

DRAGONSTAR™



FREE PREVIEW

20
system™

DRAGONSTAR

THE GALAXY

...an ocean of stars stretching across the vastness of space, home to great civilizations built on the twin pillars of magic and science.

THE GREAT WAR

...a titanic conflict that raged across the stars and devoured worlds whole as untold legions of dragons battled for supremacy.

THE ANCIENT PACT

...a truce forged of hope and desperation, giving birth to an empire ruled in a line of succession by the most powerful elders of the dragon clans.

THE NEW EMPEROR

...the great red wyrm assumes the Golden Throne after five millennia of peace.

THE FUTURE

...a dark and unknown horizon, as unrest grows on a million worlds and countless races suffer under the tyrannical rule of the new emperor.

Welcome to **Dragonstar**, a boundless universe of magic and machine, science and sorcery. Intrepid adventurers explore the Outlands in starships powered by fusion fire and arcane rituals. Dwarfven prospectors work veins of pure adamantite in remote asteroid belts, and elven loremasters conduct secret experiments in living space stations. Grizzled mercenaries augment their bodies with bioengineered spellware, and orc raiders armed with pulse lasers massacre innocents on isolated colony worlds.

Dragonstar is a unique space-fantasy campaign setting for the d20 System, coming this fall from Fantasy Flight Games. Written by veteran designers Matt Forbeck and Greg Benage, **Dragonstar** will be released in two hardcover volumes: the *Starfarer's Handbook* and the *Galaxy Guide*. Prepare to take your adventure to the stars!

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ESCAPE FROM ELYSIUM

Escape from Elysium is a short, standalone adventure designed to introduce players and DMs to the **Dragonstar** universe. Included are three pre-generated characters and all the information you'll need to run the adventure using the d20 System core rulebooks. The adventure offers a few peeks into some of the dark and secret corners of the **Dragonstar** campaign setting, so don't read any further unless you're the DM!

ADVENTURE BACKGROUND

Ever since the great red wyrm Mezzenbone assumed the Golden Throne, a loosely organized resistance movement has been growing among the oppressed races of the galaxy. Largely confined to secret bases and covert organizations operating in the Outlands worlds lightly governed by the benevolent and freedom-loving brass and copper dragon clans, the resistance has nevertheless become strong enough to begin actively—if quietly—opposing the Empire.

The PCs are three such freedom fighters. Drawn to the resistance for different reasons and from different pasts, they are playing a minor role in one of the first battles of a brewing covert war.

The resistance can never hope to match the Empire's technological resources. However, the leaders of the resistance hope that magic is something of an equalizer. Magic cannot be mass-produced. Magical research and invention typically requires a single spellcaster with vision, skill, and persistence who is willing to sacrifice some measure of his own life force to his work.

One such individual, a brilliant wizard named Lucius Deneven, has developed a new weapon that could aid the resistance in some small way in its fight against evil and tyranny. This weapon is an arcane technological device, a sophisticated hybrid of magic and machine that Lucius calls a *darkseeker*.

The *darkseeker* is a miniature rocket designed to be fired from a conventional gyrojet weapon. The rocket is driven by a solid propellant and equipped with an electronic guidance system and maneuvering fins that allow it to alter course in flight. Due to a number of design limitations, gyrojet weapons are uncommon in the Empire. The feature that gives the *darkseeker* its name, however, makes it a promising development for the resistance: The *darkseeker rocket* is enchanted to detect and home-in on evil targets.

The resistance hopes that enough of the *darkseeker rockets* can be produced to provide its covert warriors with some small advantage in their fight against the daunting forces of the Empire. Such weapons will make even largely untrained recruits effective marksmen against the right targets. The lack of popularity of gyrojet weapons will even work in the resistance's favor, as they will be able to acquire them at very low prices from eager arms dealers and gunrunners across the Outlands.

With the assistance of a dwarven gunsmith and devoted cleric, Lucius enchanted a military-grade gyrojet rifle to serve as the test platform for the *darkseeker rockets*. This holy weapon is

a sophisticated and expensive piece of hardware that Lucius knows the resistance will never be able to produce in quantity: He simply wanted to be sure that the weapon used to fire the *darkseekers* could be ruled out as a possible cause of any defects or limitations.

The PCs have been assigned to transport the weapon safely from Lucius' homeworld to a resistance base in the Kadimin system, hundreds of light-years away. The modular weapon is disassembled and stored with five 20-round ammunition magazines in an electronically and *arcane locked* titanium case. The characters have been instructed not to open the case and have not been given the keypad combination for the electronic lock. Opening it requires an Open Lock check (DC 25) by a character with the Technical Proficiency feat. All of the PCs in this adventure are from imperial worlds and have the Technical Proficiency feat; however, Salassa is the only one with the necessary skill and equipment to open the lock. The arcane lock can only be opened with a *dispel magic* or *knock* spell, as usual.

The characters have booked passage aboard the starliner *Elysium* for the long voyage to the Kadimin system. They have a single cabin with four bunks on the Nebula Deck, which offers affordable if somewhat confined 10 ft. by 20 ft. berths. The trip from the inner system to a safe jump point at the outer edge of the solar system takes several days, and the characters have had plenty of time to get acquainted with the ship.

PIRATE ATTACK!

Escape from Elysium is set up as a race against time, a running battle in which the PCs must make their way across the Nebula Deck and reach the ship's escape pods before being killed or captured by the attackers. To begin the adventure, simply read or paraphrase the following text.

There are three orc mercenaries in the corridor (see stats at the end of the scenario). They are posing as pirates—and in truth, they have done some freebooting in their day—and they have been hired by the Imperial Police to attack the *Elysium*. There's no way for the characters to know it, but this whole crisis centers on them: The Imperial Police have discovered the existence of the resistance movement and their *darkseeker*

You are members of a covert resistance cell and you've been charged with transporting a valuable package to a hidden base in the Kadimin system. You weren't told what is in the electronically and magically locked titanium case, but you figure it must be pretty important. You've booked passage on the starliner *Elysium* for the long voyage.

Interstellar ships like the *Elysium* jump between the stars instantaneously using powerful magic, but it takes several days to travel under conventional acceleration from the inner planets to a safe jump point at the outer edge of the star system. During that time, you've had ample opportunity to get to know the ship. While your cabin on the Nebula Deck is a far cry from the penthouse suites you read about on the ship's network, it's still quite comfortable, if a little confined.

You've been aboard for the better part of two days when

trouble arrives. You're relaxing in your cabin, anxiously passing the time before the jump, when an alarm chime sounds on the cabin's computer console. The message freezes the blood in your veins:

Attention all passengers, this is the captain speaking. It is my unwelcome duty to inform you that the Elysium has come under attack by an unidentified hostile party. Attempts to hail the attacking vessels have been unsuccessful. Please stay calm and remain in your cabins until this crisis has been resolved.

Moments after the message ends, you feel the first explosions shudder through the ship. Somewhere far away, alarm klaxons begin to sound. The cabin's lights dim and flicker ominously. After what seems like hours, the explosions stop and the ship is quiet but for the harsh blaring of the emergency alarms.

Suddenly, the cabin door unlocks and slides open. An obviously panicked security officer is standing in the doorway, his laser pistol out of its holster and held at his side.

"He...hello, my name is Officer Ridgewell, with sh...ship security. I was sent to warn you! Pirates have crippled and boarded the ship. You have to get to the escape pods! They've come..."

The young man's warning is cut short as a blaster pulse tears through his body. Eyes glazing, he crumples to the ground. Hulking figures are visible in the corridor outside the cabin.

weapon and have attacked the starliner to apprehend the couriers and capture the prototype.

As soon as Officer Ridgewell is shot, have the players make initiative checks. The orcs have been ordered to capture the characters alive, and they'll make at least a token effort to do so. The first will shoulder his way into the door, level his blaster rifle, and command the characters to surrender. That is, of course, if he is given the opportunity.

ESCAPE!

Once the characters have dealt with the orcs, they will presumably heed the dead security officer's advice and make a run for the escape pods in the aft section of the Nebula Deck.

As the characters make their way to the escape pods, feel free to throw more squads of orc mercenaries their way, identical to those in the previous encounter. The characters' progress might also be delayed by encounters with wounded crewmen and hysterical passengers.

When the characters reach the emergency bay holding the escape pods, 10 more orcs will be waiting for them.

The attackers have taken the *Elysium's* bridge and are in control of the ship's computer network. Using the security cameras mounted throughout the corridors in the ship (Spot DC 25, Search DC 20; cameras are marked with dots on the map), the orcs have been monitoring the characters' progress. The mercenaries will be ready for them unless they have disabled or

bypassed the cameras they pass (Technical Proficiency, Disable Device DC 20).

Assuming the orcs are prepared for the characters, they will have taken cover behind the large equipment lockers in the escape pod bay. The lockers count as one-half cover. Knowing that their lives depend on preventing the characters' escape, the orcs will shoot to kill.

CONCLUDING THE ADVENTURE

If the characters defeat the last group of orc mercenaries, they will be able to get to the escape pods. Unfortunately, they will discover that the attackers have locked out the control systems and they can't get into the pods, let alone launch them. There is a network terminal in the bay, but gaining access to the control systems requires a Use Computer check (DC 20). If the check is successful, the characters will be able to climb into one of the miniature four-passenger spacecraft and launch. If the check fails, the player may try again but each failure will result in the arrival of three more orcs.

If the PCs manage to launch the emergency pod and escape from the *Elysium*, they will eventually be picked up by a free trader working for the resistance. The free trader transports them safely and stealthily to the secret resistance base in the inner system. The characters are debriefed, congratulated (assuming they did not lose the *darkseeker* prototype), and given a few days to relax and recover before beginning their next mission.

Orcs: CR 3; Medium-size humanoid; HD 1d8; hp 6; Init +0; Spd 30 ft.; AC 18 (touch 10, flat-footed 18); Atk +3 melee (1d12+2 diamond sword) or +1 ranged (4d10 blaster rifle); AL LE; SV Fort +2, Ref +1, Will -1; Str 15, Dex 10, Con 11, Int 9, Wis 8, Cha 8.

Skills and Feats: Listen +2, Spot +2; Alertness.

Possessions: Assault armor, blaster rifle, diamond sword, personal communicator.

+ 2 Holy Darkseeker Gyrojet Rifle: Gyrojet weapons fire small, self-guided rockets. *Darkseeker rockets* are enchanted to detect and home-in on evil targets. Attacks against evil targets receive a +20 enhancement bonus. In addition, the attacker is unaffected by the miss chance that applies to attacks against a concealed target. **Damage:** 3d6 + 2d6 holy; **Range Increment:** 200 ft.; **Caster Level:** 5th; **Prerequisites:** Craft Magic Arms and Armor, *detect evil*, *true strike*; **Market Price:** 34,000 cr; **Cost to Create:** 17,000 cr + 1,360 XP.

Kael Loston

Male human Ftr3: Medium-size humanoid (human); HD 3d10+9; hp 50 (30 base plus 20 *trauma symbiote*); Init +3; Spd 30 ft.; AC 19 (touch 13, flat-footed 16); Atk +8 ranged (4d10, masterwork blaster rifle) or +5 melee (1d12+1/19–20, masterwork diamond sword); AL CG; SV Fort +6, Ref +4, Will +1; Str 13; Dex 16; Con 17; Int 10; Wis 11; Cha 11.

Skills and Feats: Climb+3, Demolitions +3, Jump+3, Pilot +4, Spot +1, Swim +3; Point Blank Shot, Precise Shot, Quick Draw, Rapid Shot, Technical Proficiency, Weapon Focus (blaster rifle).

Possessions: Masterwork blaster rifle, blaster pistol, masterwork diamond sword, light combat armor, personal communicator, 2 power cells, 394 cr.

Spellware: *Darkvision* (60 ft.), *trauma symbiote*.

NEW ITEMS AND EQUIPMENT

Blaster Rifle: Blasters are energy weapons that fire pulses of highly ionized particles that pack the punch of a lightning bolt in a thunderstorm. A standard power cell is good for 20 shots with the rifle. *Cost:* 250 cr; *Damage:* 4d10; *Critical:* x2; *Range Increment:* 200 ft.; *Weight:* 10 lbs.; *Type:* Energy (electricity).

Blaster Pistol: This sidearm fires pulses of ionized particles. It is more powerful but slightly bulkier than a laser pistol. A standard power cell is good for 30 shots with a blaster pistol. *Cost:* 150 cr; *Damage:* 3d8; *Critical:* x2; *Range Increment:* 100 ft.; *Weight:* 6 lbs.; *Type:* Energy (electricity).

Diamond Sword: This longsword is edged with laminated industrial diamond. *Cost:* 50 cr; *Damage:* 1d12; *Critical:* 19–20/x2; *Weight:* 2 lbs.; *Type:* Slashing.

Light combat armor: This common armor is constructed from a light ballistic fiber and plasti-ceramic plates. *Cost:* 200 cr; *Armor Bonus:* +6; *Max Dex Bonus:* +6; *Armor Check Penalty:* –1; *Arcane Spell Failure:* 15%; *Speed:* 30 ft./20 ft.; *Weight:* 20 lbs.

