encounter one of the remaining security devices, a stun rifle attached to a motion detector system. The stun rifle is hidden in a recess in the ceiling and it fires down on anyone who passes beneath it. This encounter can happen in any hallway the PCs enter. All the PC's should make a Spot check (DC 20) to notice the differently colored ceiling before walking under it. If the characters are actively searching as they progress they may make a Search check (DC 10) to notice the stun rifle's hiding place. Success means the character can tell something is different about the ceiling, but what exactly is different is unknown. Anyone or anything that passes beneath the stun gun must make a Reflex save (DC 13) or be hit, suffering 2d12 nonlethal damage and 1d6 lethal damage (the stun rifle has had its power output increased and consumes three charges per shot instead of two). If a target remains standing under the stun rifle it is shot repeatedly until it collapses; characters lying on the floor that do not move are not shot. The stun rifle has 40 charges left.

Disabling the stun canon requires a Disable Device check (DC 20). If this check is successful the stun rifle may be salvaged.

◆ ENCOUNTER 1b BATTLE REMNANTS

When the Sky Stone ruin was assaulted by the vaasi its inhabitants fought tooth and nail against the invasion and thousands died within its walls. Though all their bones have long ago turned to dust, some of their equipment remains, creating a crude depiction of how the battle ebbed and flowed through the compound. If this encounter is rolled the PCs find one of these old battle scenes. Read the following text aloud to the PCs.

Ahead in the tunnel are several piles of what appear to be suits of armor, weapons and other devices. As you get closer it becomes apparent this was once the sight of some type of battle and the remains of those slain in the conflict have long ago turned to dust, but their more resilient equipment remains. It is questionable if any of it is salvageable, but it is a gruesome image of the unknown history of this place.

While none of the equipment here is useable, and most crumbles to dust when touched, its size and design is worth a great deal to archaeologists. If the PCs think to gather information about the equipment before they rifle through it they can make an Investigate check (DC 20), and a success indicates they have gathered enough information that, if sold to a research organization like the Department of Science, it will increase the Wealth bonus of all the PCs by +2 in addition to proving extremely valuable in terms of scholarly value. Also if they think to take samples of the materials, this can also be sold to a research organization to increase all the PCs Wealth bonuses by +1. There are six distinct sets of remains: two of them appear to have belonged to Medium sized-humanoids, one of which had six limbs and the other seemed to have an unusually bulbous and rounded body; one is a large humanoid that seems to have been at least twelve feet tall and had a tail; the other three remains are all of similar size and seem to have been six limbed creatures that wore far less equipment than the other creature types. Much of the equipment is covered in radiation and plasma burns, while other items appear to have been partially disintegrated.

If the PCs instead just look for useable equipment in the wreckage, they destroy any of its scientific value immediately as most of it falls to pieces and all gets mixed together. The PCs should make a Search check (DC 20). If one of the PCs succeeds in this Search check they find a cryonic

grenade. If two PCs succeed they find a cryonic grenade and an energy shield (DR 5/-) with 3 minutes of power remaining.

◆ ENCOUNTER 1c DAMAGED ROBOT

A significant portion of the original defenses of the Sky Stone Ruin were made up of robot soldiers. Most of these were destroyed in the vaasi assault on the structure, but some still remain. All of these surviving robots are damaged in some way, with most being able to do little more than twitch in response to sensory input. Unfortunately for the PCs, they have now run into one of the more active robots in the ruin.

Read the following text aloud to the PCs.

The hallway you have been traveling through opens up into a wide, circular room at least fifty feet across and thirty feet high. It seems to have once been filled with shelves and boxes, but they have all now either been smashed to bits or turned to dust over time. At the center of the room is a raised platform that at first glance appears to be a pool of silvery liquid. On the edge of the platform sits what appears to be a control device of some type, but your attention is quickly pulled back to the silver pool as it begins to slowly move and rise, demonstrating it is no normal liquid.

The liquid is actually a nano-fluidic robot that originally was a security robot that was supposed to keep this room and several other nearby supply rooms under guard. During the final battle it was heavily damaged, though eventually managed to repair itself. It has continued carrying out its programming and attacks any unauthorized personnel that enter the room. Before the final battle the security robot had its nonlethal weapon programming upgraded using the controller on the platform in this room so the security robot could kill if needed. This control can also be used to shut off this robot and other robots in the compound, but doing so requires a Computer Use check (DC 10). The controller is a progress level 8 item and thus characters will likely suffer progress level penalties when using it. Giving any commands more complex than shutting down the robot requires a Computer Use check (DC 20). The controller can be identified by using the Identify Alien Technology talent (DC 18), and used through the Utilize Alien Technology talent. A Decipher Script check (DC 25) will allow characters to determine that it is some type of remote control by the

labels on the buttons, and gain a +4 circumstance bonus to Computer Use or Utilize Alien Technology checks made to use the device. The Decipher Script check does not suffer from progress level penalties.

The robot will attack anyone who enters the room using its stun blaster. It will continue attacking until shut down, destroyed, or the PCs leave the room.

◆ NPCs

Purchase DC: NA (PL 8)

Restriction: Military (+3)

Star Confederation Nano-Fluidic Light Security Robot ◆ CR 3

Construct; HD 3d10+10; hp 27; MAS -; Init +; Spd 40 ft., fly 30 ft. (poor); Defense 17, touch 12, flat-footed 15 (+5 natural, +2 Dex); BAB +2; Grap +5; Atk +5 melee (1d6+3, slam), +4 ranged (2d12 nonlethal, stun rifle); Full +5 melee (1d6+3, slam), +4 ranged (2d12 nonlethal, stun rifle); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ; construct traits, critical systems, darkvision 240 ft., scent, acid resistance 10, cold resistance 10, electricity resistance 10, fast healing 10, fire resistance 10, fire vulnerability, damage reduction 5/energy; AL ; SV Fort +1, Ref +3, Will +3; AP 0; Rep 0; Str 17, Dex 14, Con -, Int 10, Wis 15, Cha 10.

Skills: Computer Use +12, Demolitions +16, Knowledge (Tactics) +12, Listen +18, Search +16, Sense Motive +14, Spot +18, Treat Injury +14.

Feats: Personal Firearms Proficiency, Point Blank Shot.

Equipment: Star Confederation Stun Rifle

Frame: Liquid-state

Locomotion: Legs (Multiple), Thrusters

Manipulators: 4 task hands

Armor: Crystal carbon armor

Sensors: Class IX sensor system

Skill Software: Language chip (Unispeak), skill net (Listen 12 ranks, Search 12 ranks, Sense Motive 12 ranks, Spot 12 ranks), skill net (Computer Use 12 ranks, Demolitions 12 ranks, Knowledge (Tactics) 12 ranks, Treat Injury 12 ranks).

Feat Software: Feat net (Personal Firearms Proficiency, Point Blank Shot)

Ability Upgrade: Strength Upgrade x2 (+4), Dexterity Upgrade (+2), Wisdom Upgrade x2 (+4).

Accessories: AC transmitter, fire extinguisher, vocalizer, magnetic feet, survivor array, inertial inhibitor.

◆ ENCOUNTER 1d

RELIC

Once the Sky Stone Ruin was filled with thousands of technological items that would appear to be magic to the current residents of Eos, but few of these items have survived. These remaining relics of the Star Confederation are worth vast amounts of money, and the PCs are lucky enough to have found one in the Sky Stone Ruin.

Read the following text aloud to the PCs:

Like most of the hallways you have seen in this ruin the path ahead is littered with rubble, debris, and piles of dust laid out in humanoid shapes. What is unusual up ahead is a small metallic circular band about eight inches across lying against a wall up ahead. It looks slightly dented and has seen some wear, but otherwise looks to be in one piece.

This device is a preview combat headset that allows the user to vastly extend his senses in combat through interacting with an information dense parallel reality called Red Truth. While the wearer gains a number of bonuses from using this device, it also damages his mind over time as a side effect. The full effects of the preview combat headset are detailed in Appendix B.

◆ ENCOUNTER 2

Robot Rampage

While Darla Singh was trying to get the force field projector she activated a robot outside the room containing the projector, which then chased her into that room. She barricaded herself in but is stuck as to what to do now as she cannot contact the outside because of the force field, does not know how to shut down the force field projector, and cannot defeat the robot trying to kill her. When the PCs arrive she is out of options, but they have a much better chance of resolving the situation.

Read the following text aloud to the PCs.

You are now near to what you think is the center of the ruined fortress, and therefore close to your destination. The tunnel you are walking down has a series of large security doors that appear to have been recently opened and foot prints are visible in the dust on the floor. After passing through five doorways you come to a small

chamber that appears to have once been a security checkpoint of some type. A large security door lies closed directly ahead, and a number of old and now decrepit weapon emplacements are built into the walls of the room, enabling those inside to fire down the tunnel way you are currently in from behind cover. These emplacements are all manned by empty suits of crumbling armor, and the weapons they once contained are now piles of useless rust. But more important is a large amorphous blob of silver liquid beating on the closed security door with pseudopods formed from its body.

This robot was part of the last line of defense for the force field projector. This is where the vaasi assault on the fortress finally stalled before the projector was activated to stem off further attacks and all of the living soldiers stationed here eventually died in their posts of starvation and dehydration. Now this robot stands guard alone. After Darla Singh bypassed the security doors the PCs just pass through this robot attacked. She was able to get through the last door before being disabled, but now is stuck on the other side of the closed security door. The PCs can try to destroy the robot blocking their path or shut it down if they have the robot control device from encounter 1c, which requires a Computer Use check (DC 15). If the PCs are detected by the robot it will immediately attack them and will not stop until they leave the area or it is destroyed.

Once the PCs have defeated the robot they can see about opening the door. It is too thick to yell through, though the PCs can occasionally hear something striking the other side of the door as Darla tries to find a way through. The door has a hardness of 50 and 600 hit points, so blowing it open is not much of an option. The electronic lock has been disabled due to lack of power, so it is a matter of forcing it open or dismantling it rather than having to beat the Star Confederation lock. Getting past the door requires a Strength check (DC 30) or a Disable Device check (DC 25).

◆ NPCs

Purchase DC: NA (PL 8)

Restriction: Military (+3)

Star Confederation Nano-Fluidic Large Security Robot ◆ CR 3

Construct; HD 5d10+20; hp 47; MAS -; Init +; Spd 40 ft., fly 30 ft. (poor); Defense 15, touch

10, flat-footed 15 (+5 natural, +1 Dex, -1 Size); BAB +3; Grap +15; Atk +10 melee (1d8+8, slam), +3 ranged (2d12 nonlethal, stun rifle); Full +10 melee (1d8+3, slam), +3 ranged (2d12 nonlethal, stun rifle); FS 10 ft. by 10 ft.; Reach 10 ft.; SQ; construct traits, critical systems, darkvision 240 ft., scent, acid resistance 10, cold resistance 10, electricity resistance 10, fast healing 10, fire resistance 10, fire vulnerability, damage reduction 5/energy; AL ; SV Fort +1, Ref +2, Will +3; AP 0; Rep 0; Str 27, Dex 12, Con -, Int 10, Wis 15, Cha 10.

Skills: Computer Use +12, Demolitions +16, Knowledge (Tactics) +12, Listen +18, Search +16, Sense Motive +14, Spot +18, Treat Injury +14.

Feats: Personal Firearms Proficiency, Point Blank Shot.

Equipment: Star Confederation Stun Rifle, medkit.

Frame: Liquid-state

Locomotion: Legs (Multiple), Thrusters

Manipulators: 4 task hands

Armor: Crystal carbon armor

Sensors: Class IX sensor system

Skill Software: Language chip (Unispeak), skill net (Listen 12 ranks, Search 12 ranks, Sense Motive 12 ranks, Spot 12 ranks), skill net (Computer Use 12 ranks, Demolitions 12 ranks, Knowledge (Tactics) 12 ranks, Treat Injury 12 ranks).