SPELLWARE

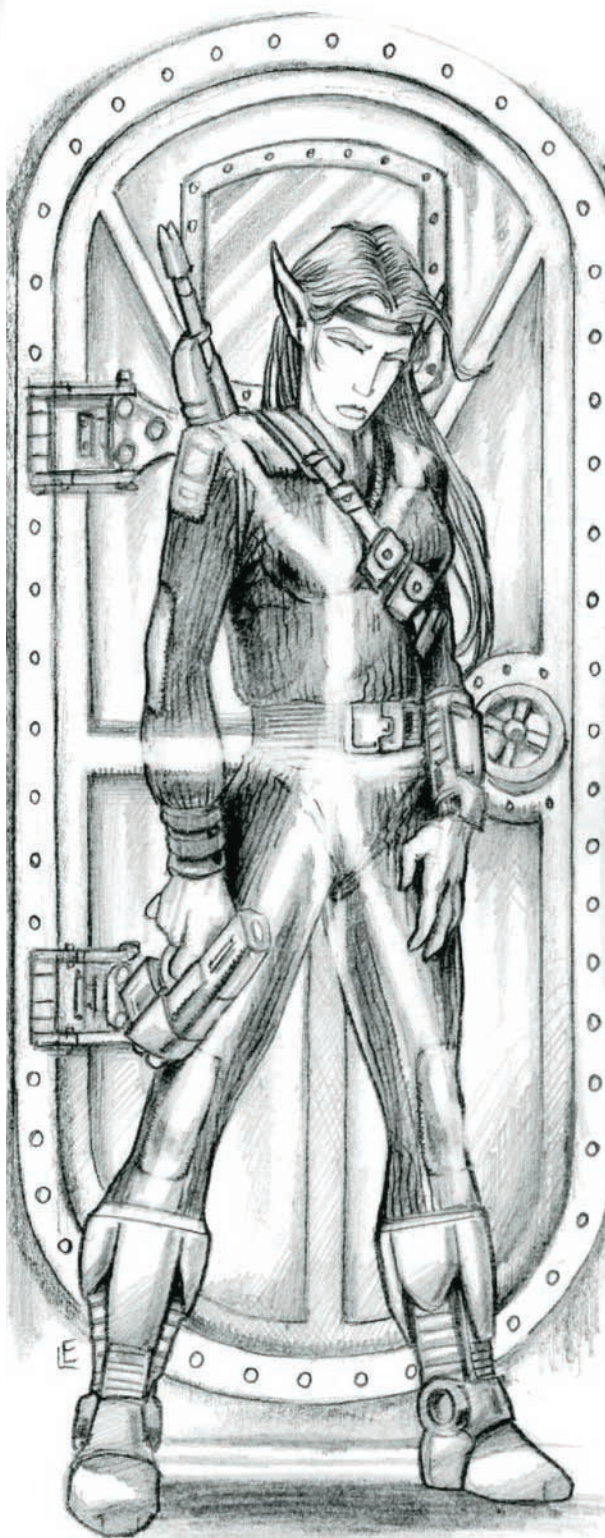
Spellware is a form of arcane biomodification. Different modifications provide a wide range of special and even magical abilities. Unlike standard magic items, the user the spellware is implanted in pays the XP cost.

Darkvision: This spellware allows the user to see in the dark up to 60 feet.

Trauma Symbiote: A living organism implanted in the user's abdomen, the trauma symbiote projects its own life force as a protective field around its host's body. Damage taken by the host is applied to the symbiote first. If the symbiote is reduced to zero hit points, it no longer protects the host. If it



is reduced to –10 hit points, it dies. Symbiotes can be healed just like any other living being, including magical healing.



SALASSA MAYA

Female elf Rog3: Medium-size humanoid (elf); HD 3d6+3; hp 36 (16 base plus 20 *trauma symbiote*); Init +9; Spd 30 ft.; AC 22 (touch 19, flat-footed 22); Atk +7 ranged (3d8, masterwork blaster pistol) or +3 melee (1d8, masterwork combat knife); SA Sneak attack +1d6; SQ Elf traits, evasion, uncanny dodge (can't be flanked, Dex bonus to AC); AL CG; SV Fort +2, Ref +8, Will +2; Str 10; Dex 20; Con 12; Int 14; Wis 12; Cha 14.

Skills and Feats: Bluff +5, Climb +2, Diplomacy +4, Disable Device +7, Disguise +4, Hide +10, Gather Information +6, Jump +2, Listen +7, Move Silently +10, Open Lock +9, Pilot +8, Search +9, Sense Motive +4, Spot +8, Swim +3, Use Computer +5; Improved Initiative, Point Blank Shot, Technical Proficiency.

Possessions: Masterwork blaster pistol, masterwork combat knife, light body armor, personal communicator, 2 power cells, masterwork electronics tools, 516 cr.

Spellware: *Muscle augmentation, trauma symbiote.*

NEW ITEMS AND EQUIPMENT

Light body armor: This common armor is constructed of light ballistic fiber. *Cost:* 100 cr; *Armor Bonus:* +3; *Max Dex Bonus:* +10; *Armor Check Penalty:* —; *Arcane Spell Failure:* 0%; *Speed:* 30 ft./20 ft.; *Weight:* 5 lbs.

Electronics Tools: These tools allow you to use the Disable Device and Open Lock skills with technological devices. *Cost:* 200 cr, *Weight:* 2 lbs.

Blaster Pistol: This sidearm fires pulses of ionized particles. It is more powerful but slightly bulkier than a laser pistol. A standard power cell is good for 30 shots. *Cost:* 150 cr; *Damage:* 3d8; *Critical:* x2; *Range Increment:* 100 ft.; *Weight:* 6 lbs.; *Type:* Energy (electricity).

SPELLWARE

Muscle Augmentation: This spellware involves the implantation of magically grown muscle tissues and runic surgery to enhance physical strength. It grants a +2 enhancement bonus to the user's Strength ability score.

Trauma Symbiote: A living organism implanted in the user's abdomen, the trauma symbiote projects its own life force as a protective field around its host's body. Damage taken by the host is applied to the symbiote first. If the symbiote is reduced to zero hit points, it no longer protects the host. If it is reduced to -10 hit points, it dies. Symbiotes can be healed just like any other living being.

TARDEN FANE

Male human Wiz3: Medium-size humanoid (human); HD 3d4; hp 32 (12 base plus 20 *trauma symbiote*); Init +6; Spd 30 ft.; AC 15 (touch 12, flat-footed 13); Atk +3 ranged (3d8, laser pistol) or +1 melee (1d6, quarterstaff); AL CG; SV Fort +2, Ref +3, Will +5; Str 10; Dex 14; Con 12; Int 17; Wis 15; Cha 13.

Skills and Feats: Alchemy +7, Concentration +9, Knowledge (arcana) +10, Science +6, Spellcraft +11; Armor Proficiency (Light), Combat Casting, Improved Initiative, Technical Proficiency.

Possessions: Laser pistol, quarterstaff, light body armor, personal communicator, power cell, datapad with spellbook software, 516 cr.

Spellware: *Trauma symbiote*.

Spells (4/3/2): 0—*light*, *detect magic*, *mage hand*, *read magic*; 1st—*charm person*, *sleep*, *spider climb*; 2nd—*mirror image*, *web*.

NEW ITEMS AND EQUIPMENT

Laser Pistol: This common energy weapon fires an intense beam of coherent light that inflicts heat damage on the target. A standard power cell is good for 30 shots with a laser pistol. *Cost:* 100 cr; *Damage:* 2d10; *Critical:* x2; *Range Increment:* 100 ft.; *Weight:* 5 lbs.; *Type:* Energy (fire).

Light body armor: This common armor is constructed of light ballistic fiber. *Cost:* 100 cr; *Armor Bonus:* +3; *Max Dex Bonus:* +10; *Armor Check Penalty:* —; *Arcane Spell Failure:* 0%; *Speed:* 30 ft./20 ft.; *Weight:* 5 lbs.

Datapad: The datapad is a small, handheld personal computer. It provides a wide variety of functions, from data storing to communications. Enchanted models can be equipped with spellbook suites that store and organized an arcane spellcaster's known spells.

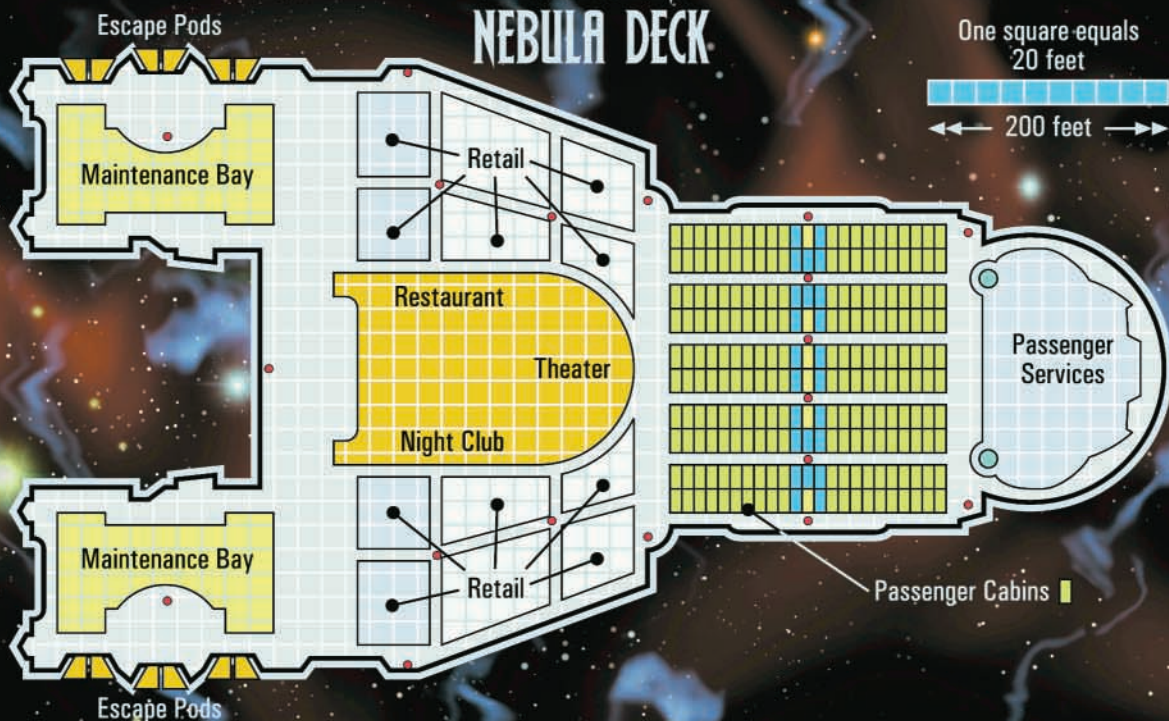
SPELLWARE

Trauma Symbiote: A living organism implanted in the user's abdomen, the trauma symbiote projects its own life force as a protective field around its host's body. Damage taken by the host is applied to the symbiote first. If the symbiote is reduced to zero hit points, it no longer protects the host. If it is reduced to -10 hit points, it dies. Symbiotes can be healed just like any other living being.



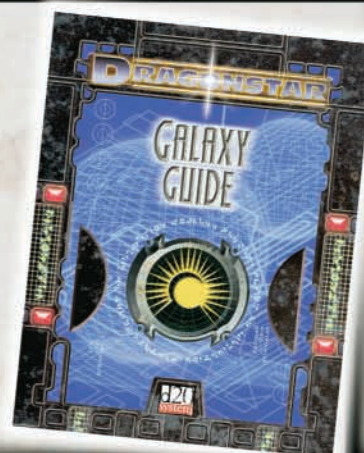
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DON'T COUNT YOUR EGGS

Lee Hammock

A Dragonstar adventure for four 6th-level characters

PREPARATION

"Don't Count Your Eggs" is a Dragonstar adventure for a party of four PCs levels 5th-7th. Any combination of classes can complete the adventure though a rogue or mechanist will be especially useful for entering certain portions of the ship. The adventure can take place on any lightly inhabited Imperial borderworld or a world in the Outlands that has yet to join the Dragon Empire.

ADVENTURE BACKGROUND

Saergin Thunderclaw, a half-dragon of blue dragon descent, is something of a rabble-rouser. He has never really accepted that the blue dragons will have to wait for the red dragons to finish their 1000 year Red Age before the blue dragons can take what Saergin sees as their rightful place at the head of the Dragon Empire. The kingdom of Asamet was founded and led by a blue dragon, yet they have been forced to play second fiddle to the red dragons in the Dragon Empire. This did not sit well with Saergin, so he began fomenting a movement to displace the red dragons.

Saergin's version of fomenting resistance was hanging around with his upper class friends, complaining about ancient draconic principles that were being compromised by Mezzenbone and how all things would be better with a blue dragon ruler. This small group of supposed revolutionaries, calling themselves the Blue Talons of Truth, took no real actions toward displacing Mezzenbone and his brethren for several years except for occasional graffiti or similar childish pranks. Then a new member joined their ranks: a half-dragon of copper descent named Raspin Morningflight. Raspin was a revolutionary in the full sense of the word, hoping to overthrow the entirety of the chromatic power structure using any means necessary so the metallic dragons could replace them. While Saergin and the original members of the Blue Claws of Truth were somewhat frightened by Raspin's notion of actually going out and doing something to change the world, they began listening to his plans. Raspin was not content to simply talk about revolution or carry out small pranks: he wanted a declaration of war. Somewhere along the way Raspin had lost sight of what separates the metallic dragons from the chromatic dragons and he became willing to go to any lengths to restore power to the metallic dragons.

Raspin's first plan was a simple high-jacking of some Imperial communications satellites in the outer regions of the Empire and bombarding a few systems with revolutionary rhetoric against the red dragons. Luckily the Blue Talon's managed to escape the blame for the deed. While most of the Blue Talons thought the

pirate broadcast was too much of a risk Raspin thought it was not drastic enough and soon organized a even riskier mission: stealing the eggs of a prominent red dragon underling to the Imperial Council. The Raspin could use the eggs for blackmail or just take a few future red dragons out of the picture. While Saergin and the Blue Talons were Initially scared by this plan Raspin threatened to reveal their involvement in the pirate broadcast if they did not assist him. Unfortunately only now did Saergin realized that Raspin was more than a little obsessed with the cause. Scared out of their wits the Blue Talons of Truth put Raspin's plan into action.