Feat Software: Feat net (Personal Firearms Proficiency, Point Blank Shot)

Ability Upgrade: Strength Upgrade x2 (+4), Dexterity Upgrade (+2), Wisdom Upgrade x2 (+4).

Accessories: AC transmitter, fire extinguisher, vocalizer, magnetic feet, survivor array, inertial inhibitor.

◆ ENCOUNTER 3 Catching Darla Singh

The room beyond the door that the robot was trying to penetrate is heavily armored vault where the force field projector is stored within. It is coated in materials that were designed to resist all manner of orbital bombardment, and the walls of this room have a hardness of 70 and 200 hit points per square foot.

As the PCs enter the room read the following text aloud.

The room on the other side of the security door is pitch black, but that is nothing new in this place. It seems to be roughly circular and about thirty feet across. The walls are block and uneven, creating a number of strange shadows that make it hard to

see entirety of the room at once. At the center of the room a circular metallic ball three feet in diameter floats a foot above the ground, at the top of which are a number of glowing controls. Its surface is completely featureless and it seems to be producing some sort of high-pitched whine.

Once the PCs have gotten the door open they have to deal with Darla Singh. Her primary concern is getting out of the fortress with the force field projector and until the PCs cause a ruckus dealing with the robot in the last encounter she does not know they are in the ruins with her. Unfortunately for Darla she has been unable to move the projector due to her lack of technical knowledge, and plans on returning to the EFL soldiers to radio the EFL for a technical expert to get the projector to move. Thus when the PCs open the door in the last encounter she will try and escape to the surface by hiding in the shadows of the room beyond the door, hoping the PCs walk past, and then trying to sneak out. If she is discovered she will try and throw some smoke and fragmentation grenades to cover her escape and then take off running. If she does manage to escape the PCs she will run all the way back to the camp. If she makes it there she will free any soldiers there and call for backup from the team of EFL agents from encounter 1 of chapter 2 if they are still alive and able to respond. She will then try to organize the soldiers around the fortress to keep an eye on all possible exits so when the PCs come out she and the soldiers (plus any of the agents who survived the earlier encounter) can ambush them.

Assuming the PCs are able to stop Darla Singh from fleeing she will only provide enough assistance to the PCs to keep herself alive. If the PCs prove able to manipulate the controls on the force field projector she will aid them in their efforts to remove it from the fortress since that's more than she could accomplish, but betray them as soon as the opportunity presents itself. She shows them no gratitude or quarter for removing the threat of the robot that was trying to attack her.

In addition to the force field projector there is a map made of longcloth, similar to the one the PCs found earlier in this adventure, in the shadows of the room contained in two stone fragments and a force field like the map the PCs have been following. This one points to the Council Ruin and has a cross-section of the Council Ruin's many levels. This map leads to the artificial singularity from the star harvester, and the events leading to its recovery are in the adventure *Shadow Falling*, which is currently available from Blue Devil Games.

If the PCs are able to move the force field projector without shutting it off the structure does not falter and they can escape easily enough and should

skip ahead to Encounter 5. If they shut off the force field projector the structure begins to collapse and now the PCs have to get out before they are crushed, as detailed in Encounter 4. A PC can make a Craft (Structural) (DC 15) to determine that they will likely have at least ten minutes to get out before the whole place comes down.

◆ ENCOUNTER 4 **Throw Me the Whip!**

As soon as the PCs turn off the force field projector the entire place starts to come down. Read the following text to the PCs as soon as they shut down the projector.

The spherical device's controls stop glowing and it seems to sink a few inches closer to the floor. The high-pitched whine stops, but is replaced by distant rumbling noises. The sound of heavy weights falling reverberates through the complex. It seems this place is coming down.

The PCs can try to reactivate the force field projector, but doing so requires a Computer Use check (DC 30). Otherwise they have to run for it, pushing the projector along with them.

The PCs should make Navigate checks (DC 15) to determine the best way out of the ruins. If successful they can find a way out after crossing 7,000 feet of distance. If this check fails they will have to travel 10,500 feet before they get outside the ruins. The following events occur based on how long the characters are in the ruins as they fall down with increasing ferocity.

Rounds 1-50

The ruins shake and rumble, but other than some harmless falling debris the characters have no problems yet.

Rounds 51-60

Larger debris chunks begin falling from the ceiling. Each round the characters must make a Reflex save (DC 9) or take 1d4 damage from falling debris.

Rounds 61-65

The characters come to a collapsed area and must make a Climb check (DC 10) each round to keep moving.

Rounds 66-70

The falling debris lets up and the characters can move without difficulty.

Round 71

The characters come to a crevice that has been torn in the floor of the corridor by the collapsing structure. It is ten feet across and the characters must find a way across. Jumping the crevice requires a Jump check (DC 15). The crevice is fifty feet deep. There is some debris in the form of fifteen foot building supports that can be used to bridge the gap, but moving them requires a Strength check (DC 24).

Round 72-75

The characters must avoid more falling debris, and navigating a dust choked path that reduces vision. The characters must make a Reflex save (DC 12) to avoid being struck for 1d6 damage by falling debris. Also any creatures attacked are assumed to have 20% concealment due to the dust, and the characters must make Fortitude saves (DC 8) each round to avoid coughing fits, which impose a -2 penalty on all Strength and Dexterity related skill checks.

Round 76-80

A container of coolant in one of the walls of the structure bursts, spilling hyper-cold coolant on the corridor floor. The characters must make Balance checks (DC 10) to avoid stepping in the coolant and taking 1d4 cold damage.

Round 81+

The structure is now in its final death throes. The characters must make a Reflex save (DC 13) every round or take 1d8 points of damage from falling debris.

Assuming the characters survive to make it to the outside if Darla Singh escaped them they now have to deal with the surviving EFL soldiers and agents.

◆ ENCOUNTER 5 **Getting Home**

Once the characters leave the ruins read the following text aloud.

With a final massive groan the Sky Stone Ruin collapses into a heap of twisted metal, ceramics, and other materials, throwing a cloud of dust hundreds of feet into the sky in the process. After a few seconds the debris finally settles, leaving only a heavy silence where once a cacophony of destructive sounds once was. For several seconds the only noises are those of the

surrounding jungle and the occasional last bit of debris sliding into place, and then another sound becomes evident. From the north the sound of vectored-thrust engines can be heard as three Myrmidon assault craft painted in the blue and silver of the Dawning Star Republic come roaring into view. Behind them two Dromedary air cargo transports can be seen, and they seem to be coming towards your position.

Ranger Sang called in support units to assist the PCs after learning the scope of this operation from the various captives taken during the first chapter. The Myrmidons will remain airborne flying patrols around the area while the two Dromedaries land, disgorging twelve EDF soldiers from each in addition to Ranger Sang. Ranger Sang is primarily concerned with making sure the PCs are safe, apprehending any surviving EFL members, and finding out what happened to the PCs. Ranger Sang is not interested in taking the force field projector from the PCs by force, but will point out that every faction on the planet will be after them for it once word of its discovery spreads. The PCs have just unearthed what is possibly the most powerful relic on the planet, and while the Republic is not interested in stealing the property of others, it can't just allow such an item end up in the hands of its enemies. Ranger Sang encourages the PCs to hand it over to the Republic, assuring they will be properly compensated for their work, since otherwise it is likely the PCs would have very interesting but short lives if they keep the projector. If the PCs are playing the pre-generated characters they will be expected to turn the projector over since they are working for the Republic.

Ranger Sang offers the PCs a ride back to Dawning Star City on one of the Dromedaries, dispatching two of the soldiers to drive the vehicles they brought back to Dawning Star City as well. If the GM wishes the PCs may lay claim to the Dromedary used by the EFL soldiers as theirs by right of salvage, but if the GM does not wish them to have such a vehicle it could be stolen property that the Republic must return to its owner. Any of the soldiers' other equipment is up for grabs.

◆ **ENCOUNTER 4** **Wrap Up**

Once the PCs leave the Sky Stone Ruin this adventure is effectively over, though the fallout from it may last much longer.

◆ **DAWNING STAR REPUBLIC**

If the Dawning Star Republic ends up with the

force field projector they will pay the PCs enough to increase all their Wealth bonuses by +8, and the PCs will be well-known within the scientific community and the upper levels of the Republic, gaining a +2 bonus to Reputation checks when dealing with scientists or the leaders of the Republic. They will be thanked heartily by the Republic, but due to the sensitive nature of the force field projector they will be sworn to secrecy about its existence and allowed to speak with no one who does not have appropriate clearance. Breaking this oath is tantamount to treason, and anyone who does so will be persecuted fully. The force field projector is one of the most valuable finds on Eos, and the Republic wishes to keep it as their ace in the hole. The projector will be taken for study by the Department of Science, and if the characters are known to be loyal to the Republic and have training applicable to understanding the device they may be included in the process. The goal of the Republic is to recharge the force field projector, and duplicate it if possible. It offers the ultimate defense for Dawning Star City or one of the ships of the fleet if it can be recharged, but doing so will take decades to understand, if not centuries. In the shorter term the technology in the force field will allow the creation of less powerful devices like projectile deflector and personal energy fields, but even these are likely to take years to produce. The force field projector offers the promise of a massive leap forward in the understanding of projected energy fields, but it will still take a great deal of time to understand.

PCs who are part of the Republic who chose to give the projector to someone else will receive the cold shoulder from their Republic allies for some time. Government, military, and academic officials are likely to be forced from their job.

◆ **MAXIMILLIAN DAGOS**

If the PCs hand over the force field projector to Maximillian Dagos events will happen much in the same fashion as with the Dawning Star Republic since Maximillian Dagos knows he cannot keep such an item from them for an extended amount of time. Maximillian Dagos will pay the PCs enough to increase their Wealth bonus by +9, but they will receive no recognition for their achievement with Maximillian Dagos claiming all the credit. Also they will not be included in any research concerning the force field projector, though they will have the advantage of being on Maximillian Dagos's good side, which means he may hire them in the future.

◆ **EFL AND THE FACTION-CAMPS**

Selling the force field projector to the faction-camps will be a difficult process as different camps will try and get the projector for themselves, and they will prefer to get it for free if it can be taken by force if possible. Assuming the PCs can best the

assassins, soldiers, and other agents sent after them to actually sell the force field projector to a faction-camp their Wealth bonuses will increase by +7. This sale will be conducted secretly and the faction-camps will deny all knowledge of it to outsiders. The PCs will not be included in any research efforts to understand the projector, and the research will have similar but slower results as that undertaken by the Republic if it gets the projector. In a decade or two EFL soldiers and vehicles may well be equipped with force fields, giving the EFL a huge boost in power.

♦ KEEPING IT FOR THEMSELVES

If the PCs keep the force field projector for themselves it may allow them to get out of a jam occasionally, it only has enough power to be activated twice and will bring them no end of trouble. As one of the most powerful items on the planet, everyone and their brother will be after the PCs, from the Republic to the faction-camps to the tentaari. While the Republic will try and use "nice" means such as bribery and coercion to get the projector from the PCs, other groups will have few qualms about murdering the PCs in their sleep. As long as the force field projector is in the hands of the PCs they will probably not get a good night's sleep and will always have to keep one eye on the door for trouble walking in. Living in such a way should be a strong encouragement for the PCs to get rid of the projector in some fashion.

♦ THE SECOND MAP

The map the PCs found in the room with the force field projector leads to the Council Ruin, in the bottom level of which the artificial singularity that once powered the star harvester is hidden. While the force field projector has massive potential as a defensive tool or in a number of other applications, the artificial singularity is easily the single most destructive item ever made. The details of its recovery are in the adventure *Shadow Falling*, available from Blue Devil Games.