One day before the adventure begins the Blue Talons snuck into an Imperial Hatchery and stole four eggs belonging to Karwessen, an Under-Secretary to the Imperial Council. Using a stolen freighter, the Lazy Wyvern, the Blue Talons hoped to escape before anyone noticed the theft but they were not quite successful. The Blue Talons were pursued by a wing of interceptors but managed to activate their starcaster drive and escape. Unfortunately their ship was damaged in the escape and the teleport went off target, sending the freighter into the Outworlds, where it promptly crashed on a nearby inhabited world. Saergin and the Blue Talons know it's only a matter of time before the Imperial Legions catch up with them so they're looking to escape as quickly as possible, leaving the eggs, but Raspin has other plans.

ADVENTURE SYNOPSIS

While traveling either on the planet the Lazy Wyvern crashed on or in nearby space the PCs receive a distress signal from the Lazy Wyvern. The signal gives no indication of what caused the trouble, but it does enable the PCs to follow the signal to the ship. It is considered the duty of most spacer's to help their fellows in need, and interstellar law says that if no one survives a crash the ship belongs to whoever salvages it.

When they reach the crash site the PCs explore the ship and find the various survivors of the Blue Talons. The Blue Talons have fractionalized between Raspin and Saergin. Raspin wants to take the eggs and get away from the ship while Saergin wants to keep the eggs where they are and turn them over to the Imperial authorities when they arrive (and blame everything on Raspin). Unfortunately as it stands right now Saergin and Raspin's forces are playing a deadly game of hide and seek in the ship, each trying to kill offer the other and take control of the eggs. The PCs are going to have to work fast before both sides decide the PCs are the enemy. On top of that the Lazy Wyvern was carrying some exotic creatures for a private collector, several of which have escaped their captivity and are now stalking the halls of the ship. And then they have local bandits

interested in the ship to worry about too.

Once the PCs get things settled within the ruins of the ship in some form or another the Imperial Legions arrive. The PCs can try to fight their way out of their, keeping the eggs for themselves, or turn them over to the Imperials.

ADVENTURE HOOKS

If the PCs are already familiar with the high-tech world of Dragonstar the adventure begins with them receiving a emergency distress signal from the Lazy Wyvern. If the PCs are on the same planet the signal originates only a few hours travel away. If the PCs are in space they can easily head to the planet, which should be a short distance from their ship. Read the following to the PCs when they receive the distress signal:

The radio crackles to life roughly, a static filled message barely remaining clear enough to be understood. By the frequency of the signal it is clearly being sent on an emergency transmitter which are usually only activated when a spacecraft is in desperate need of assistance.

“This is the heavy freighter Lazy Wyvern,” the message begins, the female speaker’s voice filled with panic. “We’ve crashed on a habitable planet from a random jump and don’t know our location. The ship is badly damaged and we need immediate assistance. We’ve got vital Imperial...” With that the message ends in a dull thud, with static left to fill the silence. The signal continues to broadcast, but no further messages are forthcoming.

With a Use Device check (DC 10) the characters can easily find the source of the transmission. Each failed check means they arrive one hour later, with the default arrival time being 9:00AM the next morning. The distress beacon will continue to broadcast until the ISPD arrives but no more messages will be sent. Assuming the characters wish to investigate the crash site it should take them no more than a few hours to reach it whatever their mode of transportation.

If the PCs are not familiar with the Dragon Empire and have no radios read the following instead to them:

As you prepare for your morning meal, expecting a long day of travel, the wind slowly begins to pick up. On its gentle caress a sharp whine is carried, a whine you soon realize is increasing in volume. A quick glance around reveals you are not alone in hearing it as your compatriots look around for the source.

Seconds later the source makes itself known with grandeur that must only be from the gods. The sky lights up like the sun at its highest point, a spear of fire illuminating the shadows of twilight and putting the remaining stars to shame. It travels the breadth of the sky in scant seconds, creating a thunderous boom as it strikes the earth several miles away. Confused you gaze at your companions. What was that? And where did it go?

Low-tech PCs will have to spend several hours walking to the crash site, requiring an Intuit Direction check (DC 15) to successfully find the crash site. Each failed check means they arrive one hour later, with the default arrival time being 9:00AM the next morning.

If the PCs wish travel to a nearby settlement for supplies before visiting the ship they can easily find the village of Pacer’s End five miles southeast from the crash site. Located on a reasonably well-used trade route, it has a great variety of goods available despite its small size. The villagers are all a buzz about the crash, having seen the ship hurtling through the sky that morning. If this a planet beyond the Dragon Empire they will probably ascribe the ship’s passing to the gods or some such and be fearful of it. They will also tell the PCs to be careful of the Red Dozen bandits who have been raiding caravans over the last few weeks. The Red Dozen are a dangerous bunch who are very well organized for bandits. Remember to adjust the arrival time of the PCs for any time they spend at Pacer’s End.

PACER’S END

Pacer’s End (Hamlet): Conventional; AL NG; 800 gp limit; Assets 1,000 gp; Population 203; Isolated (99% human).

Authority Figures: Mayor Julia Palish, female human Ari2

Others: Town Guard, human War1 (15), Exp3 (6), Exp2 (8), Exp1 (13), Com1 (161)

Notes: Pacer’s End’s main industry is supporting the merchants who travel on the Greywood Trade Route. A 12-foot tall wooden palisade surrounds the village with gates on the north and south sides where the trade route lies.

THE FINAL STOP OF THE LAZY WYVERN

Despite putting on a brilliant display that morning and creating a lot of noise the Lazy Wyvern didn’t so much crash as land really poorly. The ship carved a path

through the trees for a few hundred yards and buried itself in the soil, but the ship is not too badly damaged. With extensive repairs it could conceivably fly again, but that would take several weeks of work. The ship's hull has several scoring marks from laser fire but only a few breaches. The name of the ship can be read on the side of the hull, as can the ship's home port of Arlant 84. The ship is armed with a pair of laser turrets, one on each side of the hull, but the crash has destroyed the turret on the starboard side. The Lazy Wyvern is big for a freighter, measuring 150 feet from end to end and eighty feet across at its widest point. The ship has a cargo capacity of 250 tons, most of which was taken up on this journey by foodstuffs and large amount of industrial machinery.

The ship has landed at something of an angle with the port side being several feet higher than the starboard. This is not particularly troublesome once one gets used to it but it does make footing treacherous inside the ship. The only obvious ways into the ship are the port cargo door and the airlock near the bridge. Opening the airlock near the bridge requires ten minutes of digging and an Open Locks check (DC 25), each attempt taking 1 minute. The bridge airlock has a hardness of 25 and 30 hit points. The port cargo door can be opened with an Open Locks check (DC 25), with each attempt taking 1 minute. The port cargo door has a hardness of 25 and 70 hit points. The port cargo airlock and cargo doors to the center cargo hold are both blocked and would take at least four hours of digging to unearth each one. The hull itself can be breached. Each 1 yard square section of hull having a hardness of 25 and 20 hit points.

Because of the various forms of electrical interference caused by the damaged systems of the ship radios will not function within 1 mile of the ship without modulating the frequency, requiring a Use Device check (DC 10) each time a signal is sent.

The ship had a crew of three, one of which has already been killed. In addition to the surviving crewmembers there are seven members of the Blue Talons of Truth on board and several monsters that the ship was transporting for a collector but have broken free of their containers and now roam the ship.

The PCs should reach the ship at roughly 9:00AM modified for any unusual travel time to the ship. From this point forth the DM should keep track of how much time passes in-game because several events occur at specific times later in the day.

WITHIN THE LAZY WYVERN

The Lazy Wyvern only has partial power and many systems are damaged. The interior of the ship is poorly lit and much of the floor is obscured in a low-lying fog created by numerous steam jets from damaged pipes. Visibility is only 30 ft., which is doubled for races with low-light vision. Spot and Search checks suffer a -4 penalty from the poor lighting and fog except in rooms where the lighting has been restored. Those races with darkvision can see normally and without penalty within their darkvision range. The PCs can attempt to repair the lights in a room, requiring a Repair check (DC 10) and each attempt takes 30 minutes. Once the lights are restored the visibility returns to normal in that room.

The slant of the deck increases the DC of any Balance and Climb checks by +5.

All interior doors are without power but they are all open when the PCs enter unless otherwise noted. Closing a door requires a Repair check (DC 15) and each attempt requires 45 minutes. Interior doors and walls have a hardness of 20 and 20 hit points. The ceilings are 10 feet high except in the cargo hold and engineering, where they are 30 feet high.

Fighting or making any loud noise within the ship is likely to attract the attention of nearby creatures. If the PCs make lots of noise the DM should make a Listen check for nearby creatures to determine if they hear the PCs. Use the table below to find the DC for the check. If the creature hears the noise it is up to the DM if it will come to investigate. Many of the inhabitants of the ship, especially the intelligent ones, have decided the best plan is to stay put.

Source of Noise	Listen DC
Melee Combat	15
Firearms Combat	10
Using Explosives	5

Creature	Listen Skill
Captain Nilas Sodderwick	+2
Bargin Smashskull	+2
Dara Foehammer	+1
Maekis Losin	-1
Phed Burbottle	-1
Raspin Morningflight	+4
Saergin Thunderclaw	+0
Salis Nillaris	+2
Serga Bellingad	+1

Shambling Mound	+4
Shocker Lizards	+4

You should try to play up the feeling of paranoia within the confines of the ship. The corridors are filled with fog and illuminated by only occasional strobe-like lights. Strange shadows abound and noises echo from far off areas of the ship. The PCs should feel that there are threats all around them. If the DM wishes he may roll 1d10 every ten minutes in the ship to determine if the environment of the ship suddenly becomes hostile to the PCs. If a 1 is rolled roll 1d10 on the table below.

Roll	Threat
1-2	A steam blast hits random PCs for 1d10 points of damage. Reflex save (DC 10) for half damage.
3-4	A spark shower bursts around random PC. All PCs within 5 feet take 1d6 points of fire damage. Reflex save (DC 10) for no damage.
5-6	A sudden gout of flame sprouts from a nearby wall, striking a random PC. The PC takes 3d6 damage with a Reflex save (DC 15) for half.
7-8	An electrical conduit suddenly breaks, electrifying the floor and wall plates around the PCs. All the PCs must make a Reflex save (DC 15) or take 2d10 points of electricity damage.
9	Debris falls from the ceiling, striking a random character for 1d10 points of damage, Reflex save (DC 15) for half damage.
10	Poison gas bursts from a nearby pipe. All the PCs must make a Fortitude save (DC 10) or take 1d4 points of temporary Constitution damage. Any type of breathing apparatus will prevent this damage.

If the PCs are not familiar with the technology of the Dragon Empire the DM should slightly modify the Read-Aloud Text sections to reflect the PCs lack of familiarity with advanced technologies.

ROOMS OF THE LAZY WYVERN

1. BRIDGE

While the windows of the bridge once provided a clear view of the stars and beyond, now they just reveal lots of dirt. The window is completely covered in upturned soil and the window is fractured in several places.

The lights in the room spark on and off, but the mist seems a bit thinner on the bridge. Control panels and computers dominate all the walls of the room and three workstations are evident, but none of them seem to be completely functional. Many panels have been fallen open and sparks play across the surface of several of the computers. One of the workstations is obviously the pilot's, another the captain's while a third seems to be for operating the ship's weapon and communication systems. The pilot's chair is occupied by the body of a female halfling who appears to either be dead or unconscious.

The bridge has some scattered debris but is not as badly damaged as other areas of the ship, mainly because no combat has taken place here. With a Repair check (DC 20), each attempting requiring 1 hour, the PCs can get enough of the control system functioning to get an idea of the current status of the ship. The ship's primary power, life support, maneuvering jets, main engines, internal sensors, external sensors, the starcaster and weapon systems are all offline. Repairing any of the damaged systems will require a Repair check (DC 20) and one hour per attempt, except for the main engines and life support which cannot be repaired without massive amounts of spare parts. Repairing the maneuvering jets or the star caster can only be done in engineering. Repairing primary power will restore all the lights to normal and turn all the doors back on. Restoring life support will remove the fog from the ship and repairing the weapon systems will allow the characters to operate the one functional laser turret from the bridge. This repairs will only last a few hours at best before more complete repairs, requiring large amounts of spare parts, must be made.

The halfling is Serga Bellingad, the pilot of the Blue Talons. After the crash she and some of the other Blue Talons loyal to Saergin immediately went to the bridge with the surviving crewmembers to send a distress call but Raspin attacked them. Also at the same time the aranea and the girallon attacked. In the ensuing chaos the aranea captured one member of the crew and one of the Blue Talons. Saergin and his people fled back to cargo bay 3 while Raspin retreated to engineering, dragging Dara Foehammer, the ship's engineer with him. Serga was lost in the scuffle, snuck into the bridge and sent the distress signal, but not before being bitten by the aranea. In the process of sending the signal she succumbed to the aranea's poison, collapsing in mid message. She will not awake until 7:00AM the next day unless the PCs somehow speed the process along.

If the PCs make a Search check on the bridge (DC 15) they find 1 minicell, 15 cr., a datapad and a personal communicator.

Treasure: 1 minicell, 15 cr, datapad, and a personal communicator.

NPC(s): Serga Bellinad (See Appendix A)

Development: If the PCs revive Serga she will be very thankful and speak well of them to Saergin when they meet. Saergin will look favorably on the PCs for bringing her to him even if they do not manage to revive her. If the PCs encounter Rasin while with Serga he will probably open fire on the PCs.