APPENDIX A: IMPORTANT NPCS • • •

Darla Singh

A professional thief, she is as citizen of the Dawning Star Republic who makes her living stealing from the Republic and selling the stolen goods in the faction-camps where they are much less likely to be traced. She does most of her work for the EFL and is considered a member of that group, but also occasionally does work for residents of Dawning Star City. She has spent the last few weeks trying to infiltrate the relic hunter social circles within Dawning Star City in the hopes of hearing about particularly valuable or useful relics that have been unearthed recently. This eventually allowed her to

learn of the relics recovered by Maximillian Dagos's men, which she then arranged to steal. Thus she stole the map to the Sky Stone Ruin, the key, and a handful of other relics. While this job is more complicated than originally planned, she still hopes to see an enormous profit from her efforts.

While Darla Singh is heavily profit driven, she will not risk her life idly and is more than willing to pass up profit now to remain free and alive. She has no reservations about killing, as evidenced by the mess she made leaving the Archaeology Branch. Those deaths were not part of the plan, but she had to improvise on the spot after a scientist discovered her. She has managed to rationalize this as being the scientists fault as he was working extra hours and wasn't supposed to be there at all; if he had been working his normal schedule he would have lived.

Darla Singh is a rail thin woman of Indian and Asian descent who always keeps her long hair tied back to keep it from getting in the way. While in the field she always wears protective goggles due to a light sensitivity problem with her eyes, and she normally favors flat black scout armor over other clothing. All of her equipment is carried in a custom made black leather harness and backpack, keeping everything in easy reach but preventing it from making too much noise.

Darla Singh (Fast Hero 3/Infiltrator 2) ♦ CR 5

Medium Humanoid (Human); HD 5d8+5; hp 30; MAS 12; Init +3; Spd 30 ft.; Defense 21, touch 19, flat-footed 18 (+3 Dex, +6 class, +2 armor); BAB +3; Grap +3; Atk +3 melee (1d8, whipstick) or +3 melee (1d3 electricity and stun, stun gun), +6 ranged (2d6, GP-02 Gyro-jet pistol); Full +3 melee (1d8, whipstick) or +3 melee (1d3 electricity and stun, stun gun), +6 ranged (2d6, GP-02 Gyro-jet pistol); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ Improved implements, sweep; AL none; SV Fort +2, Ref +9, Will +2; AP 8; Rep +2; Str 10, Dex 16, Con 12, Int 14, Wis 13, Cha 8.

PL Familiarity: 6

Occupation: Criminal

Skills: Balance +11, Barter +2, Demolitions +6, Disable Device +9, Drive +8, Escape Artist +8, Hide +12, Jump +2, Knowledge (Streetwise) +7, Move Silently +12, Read/Write Language (English, Hindi, Mandarin Chinese), Search +6, Sleight of Hand +8, Speak Language (English, Hindi, Mandarin Chinese), Tumble +9.

Talents: Evasion, Uncanny Dodge I.

Feats: Acrobatic, Armor Proficiency (Light), Cautious, Nimble, Personal Firearms Proficiency, Stealthy.

Possessions: GP-02 Gyro-jet pistol with 5 clips, display goggles with built in night vision goggles and flash goggles, universal communicator, scout armor, whipstick, stun gun, digital

camera, info-comp, demolitions kit, 50 caltrops, a number of fake IDs, 10 zip-tie handcuffs, survival knife, lockpick set, compass, backpack, gas mask, 100 feet of duracable, 3 grappler tags.

Mr. Kyle Jackson

A long term employee of Maximillian Dagos, Mr. Jackson serves as the liaison to all of Mr. Dagos's less than reputable agents, such as criminals, relic hunters, and freelance problem solvers. He never gives his name, and often does not mention his employer; since the operation the PCs are on is strictly legal he is making an exception in their case concerning their employer. Normally he contacts agents by voice only, outlines the task, and transfers the appropriate funds from any of a number of dummy accounts set up throughout the Republic and buried under piles of paperwork. He favors anonymity as the means to keep both himself and his employer secure, but if caught he will claim to have acted independently and all knowledge of his operations will be disavowed by Mr. Dagos. Such precautions have long been in effect, but Mr. Jackson is very good at his job and has yet to attract the attention of any law enforcement groups within the Republic. Anyone who blows his operation will not likely survive long after as Mr. Jackson will doubtless put a price on their heads, and despite his anonymity the presence of Mr. Jackson is welcome in the underworld of Eos since he pays fairly and on time without fail.

A handsome man in his mid-thirties, Mr. Jackson is impeccably dressed and groomed at all times. He rarely carries weapons or suffers bodyguards nearby, but always has snipers or other long range security in place during any public meet. His clothes are a special Kevlar blend and he carries a number of high-tech gadgets to ensure his safety, and has access to the handful of relics Mr. Dagos owns. His public appearances are very rare though, preferring to deal through more indirect means, such as radio communication or email, though he makes sure minimal traces of any such activities are left behind. While it is unlikely that Mr. Jackson will appear physically in the adventure, he may communicate with the PCs several times via radio. Of course if the PCs prove themselves competent now they may be approached by Mr. Jackson for future work.

Mr. Kyle Jackson (Charismatic Hero 3/Diplomat 7) ♦ CR 50

Medium Humanoid (Human); HD 10d6; hp 36; MAS 10; Init +1; Spd 30 ft.; Defense 18, touch 16, flat-footed 17 (+1 Dex, +5 class, +2 armor); BAB +6; Grap +5; Atk +5 melee (1d3 nonlethal, punch); Full +5/+0 melee (1d3 nonlethal, punch); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ Diplomatic immunity, information access, open

arms, restricted access, stipend; AL Maximillian Dagos; SV Fort +4, Ref +5, Will +10; AP 11; Rep +2; Str 8, Dex 12, Con 10, Int 14, Wis 14, Cha 16.

PL Familiarity: 6

Occupation: White Collar

Skills: Barter +16, Bluff +18, Diplomacy +16, Disguise +5, Gamble +6, Gather Information +16, Intimidation +18, Investigate +6, Knowledge (Business) +10, Knowledge (Civics) +10, Knowledge (Streetwise) +10, Knowledge (Theology and Philosophy) +10, Read/Write Language (English, Hindi, Mandarin Chinese, Swahili), Sense Motive +12, Speak Language (English, Hindi, Mandarin Chinese, Swahili).

Talents: Charm, Favor

Feats: Attentive, Confident, Deceptive, Educatedx2, Iron Will, Low Profile, Personal Firearms Proficiency, Simple Weapon Proficiency, Trustworthy.

Possessions: Armored clothes (equivalent to a flight suit and helmet), info comp, universal communicator, projectile deflector.

Republic Ranger Tikashi "Hogtie" Sang

A child of botanical experts from Thailand and Japan, Tikashi Sang was born in the earliest days of the colonization effort and grew up in the wilds of Eos, spending less than half of his life in the cities and towns of humanity. Instead he spent his days in terraforming camps or sleeping in the back of his parent's G-3. He never developed a liking for cities, but wasn't much of a scientist either. He signed on with the Eos Defense Force as soon as he was old enough, eventually serving in a number of scout units Tikashi flourished at these tasks, eventually reaching the rank of Sergeant Major before transferring to the Republic Rangers, feeling that his rank was restricting his activities too severely. He missed the field and wanted to be back in it.

Since joining the Rangers he has had a number of problems adjusting to the less regimented style with which the Rangers conduct themselves, and come to blows with several fellow Rangers over the particulars of frontier justice, but eventually he found his niche. He is more by the book than most Rangers, but despite this trait he spends as much time as any Ranger in the wilds. He is renowned for always bringing criminals back for trial instead of handling it himself, which has earned him the nickname "Hogtie" for his favored method of transporting the guilty. He has also served as an interpreter to the velin after he spent several months living among them and learning to speak their language fluently.

Now a man of middle age, his hair is graying and his once trim form is growing a bit of paunch. He always wears his uniform and does his best to keep it clean, but rarely has much success considering

how little of his time is spent near proper cleaning facilities. His badge is always kept spit shined, and some Rangers half-jokingly say he uses this to blind his opponents.

Republic Ranger Tikashi Sang
(Dedicated Hero 4/Soldier 7/
Lawman 1/Republic Ranger 3) ♦ CR 15

Medium Humanoid (Human); HD 4d6+10d10+1d8+15; hp 95; MAS 14; Init +5; Spd 30 ft.; Defense 26, touch 23, flat-footed 23 (+3 Dex, +10 class, +3 armor); BAB +11; Grap +11; Atk +11 melee (1d8, luminstone longsword), +16 ranged (2d6+2/19-20, EDF-9 Auto-pistol) or +16 (2d12, EDF SPR); Full +11/+6/+1 melee (1d8, whipstick), +16/+11/+6 ranged (2d6+2/19-20, EDF-9 Auto-pistol) or +16/+11/+6 (2d12, EDF SPR); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ Force of law, frightful presence, greater weapon focus (EDF-9 Auto-pistol), improved critical (EDF-9 Auto-pistol), improved reaction, posse, ranger reputation, region focus (Flatwood region), tactical aid, weapon focus (EDF-9 Auto-pistol), weapon specialization (EDF-9 Auto-pistol), word of law; AL Dawning Star Republic; SV Fort +12, Ref +9, Will +10; AP 14; Rep +4; Str 10, Dex 16, Con 12, Int 12, Wis 16, Cha 9.

PL Familiarity: 6

Occupation: Nomad

Skills: Diplomacy +3, Drive +9, Intimidate +5, Knowledge (Civics) +7, Knowledge (Species(Velin)) +5, Knowledge (Streetwise) +11, Knowledge (Tactics) +10, Listen +11, Read/Write Language (English), Navigate +9, Sense Motive +11, Speak Language (English, Velin), Spot +11, Survival +18, Treat Injury +11.

Talents: Empathy, Intuition.

Feats: Archaic Weapons Proficiency, Armor Proficiency (Light), Drive-By Attack, Far Shot, Guide, Medical Expert, Personal Firearms Proficiency, Point Blank Shot, Quick Draw, Quick Reload, Simple Weapons Proficiency, Track, Weapon Focus (EDF SPR)

Possessions: Rough-outs, luminstone longsword, EDF-9 auto-pistol with 6 clips, EDF SPR with 40 rounds, S-15 ground transport, survival gear, universal communicator, info-comp, velin ceremonial clothes.

The Posse

The people of Flatwood are not particularly militant or vengeful, but they are loyal citizens of the Republic and they do not wish to let someone get away with murdering their fellow citizens. Those that join the posse are mainly men and women in their twenties and thirties who have received some militia training and own their own firearms. None are full time soldiers or law enforcement, but they

are very dedicated to hunting down Darla Singh and her gang. They will follow the orders of Ranger Sang as best they are able, having known the man for several years now as he commonly patrols around Flatwood.

The Flatwood Posse
(Dedicated Ordinary 2) ♦ CR 1

Medium Humanoid (Human); HD 2d6+2; hp 9; MAS 12; Init +0; Spd 30 ft.; Defense 15, touch 12, flat-footed 13 (+2 class, +3 armor); BAB +1; Grap +2; Atk +2 melee (1d4+1, survival knife or 1d6+1, club), +1 ranged (2d6, EDF Auto-pistol or 2d8, Brase hunting rifle); Full +2 melee (1d4+1, survival knife or 1d6+1, club), +1 ranged (2d6, EDF Auto-pistol or 2d8, Brase hunting rifle); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ None; AL Dawning Star Republic; SV Fort +2, Ref +0, Will +4; AP 0; Rep +1; Str 12, Dex 10, Con 12, Int 10, Wis 14, Cha 10.

PL Familiarity: 6

Occupation: Rural

Skills: Drive +3, Knowledge (Earth and Life Sciences) +3, Listen +7, Profession (Farmer or Shopkeeper) +7, Spot +7, Survival +7, Treat Injury +5.

Talents: None

Feats: Alertness, Armor Proficiency (Light), Personal Firearms Proficiency.