2. STORAGE ROOM

The storage room has been thrown into com-

This room was probably once a well-organized, orderly storage area but now it is a chaotic jumble of overturned shelves, broken containers and spilled liquids. The floor is completely covered in items that once covered the shelves of the room, most of which are damaged in some way. While you take in the mess before you a small lizard scampers on top of a broken box, illuminates the room for the a second with a burst of electricity around itself, and then scampers back down behind a pile of boxes. From the skittering noises coming from several areas of the room you can tell this small lizard is not alone.

plete disarray by the crash and almost everything once on the shelves is now on the floor. Much if it is also damaged. To make matters worse the room has been infested by 3 shocker lizards that escaped from their container in cargo bay 3. During the crash their container broke open and they found their way here. They've been eating the emergency rations stored on this room and playing amongst the rubble since the crash. The emergency rations don't taste very good though and if the PCs enter the room they are likely to get attacked. The shocker lizards will hide amongst the piles of boxes and use their stunning shock and lethal shock abilities to attack the PCs. Once one of the lizards is killed the others will flee the room but they will shadow the PCs, looking for stragglers.

Treasure: If the PCs make a Search check (DC 10) they find one of the following for each successful check: box of 5 blank data chips, datapad, language translator, personal communicator, medkit, backpack, electronic map box, emergency beacon, 3 blocks of fire paste, flare gun, 5 flares, 2 sleeping bags, 6 packets of survival rations, 2 survival kits, water purifier, spacecraft tool kit, 2 pairs of magnetic boots, 2 vac suits, 4 microcells, 2 minicells, 1 heavy cell and 2 flashlights.

Creature(s): Shocker lizards (3); hp: 19, 18, 17.

3. LAVATORY

Like most of the ship this room did not fair the crash well. Once a lavatory, now it is a jumbled mess of toiletries and leaking pipes. There are a shower and a toilet in this room but neither seems to be able to carry out their intended function without major repairs.

This room is merely the ship's lavatory and contains little of interest. If the PCs wish to make a Search check (DC 10) they can find a diagnostic monitor in the mess on the floor. It will take a Repair check (DC 20) and one hour per attempt to get the shower or toilet working again.

Treasure: Diagnostic monitor.

4. MESS

With foodstuffs strewn hither and yon this room obviously served as the ship's mess. The crash seems to have cast the room into disarray with tables and chairs cast about with reckless abandon. The open kitchen area at the far end of the room is a chaotic jumble of pots, pans and containers. While the crash did most of the damage it has been assisted by the large moving pile of plant matter now stalking about the room throwing around angrily anything it can get its tendrils on.

The ship's mess was filled with a wide variety of food stuffs and kitchen equipment, but much of that has been damaged in the crash. This was only made worse by the arrival of a shambling mound that had been kept in cargo bay 3 before the crash. The shambling mound is very confused by the unnatural environment it is in and wishes to escape the ship, but has not been able to find an open door to the outside. So far the organic food stuffs of the mess hall is the largest source of organic matter it has been able to find, but that has not calmed it down much. It will attack the PCs if they enter the room or make loud noises in the vicinity. If given the chance to leave the ship, such as the PCs leading it to an open door, it will flee outside and leave the PCs alone.

If the PCs wish to gather food they can gather one packet of survival rations for each minute spent collecting. There are the equivalent of 100 packets of survival rations in the mess. If they Search the mess (DC 20) they find three bottles of dwarven ale that belonged to the ship's engineer, Dara Foehammer. These bottles would be worth around 200 cr each to anyone who appreciates good drink.

Treasure: 100 survival ration packets, 3 bottles of dwarven ale worth 200 cr each.

Creature(s): Shambling mound; 88 hp.

Tactics: The shambler will concentrate its attacks on whoever does the most damage to it, grabbing them and constricting until the victim stops moving.

5. CAPTAIN'S QUARTERS

Probably once comfortable living quarters, this room appears to have been struck by a small tornado. Books, sheets, paperwork and several models of spacecraft lie strewn about the floor, some of them in pieces. A large bed dominates the far end of the room, beside which is a large metal desk. Several cabinets and shelves are built into the walls, but most of them are now empty. A small fire burns in one corner where several bottles have broken over a pile of papers.

This room was once the quarters for captain Nilas Sodderwick, but now it is a complete wreck. Paperwork, clothes and other items litter the floor. If the PCs wish to make a Search check (DC 10) they find one of the following for each successful check: personal communicator, 2 minicells, 12 cr., flashlight, and the ship's safe. The safe requires a Open Locks check (DC 25) to open and has a hardness of 30 and 30 hit points. Inside the safe are the ship's registration papers, cargo manifests, the key to the anchor collar on the blink dog in cargo bay 3, information on the specifications for the ship's systems and a credit chip with 5,000 cr. on it. If the party reads the manifest they can learn the ship was carrying industrial equipment, foodstuffs, and several beasts for a private collector. The ship was originally destined for Kulas 12. The beasts are an aranea, a blink dog, a girallon, a shambling mound and 3 shocker lizards. An aranea and a displacer beast were in cargo bay 2, a girallon and 3 shocker lizards in cargo bay 1 and a shambling mound and a blink dog in cargo bay 3.

Also in the room is Salis Nillaris, one of Raspin's flunkies. If the Salis hears the PCs before they enter the room she casts an invisibility spell with a 40 minute duration. If the PCs do not make much noise she is trying to open the ship's safe when they enter. If invisible she will observe the PCs and try to escape the room to report back to Raspin on the PCs presence. If she is discovered she will try and play on the sympathies of the PCs and claim to be a passenger who has been hiding in this room since the crash to avoid the monsters and Saergin's people, whom she claims are terrorists

that have taken over the ship in the name of some left wing political movement. Only under physical duress will she admit the truth. She will stay with the PCs if they insist but will try to report back to Raspin as soon as possible.

Treasure: Personal communicator, 2 minicells, 12 cr., flashlight, credit chip with 5,000 cr.

NPC(s): Salis Nillaris (See Appendix B).

Development: If Salis is with the PCs and they meet any of Saergin's people the PCs will not be trusted.

6. CREW QUARTERS

The door to this room is only half-open, making it possible for only one person to enter at a time. Built into the walls of this chamber are four beds, the only things left in their original placement by the crash. The rest of the room is covered in a random mess of clothes, boxes, personal items and bedding. The lights in this room are completely out, only occasional sparks from a open panel across the room illuminating the room. A table thrown on its side sits in the middle of the room, blocking the view of much of the room with its bulk.

The door to this room is only half-open, meaning only one character can squeeze through at a time. This room was the quarters for the ships two crewmen, Dara Foehammer and Elis Strongfoot. Most of the items in the room are their personal belongings or equipment that was stowed in this room when the bunkroom filled up. Most of the items have been left undisturbed by the crash, but the table and several of the larger containers have been moved by Maekis Losin, a human sorcerer from Saergin's faction. When the fight erupted between Saergin and Raspin after the crash Maekis got separated from the others of Saergin's group. He tried to find them but saw the shambling mound in the mess and decided to hide out in here until his friends find him. He hides behind the overturned table, watching the door in the hopes his friends will soon arrive.

Unless the PCs introduce a light source or can see in the dark the darkness in this room grants 3/5ths concealment to anyone inside it. While Maekis is behind his barricade he considered to have one half cover, giving him a +4 cover bonus to AC and a +2 cover bonus to Reflex saves.

When the PCs enter he they will need to make a Spot check (DC 20) to notice Maekis. He will observe the PCs until he comes to one of three conclusions. If he thinks they are from Raspin he will open fire on them

until rendered unconscious. If he thinks they are with Saergin he will come out from behind cover and, with a great amount of blubbering, plead with them to help him escape the ship. If they seem to be with neither group he will tell them to leave the room or he will open fire. If they do so he will talk to them through the barricade, trying to find out what they want. If the PCs role play well or succeed at a Diplomacy check (DC 20) they can convince him they are friends and here to help, at which point he will stop threatening them and allow the PCs to enter the room. Maekis will wish to accompany them if allowed, afraid to be left by himself.

Treasure: If the PCs wish to make a Search check (DC 10) they find one of the following for each successful check: credit chip with 670 cr, credit chip with 1248 cr, 2 minicells, 2 flight suits for small characters, 5 sets of casual clothes for small characters, 3 sets of dress clothes for small characters, 2 sets of winter clothes for small characters, 5 sets of work clothes for small characters, sunglasses, and a laser torch.

NPC(s): Maekis Losin (See Appendix A)

Development: If the PCs help Maekis Saergin will react favorably to them later on, but Raspin will react less favorably.

7. BUNK ROOM

Obviously a room of mixed purposes, the floor is littered with a mix of cargo boxes, supplies and medical tools. In one corner sits an autodoc while two sets of bunk beds are bolted to the wall on either side of the door. Most of the containers stored in this room appear to have been for carrying a great variety of liquids, several of which bear labels marking them as hazardous or toxic. Many of these containers have broken open and the floor is covered in a disgusting series of pools and slimes. The only inhabitant in the room is a halfling in a flight suit slumped near the autodoc.

The pools of liquid on the floor range in composition from medical adhesive to industrial solvents, so the PCs had best be careful. Each round they are in the room the PCs must succeed at a Balance check, DC 10, or put their foot in one of the pools of liquid. Each time this happens roll on the table below to determine what they step in.

d10 Substance

- 1 Industrial acid. The character takes 1d10 points of damage and his footwear are destroyed.
- 2 Glue. The character becomes stuck fast and can only remove the offending foot with a successful Strength check (DC 15), an Escape Artist check (DC 15), or by removing the character's footwear. If the characters find a pool of solvent they can pour it on the glue to nullify the glue's hold.
- 3-4 Industrial solvent. No effect other than an unpleasant smell.
- 5-6 Medical chemicals. If stepped in the character must make a Fortitude check (DC 10) or become nauseated. The nausea will last for 10 rounds minus the character's Constitution bonus.
- 7-8 Volatile chemicals. The character who steps in this pool takes 3d6 points of fire damage but can make a Reflex save (DC 10) for half damage. The chemical quickly burns itself out.
- 9-10 Caustic agent. Disturbing this liquid starts a chemical reaction that throws water droplets into the air, forcing everyone within 10 ft. to make a Fortitude save (DC 15) or suffer 1d4 points of temporary Constitution damage.

The autodoc needs slight repairs to function, requiring a Repair check (DC 20) with each attempt requiring 1 hour.

The halfling was Elis Strongfoot, the ship's pilot, but she died during the crash. The ship's captain tried to get her to the autodoc but it was damage when he arrived. She has nothing on her but her flight suit. She appears to have been killed by blunt force.

Treasure: If the PCs wish to search this room for each successful Search check (DC 10) they find one of the following: 2 medkits, language translator, and a holocam.

8. ENGINEERING

This large room is dominated by the ship's starcaster, sublight drives and all the necessary controls to keep the ship's engines running. The damage to the ship is evident here as numerous panels are broken or ajar and sparks shower many of the areas of the room. The lighting has been completely restored in this room and many of the panels without obvious damage appear to be functional. Several bits of debris have been dragged around the starcaster, behind which crouch an orc, a half-dragon and a halfling. The last two appear to be working on the starcaster.

This room is where the ship's engineer kept the various systems up and running and housed the sublight drive and starcaster. Both of these have been damaged in the crash and only the starcaster holds any hope of a field repair. To that end Raspin has captured Dara Foehammer, the ship's engineer, and put her to work fixing the starcaster. She will not be finished until 4:00PM, at which point Raspin will put her to work fixing the nav computer and laying in coordinates to teleport off the planet. Teleporting in the gravity well of a planet is incredibly dangerous, and no one in engineering right now is a skilled navigator, so this plan could likely spell the end for the PCs.

Bargin is keeping an eye on the exits while Raspin watches Dara. If the PCs sneak in make an opposed check between Bargin's Spot skill (+2) and the PC's Hide skill. As soon as Bargin sees the PCs he tells Raspin and demands the PCs stop where they are. If any of Saergin's allies are with the PCs Raspin and Bargin open fire immediately. Raspin will then speak to the PCs, explaining his goals to the PCs in the hopes they will agree with him. If the PCs do not agree with him, or at do not sound convincing that they do, Raspin and Bargin will open fire on them. They have ½ cover behind the debris. If a fight does break out Dara will try to attack Raspin and Bargin, probably getting killed in the process since she only has a wrench.

If they do convince Raspin of their belief in him he will tell them his plan for teleporting off the planet with the eggs and he will not be swayed short of magical persuasion. Raspin has gone slightly insane with all that has happened and he is now willing to sacrifice everything in the ship in a pointless show of defiance to the Dragon Empire. Raspin will direct the PCs to secure the ship and find the eggs while he oversees the repairs of the starcaster.

Treasure: If the PCs make a Search check (DC 15) in this room they find a toolkit, laser torch and masterwork specialized toolkit for spacecraft.

NPC(s): Raspin Morningflight (See Appendix B), Bargin Smashface (See Appendix B), Dara Foehammer (See Appendix C).

Development: If the PCs defeat Raspin, Saergin will thank them profusely and they will earn some value in his eyes, but Saergin will still sell them out later if need be.

9. CARGO BAY 1

A massive storeroom filled with a jumble of boxes, crates and containers it is in complete ruined from the crash. Food stuffs, nuts, bolts and pieces of industrial equipment cover the floor. Beneath some of the rubble the main cargo door can be made out in the floor, doubtlessly blocked by the earth beneath. Suddenly a roar emanates from the center of the room as something begins stomping around.