Possessions: Rough outs, survival knife or club, EDF-9 auto-pistol with 2 clips or Brase hunting rifle with 15 rounds

APPENDIX B: RELICS • • •

♦ THE FORCE-FIELD PROJECTOR

A massively powerful device created by the vaasi, it create a barrier that prevents all known varieties of energy or matter from crossing it, including heat, light, and magnetism, though it has been programmed to allow gravity to enter its field but not to escape. This device was used to hold and direct the artificial singularity used in the vaasi star harvester when it was removed from its extra-dimensional storage device. If the artificial singularity was not contained by this device it would destroy everything for thousands of miles it, alter the orbit of planets in the same solar system, and slow the passage of time to a crawl. Without the force field projector device the star harvester could not function.

The force field projector itself is a relatively small device, about three feet on a side and spherical in shape. A single control panel rests on its top and it constantly floats a foot off the ground via its force field. It cannot be moved unless it is shut down or if the controls on its surface are used to move it. Shutting down the force field projector requires a Computer Use check (DC 10), while moving it requires a more difficult Computer Use check (DC 20). The force fields projected by the projector are

STAR CONFEDERATION STUN RIFLE

Weapon*	PL	Damage	Critical	Damage Type	Range Increment	RoF	Magazine	Size	Weight	Purchase DC	Restriction
Rifle	8	2d12	20	Energy	100 feet.	S	50 box	Large	8 lb.	NA	Lic (+3)
Nonlethal											

effectively impenetrable; they are considered to have a hardness in the tens of thousands of hit points and can support any amount of weight. The projector itself has a hardness of 50 and 100 hit points.

The force field projector is currently low on power and it is beyond the technology of the Republic or any of the other species that now inhabit the Helios system to recharge it. Keeping an already established force field active requires little power from the device, meaning a force field could be kept up indefinitely, but raising a new force field in the first place drains a great deal of power. The force field projector only has sufficient power to raise two more force fields, though it could sustain such force fields for many years.

With a Computer Use check (DC 30) the user of the force field projector can erect a force field anywhere within 1 AU of the projector as long as the user can see the location or has precise sensor data on it (requiring a class VIII sensor array).. Effectively the force field projector can create an unlimited number of walls of force. It may also be used to lift things, neutralize gravity, or even block out the heat and light of the sun. The force field projector is a progress level 10 device, meaning characters attempting to use it will probably suffer progress level penalties.

♦ THE KEY

The key to the force field generator allows the holder to walk through force fields created by the force field projector as if they were not there. Multiple people can use the key if they remain in contact with each other, but if a person is crossing over the force field and they break contact with the key or a person holding the key they lose the protection of the key and take 10d6 damage, Reflex save (DC 16) for half. They are also forced outside the force field. The key has no effect on other force fields and has an unlimited power supply. It appears to be a small piece of triangular ceramic with a circle on one side and a line on the other. It has a hardness of 30 and 5 hit points.

♦ STAR CONFEDERATION STUN RIFLE

Once a common weapon even among the armed forces of the Star Confederation, it was considered the ideal less than lethal weapon for Star Confederation soldiers. In most of the early conflicts the Star Confederation fought it served admirably since the Star Confederation so out-classed their opponents in terms of power and technology that they could afford to rely primarily on nonlethal weapons. Unfortunately when the war with the Vaasi Empire broke out this methodology had to be dropped since the posed a real threat to the Star Confederation. These weapons were then limited to security units policing the Star Confederation itself and military police. They were common in many Star Confederation fortresses far from the front lines, where any enemy agents found would be wanted for questioning.

The Star Confederation stun rifle relies on a Star Confederation power pack, which is similar to a human designed power pack except it has 100 charges. The Star Confederation stun rifle consumes two charges each time it is shot.

♦ THE PREVIEW COMBAT HEADSET

An item used among some of the specially trained psionic combatants of the Star Confederation, preview combat headsets allow the user to digest a huge amount of information about their environment including seeing behind them, detecting cloaked opponents, and even seeing a few seconds into the future. When active the preview combat headset grants the user the Evasion and Uncanny Dodge 1 and 2 talents, plus a +4 bonus to Defense. The preview combat headset only works for wearers with a Wisdom of 15 or greater due to internal safeguards, and inflicts one point of Wisdom and Intelligence damage each round it is active as the user's brain is overloaded with data. The headset may be activated or deactivated as a free action.

APPENDIX C: PRE-GENERATED CHARACTERS • • •

The following are pre-generated characters to facilitate the use of this adventure as a demonstration adventure for the Dawning Star campaign setting. They are all 4th level heroes.

♦ DEPARTMENT OF SCIENCE, ARCHAEOLOGY BRANCH, SPECIAL PROCUREMENT TEAM, #23

SPT #23, or the Junk Finders as they are commonly known, are a special detachment of scholars, soldiers, and other individuals that hunt after alien relics in the ruins of Eos. Nominally under the command of Sergeant Susan McGarin of the EDF, the group has little official structure or chain of command. The team was assembled to support the efforts of Professor Nickolas Tane, a promising young archaeologist with some interesting theories about the history of Eos, but he has since become all but overwhelmed by the warriors, trouble-makers, and rogues that have ended up surrounding him. What began as a scholarly group with some soldier escorts has become a company of misfits who usually only conduct scholarly research by accident. As is common on Eos there is rarely enough skilled manpower to go around, meaning SPT #23 has a number of former criminals and other undesirables in its ranks, though they claim to have left their nefarious days behind them. While Professor Tane continually laments the lack of progress made in his studies, the SPT #23 has become involved in a number of other worthwhile ventures, such as rescuing a group of terraformers from a flash flood and helping a velin tribe survive a massive murcow stampede. They have also come into a number of conflicts with the EFL and do not have any great love for the more militant faction-camps.

While the team is supposed to be engaged primarily in Professor Tane's research, they usually end up going wherever the wind blows them. They have a penchant for getting involved in all manner of trouble, from bandits to xenomorph attacks, usually while Professor Tane tries to get some manner of work done. The members of SPT #23 all get along with each other more or less and after their more harrowing adventures trust each other, but this does not stop their good natured bickering, or Professor Tane's constant pleas for them to actually do something with scholarly value.

There are ten characters presented for the characters of SPT #23, and none of them are strictly necessary for the group to function. Players should be allowed to choose what characters have skills or personalities that interest them.

Equipment and Transportation

SPT #23 has either one or two S-15 ground transports depending on the number of characters used. These vehicles are filled with the following equipment:

- 4 backpacks
- 4 explorer outfits
- Deluxe electrical tool kit
- Deluxe evidence kit
- Fast use medkit
- 4 doses of antitox chemical
- 4 doses of sporekill chemical
- Lock pick set
- Deluxe mechanical tool kit
- 2 electro-optical binoculars
- 20 chemical light sticks
- 6 sets of climbing gear
- 2 compasses
- 6 portable glow lamps
- 2 battery flood lights
- 4 gas masks
- GPS receiver
- Portable stove
- Freeze dried rations for 6 for 5 days
- Puritzier
- 6 sleeping bags
- 8 person dome tent
- 500 feet of duracable
- 4 grappler tags
- 4 universal communicators
- 4 spare tires

◆ SERGEANT SUSAN MCGARIN

History

A longtime resident of Red Hill, Susan McGarin bucked the stereotype of Red Hillians being anti-Republic rebels early in her life. Her parents were Republic bureaucrats assigned to the town and had no end of trouble with the rowdy locals who resented the Republic annexing their town. Susan had to deal with being ostracized since she was seen as a Republic stooge in the town. Her only friend as a child was Henry Gass, a troublemaker who hung with Susan as a way to annoy the other kids in Red Hill. Although Henry Gass stayed in Red Hill far after Susan left, they would meet up later in life.

When Susan turned eighteen she joined the Eos Defense Force, eventually serving in Iron Scar and a number of smaller settlements as a military police officer. During these assignments Susan demonstrated strong leadership skills and the ability to react quickly to new situations. When Professor Nickolas Tane requested a military escort for his some of his more adventurous scholarly missions the EDF assigned Susan McGarin as the Professor's military escort and given command over the rag tag group of scholars, outdoorsmen, and warriors that made up SPT #23. While recruiting members for SPT #23 Susan learned her childhood friend Henry Gass was in jail in Dawning Star City for being drunk and disorderly and assault. She used her influence to get him out of jail and the charges dropped as long as he stayed under her supervision, making him one of the members of SPT #23 by default.

While Sergeant McGarin is a skilled marksman, she has taken some melee combat lessons from Skattis, and has begun carrying a velin battle axe with her normal combat equipment for close combat. This has gotten her a few strange looks from other EDF officers, but it has been an effective tool against many a xenomorph.

Personality

A career member of the military, she is the epitome of what a non-commissioned officer should be. Professional but well-liked by those under her command, Sergeant McGarin has little problem retaining her calm under fire, but the antics of the rest of the team often drive her mad. Next to Professor Tane, she is the member of SPT #23 who tries to stay on task the most, but often gets distracted by citizens in distress. She has a strong dislike of faction-campers, and respects the velin but does not understand their ways. Of all the Junk Finders she will be the most driven to find Darla Singh since she is a criminal in the eyes of the Republic.

Goals

Capture Darla Singh and bring her to justice.
Keep everyone in SPT #23 alive.
Help any Republic citizens in distress.

What You Think of the Others:

Henry Gass (Human Gunfighter): A bit annoying at times and has a strong problem with authority, but a good friend and utterly trustable when the chips are down. A good shot too.

Stewart Goyle (Human Security Expert): A bit too curious for his own good, he is an expert in all manner of locks and traps. He lacks discipline and tends to let his curiosity get the better of him.

Yubi (Velin Rancher): A velin who knows much of the wilderness and animals, though less of combat than some velin, or at least that's what he says. He is eager to please, though dangerously so at times.

Professor Nickolas Tane (Human Scientist): A bit annoying due to his lack of military training or mindset, but he is the only other person in the group who seems to understand the purpose of SPT #23. Bookish and standoffish, he is a good man at heart but sometimes it's hard to see it.

Doc Cacanja (Human Doctor): Easy going and relaxed, he is always trying to make sure that the members of SPT #23 get along in addition to healing their physical wounds.

Seshi Lokan (Human Bargainer): The team member who deals with mercantile matters, she is a fast-talker and dealmaker extraordinaire. While you think she came from a less than legal past, she has acquitted herself well thus far.

Cornelia "Corn" Jagarlamudi (Human Technician): The resident technician of SPT #23, she tends to be rather gruff and rude when things don't go exactly according to plan. She does not have an abundance of patience either.

Jack Po (Human Survival Expert): Not many humans on Eos go native, but Jack Po is one of them. A survivor in every sense of the word, he can find water in a desert and food in any environment, though you may not want to know what you're eating.

Skattis (Velin Warrior): A skilled warrior who knows much of the wilderness and survival techniques, but her mystic mumbo jumbo gets a little annoying.

Sergeant Susan McGarin (Strong Hero 3/Field Marshal 1) ◆ CR 4

Medium Humanoid (Human); HD 4d8+4; hp 29; MAS 13; Init +0; Spd 30 ft.; Defense 19, touch 13, flat-footed 19 (+3 class, +6 armor); BAB +4; Grap +6; Atk +6 melee (1d8+4/20/x3, battleaxe), +5 ranged (2d8, EDF-15 Assault rifle) or +4 ranged (2d6, EDF-9 Auto-pistol); Full +6 melee (1d8+4/20/x3, battleaxe), +5 ranged (2d8, EDF-15 Assault rifle) or +4 ranged (2d6, EDF-9 Auto-pistol); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ Leadership; AL Dawning Star Republic, SPT #23; SV Fort +3, Ref +1, Will +3; AP 8; Rep +1; Wealth Bonus +6; Str 15, Dex 10, Con 13, Int 14, Wis 10, Cha 12.

PL Familiarity: 6

Occupation: Law Enforcement

Skills: Diplomacy +8, Drive +3, Intimidate +8, Knowledge (Tactics) +9, Read/Write Language (English), Repair +8, Sense Motive +4, Speak Language (English).

Talents: Melee Smash, Improved Melee Smash.

Feats: Advanced Firearms Proficiency, Archaic Weapons Proficiency, Armor Proficiency (Medium), Personal Firearms Proficiency, Simple Weapons Proficiency, Weapon Focus (EDF-15).

Possessions: EDF-9 Auto-pistol with 5 clips, EDF-15 assault rifle with 5 clips, velin battleaxe, survival knife, medium combat armor, info-comp, 2 fragmentation grenades, universal communicator, night vision goggles, 10 days of rations, compass, survival kit, med-kit.

◆ HENRY GASS, GUNFIGHTER History

Originally from Red Hill, from a young age Henry had a chip on his shoulder and rebelled against anything put against him. He often started fights as a child and his parents, both ranchers who were rarely home did little to discipline himself. While he didn't like the Republic, he found the EFL and its cronies in Red Hill just as annoying, and so considered both factions his enemies. This made him unpopular in Red Hill, and his only friend was Susan McGarin, who now leads SPT #23, and was equally unpopular as a child.

Henry stayed around Red Hill until he was twenty years old, working as a rancher and general laborer since he has little education, ditching school a little more often than he should have. Eventually ranching gave way to rustling after a particularly bad year, and within a few seasons Henry Gass had undergone a transformation into a professional gunfighter. He spent most of his time in the non-EFL faction camps and no-name towns, earning money by providing security for settlements in need or occasionally extra muscle for criminal enterprises. He never killed anyone in a situation that couldn't be construed as self-defense and thus remained out of trouble with the law, until a visit to Dawning Star City where he got rip-snorting drunk and picked a fight with a police officer. Henry was charged with being drunk and disorderly and assault, but was released to the custody of Susan McGarin and thus recruited into SPT #23.

Henry Gass is the best shot out of the members of SPT #23 and while not a particularly strong man, is very fast and is quite capable of handling himself in a fight. He prefers intimidation to outright violence, but when a fight breaks out he goes right to his guns. While he knows that killing people will get him in trouble, particularly with Susan, he finds that overwhelming force is the best way to end a fight, even if it is only the threat of overwhelming force.

Personality

A rebel without a cause, Henry Gass has little love for any sort of authority figure. Since Susan McGarin is his friend and has helped him out he listens to her, but Professor Tane is not so lucky. Cocksure and arrogant, Henry has complete faith in his skills and does not hesitate to demonstrate them. While not a coward, he does not believe that dying for a good cause is a good death, though dying for friends may be worth it. Henry feels a strong urge to prove to Susan than her faith in him is not misplaced, though often has trouble living up to her expectations.

Goals

Demonstrate your superior skills with a firearm.
Rebel against authority.
Prove to Susan McGarin you are worth the trouble she has gone through for you.

What You Think of the Others:

Sergeant Susan McGarin (Human Soldier): An old childhood friend who has stuck out her neck for you, you owe her a lot and want to prove

she made the right decision in getting you out of jail. Still, the loyal soldier attitude of hers grates on you sometimes.

Stewart Goyle (Human Security Expert):

Your rabble-rousing partner in crime, he is not much use in a fight but knows a lot about getting where he's not wanted. Also has a fine appreciation for cigars and other vices that you also have a hankering for.

Yubi (Velin Rancher): A bit too innocent and good natured for your taste, he spends most of his time with Professor Tane and doesn't bother you much.

Professor Nickolas Tane (Human Scientist): An annoying git of a bookworm who thinks he knows how the world works. You work for him now technically, but you don't have to like it.

Doc Cacanja (Human Doctor): He's a bit too relaxed and "can't we all just get along" for your tastes, but he's a good doctor and a nice enough fellow.

Seshi Lokan (Human Bargainer): The group's faceman, she is an expert in talking people into doing what she wants. You suspect she was a conwoman in the past, and push her about this on occasion.

Cornelia "Corn" Jagarlamudi (Human Technician): The resident technician of SPT #23, she tends to be rather gruff and rude when things don't go exactly according to plan. She does not have an abundance of patience either.

Jack Po (Human Survival Expert): Not many humans on Eos go native, but Jack Po is one of them. A survivor in every sense of the word, he can find water in a desert and food in any environment, though you may not want to know what you're eating.

Skattis (Velin Warrior): You don't really get these velin with their strange beliefs and moneyless culture. Heck, they don't even have alcohol, but this one seems okay and is useful in a fight.

Henry Gass (Fast Hero 4) ◆ CR 4

Medium Humanoid (Human); HD 4d8+8; hp 32; MAS 14; Init +7; Spd 30 ft.; Defense 21, touch 18, flat-footed 18 (+3 Dex, +5 class, +3 armor); BAB +3; Grap +4; Atk +4 melee (1d8+1, whipstick), +7 ranged (2d6+2, EDF-9 Auto-pistol); Full +4 melee (1d8+1, whipstick), +7 ranged (2d6+2, EDF-9 Auto-pistol); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ None; AL SPT #23; SV Fort +3, Ref +5 Will +0; AP 7; Rep +1; Wealth Bonus +11; Str 12, Dex 16, Con 14, Int 13, Wis 8, Cha 10.

PL Familiarity: 6

Occupation: Criminal

Skills: Drive +10, Gamble +6, Hide +10, Knowledge (Streetwise) +8, Profession (Gunfighter) +6, Read/Write Language (English), Speak Language (English), Tumble +10.

Talents: Sharpshooter, Improved Sharpshooter

Feats: Armor Proficiency (Light), Improved Initiative, Personal Firearms Proficiency, Quick Draw, Point Blank Shot, Simple Weapons Proficiency.

Possessions: Rough-outs, whipstick, 2 EDF-9 auto-pistols with laser sights and 6 clips, 2 knives, backpack, universal communicator, night vision goggles, fake IDs, rangefinding binoculars, 4 chemical lights, 1 hip holster, 1 concealed holster, 4 days rations.

◆ STEWART GOYLE, SECURITY EXPERT History

The Goyle family is a well respected one in Dawning Star City, well known for its large fortune acquired primarily through early investment and involvement in developing the industries of Dawning Star City. The family had an integral part in putting the Styler Vehicle Plant together, and has received numerous civilian awards for their service to the Republic. But with every family, the Goyles have their black sheep: their youngest child Stewart.

Stewart was involved in the technical aspects of his family's business from a young age, but after falling in with the "wrong crowd" at school used these skills for more nefarious purposes. Not content to live on his allowance Stewart began stealing both through electronic and more traditional means, eventually becoming a self taught expert in a myriad of security systems. While he managed to avoid capture for several years, eventually Stewart was caught by his own father stealing parts from a family-owned warehouse. Needless to say the family was extremely embarrassed, even more so when they learned the extent of Stewart's previous activities. Instead of turning him into the authorities the Goyle family arranged for him to be sent out of town with an archaeological expedition to a ruin site that was known to have active security systems, hoping it would encourage Stewart to more lawful use of his talents. The Goyles have been trying to make restitutions with those Stewart robbed ever since, while he has remained with Professor Tane and SPT #23, helping them overcome what surviving security device they come across.

Personality

Stewart is intensely curious, especially about what is inside places that someone wants him to stay out of, even if that someone is long dead. While he is more interested in the act of bypassing security systems than the loot that is sometime involved, he has developed a fine appreciation for some of the remaining vices on Eos, such as cigars and whiskey. Stewart has little combat training and avoids it when possible. He has little sense of responsibility and tends to forget that his actions often have consequences.

Goals

Get in places you were not meant to go.
Enjoy yourself.

What You Think of the Others:

Sergeant Susan McGarin (Human Soldier): The military commander of the group, you often chafe against her desire to keep everyone together and organized, but when a fight begins you are always glad she is here.

Henry Gass (Human Gunfighter): A bit of a rebel, he is your main confederate in getting into trouble. You provide the brains, he the brawn, and together you can get into a lot of places no one wants you to be.

Yubi (Velin Rancher): A velin trained in wilderness survival and animal husbandry, he seems to avoid you and spend most of his time with Professor Tane.

Professor Nickolas Tane (Human Scientist): The official leader of SPT #23, you've known him for several years now and he is a nice enough guy, just a bit bookish. You know his curiosity equals yours, you just wish he didn't keep it bottled up so much.

Doc Cacanja (Human Doctor): While he's a good doctor he seems a little too interested in trying to get everyone to lead a moral existence, but at least he's relaxed about it.

Seshi Lokan (Human Bargainer): The group's faceman, she is an expert in talking people into doing what she wants. You suspect she was a conwoman in the past, and push her about this on occasion.

Cornelia "Corn" Jagarlamudi (Human Technician): The resident technician of SPT #23, she tends to be rather gruff and rude when things don't go exactly according to plan. She does not have an abundance of patience either.

Jack Po (Human Survival Expert): Not many humans on Eos go native, but Jack Po is one of them. A survivor in every sense of the word, he can find water in a desert and food in any environment, though you may not want to know what you're eating.

Skattis (Velin Warrior): A skill velin warrior, she is very knowledgeable about the various creatures of Eos, and the mystical traditions of the velin.

Stewart Goyle (Fast Hero 3/Infiltrator 1) ◆ CR 4

Medium Humanoid (Human); HD 4d8+4; hp 28; MAS ; Init +3; Spd 35 ft.; Defense 21, touch 18, flat-footed 18 (+3 Dex, +5 class, +3 armor); BAB +2; Grap +2; Atk +2 melee (1d4, survival knife), +5 ranged (2d6, EDF-9 auto-pistol); Full +2 melee (1d4, survival knife), +5 ranged (2d6, EDF-9 auto-pistol); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ Sweep; AL SPT #23; SV Fort +2, Ref +7, Will +0; AP 8; Rep +1; Wealth Bonus +9; Str 10, Dex 16, Con 12, Int 14, Wis 8, Cha 13.

PL Familiarity: 6

Occupation: Criminal

Skills: Disable Device +10, Demolitions +5, Drive +6, Escape Artist +10, Forgery +10, Hide +10, Knowledge (Streetwise) +5, Move Silently +10, Read/Write Language (English), Search +8, Sleight of Hand +9, Speak Language (English).

Talents: Evasion, Increased Speed

Feats: Armor Proficiency (Light), Cautious, Meticulous, Personal Firearms Proficiency, Simple Weapons Proficiency, Stealthy.

Possessions: Survival knife, EDF-9 Auto-pistol with 5 clips, rough-outs, backpack, digital camera, info-comp, night vision goggles, bolt cutter, demolitions kit, lock pick set, multipurpose tool, gas mask, hip holster.

◇ **YUBI, A.K.A. YUBITASKEN,**
VELIN RANCHER

History

Yubitasken, or Yubi to his human friends who find his velin name to be too annoying to pronounce, is from the Black Ice velin tribe located in the northern reaches of Dawnhome. While caring for his tribe's flock of murcows he found several stones buried deep in the ice that covered much of his homeland, stones that the tribal elders said came from the sky. It was seen as a sign, and Yubi was sent to the human lands to bring them the stones and learn of their purpose. Yubi did so faithfully and eventually ended up in the Dawning Star Republic with a handful of meteorites that he gave to the Department of Science. Unfortunately for Yubi the Department of Science has many more interesting things to research than meteors, and his stones were put on the back burner. As he could not return home without knowledge of the stones, Yubi set out to learn of them on his own, but first he found he needed money to live in the human world.

Yubi worked for several years as a rancher, using his natural gift with animals, saving a small nest egg in the process. After earning this savings he returned to Dawning Star City to try and find someone to teach him of the stones, and the person he eventually found was Professor Tane. While Professor Tane told Yubi that the stones were simply rocks from space, Yubi came to believe their purpose was to lead him to Professor Tane for some greater purpose and has since stayed with the Professor despite his protestations.