This cargo bay contained foodstuffs, industrial equipment and a girallon in a cage, which it has since broken out of. The girallon will stalk the PCs through the cargo bay, attacking them with reckless fervor any chance it gets. It has learned to avoid engineering after being shot by Bargin but will chase the PCs into other parts of the ship if they flee. It will not stop attacking until it or the PCs are dead.

Searching the containers in this room reveals nothing but food and machinery parts.

Creature(s): Girallon; hp 60.

10. CARGO BAY 2

A large chamber filled with cargo containers, it is obviously much longer than it is wide. Many of the boxes have broken open, spilling their contents all over the floor of the cargo bay. Strange shadows are cast amongst the boxes from the flickering lights, making it seem like there is motion everywhere. From either end of the cargo bay slight sounds of motion can be heard, indicating you are not alone.

This cargo bay was filled mostly with food-stuffs, but it also contained cages with an aranea and a displacer beast in them. Both of these creatures have broken free of their constraints and are loose in the cargo bay.

The aranea has been busy, kidnapping the ship's captain and one of the Blue Talons in the confusion just after the ship crashed. The aranea has webbed them both in the area of the cargo bay marked 10a, hoping to bargain them for freedom from the ship. Unfortunately the Blue Talon, a human named Jase Porill, died of his wounds. Captain Sodderwick has succumbed to the aranea's poison and has a Strength of 0 presently. He will be incapacitated until 8:00AM the next day unless he receives some form of aid. The aranea isn't dumb and it will do whatever is necessary to survive. If allowed to leave the ship it will do so and never be seen again. The aranea will use its spacechanging powers to

masquerade as a human if it thinks it can escape using that tactic. If the PCs do not encounter the aranea before 2:00PM it will eat Captain Nilas Sodderwick, afterwards bartering with the two corpses for freedom. The aranea will attempt to parlay with the PCs from concealment, prepared to harm its captive if the PCs do not comply with its demands. If the aranea hears noises in other areas of the ship it may shapechange to its human form to go investigate, but otherwise stays put.

The displacer beast on the other hand also wants out of the ship, but not as urgently as the other monsters. The terrain of the cargo bay provides an interesting hunting terrain for the displacer beast and it is enjoying itself. It learned not to tangle with the aranea after getting webbed once but anyone else entering the cargo bay is fair game. It will stalk anyone who enters the cargo bay, especially if the PCs have freed the blink dog in cargo bay 3. The displacer beast will go after the blink dog to exclusion of all other prey. The displacer beast will pursue creatures to other areas of the ship if it thinks the prey is nearly dead.

Treasure: If the PCs make a Search check (DC 20) in the cargo bay, which will take at least an hour of dedicated searching, they can find a crate of 6 blaster rifles being smuggled beneath some of the industrial equipment. None of the crew knows of these weapons.

NPC(s): Captain Nilas Sodderwick (see Appendix C)

Creature(s): Aranea; hp 18.

Displacer beast; hp 57.

*At 9:00AM the aranea has only 6 0th level and 5 1st level. He will not have time to rest and regain his spells before the ISPD arrives.

Development: If Captain Sodderwick can be freed and revived he will be more than willing to help the PCs, assuming they do not threaten the other crewmembers or the ship.

11. CARGO BAY 3

A large chamber filled with cargo containers, it is obviously much longer than it is wide. Many of the boxes have broken open, spilling their contents all over the floor of the cargo bay. Most of the boxes are rather in large in size and seem to be carrying heavy machinery. The lights have also been restored in this room. The room is mostly silent except for the occasional whining noise coming from the aft portion of the room.

This cargo bay holds mainly very large containers of industrial machinery, but it is also where

Saergin has holed up with the dragon eggs. He and Phed are near the very front of the cargo bay barricaded behind a bunch of crates. They both keep a stern eye out, expecting Raspin too eventually come looking for them. Both of them want to wait for the Imperial authorities arrive and to blame everything on Raspin. Phed is greatly upset by the whole ordeal, not being used to such stressful undertakings. He's almost ready to crack under the pressure.

Saergin on the other hand is somewhat elated. He can either come out like this being the hero of the hour, delivering the eggs to the authorities when they arrive or he can die a martyr for the blue dragon cause. He'd rather not die all things considered though, and he will sacrifice anyone and everyone to accomplish this. He is willing to make a deal with the PCs, allying together against Raspin, especially if the PCs have rescued other members of Saergin's group. Saergin will be hesitant to leave his bunker, not wanting to leave the eggs unprotected and not wanting to risk carrying them around. He sees the PCs as pawns in his game and he will do his best to use them as such. Combat is a last resort with Saergin. If a fight does start Saergin and Phed have $\frac{3}{4}$ cover behind their barricade. There are four dragon eggs behind the barricade, each weighing fifty pounds. They can take 10 points of damage before being destroyed.

At the other end of the cargo bay is a container holding a blink dog. The blink dog is wearing an *anchor collar* (see Appendix D), preventing it from escaping the container. It badly wants out and if freed it will help the PCs in exchange for its freedom. The blink dog will do its best to help the PCs, but it will grow very agitated when the near the displacer beast and will attack it given the chance. If the PCs do not treat the blink dog well it will seek to leave as soon as possible.

NPC(s): Saergin Thunderclaw (see Appendix A)

Phed Burbottle (see Appendix A)

Creature(s): Blink dog; hp 26.

EVENTS

As time passes certain will events will occur within the environs of the Lazy Wyvern as other people become interested in the ship. The first of these is the arrival of the Red Dozen bandit gang, and the second is Raspin's possible activation of the starcaster and the final event is the arrival of the ISPD, which is the climax of the adventure.

BANDIT SHOWDOWN

At 1:00PM a local bandit gang, the Red Dozen,

shows up at the crash site and decides to investigate. The gang is small but well organized and competently led by a man by the name of Dugan Rouge. Characters familiar with the region will know the Red Dozen have been hitting caravans on local trade routes over the last year and that they are known for being pretty violent. They rarely show mercy on their victims.

At 1:00PM the bandits find the ship and they will attempt to enter through any door they find open. They will start from that door, going room by room, attempting to take captive anyone they come across so they can be interrogated. They will avoid all the monsters if possible but will otherwise try and subdue everyone they come across. They will try and sneak through the ship, but they are not the stealthiest of people.

Dugan and his gang are interested in whatever wealth is contained in the ship and, not understanding interstellar commerce very well, they assume that such a large ship must hold great wealth instead of food and spare parts. He will try and bargain with any hostages he takes but any deals that Dugan makes he will disregard as soon as they become bothersome. If he finds out about the eggs his greed gets the better of him and he will try and take them for himself, hoping to sell them or hold them for ransom. Dugan will not leave the area of the ship though unless his group loses more than half their number, wishing to hold on to such a valuable prize.

Red Dozen Bandit (11) War2/Thu1: CR2; Medium-size Humanoid; HD: 2d8+1d6+3; hp: 15, 16x5, 18x4, 16; Init: +1 (Dex); Spd: 30 ft.; AC:14 (+1 Dex, +3 studded leather); Atk: +3 melee (1d8+1, long sword), +4 ranged (1d8, light crossbow); SA: Backstab +1d4; AL CN; SV: Fort. +3, Ref. +3, Will -1; Str 13, Dex 12, Con 13, Int 9, Wis 9, Cha 11.

Skills: Climb +3, Hide +2, Intimidate +3, Listen +1 Ride +3, Spot +1. Feats: Weapon Focus (Light Crossbow), Alertness, Point Blank Shot.

Possessions: Longsword, light crossbow, 25 bolts, dagger, 1d6 gp, 1d8 sp, 1d10 cp.

Dugan Rouge Human Male Ftr3/Rog3: CR 6; Medium-size Humanoid; HD: 3d10+3d6+12; hp: 47; Init: +7 (Dex, Improved Initiative); Spd 30 ft.; AC 16 (+3 Dex, +3 studded leather); Atk +7 melee (1d8+2 longsword), +9 ranged (1d8+2, mighty composite long bow (+2)); SA sneak attack +2d6; SQ evasion, uncanny dodge, (Dex bonus to AC); AL NE; SV Fort. +6, Ref. +7, Will. +2; Str 14, Dex 17, Con 14, Int 12, Wis 10, Cha 12.

Skills: Appraise +4, Bluff +7, Balance +5, Climb +8, Diplomacy +4, Escape Artist +5, Gather Information +4, Hide +8, Innuendo +2, Intimidate +7, Intuit

Direction +2, Jump +3, Listen +2, Move Silently +8, Ride +5, Swim +1, Tumble +2, Wilderness Lore +3. Feats: Weapon Focus (Longbow), Point Blank Shot, Rapid Shot, Alertness, Dodge, Precise Shot.

Possessions: Mighty composite longbow (+2), longsword, studded leather, dagger, 30 arrows, quiver, 23 gp, 14 sp, 12 cp.

ACTIVATING THE STARCASTER

Unless the PCs stop or stall him Raspin and Dara will repair the starcaster by 4:00PM. He will then spend the next hour trying to plot teleport coordinates with her and overriding the safety precautions that prevent a the ship activating its starcaster within the gravity well of a planet. At 4:45PM alarms will begin blaring in the Lazy Wyvern and a voice will warn "Hazardous starcaster activation imminent. Please double check navigation calculations before proceeding." Any spacer will know that is not a good thing and any NPCs friendly to the PCs will tell them the same thing.

If the PCs do not stop Raspin and allow him to activate the drive it is up to the DM what happens. Neither Raspin nor Dara are skilled enough navigators to correctly calculate the teleport coordinates for any type of jump given the circumstances. If the PCs have been particularly stupid the drive could explode, nearly killing them. Or the entire ship could be transported to a completely random location. If Raspin is able to activate the starcaster the PCs have done something wrong.

ISPD ARRIVAL

At 6:00PM the initial troops from the ISPD arrive at the sight of the Lazy Wyvern, landing in a shuttlecraft beside the ship. These are advanced troops sent from a local garrison as quickly as possible. They have a destroyer in orbit but no other support currently. At 10:00PM the sky will be filled with a small flotilla of Imperial ships and several thousand Legion troops, cutting off any question of resisting Imperial demands.

The ISPD will land outside, taking up cover near any open doors and use loudspeakers to broadcast their demands in to the ship. The ISPD commanding officer, Captain Siva Jastruden, demands that all inhabitants of the ship come out with their hands up and bring the eggs with them. If no one exits the ship within five minutes the ISPD will go in after them, restraining anyone they encounter by force. Anyone who exits the ship is restrained and questioned. The ISPD will initially be distrustful of the PCs, but they do not match the images of any of the known Blue Talons.

The PCs have several options. They can fight the ISPD, but this will be hard and more Imperial troops are already on the way. If the PCs fight the ISPD troops

they best be ready to run afterwards. If the PCs have repaired the external sensors they can tell there is a destroyer in orbit. If they repaired the ship's laser cannon they can try to bring it to bear on anything on the port side of the ship, but aiming at the ISPD troopers is going to incur a -8 penalty to hit because of damage to the turret itself. The laser turret does 6d10 damage. Raspin and his people want to fight while the crew and Saergin's people want to surrender. If the PCs resist at all they can expect no mercy from the ISPD.

Or the PCs can turn over the eggs themselves, assuming they have control of the eggs. Saergin will want to hand them over personally and will not allow the PCs to do so. Whoever brings out the eggs is going to get a little slack from the ISPD. If the PCs bring out the eggs and tell their story of answering the distress beacon they are likely to be believed. They will likely be detained a few hours just in case. If Saergin comes out with the PCs he will try to paint them as the masterminds of the crime, saying he was an innocent victim. The PCs will have to convince the ISPD of the truth. As long as the PCs don't get violent or overly excited Captain Jasruden will eventually order her unit's cleric to cast zone of truth to sort out the facts.

If Raspin is still alive he will attack the ISPD, alone if need be.

Captain Siva Jasruden, Female Drow Rog7/SHD1: CR 10; Medium-size Humanoid (5 ft. 2 in tall); HD: 7d6+1d8+8; hp: 37; Init +3 (Dex); Spd 30 ft.; AC:20 (+3 Dex, +6 combat fatigues, +1 enhancement); Atk: +11/+6 ranged (3d8, blaster pistol), +6/+1 (1d6, stun baton); SA Sneak Attack +4d6; SQ evasion, uncanny dodge (Dex bonus to AC and can't be flanked), hide in plain sight, +2 save against enchantment spells, +2 to Will saves against spells and spell-like abilities, SR 19, darkvision 120 ft., spell like abilities 1/day (dancing lights, darkness, and faerie fire); AL LE; SV: Fort. +6, Ref. +8, Will. +6; Str 10, Dex 17, Con 13, Int 15, Wis 12, Cha 14.

Skills: Appraise +6, Balance +7, Bluff +10, Climb +6, Cryptography +10, Decipher Script +6, Demolitions +6, Diplomacy +10, Disable Device +6, Escape Artist +7, Forgery +4, Freefall +9, Gather Information +8, Hide +13, Innuendo +6, Intimidate +10, Jump +3, Listen +9, Move Silently +11, Open Lock +3, Read Lips +2, Search +9, Sense Motive +8, Spot +9, Tumble +9, Use Device +10, Use Magic Item +2. Feats: Weapon Focus (Blaster Pistol), Alertness, Hacker.

Possessions: Masterwork blaster pistol, combat fatigues +1 of shadows, stun baton, 5 minicells, 2 nausea grenades, 2 frag grenades, masterwork electronic lockpicks, masterwork thieves tools, 10 sets of zip cuffs, sunglasses, 3 potions of healing.