Personality

Like most velin Yubi is very terse, saving words for when they will have most effect. He is friendly in a quiet sort of way and always works hard to prove his worth. He considers himself insufficiently skilled in combat and often puts himself in danger to prove his bravery to Professor Tane.

Goals

Prove yourself to Professor Tane and the others of SPT #23.

What You Think of the Others:

Sergeant Susan McGarin (Human Soldier): A mighty warrior, you hope to earn her respect in the future.

Henry Gass (Human Gunfighter): While competent in combat, his self interest and troublemaking are not enviable traits and you avoid him when possible.

Stewart Goyle (Human Security Expert): You have little respect for Stewart due to his fear of combat and thieving ways, feeling him to be more trouble than he is worth.

Professor Nickolas Tane (Human Scientist): You follow him as you feel it is your destiny, even if he does not. He is not a very verbal person and often acts annoyed as a defense against showing how he really feels.

Doc Cacanja (Human Doctor): A man trained in the strange medicines of humans, he is a skilled healer and spends as much time trying to heal the social wounds of his patients as their physical wounds.

Seshi Lokan (Human Bargainer): A woman who speaks very well, she handles the money of SPT

#23.

Cornelia "Corn" Jagarlamudi (Human Technician): The resident technician of SPT #23, she tends to be rather gruff and rude when things don't go exactly according to plan. She does not have an abundance of patience either.

Jack Po (Human Survival Expert): Not many humans on Eos go native, but Jack Po is one of them. A survivor in every sense of the word, he can find water in a desert and food in any environment, though you may not want to know what you're eating.

Skattis (Velin Warrior): A fellow velin, she has more battle training than you and has been instructing you in combat.

Yubitasken

(Velin Tough Hero 4) ◇ CR 4

Medium Humanoid (Velin); HD 4d10+12; hp 41; MAS 19; Init +0; Spd 30 ft.; Defense 19, touch 13, flat-footed 19 (+3 class, +6 armor); BAB +3; Grap +5; Atk +5 melee (1d8+2/19-20/x3 or 1d10+2/19-20/x2, kertaff spear), +3 ranged (2d6, EDF-9 Auto-pistol); Full +5 melee (1d8+2/19-20/x3 or 1d10+2/19-20/x2, kertaff spear), +3 ranged (2d6, EDF-9 Auto-pistol); FS 5 ft. by 5 ft.; Reach 5 or 10 ft.; SQ Detect vaasi, low-light vision; AL Professor Tane, Velin Tribal Council; SV Fort +5, Ref +1, Will +3; AP 7; Rep +1; Wealth Bonus +4; Str 14, Dex 10, Con 16, Int 10, Wis 14, Cha 11.

PL Familiarity: 3

Occupation: Ranch-Hand.

Skills: Handle Animal +6, Navigate +3, Ride +5, Survival +12.

Talents: Damage Resistance 1/-, Remain Conscious

Feats: Animal Affinity, Archaic Weapon Proficiency, Armor Proficiency (Medium), Exotic Weapons Proficiency (Kertaff Spear), Guide, Personal Firearms Proficiency, Simple Weapon Proficiency.

Possessions: Velin battle armor, kertaff spear, EDF-9 Auto-pistol with 2 clips, cold weather clothes, rations for 10 days, sky stones, tribal tools.

◆ PROFESSOR NICKOLAS TANE

History

Nickolas Tane is originally from the northwest sector of Dawning Star City, which is not exactly a nice part of town. He grew up playing in the ruins of the Dawning Star itself, pretending to find ancient relics among the discarded air ducts and engine parts of the once great ship. Nickolas Tane excelled in school from a young age and overcame his family's poor economic situation to attend Dawning Star City University, earning a degree in archaeology and a prestigious position at the Department of Science. Unfortunately he did not play politics well and his theories about alien civilizations were considered extreme by other archaeologists, meaning he had trouble making friends and allies within the Department. This led to many digs away from other department members and a lack of support from the Department. This lack of support, particularly security support, led to the founding of SPT #23 with the help of the EDF.

While SPT #23 has been as much of a hindrance as an asset to Professor Tane's work, he has come to trust and actually value the group as friends. While their penchant for getting involved in endeavors other than scholarly ones annoys him, most of the activities they undertake are for the general good, and he has trouble going against such idealism. While on the outside Professor Tane is something of a bookish, slightly snobbish academic, he really wishes he could be as carefree and adventurous as his colleagues.

In his early days with SPT #23 Professor Tane picked up a constant companion in the form of Yubi, a velin who wanted the professor to look at some meteorites he had found. These meteorites were nothing special as far as meteorites go, but Yubi has continued following the Professor around, thinking doing so is somehow his destiny.

Personality

Not a very personable man, Professor Tane has limited people skills and hates explaining himself when people don't understand what he is saying. He is somewhat arrogant and very prickly about his reputation and skills, but is also honest and extremely loyal. He is not a combatant and while he carries a gun, he prefers not to use it if possible.

Goals

Get some scholarly work done for a change.

Find something of suitable academic value to prove to the Department of Science that you should be a valued member.

What You Think of the Others:

Sergeant Susan McGarin (Human Soldier): While the fact she seems to think she is command of SPT #23 at times, she is a sensible individual and a fine soldier. Surprisingly bright for a grunt, and she seems full of hidden skills.

Henry Gass (Human Gunfighter): A rather contemptible fellow with a penchant for alcohol and making trouble, he is a member of your team by virtue of the fact that he is a friend of Sergeant McGarin's.

Stewart Goyle (Human Security Expert): Slightly more useful than Mr. Gass, Mr. Goyle at least is

able to disable the various traps and locks that are sometimes encountered in the ruins of Eos. If only he didn't seem so interested in wealth.

Yubi (Velin Rancher): An unasked for sidekick, he is a dedicated fellow who can take quite a beating and is extremely knowledgeable about the ways of the wilderness. He continually tries to prove himself to you and others, but it's not really necessary.

Doc Cacanja (Human Doctor): A very skilled doctor, he also helps keep the group together by attempting to settle internal disputes. Very relaxed and easy going.

Seshi Lokan (Human Bargainer): A skilled negotiator and businesswoman, she helped you recover some stolen velin relics from a group of grave robbers, though you suspect she was initially working with the grave robbers and had a change of heart. She has been traveling with SPT #23 since, and has proven trustworthy if a little greedy.

Cornelia "Corn" Jagarlamudi (Human Technician): The resident technician of SPT #23, she tends to be rather gruff and rude when things don't go exactly according to plan. She does not have an abundance of patience either.

Jack Po (Human Survival Expert): Not many humans on Eos go native, but Jack Po is one of them. A survivor in every sense of the word, he can find water in a desert and food in any environment, though you may not want to know what you're eating.

Skattis (Velin Warrior): A skill velin warrior, she is very knowledgeable about the various creatures of Eos, and the mystical traditions of the velin.

Professor Nickolas Tane

(Smart Hero 3/Field Scientist 1) ◆ CR 4

Medium Humanoid (Human); HD 3d6+1d8+4; hp 25; MAS 12; Init +1; Spd 30 ft.; Defense 18, touch 15, flat-footed 14 (+4 Dex, +1 class, +3 armor); BAB +1; Grap +1; Atk +1 melee (1d4, survival knife), +2 ranged (2d6, EDF-9 Auto-pistol); Full +1 melee (1d4, survival knife), +2 ranged (2d6, EDF-9 Auto-pistol); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ Smart Defense; AL Dawning Star Republic, SPT #23; SV Fort +3, Ref +3, Will +4; AP 8; Rep +1; Wealth Bonus +8; Str 10, Dex 12, Con 13, Int 16, Wis 14, Cha 8.

PL Familiarity: 6

Occupation: Academic

Skills: Computer Use +9, Decipher Script +12, Drive +4, Investigate +10, Knowledge (Earth and Life Sciences) +10, Knowledge (History) +12, Knowledge (Physical Sciences) +10, Knowledge (Technology) +12, Read/Write Language (English, Latin, Mandarin Chinese, Velin), Repair +9, Research +12, Search +10, Speak Language (English, Latin, Mandarin Chinese, Velin),.

Talents: World Knowledge, Improved World Knowledge

Feats: Armor Proficiency (Light), Educated, Personal Firearms Proficiency, Simple Weapons Proficiency, Studious.

Possessions: Rough-outs, survival knife, EDF-9 Auto-pistol with 3 clips, info-comp, deluxe evidence kit, multipurpose tool, flashlight, GPS receiver, 2 days of rations, notes and papers.

◆ Doc CACANJA History

Doc Cacanja's parents were both medics on one of the escort ships that reached Eos along with the Dawning Star, and he spent most of his early years on that ship as it ran cargo and emergency missions across the planet's surface. Doc Cacanja grew up holding saline drips and staunching wounds, learning medical skills first hand as opposed to structured schooling. He has spent most of his adult life serving as the town doctor in various no-name towns around the Republic and has a lot of first hand experience with battle injuries. He joined up with SPT #23 after they helped save a barter jack convoy he was traveling with from a xenomorph attack during a snow storm, figuring the members of SPT #23 needed a doctor more than a bunch of merchants.

Ever since joined SPT #23, Doc Cacanja has become the ever-mellow peacemaker of the group, always working to keep everyone on friendly and healthy. He has only been moderately successful, but has become a valued member of the group and saved everyone's life at least once.

Personality

Well meaning and almost always smiling, Doc Cacanja is an extremely easy going man who rarely seems rushed or stressed. Believing that mindset has a lot to do with health he tries to keep everyone happy even in the darkest of times. While he doesn't know much about alien ruins or fighting, he gives everything his best and tends to give his opinion on anything that the group comes across, regardless of if he knows anything about it.

Goals

Keep everyone getting along.
Keep everyone alive.

What You Think of the Others:

Sergeant Susan McGarin (Human Soldier): The military commander of SPT #23. A good leader, she seems to usually welcome your advice and values your company.

Henry Gass (Human Gunfighter): A good natured fellow but a troublemaker, you hope someday you can convince him that making trouble for the sake of making trouble is not necessarily a good thing.

Stewart Goyle (Human Security Expert): While a rude man would call him a thief, you think of him more as misguided.

Yubi (Velin Rancher): An expert with animals and outdoors, he can take a beating like few men you have seen. He seems to be continually seeking out the approval of others, so you've been trying to teach him to be happy with himself instead of seeking it in others.

Professor Nickolas Tane (Human Scientist): The leader of SPT #23, Nickolas is a bookish fellow with few people skills but a good heart.

Seshi Lokan (Human Bargainer): The mercantile expert for SPT #23, she is an excellent bargainer, but also a fast-talker and conwoman. You're pretty sure there are darker things in her past, but she has thus far been a valuable member of the group.

Cornelia "Corn" Jagarlamudi (Human Technician): The resident technician of SPT #23, she tends to be rather gruff and rude when things don't go exactly according to plan. She does not have an abundance of patience either, something you've been trying to help her with. She just needs to relax.

Jack Po (Human Survival Expert): Not many humans on Eos go native, but Jack Po is one of them. A survivor in every sense of the word, he can find water in a desert and food in any environment, though you may not want to know what you're eating. A good man who lives a simple but fulfilling life.

Skattis (Velin Warrior): A skill velin warrior, she is very knowledgeable about the various creatures of Eos, and the mystical traditions of the velin. A bit stuck up at times, but very in tune with herself.

Doc Cacanja (Dedicated Hero 3/Field Medic 1) ◆ CR 4

CR 4; Medium Humanoid (Human); HD 3d6+1d8+4; hp 23; MAS 12; Init +0; Spd 30 ft.; Defense 16, touch 13, flat-footed 13 (+3 class, +3 armor); BAB +2; Grap +1; Atk +1 melee (1d8-1, whipstick), +2 ranged (2d6, EDF-9 Auto-pistol); Full +1 melee (1d8-1, whipstick), +2 ranged (2d6, EDF-9 Auto-pistol); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ Medical Expertise +1; AL Dawning Star Republic, SPT #23; SV Fort +5, Ref +1, Will +6; AP 8; Rep +2; Wealth Bonus +11; Str 8, Dex 10, Con 12, Int 13, Wis 16, Cha 14.

PL Familiarity: 6

Occupation: Doctor

Skills: Craft (Pharmaceutical) +9, Diplomacy +4, Drive +3, Knowledge (Earth and Life Sciences) +7, Knowledge (Theology and Philosophy) +3, Read/Write Language (English, Swahili, Velin), Sense Motive +9, Speak Language (English, Swahili, Velin), Spot +9, Survival +5, Treat Injury +13.

Talents: Healing Knack, Healing Touch

Feats: Armor Proficiency (Light), Medical Expert, Personal Firearms Proficiency, Simple Weapons Proficiency, Surgery,

Possessions: Rough-outs, EDF-9 Auto-pistol with 3 clips, whipstick, display glasses, 2 doses of antitox chemical, 2 doses of neutrad chemical, 2 doses of sporekill chemical, advanced medkit, fast-use medkit, universal communicator.

◆ Seshi Lokan, BARGAINER

History

If you ask Seshi Lokan, she is one of the illegitimate children of the original Barter Jack, the near mythic figure of Republic legend who kept many a remote settlement supplied in the earliest days of the colony. In truth she's from the faction-camp of Steel End, but within the Republic that does not get her a very warm welcome considering Steel End is one of the most militant members of the EFL. While Seshi Lokan is from Steel End, she spent most of her life on the road as a merchant, swindler, gambler, or thief depending on her preferences at the time. She has a number of warrants for her arrest in the Republic and the major faction-camps, but these are all for her various aliases. For the last few years, since joining SPT #23, she has gone legit and used her real name, and hopes stay that way for the rest of her life. Having finally found a surrogate family, she has no plans on leaving SPT #23 or letting it fall apart.

Seshi Logan joined SPT #23 after helping Professor Tane track down a number of relics that were stolen from a velin gravesite, although initially she was helping the grave robbers. Doing the right thing, turning in her business partners, felt good to Seshi and she hung around with the Professor ever since. While she tries to stay on the straight and narrow, she is constantly tempted to make a quick buck on the side, usually by Henry Gass or Stewart Goyle, the two other miscreants in the group. Unfortunately working as part of SPT #23 does not mean a lot of income, and sometimes the profit on the side is just so tempting.

Personality

Extremely outgoing and friendly, Seshi Lokan tries to befriend everyone she meets, but more so she can sell them something later if necessary than out of friendship. She has a hard time dropping out of salesman mode, though she can usually relax with the rest of SPT #23. In combat she usually tries to stay out of the way of the more combat trained individuals while still doing her part.

Goals

Try to stay on the straight and narrow, but sometimes profit is so hard to resist.

Make sure everyone in SPT #23 has the equipment they require.

What You Think of the Others:

Sergeant Susan McGarin (Human Soldier):

The military leader of SPT #23, she is a by-the-books soldier but still a nice person. You fear disappointing her.

Henry Gass (Human Gunfighter): A troublemaker who often tempts you with his trouble, he is more interested in rebellion than profit. The only person he really listens to is Sergeant McGarin.

Stewart Goyle (Human Security Expert): You've seen his type before: a thief on the run. He is an expert on security systems and sneaking into places, sometimes tempting you with schemes of ill-gotten goods.

Yubi (Velin Rancher): Really tough even for a velin, he is an expert in survival skills and dealing with animals.

Professor Nickolas Tane (Human Scientist):

The leader of SPT #23, he got you involved in SPT #23 in the first place and you are very loyal to him. While he is bookish and something of a snob, he can be a nice guy.

Doc Cacanja (Human Medic): The group's medical expert, while you appreciate his laid back attitude his lack of ambition you just don't get. But he's good at patching holes in people.

Cornelia "Corn" Jagarlamudi (Human Technician):

The resident technician of SPT #23, she tends to be rather gruff and rude when things don't go exactly according to plan. She does not have an abundance of patience either.

Jack Po (Human Survival Expert): Not many humans on Eos go native, but Jack Po is one of them. A survivor in every sense of the word, he can find water in a desert and food in any environment, though you may not want to know what you're eating.

Skattis (Velin Warrior): A skill velin warrior, she is very knowledgeable about the various creatures of Eos, and the mystical traditions of the velin.

Seshi Lokan

(Charismatic Hero 3/Barter Jack 1) ◆ CR 4

Medium Humanoid (Human); HD 3d6+1d8; hp 20; MAS 10; Init +1; Spd 30 ft.; Defense 16, touch 13, flat-footed 15 (+1 Dex, +2 class, +3 armor); BAB +1; Grap +0; Atk +0 melee (1d3 electricity + stun, stun gun), +4 ranged (2d6, EDF-12 submachinegun); Full +0 melee (1d3 electricity + stun, stun gun), +4 ranged (2d6, EDF-12 submachinegun); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ Big Money, Region Familiarity (Greenville); AL SPT #23; SV Fort +5, Ref +3, Will +3; AP 8; Rep +4; Wealth Bonus +15; Str 8, Dex 12, Con 10, Int 14, Wis 13, Cha 16.

PL Familiarity: 6

Occupation: Entrepreneur

Skills: Barter +12, Bluff +10, Diplomacy +10, Drive +5, Gather Information +9, Intimidate +10, Knowledge (Business) +9, Knowledge (Streetwise) +8, Profession (Trader) +10, Read/Write Language (English), Sense Motive +5, Speak Language (English).

Talents: Bargain Mastery, Improved Bargain Mastery.

Feats: Armor Proficiency (Light), Great Fortitude, Master Trader, Personal Firearms Proficiency, Simple Weapon Proficiency.

Possessions: Rough-outs, stun gun, mastercrafted EDF-12 submachinegun with 5 clips, info-comp, fake IDs, compass, 5 days rations, survival kit, night vision goggles, universal communicator, portable condenser, heads up display in display glasses, smart-link on EDF-9, hand held navigator, 3 fragmentation grenades, 3 tangle grenades, portable environment generator, portable glow lamp, motion sensor.

♦ CORNELIA "CORN" JAGARLAMUDI, TECHNICIAN

History

Usually referred to as Corn, Cornelia Jagarlamudi was born in Iron Scar, the child of mining engineers who helped manage the Republic mining operations in the region. She grew up in Iron Scar working in a machine shop owned by her uncle, learning from an early age the ins and outs of technology. She eventually applied to join the EDF as a technician and served with a number of armored units before mustering out to help her uncle try and rebuild a crashed alien spaceship he had found buried near Iron Scar. While on this project she ran into SPT #23 after they followed a signal the ship began sending out, and then SPT #23 helped Corn and her uncle fight off a group of relic hunters who tried to claim jump the ship. After that Corn's uncle turned the ship over to the Department of Science and Corn signed on with SPT #23 to become their resident technician.

Since joining SPT #23 Corn has learned a great deal about the world beyond machines, but still has a lot to learn. She has spent much of her time trying to learn about alien technology from Professor Tane, but with only limited success.

Personality

Gruff to the point of rudeness, Corn cannot abide laziness, incompetence, or inefficiency. When it comes to working with technology it is her way or no way, though she will readily admit she is not well skilled in areas such as combat and leaves it up to others to lead. Corn is very curious about new technologies, but hides it behind a gruff exterior and constantly denies being overly curious.

Goals

Learn about alien technology.
Make sure things get done right.

What You Think of the Others:

Sergeant Susan McGarin (Human Soldier): The military leader of SPT #23, she is a good leader and can effectively get the team motivated.

Henry Gass (Human Gunfighter): A rather rude and often lazy fellow with a penchant for alcohol and making trouble, he is a member of the team by virtue of the fact that he is a friend of Sergeant McGarin's.

Stewart Goyle (Human Security Expert): Slightly more useful than Mr. Gass, Mr. Goyle at least is able to disable the various traps and locks that are sometimes encountered in the ruins of Eos. Still sort of lazy.

Yubi (Velin Rancher): Yubi is a dedicated fellow who can take quite a beating and is extremely knowledgeable about the ways of the wilderness. He works extremely hard at all times.

Professor Nickolas Tane (Human Scientist): The leader of SPT #23, he knows more of the theory behind technology but doesn't have the hands on knowledge you do. While he is bookish and something of a snob, he can be a nice guy.

Doc Cacanja (Human Doctor): A very skilled doctor, he also helps keep the group together by

attempting to settle internal disputes. Very relaxed and easy going, though still a dedicated worker.

Seshi Lokan (Human Bargainer): A skilled negotiator and businesswoman, she would rather talk her way into money than earn it. She has her uses when acquiring equipment, but the rest of the time she is rarely productive.

Jack Po (Human Survival Expert): Not many humans on Eos go native, but Jack Po is one of them. A survivor in every sense of the word, he can find water in a desert and food in any environment, though you may not want to know what you're eating.

Skattis (Velin Warrior): A skill velin warrior, she is very knowledgeable about the various creatures of Eos, and the mystical traditions of the velin.

Cornelia "Corn" Jagarlamudi (Smart Hero 3/Techie 1) ♦ CR 4

Medium Humanoid (Human); HD 4d6+8; hp 27; MAS 14; Init +1; Spd 30 ft.; Defense 16, touch 13, flat-footed 15 (+1 Dex, +2 class, +3 armor); BAB +2; Grap +3; Atk +3 melee (1d6+1, oversized wrench), +4 ranged (2d6, EDF-9 Auto-pistol); Full +3 melee (1d6+1, oversized wrench), +4 ranged (2d6, EDF-9 Auto-pistol); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ Jury Rig +2; AL Dawning Star Republic, SPT #23; SV Fort +3, Ref +2, Will +6; AP 8; Rep +1; Wealth Bonus +10; Str 13, Dex 12, Con 14, Int 16, Wis 10, Cha 8.

PL Familiarity: 6

Occupation: Technician

Skills: Computer Use +12, Craft (Electronic) +10, Craft (Mechanical) +10, Craft (Structural) +9, Demolitions +10, Disable Device +9, Drive +5, Knowledge (Physical Sciences) +10, Knowledge (Technology) +10, Profession (Technician) +2, Read/Write Language (English), Repair +12, Search +9, Speak Language (English), Treat Injury +3.

Talents: Identify Alien Technology, Utilize Alien Technology.

Feats: Armor Proficiency (Light), Gearhead, Iron Will, Personal Firearms Proficiency, Simple Weapons Proficiency.

Possessions: Rough-outs, EDF-9 auto-pistol with 3 clips, deluxe electrical tool kit, deluxe mechanical tool kit, belt-comp with advanced App-3 program, demolitions kit, chemical kit, duct tape, medkit, lockpick set, multipurpose tool, backpack, flashlight, portable glow lamp, universal communicator, gas mask, display glasses with HUD targeting software.

◆ JACK PO, OUTDOORSMAN

History

Jack Po's parents were surveyors that were part of the terraforming efforts on Eos, serving as surveyors until they were killed by a group of Dawson dragons when Jack was still very young. Jack ended up being raised after this event by a number of other families involved in the terraforming efforts, but in his teenage years he became extremely rebellious and eventually ran away from home to live in the wilds of Eos. He spent most of his later teenage years and early adult years living on the edges of civilization, occasionally working as a rancher or guide. In the last few years he spent much of his time with the velin, and knows a great deal about their culture and ways.

Jack met up with SPT #23 while they were taking shelter from a flash flood and helped them survive the encounter by leading them to high ground. He has hung around ever since, but usually parted company with the group when they head into big cities. Jack disappears for long stretches at a time off spending time in the wild, but seems to have a knack for finding his way back to SPT #23. While the velin in the group are skilled in the ways of survival, Jack is the group expert and provides much of the food and shelter when SPT #23 is beyond the bounds of civilization. Unfortunately the rest of the group does not always agree with his definition of food.