Lieutenant Karcin Phedari Female Drow Clr5: CR 7; Medium size humanoid (5 ft. tall); HD 2d8; hp: 39; Init +2 (Dex); Spd 30 ft.; AC 21 (+3 Dex, +9 combat armor); Atk: +5 ranged (3d8 blaster pistol), +4 melee (1d6, stun baton); SA Rebuke/Control Undead 8 times/day; SQ spells, +2 save against enchantment spells, +2 to Will saves against spells and spell-like abilities, SR 16, darkvision 120 ft., spell like abilities 1/day (dancing lights, darkness, and faerie fire); AL LE; SV: Fort. +5, Ref. +4, Will. +8; Str 13, Dex 14, Con 10, Int 14, Wis 17, Cha 15.

Skills: Bluff +5, Concentration +12, Diplomacy +8, Heal +8, Knowledge (arcana) +5, Knowledge (The Reaper religion) +4, Spellcraft +7; Feats: Extra Turning, Combat Casting.

Spells Prepared (5/4+1/3+1/2+1; base DC = 13 + spell level): 0- detect magic, detect poison, purify food and drink, read magic, resistance; 1st- bless, change self, cause fear, command, comprehend languages; 2nd- calm emotions, delay poison, hold person, zone of truth; 3rd- dispel magic, invisibility purge, nondetection,

Possessions: Battle armor, blaster pistol, stun baton, 4 minicells, 2 healing potions, holy symbol of the Reaper.

ISPD Officers Drow Ftr2/Rog1 (6): CR 5; Medium-size Humanoid; HD: 2d10+1d6+5; hp: 22x6; Init: +2 (Dex); Spd: 30 ft.; AC 21 (+2 Dex, +9 combat armor); Atk: +4 ranged (3d8, blaster pistol), +2 melee (1d6, stun baton); SA sneak attack +1d6; SQ +2 save against enchantment spells, +2 to Will saves against spells and spell-like abilities, SR 14, darkvision 120 ft., spell like abilities 1/day (dancing lights, darkness, and faerie fire); AL NE; SV: Fort. +4, Ref. +3, Will. +0; Str 11, Dex 14, Con 12, Int 13, Wis 11, Cha 12.

Skills: Bluff +5, Climb +6, Freefall +6, Hide +6, Listen +5, Move Silently +6, Search +5, Sense Motive +5, Spot +5, Use Device +6. Feats: Weapon Focus (Blaster Pistol), Dodge, Point Blank Shot, Rapid Shot

Possessions: Combat armor, blaster pistol, stun baton, nausea grenade, frag grenade, some grenade, sunglasses, 4 minicells.

CONCLUDING THE ADVENTURE

The adventure can end in to main ways. One is the PCs on the run with few red dragon eggs on their backs. In this case the PCs have a long road ahead of them because the Dragon Empire will pursue them relentlessly to regain those eggs. They will become well known criminals with their faces broadcast in all local systems. Unless they find a way to lay low, travel far away or somehow dodge the blame for the situation they PCs are going to have a hard time living a normal life in

Imperial space. The eggs are very valuable, but finding someone to sell them to will be difficult.

If the PCs return the eggs to the Imperials and manage to convince the authorities, truthfully or not, that they merely helped recover the egg they will be detained for a few hours but then released with little fanfare. The ISPD will simply let the PCs go and leave, taking the eggs back to their rightful owner. A month later the PCs receive a gift by way of an Imperial courier sent by Under-Secretary Karwessen. The gift contains an official letter of thanks from the Under-Secretary, a credit chip with 10,000cr on it and a medal from the Imperial Order of the Hatchery, a honorary order made up of those who have gone to great lengths to protect dragon eggs. This is mainly an honorary title but dragons that learn of it will react favorably to the PCs. Also the PCs now have an in with a minor member of the Imperial Council which could serve a number of purposes.

The Lazy Wyvern is technically owned by the PCs if they wish to file a claim for it with the Imperial courts. The repairs for the ship will take several hundred thousand credits, so it is of negligible value. Also the PCs will have to wait several months for the ship to get out of Imperial lockdown while the whole incident is investigated. They could sell it for scrap, getting around 50,000 cr. for it but they still have to find a buyer and fill out all the paper work.

Schedule:

7:00AM: The Lazy Wyvern crashes.

9:00AM: PCs reach ship.

1:00PM: The bandits find the ship.

2:00PM: The aranea eats its captive Captain Nilas Sodderwick.

4:00PM: Unless disturbed Raspin and Dara repair the starcaster.

5:00PM: Unless disturbed Raspin activates the starcaster.

6:00PM: The IPSP arrives.

APPENDIX A: SAERGIN'S BLUE TALONS

SAERGIN THUNDERCLAW

And aristocrat playing at being a revolutionary, before this incident Saergin's life has been free from worry or concern. He was born into wealth and truly thinks himself better from all those who do not share his dragon blood. He is arrogant, patronizing and incompetent, but he has somewhat come to realize his own faults

given his current dire predicament. He wants to hand the eggs over to the Imperial authorities at the first opportunity, but will cast hither and yon to blame someone else for taking them, including the PCs and any of his compatriots. He will avoid exposing himself to danger whenever possible.

Saergin Thunderclaw Male Half-Dragon

Ari4/Exp1: CR 7; Medium-size Humanoid (6 ft. 2 in tall); HD: 1d8+4d10+8; hp: 43 (34); Init: +0; Spd: 30 ft.; AC:20 (+4 natural, +6 combat fatigues); Atk: +3 ranged (3d8, blaster pistol), +10 melee (1d6+6 longsword keenblade); SA breath weapon, bite and claw attacks SQ Immune to sleep and paralysis, Immune to electricity; AL LE; SV: Fort. +3, Ref. +1, Will. +6; Str 22, Dex 10, Con 14, Int 14, Wis 10, Cha 16.

Skills: Bluff +11, Diplomacy +7, Forgery +7, Gather Information +9, Innuendo +6, Intimidate +8, Knowledge (Politics) +8, Listen +0, Sense Motive +6, Spot +2, Use Device +6. Feats: Etiquette, Skill Focus (Bluff).

SA – Breath Weapon (Su): Once per day the half-dragon can use a breath weapon attack, which is a line of lightning 5 ft. high, 5 ft. wide and 60 ft. long. It does 6d8 damage and the Reflex save DC is 18.

SA – Claw and Bite Attacks (Ex): The half dragon can use either claw attacks, doing 1d6 damage or bite attacks doing 1d4.

Possessions: Combat fatigues, blaster pistol, 4 minicells, longsword keenblade, datapad, 856 cr, potion of healing.

PHED BURBOTTLE

One of Saergin's personal servants, Phed doesn't really want to be part of any revolution but he has been bullied into participating by Saergin. Phed is a quiet person, more comfortable with the silence of machines than the chatter of people. He just wants to get out of this situation alive, and out of jail if possible. If pushed very hard he will betray Saergin, but the poor little gnome feats him greatly.

Phed Burbottle Male Gnome Mechanist 4: CR 4; Small-size Humanoid (3 ft. 2 in tall); HD: 3d6+6; hp: 16 (9); Init: +1 (Dex), Spd: 20 ft.; AC:17 (+1 Dex, +6 combat fatigues); Atk: +3 ranged (2d10 laser pistol), +1 melee (1d6, stun baton); SQ Jury-rig, guerilla repair, sabotage, favored tech (electronics) +1; AL N; SV: Fort. +3, Ref. +2, Will. +3; Str 9, Dex 12, Con 14, Int 16, Wis 8, Cha 11.

Skills: Appraise +5, Cryptography +12, Demolitions. +10, Disable Device +10, Freefall +5, Knowledge (Astronomy) +9, Knowledge (Advanced Mathematics)

+9, Open Lock +8, Pilot +6, Repair +16, Research +7, Search +8, Use Device +16. Feats: Gearhead, Hacker, Skill Focus (Repair), Skill Focus (Use Device).

Possessions: Combat fatigues, laser pistol, 2 minicells, stun baton, datapad, demolitions kit, laser torch, masterwork toolkit, 89 cr.

SERGA BELLINGAD

The child of halfling diplomats, Serga met Saergin at several official functions before the two developed a friendship mired in political discontent. Serga wishes to overthrow the current power structure mainly because it gives her life purpose. She has no idea what to put in its place; she just doesn't want to waste her life like she thinks her parents are doing trying to support a decaying empire. She will not turn against Saergin unless she is betrayed first.

Serga Bellingad Female Halfling Pilot3: CR 3; Small-size Humanoid (3 ft. 4 in tall); HD: 3d6; hp: 12 (8); Init: +7 (Dex, Improved Initiative); Spd: 20 ft; AC:19 (+3 Dex, +6 combat fatigues); Atk: +5 ranged (3d8, blaster pistol); SA Dogfighter +1; SQ Speed Demon; AL N; SV:: Fort. +1, Ref. +6, Will. +2; Str 7 (0), Dex: 17, Con 11, Int 14, Wis 13, Cha 12.

Skills: Bluff +5, Freefall +9, Intuit Direction +3, Navigate +8, Pilot +11, Repair +6, Spot +3, Use Device +10. Feats: Improved Initiative, Space Jockey, Starship Piloting.

Possessions: Blaster pistol, 3 minicells, 2 nausea grenades, stun baton, datapad, 167 cr.

MAEKIS LOSIN

A member of the idle rich Maekis has dragon blood in him, but just a trickle. He has spent his life perfecting what he sees as his high-cosmic powers and he won't stand for anyone belittling his magical skills. He got involved with the Blue Talons to avoid being bored, but now he just wants to go home. He will say anything and everything to get out of this situation.

Maekis Losin Male Human Sor4: CR 4; Medium-size Humanoid (6 ft. tall); HD: 5d4+10; hp: 22 (10); Init: +1 (Dex); Spd: 30 ft.; AC:15 (+1 Dex, +4 flight suit); Atk: +2 (2d10, laser pistol); SQ Familiar (weasel); AL CN; SV:: Fort. +2, Ref. +4, Will. +3; Str 10, Dex 13, Con 14, Int 12, Wis 8, Cha 16.

Skills: Alchemy +4, Concentration +5, Diplomacy +7, Innuendo +5, Knowledge (Arcana) +5, Spellcraft +4, Use Device +4. Feats: Etiquette, Skill Focus (Diplomacy), Skill Focus (Innuendo).

Possessions: Flight suit, laser pistol, 1 minicell, 1 nausea grenade, personal communicator, 235 cr.

Spells Per day (6/7/4*; base DC = 13 + spell level):

Spells Known: 0 – Arcane Mark, Mage Hand, Mending, Detect Magic, Light, Daze; 1st- Change Self, Charm Person, Summon Monster; 2nd - Web

*At 9:00AM Maekis has only 3 0th level, 4 1st level and 3 2nd level spells left. He will not have time to rest and regain his spells before the ISPD: arrives.

APPENDIX B

Raspin's Blue Talons

RASPIN MORNING FLIGHT

A former member of the Imperial Legions, Raspin remembers the days under the rule of the metallic dragons with nostalgic awe. He wants a return to the good old days of Qesmet rule and after years of trying to work inside the system, ordered into atrocity after atrocity by the new regime, he has stepped far outside it. Raspin sees any means of political change as a viable option and will kill anyone to get his way. He would rather die than submit to Imperial rule.

Raspin Morningflight Male Half-Dragon Ftr2/Rog2/Sor4: CR 11; Medium-size Humanoid (7 ft. 2 in tall); HD: 2d12+2d8+4d6+24; hp: 72 (53); Init: +6 (Dex, Improved Initiative); Spd: 30 ft.; AC:21 (+2 Dex, +4 flight suit, +4 natural, +1 ring of protection); Atk: +8 ranged (4d8, blaster carbine), +13 melee (1d8+7 longsword keenblade); SA breath weapon, claw, bite attacks; SQ Immune to sleep and paralysis, immune to acid, familiar (toad); AL NE; SV:: Fort. +6, Ref. +5, Will. +5; Str 24, Dex 14, Con 16, Int 15, Wis 12, Cha 16.

Skills: Alchemy +4, Bluff +9, Climb +12, Concentration +9, Diplomacy +9, Forgery +6, Jump +12, Listen +4, Pilot +7, Spellcraft +9, Spot +4, Swim +12. Feats: Dodge, Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (Blaster Carbine).

SA – Breath Weapon (Su): Once per day the half-dragon can use a breath weapon attack, which is a line of acid 5 ft. high, 5 ft. wide and 60 ft. long. It does 6d4 damage and the Reflex save DC is 17.

SA – Claw and Bite Attacks (Ex): The half dragon can use either claw attacks, doing 1d6 damage or bite attacks doing 1d4.

Spells Per day (6/7/4*; base DC = 13 + spell level):
Spells Known: 0 – Arcane Mark, Daze, Detect Magic, Light, Ray of Frost, Resistance; 1st- Endure Elements, Magic Missile, Magic Weapon; 2nd – Melf's Acid Arrow

Possessions: Flight suit, masterwork blaster carbine with a laser sight, 5 minicells, longsword keenblade, 2 frag grenades, 2 smoke grenades, blaster pistol, intrusion suit, personal communicator, 2 potions of healing, ring of protection +1.

*At 9:00AM Raspin has only 3 0th level, 4 1st level and 1 2nd level spell left. He will not have time to rest and regain his spells before the ISPD: arrives.

BARGIN SMASHSKULL

Bargin served under Raspin in the Legion and the two have kept in touch since. While Bargin does not share Raspin's political views he gives them lip service as long as Raspin pays him. A mercenary to the core, Bargin will support Bargin until it seems hopeless, but until then he is the consummate disciplined soldier. Bargin hates all other orcs and those of orcish blood, seeing their disorderly ways being a sign of shame.

Bargin Smashskull Male Orc
Ftr4/Mnk2/Gundancer2: CR 8; Medium-size Humanoid (6 ft 4 in tall); HD: 4d10+4d8+16; hp: 70; Init: +3 (Dex); Spd: 30 ft.; AC:19 (+3 Dex, +6 combat fatigues); Atk: +12/+7/+12 ranged (3d8+2, blaster pistol pair), +10/+5 melee (1d6+4, stun gloves); SA backfire, flurry of blows, unarmed strike, stunning attack; SQ Evasion; AL LE; SV: Fort. +9, Ref. +10, Will. +5. Str 16, Dex 16, Con 15, Int 10, Wis 9, Cha 7.

Skills: Demolitions +7, Freefall +5, Jump +9, Listen +2, Pilot +5, Spot +2, Tumble +9. Feats: Weapon Focus (Blaster Pistol), Weapon Specialization (Blaster Pistol), Ambidexterity, Two-Gun Shooting, Point Blank Shot, Rapid Shot.

Possessions: 2 masterwork blaster pistols with laser sights, combat fatigues, stun gloves, 5 minicells, 2 frag grenades, 2 incendiary grenades, personal communicator.

SALIS NILLARIS

A small time burglar and con artists Salis is a hired hand of Raspin. She cares little of his political aims, instead being in it only for the money. If threatened with death or imprisonment she will turn on anyone to avoid capture. She will say anything to get what she wants.

Salis Nillaris Female Elf Sor4/Rog2: CR 6; Medium-size Humanoid (5 ft. 7 in tall); HD: 3d4+2d6; hp: 15 (11); Init: +3 (Dex); Spd: 30 ft.; AC:17 (+3 Dex, +4 flight suit); Atk: +6 ranged (3d8, laser carbine), +2 melee (1d6-1, rapier keenblade); SA Sneak Attack +1d6; SQ Familiar (cat), Evasion, immune to magical

sleep; AL NE; SV: Fort. +1, Ref. +5, Will. +4; Str 9, Dex 16, Con 11, Int 14, Wis 10, Cha 17.

Skills: Alchemy +5, Bluff +7, Concentration +7 (+11), Cryptography +9, Decipher Script +4, Demolitions +5, Forgery +4, Freefall +5, Gather Information +3, Hide +6(+10), Knowledge (Arcana) +7, Listen +2, Move Silently +5, Open Locks +6 (+8), Search +4, Spellcraft +5, Spot +2, Urban Lore +2, Use Device +7. Feats: Combat Casting, Dodge, Hacker, Weapon Focus (Laser carbine).

Spells Per day (6/7/4*; base DC = 13 + spell level): Spells Known: 0 – Daze, Ghost Sound, Light, Mage Hand, Open/Close, Resistance; 1st- Endure Elements, Obscuring Mist, Sleep; 2nd - Invisibility

Possessions: Laser carbine, 2 minicells, rapier keenblade, flight suit, personal communicator, datapad, stealthsuit, masterwork thieves tools, electronic lock picks, chameleon suit, 439 cr.

*At 9:00AM Salis has only 4 0th level, 5 1st level and 2 2nd level spells left. She will not have time to rest and regain her spells before the ISPD: arrives.

APPENDIX C: CREW OF THE LAZY WYVERN

CAPTAIN NILAS SODDERWICK

Captain of the Lazy Wyvern, Nilas just wants his crew safe and his ship repaired. He doesn't give a damn about politics but will do what he can to keep his crew alive. When the ISPD: shows up he will be completely in favor of giving the eggs to them. Unfortunately the captain has been incapacitated by the aranea's poison and he will not be able to move until 8:00AM the next day unless he receives other aid.

Captain Nilas Sodderwick Male Human
Pilot4/Mechanist1: CR 5; Medium-size Humanoid (5 ft 9 in tall); HD: 4d6; hp: 13 (5); Init: +1 (Dex); Spd: 30 ft.; AC:15 (+1 Dex, +4 flight suit); Atk: +1 melee (1d4, punch); SQ Speed Demon, dogfighter +1, jury rig, guerilla repair, pilot evasion; AL LN; SV: Fort. +1, Ref. +4, Will. +4; Str 11 (0), Dex 13, Con 10, Int 15, Wis 14, Cha 14.

Skills: Appraise +7, Bluff +5, Diplomacy +5, Freefall +11, Intuit Direction +4, Navigate +11, Pilot +9, Repair +10, Research +5, Spot +4, Use Device +10. Feats: Born Spacer, Starship Piloting, Space Jockey, Vehicle Dodge, Etiquette.

Possessions: Flight suit.

DARA FOEHAMMER (ENGINEERING)

The ship's engineer, Dara is pissed all the interlopers on her ship. Given the opportunity she will attack any of the Blue Talons, or even the PCs if they give her lip. She's has a bad day and she's looking to take it out on anyone who comes within reach. She is full of dwarven pride and fire, ready to beat down anyone who dares threaten her baby the Lazy Wyvern.

Dara Foehammer Female Dwarf Mechanist4: CR 4; Small-size Humanoid (4 ft. tall); HD: 4d6+12; hp: 28 (18); Init: +0; Spd: 20 ft.; AC: 14 (+4 flight suit); Atk: +3 melee (1d6+1, wrench); SQ Jury-rig, guerilla repair, favored tech (spacecraft), sabotage; AL LN; SV: Fort. +4, Ref. +1, Will. +4; Str 13, Dex 10, Con 16, Int 15, Wis 12, Cha 8.

Skills: Appraise +9, Demolitions +6, Disable Device +9, Freefall +9, Knowledge (Dwarven History) +7, Navigate +4, Open Locks +7, Pilot +5, Repair +11, Research +9, Search +9, Use Device +11. Feats: Born Spacer, Space Jockey, Gearhead.

Possessions: Flight suit, wrench.

APPENDIX D: NEW MAGIC ITEMS

ANCHOR COLLAR

This silver collar appears to be simply an ornate collar for a dog or other large creature. The collar changes shape to fit any creature of up to Large size. When worn by a creature the collar place that creature under the effects of a dimensional anchor spell as long as the collar remains on the creature. If the wearer of the collar has spell resistance they may resist the collar's effects and the DM must make a spell resistance roll using the collar's creator's caster level against the victim's spell resistance. If the spell resistance roll is failed the collar does not affect the wearer. The collar can only be removed by using a key created the same time as the collar or destroying the collar.

Caster Level: 12th; Prerequisite: Craft Wondrous Item, dimensional anchor; Market Price: 20,000 gp, Weight: 1 lb.

Port

Starboard



Exterior Wall:

Airlock:

Interior Door:

Cargo Box:

Interior Wall:



PRISONERS OF APHEX

Prisoners of Aphex is a Dragonstar adventure for four characters of first level. The party should have at least one character with Open Locks, one with Heal, and one with the Repair skill will be useful. This adventure should bring the characters close to 2nd level and help them establish contacts that will benefit them in the future.

ADVENTURE BACKGROUND

It is no secret that many drow despise the Empire and the subservience that many show toward it. A large group of these drow have established a base in the outlands, where they plot to destroy the credibility of the ISPD in an attempt to wean their people off their dependence on the Empire. This consortium is known as the Drak Syllan. They are building huge living spider ships called araknos to help them police their areas. In reality, this group is nothing but an organized crime unit utilizing their contacts, knowledge, and a ream of stolen equipment to cause trouble in the region. If they manage to breed the araknos, that may change.

One of their plots involved a medical doctor who worked in an outworld prison colony called Aphex. The doctor had become addicted to a drug that only the Drak Syllan can supply, and thus was coerced into aiding them using his knowledge and the unique opportunities that the backwater prison afforded him. They had him using prisoners for experiments of all kinds, the most important being the development of a trauma symbiote that could be implanted in the araknos, making them incredibly powerful and resilient.

Unfortunately for the doctor, one of his experiments went terribly wrong, causing the symbiote on which he was operating to grow to an unearthly size, trapping he and a few patients in the medical wing of the prison. When several of the guards went up to investigate, the prisoners saw their chance to escape the prison and began rioting. The battle that followed lasted several hours. Many of the prisoners simply fled the scene, but more stayed behind to take over the prison. They used the prisoner transport elevator to attack the first floor of the prison, forcing the guards to take positions in the prison's core. The communications officer at the prison sent a short message, but this message was warped as the prisoners cut power to the building. The party is being sent to take a dangerous prisoner to the prison, and investigate any problems that they find. Unbeknownst to the characters, their prisoner is actually an agent of the Drak Syllan, sent to check up on the doctor's progress. He has no knowledge of the riots or the mishap in the medical wing.

ADVENTURE SYNOPSIS

The characters arrive on Aphex with no clue about the riots except that there is no comm response from the prison, and the hangar bay doors do not open to accept the landing vehicle. After seeing the prisoner transfer elevator broken halfway up the rails, the characters enter the building and search through the carnage and wreckage of the first floor. They can either convince the holed up guards to let them in or find the keycard from the dead comm officer in order to gain admittance to the upper level of the prison. From there they must subdue several prisoners and find a way to gain access to the



medical wing, located high in a tower above the central building.

After they find a way up, they must confront the doctor and his creation. They find the monster far too powerful and must search for a way to destroy it. Finally, they determine that the creature cannot stand extremes of heat, so by turning off the prison's climate controls they destroy it and perhaps save the doctor. Meanwhile, their prisoner has escaped and stolen the doctor's plans, using a computer in the control tower across the tarmac. The characters can chase him to the hangar area, where he powers up a space freighter and makes his escape.

THE DRIFTER CLANS

The drifter clans were originally comprised of several hundred people whose world had been destroyed by an Imperial excavation. These few had escaped in a stolen imperial troop transport and wandered the system aimlessly for years. As time went by these refugees started to scatter to planets around the galaxy, keeping in contact via regular communication to the mother ship. The descendants of these first refugees, led by an incredibly long-lived elven patriarch, decided to leverage their network by providing mercenary services to the Empire. Although the Empire usually gave them the worst jobs, transporting prisoners to outworld prisons or guarding self-important half dragon bureaucrats, the drifter clans slowly built up a galactic network of informants, allies, and suppliers. The fact that most of their missions were of little importance helps them by ensuring their activities go unnoticed by their imperial employers.

In the present day, the drifter clans provide thousands of mercenaries to the Empire all over the galaxy. They utilize imperial ships to smuggle goods from planet to planet, and act as information carriers and brokers to any that will pay them. Despite this, they are not an evil organization, only one that cares not for political intrigue or righteous causes. Their only concern is making a living, and if they can do so at the expense of the Empire that destroyed their planet, so much the better. The chiefs run the loosely organized operation with amazing efficiency, mostly due to the loyalty of the members. This loyalty is especially important to the sifters, shady middlemen that arrange missions for the mercs under the clans' employ.

The drifter clans are an excellent way to introduce your party to the Dragonstar universe. Their wide variety of jobs and destinations makes it easy to integrate into your

campaign, and the clans' network of informants and suppliers are an easy way to keep the players going in the right direction. The characters need not even know of the clans' more illicit business dealings, thinking they are simply in the employ of the largest independent mercenary guild in the Empire.

GETTING STARTED

The characters could be a drifter clan merc unit, hired by the Empire to take Dy'ssyth to Aphex.

The characters could be hitching a ride to another world, with only a quick stop off at Aphex to "unload some cargo."

The characters could be prisoners themselves. If this is the case, have the inmates shoot the pilot of their ship before the landing. When they awaken, only they are alive and they have no clue what is going on. Figuring to prove their innocence or win a reprieve, they take up arms against the other inmates and help the guards take back the prison.

INTRODUCTION

"...transmissions....communications....down....*screech*....broken...patches...recover soon...*screech*"

That is the last communication from the prison on Aphex, received just over 20 hours ago by most of the starships in the sector. The operator's voice did not sound strained or frightened, so most have dismissed it as a commlink malfunction that will soon be fixed. In reality rioting prisoners have shut down the prison, and the medical wing is under attack by some unknown organism. The players should not be told this immediately, only after they find the prison unresponsive should this be shared. As far as they know they are on a routine mission to take a prisoner, the dark elf Dy'ssyth, to the prison. After that they will return to their home planet to await the next mission from their sifter.

At their landing, one of the pilots will come back and tell the party that the prison is not responding, so they are landing on the helipad next to the guards' entrance. When further communication fails, the pilots insist that the party go in and find out what is wrong, leaving Dy'ssyth under their watchful eye. At this point the pilot will hand the PCs the final Aphex transmission.

GENERAL PRISON FEATURES

The prison is shaped like a ziggurat, slightly sloped with a smaller block placed upon the large ground-level structure. Barbed wire covers the outside walls making them impassable except for the external lift, which is currently stuck about 10 ft. from the top of platform.

The prison's primary power source and communications have been cut. The backup system has come online, meaning that the red emergency lights that run along the walls at ceiling level provide the only illumination. The environmental controls have been stabilized, except where noted, and the video cameras are all still working where they are intact.

None of the prison's internal communicators are online, though a Repair check (DC 25) could get them working again. The only problem is that each terminal would have to be repaired separately, of which there are nearly 100 in the complex. A similar check could be made to get any broken system (such as the external elevator to the cellblock level) working, but only a mechanist may attempt this without the proper equipment (which can be found in areas 15-17).

The thick outer walls prevent personal communicators from functioning, as do the thick metal plates in the ceilings and floors of the prison. This means that personal communication only works between two people on the same prison level.

Doors all have standard keycard locks, requiring an Open Locks (DC 30) check to bypass without security clearance. They are made of steel and have a Hardness of 25 and 60 hit points. During a power outage, most doors in the complex may only be opened from the inside, so the players may have to bypass these locks to get into places they wish to go.