Personality

To most humans Jack Po is an enigma. He is a man who has given up many aspects of civilization to live in the wild because he finds it more comforting there. Most look at him and see a smelly, dirty, uneducated man with no real job, while Jack sees himself as a man who lives by his wits and his own skills instead of relying on others. Jack is strongly interested in learning more about this world and its creatures, including its history, in the hopes of better understanding it.

Goals

Help the rest of SPT #23 survive.
Better understand the world of Eos.

What You Think of the Others:

Sergeant Susan McGarin (Human Soldier): The military leader of SPT #23, she is a good leader and can effectively get the team motivated. She doesn't understand you, but appreciates your skills.

Henry Gass (Human Gunfighter): A rather rude and often lazy fellow with a penchant for alcohol and making trouble, he is a member of the team by virtue of the fact that he is a friend of Sergeant McGarin's. He seems to think you're off your rocker.

Stewart Goyle (Human Security Expert): Slightly more useful than Mr. Gass, Mr. Goyle at least is able to disable the various traps and locks that are sometimes encountered in the ruins of Eos. Still sort of lazy. He seems to think you're off your rocker.

Yubi (Velin Rancher): Yubi is a dedicated fellow who can take quite a beating and is extremely knowledgeable about the ways of the wilderness. He works extremely hard at all times.

Professor Nickolas Tane (Human Scientist): The leader of SPT #23, you don't take much to his book learning and school talk. While he is

bookish and something of a snob, he can be a nice guy.

Doc Cacanja (Human Doctor): A very skilled doctor, he also helps keep the group together by attempting to settle internal disputes. Very relaxed and easy going.

Seshi Lokan (Human Bargainer): A skilled negotiator and businesswoman, she would rather talk her way into money than earn it. She has her uses when acquiring equipment, but knows little of the world beyond money and people.

Cornelia "Corn" Jagarlamudi (Human Technician): The resident technician of SPT #23, she tends to be rather gruff and rude when things don't go exactly according to plan.

Skattis (Velin Warrior): A skill velin warrior, she is very knowledgeable about the various creatures of Eos, and the mystical traditions of the velin.

Jack Po

(Human Survivor 3/Dedicated Hero 1) ◆ CR 4

Medium Humanoid (Human); HD 3d8+1d6+12; hp 35; MAS 16; Init +1; Spd 30 ft.; Defense 17, touch 14, flat-footed 16 (+1 Dex, +3 class, +3 armor); BAB +2; Grap +3; Atk +3 melee (1d6+1, machete), +3 ranged (2d8, Brase hunting rifle); Full +3 melee (1d6+1, machete), +3 ranged (2d8, Brase hunting rifle); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ Adaptable, Last Man Standing, Survival Instinct; AL SPT #23; SV Fort +6, Ref +3, Will +8; AP 7; Rep +1; Str 12, Dex 13, Con 16, Int 10, Wis 16, Cha 9.

PL Familiarity: 6

Occupation: Nomad

Skills: Climb +7, Listen +9, Knowledge (Species (Velin)) +3, Navigate +6, Search +6, Sense Motive +4, Speak Language (English, Velin), Spot +9, Survival +15, Treat Injury +9.

Talents: Intuition.

Feats: Armor Proficiency (Light), Guide, Iron Will, Personal Firearms Proficiency, Point Blank Shot, Simple Weapon Proficiency.

Possessions: Velin hunter armor, Brase hunting rifle with 23 rounds, machete, survival knife, 5 days of rations, survival kit, flashlight, survival knife, 50 feet of duracable, climbing kit, portable condenser.

♦ SKATTIS, VELIN WARRIOR

History

Skattis was born under a double full moon, an auspicious sign among the velin. From a young age she was trained in the spiritual beliefs of the velin under the assumption she would one day become a shaman or seer within the tribes, but instead when she came of age Skattis chose to become a warrior. She trained with the velin guardians ever since, learning much of the legends of the vaasi and the mystical beliefs of her people along with her combat training. When Skattis reached adulthood the tribal elders sent her out from the tribe to travel Eos and learn of it, only returning to the tribe when she felt she had gained true wisdom. She has now been wandering for five years, and in that time has become embroiled in all manner of battles and adventures. For the past two years she has been traveling with SPT #23, joining the group after helping them deal with a group of velin grave robbers.

Within SPT #23 Skattis is something of an outsider, not socializing well with humans and making them uncomfortable with that they see as "mystic non-sense." Skattis is confident enough in her beliefs that this does not bother her, and she attempts to bring what wisdom she can to her fellows.

Personality

Quiet as mote velin are, Skattis always tries to find a deeper meaning in the events that surround her. While not everything has a supernatural cause or is some part of a greater destiny, Skattis tries to understand the universe as a whole and how its many parts work together to create this experience that is life. Despite this rumination she is a warrior and is not at all bothered by using violence when called upon.

Goals

Better understand the universe and your place in it.
Keep your fellows in SPT #23 safe, and help them grow wise if possible.

What You Think of the Others:

Sergeant Susan McGarin (Human Soldier): The military leader of SPT #23, she is a good leader and can effectively get the team motivated. She has been learning some combat skills from you and is very patient when listening to your beliefs.

Henry Gass (Human Gunfighter): A rather rude and often lazy fellow with a penchant for alcohol and making trouble, he is a member of the team by virtue of the fact that he is a friend of Sergeant McGarin's. While he seems to respect your skills, he dismisses all your beliefs as being ridiculous.

Stewart Goyle (Human Security Expert): Slightly more useful than Mr. Gass, Mr. Goyle at least is able to disable the various traps and locks that are sometimes encountered in the ruins of Eos.

Yubi (Velin Rancher): A fellow velin, Yubi is a dedicated student of nature who can take quite a beating and is extremely knowledgeable about the ways of the wilderness. He works extremely hard at all times, though he does not walk the warrior's path as you do.

Doc Cacanja (Human Doctor): A very skilled doctor, he also helps keep the group together by attempting to settle internal disputes. A wise man, he

knows much of healing and harmony in this world.

Professor Nickolas Tane (Human

Scientist): The leader of SPT #23, you honor his search for knowledge but fear that he seeks knowledge without seeking truth. While he is bookish and something of a snob, he can be a nice guy.

Seshi Lokan (Human Bargainer): What the humans call as negotiator, she talks her way around problems rather than solving them herself. While you can admire her leadership skills, she is not a warrior and seems overly concerned with material possessions.

Cornelia "Corn" Jagarlamudi (Human Technician): The resident technician of SPT #23, she tends to be rather gruff and rude when things don't go exactly according to plan.

Jack Po (Human Survival Expert): Not many humans on Eos go native, but Jack Po is one of them. A survivor in every sense of the word, he can find water in a desert and food in any environment, though you may not want to know what you're eating. He knows much of the velin and their ways.

Skattis

(Velin Warrior 3/Velin Guardian 1) ♦ CR 4

Medium Humanoid (Human); HD 4d8+12; hp 36; MAS 20; Init +0; Spd 30 ft.; Defense 21, touch 13, flat-footed 21 (+3 class, +8 armor (+5 when not using shield)); BAB +4; Grap +6; Atk +7 melee (1d6+1d6 acid+3, bazer blade), +4 ranged (1d6+2, velin hunting bow or velin throwing blade); Full +7 melee (1d6+1d6 acid+3, bazer blade), +4 ranged (1d6+2, velin hunting bow or velin throwing blade); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ Guardian reputation, improved detect vaasi, low light vision, Oathbound (Velin Tribal Council), tribal collective memory, wilderness training; AL Velin Tribal Council, SPT #23; SV Fort +6, Ref +1, Will +4; AP 8; Rep +0; Str 16, Dex 10, Con 17, Int 12, Wis 14, Cha 8.

PL Familiarity: 3

Occupation: Hunter

Skills: Hide +9 (+6), Knowledge (Theology and Philosophy) +3, Move Silently +9 (+6), Survival +13.

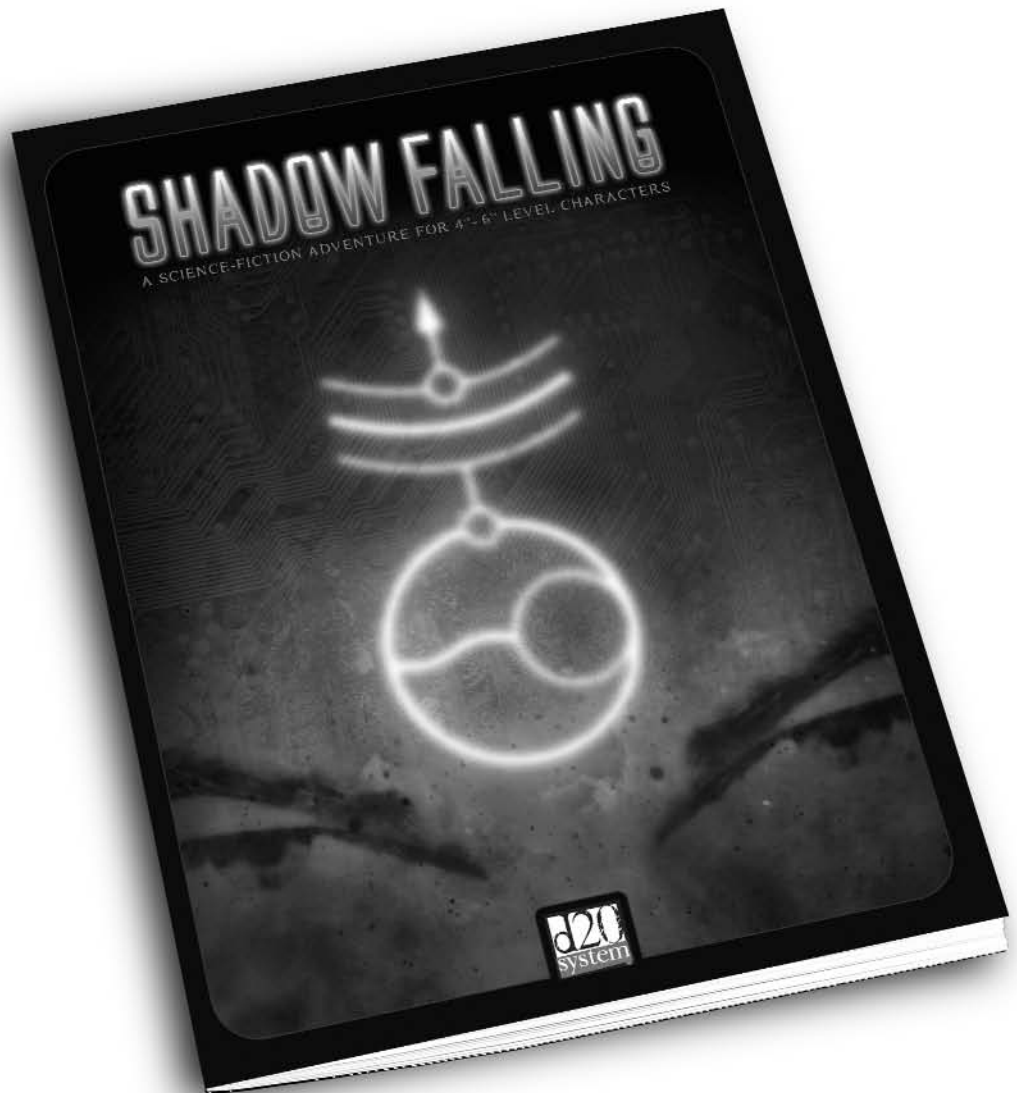
Talents: None.

Feats: Archaic Weapon Proficiency, Armor Proficiency (Medium), Exotic Weapon Proficiency (Bazer Blade), Improved Damage Threshold, Oathbound (Velin Tribal Council), Simple Weapon Proficiency, Stealthy, Weapon Focus (Bazer Blade).

Possessions: Velin battle armor, velin battle shield, bazer blade, 4 velin throwing blades, velin hunting bow, 5 days of rations.



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