Hacking into the prison's central computer is very difficult, requiring a series of three Use Device checks (DC 30) to access the network. A final check at DC 40 is required to grant the user admin-level access.

ON THE TRANSPORT SHIP

The ship that transports the characters and their prisoner to Aphex is an Imperial class corvette, the Wingman, piloted by Captain Jervus Makillian. The co-pilot is a half-elven recruit named Salazar Blocht. They are cor-

dial with the players but it is obvious they don't care to talk much on the mission. They will not say anything about Dy'ssyth except that he is an Imperial prisoner. They do not know anything about his crime. Salazar offers a warning that Dy'ssyth has contacts in the ISPD, and despite his current status, is a very dangerous fellow. He advises the party to merely stay away from him until they reach Aphex. Makillian is also the one that changes the party's orders once they arrive on Aphex.

Dy'ssyth on the other hand talks to any character that approaches him, but his manner is very terse and almost mocking. A Sense Motive check (DC 15) reveals that the dark elf seems to know something the characters do not. No amount of compulsion will cause the dark elf to reveal anything else. The dark elf appears to be in phenomenal shape, with a slightly larger frame than most drow. His eyes are bone white with no visible pupils, and his white hair is shaved close to his head. He is restrained by sophisticated electronic handcuffs that restrict the ability to escape as well as cast spells with somatic components. The party should feel completely safe that he will not escape.

Once the Wingman starcasts into the system, it takes about 5 hours to reach Aphex. Two hours into the trip the pilots receive a strange transmission from the planet, but they don't alert the players at this time. Only after they get to the planet and find the prison unresponsive do they give the players the transmission log. It is a two-day trip to the nearest space station, so the pilots are loathe to turn around before depositing their cargo. If need be, they threaten to leave the PCs in this system if they don't at least go in to the prison to find out what is happening. If the DM is using the Drifter Clans hook, he can point to the clause in the charter that bids their mercenaries gather information when they cannot fulfill their missions.

OUTSIDE THE PRISON

Two prisoners that have yet to escape are fighting on the platform outside the 2nd level of the prison. When the PCs arrive they hide until the PCs leave their vehicle, at which point they start taking potshots at them with the autopistols they took from a pair of overpowered guards. At that range the prisoners are unlikely to hit anything, but it is just the welcome the PCs need to get them in the mood. Use the average prisoner stats found at the end of the module for both of these prisoners. They retreat back into the building if fired upon or chased.

The prison's walls are barbed in places, extremely smooth in others. This makes them nearly impossible to climb either up or down (Climb DC 35) without suffering wounds. Any character failing his Climb check suffers 1d8 points of damage and falls to the ground below. Climbing up where the turbolift negotiates the building is equally difficult.

PRISON ADMINISTRATION COMPLEX (AREAS 1-13)

This portion of the prison was partially destroyed by the rioting prisoners. Some of the more technically proficient prisoners forced access to the communications and security control room, locking access to the system and destroying much of the system's capabilities. Until then the prison guards had the upper hand in controlling the riot, but many of them were trapped in rooms 9-13 by the power outage and the prisoners were able to overtake those trapped on the outside. The warden was killed trying to get to the Comm Center, sending out one last message before slipping into unconsciousness. Those who received the message mistook his voice, weakened by the wounds inflicted on him by the rioting inmates, for calm.

The remaining guards have holed themselves up in areas 9-13, and will not open the doors for any reason. One of them has been trying to restore power and communications to the prison from within, but so far has been unsuccessful. Hours of being locked inside their own prison have frayed the nerves of some of the guards, leaving them skittish and terrified. That they have seen the effects of whatever now lives within the medical wing has not aided in their recovery.

1. ENTRY HALL

This angular room was obviously once a receiving room, but all the furniture has either been overturned or incinerated. One sturdy table remains standing just opposite the entry doors. A holographic sculpture on the table has been knocked on its side. Two doors stand on opposite walls, to the left and right of you when you enter. The door to your right is crushed and melted, hanging open revealing a dark room beyond.

The entire place is lit only by red lights that run along the walls at ceiling level.

The emergency lights have kicked in and give the entire place an eerie glow. The burnt furniture and overturned sculpture complete the effect. Several grenades set off by rioting prisoners melted the door to the right, and the door to the left is sealed. It will take an Open Locks check (DC 30) or the code found in the warden's datapad to open.

Treasure: The holographic sculpture can be taken, and would fetch 350 cr in the right market.

2. WARDEN'S WAITING ROOM

This room has a desk opposite two plush chairs, a small table covered by a few very outdated smartpaper 'zines in between. On the desk is a computer whose monitor has been smashed. Another door lies partially open, blocked by the motionless body of a human male.

As the warden tried to exit his office two prisoners accosted him. He shot this one, and chased the other outside, where he was killed. The computer in this room has been smashed beyond repair.

Treasure: A pack of three ration bars sits uneaten in one of the desk drawers.

3. WARDEN'S OFFICE

This office is completely blown apart; scorch marks and blast holes are everywhere. The remains of a desk and computer system lay smashed on the floor, and several paintings hang broken on the wall. A closed door leads out of the room to your right.

This is the warden's office, where he was working when the riot occurred. A half-finished report is still active on his datapad, which can be found among the rubble (Search DC 15). Stuck in the datapad is a damaged keycard, requiring a Repair check (DC 15) to get working. This is the confiscated keycard from a drunk guard, not the warden's personal key. It has enough clearance to open every door on this level except the door leading to areas 9-13.

4. WARDEN'S CLOSET (EL 1/2)

This closet holds a guard's uniform, a pack of gum, several smartpaper magazines, and a cleaning kit for guns. A gun-rack on the back wall of the closet is empty.

This innocuous-seeming closet actually holds a great danger for any character doing a thorough search. Any character spending more than a round in the closet is subject to attack by a native vermin called a *snat*. The *snat* drops onto the character and uses its chameleon ability to blend in with the character's clothing or armor. If the character has exposed skin, the *snat* anesthetizes and begins draining blood from the character. Should it drop onto a fully armored character, it will ride along and look for the opportunity to attach to another target.

5. OFFICES

These offices are all trashed, broken computers and personal effects scattered everywhere amidst blaster marks on the walls and floor. Exceptions are noted below.

- A: This is the deputy warden's office. It has been looted, but a nameplate with his name and title can be found among the debris.
- B: This is the prison records room. This room is mostly intact, though it contains only cabinet after cabinet of files. The computer here is working, but it is not connected to the network. A Research check (DC 20) can turn up any mundane piece of information about the prison, such as duty rosters, prisoner lists, supply invoices, etc.
- C: Trashed office.
- D: Trashed office.
- E: A prison guard named Ted left the main control room (area 10) to help bring the sensors and communication systems back online. Unfortunately he failed, and on his way back an escaping prisoner bludgeoned him to death. Now his body lies in the corner of this trashed office, his head crushed by some blunt object. Ted had a keycard with clearance for the door in 5f, but he dropped it in the security control room (area 7) before retreating here.
- F: This is the first intact room the characters have encountered in the prison. A clean desk covered with office supplies and a 2-way communicator on the desk. A very sophisticated security door is on the opposite wall. The confiscated security pass from the warden's office will not open this door, but Ted's pass will work if the characters have found it. It requires an Open Locks check (DC 40) to bypass without the proper codekey. If the characters speak

into the communicator or attempt to bypass the security door a voice will ring into the comm.

"Ted, is that you?"

This is Arnie, the guard posted to the door at the moment. He's not the brightest guard in the building, and he has been instructed to open the door for no one. Despite this if one of the characters pretends to be Ted or can convince him that Ted is hurt, he will open the door for them. Roll a Bluff check against Arnie's Sense Motive (he has +1 to that skill) to determine success. He will not be very happy at their deception, but won't cause them any trouble since they are not prisoners.

6. SECRET LOCKER

This area holds an emergency flare gun, two gasmasks, 2 sleep gas grenades, 2 holdout blasters, and a medkit.

The guards forgot this emergency locker during the riot, and the inmates never found it. It requires a Search check (DC 20) to spot the panel and an Open Lock check (DC 35) to break through. The medkit is masterwork and contains two *dermpatches of cure light wounds* in addition to its normal items.

7. SECURITY CONTROL ROOM

This room looks like it was locked down and appears to have escaped the violence evident in many of the other rooms. A computer flashes a bright red ribbon with the words "Network lockdown enacted." Dozens of security screens here show nothing but static.

This room is intact, having been locked at the first sign of the riot. The characters cannot bypass the computer security here, and the cameras are all down until main power is restored. A Spot check (DC 15) shows something moving in the medical ward on one screen. Another screen shows a faint impression of a destroyed mess hall. If the characters watch for several minutes they may see a figure flash by momentarily. The monitors are functioning fine, it is the cameras that lack power. Therefore the characters are not able to get them working any more than they are.

Treasure: Ted's security pass may be found here underneath a chair (Search DC 10). It gives the PCs access to any door in the prison, including the secret locker (area 6) assuming they found it.

8. COMM CENTER

This room contains a communications panel and a chair, nothing more. A radar screen glows faintly, but the system is locked down. Scrolling across another screen is the message that the pilots received as you flew into the system:

"There has been a security breach at the prison, internal communications down. The prisoners have broken free of the main cellblock. External communication received in patches, I hope this goes out. Will recover soon, please send help."

The communications center has been sealed since just after the rioters knocked out the power, so it remains intact much like the adjacent security room. The computers here are sealed just like in the security room, and will not grant network access until after the server has been fixed (see area 10).

9. SECURITY BYPASS

Two tired-looking and bloody men wearing the uniforms of prison guards stand in this security bypass. They look at you with a mixture of suspicion and hope as you walk through the room.

Vils and Gregg were on the cellblock level when the rioting began and are two of the only guards to have escaped that level. They are exhausted and cannot give the characters much information. They will express hope that the characters can bring the prison under control, and they will both hit the characters up for a smoke.

10. PRISON CONTROL ROOM

This L-shaped room is a much larger version of the control rooms that are found outside this area. Computers and security monitors line the walls, though none of them seem to be online. Halfway into one of the panels is a man in a dark blue jumpsuit. He appears to be working on the unit. Three other guards mill about the room anxiously while two more play cards in a corner by the room's only other door.

The man in the blue jumpsuit is Tucker, the highest-ranking prison official still alive. He was the prison's logistics officer, responsible for tracking prisoners and other shipments such as food and equipment. He has a modicum of technical ability, but not enough to get the computer systems back up and running. He appreciates any help on that front, although he is more concerned about getting the prison back under control. It takes three Repair checks (DC 24) to get the computer and security cameras up and running. Tucker can accomplish this, but it takes him about an hour to do so without help. It takes ten minutes per check for a PC to repair the systems.

Once up and running, the PCs are able to see anything in the prison compound as well as the control tower across the tarmac. A Spot check (DC 10) allows them to notice the drow downloading files from the control tower network. A Use Device check then allows them to track his usage, including the fact that he downloaded files from the medical drive. Files about the trauma symbiote experiment are among the files he downloaded, though he took much more information from the drives (as a way to throw off anyone trying to determine his mission).

He knows everything that happened at the prison in the last 24 hours, including the presence of something strange in the medical wing. However, since no one has come out of the medical wing and they haven't been able to get the monitors working they have no idea what is up there. Tucker believes that getting the cellblock level under control is the first priority. Whatever is in the lab is not leaving, and he is close to getting the computer systems up and running. He offers to lend the party several air rifles with stun darts with which to subdue the prisoners, as he would prefer not to have them killed. Whether or not the party accepts his help, he tells one of his men (Arnie if he brought the PCs to the control room) to escort them to the elevator at area 13.

11. ENERGY CORE

This is the main power source for the prison. There is nothing wrong with the cell itself, it is the connections that have been tampered with. The room to this door will not be opened under any circumstances, and anyone entering will suffer the effects of radiation. For each minute a character spends inside this room without wearing radiation shielding, he suffers one dose of radiation. He must make a Fortitude save (DC 20) for each dose or suffer 1d4 points of permanent Constitution damage after 4d6 hours. When the initial damage sets in, the character must make another Fortitude save or

suffer an additional 1d4 points of permanent Constitution damage.

12. ELEVATOR LOBBY

Every surface of this room is made of shiny, spotless steel. The walls are seamless, and the only feature in the room is an elevator door with a control pad next to it on the wall. It resembles the panel on the door into this area.

This elevator is the only internal transport to the cell-block level of the prison, and the control pad has the same security as the door in area 9.

13. ELEVATOR

This elevator is made of seamless steel like the room outside it. An LCD readout displays the elevator's controls.

A Use Device check (DC 25) allows a character to access a real-time infrared scan of the entire prison through the LCD pad.

HANGAR COMPLEX (AREAS 14-18)

This area was locked down at the first riot alert and remained that way until a particularly clever inmate found out how to open the hangar doors and made out with the only starship class vehicle in the complex. The rest of the vehicles lie dormant here, and the equipment rooms are all locked with standard locks. There is currently no one here.

14. HANGAR

This cavernous hangar has high ceilings and a 50 ft. wide sliding door on the north side of the building. Two utility hovercrafts and a hovertank are all parked in the hangar, and one docking bay lies empty, signs of recent use evident all around it. Two doors lie near each other on the southern wall, and a thick, metal lattice guards a room along the far wall. This room is shadowy and quiet, the red security lights barely lighting the area.

A control pad in each docking bay controls the ship doors, and a Use Device check (DC 15) is necessary to work the controls. The bay doors can also be opened from these panels, or by the panel on the wall to the right of the doors.

15. STORAGE ROOM

Equipment of all kinds lies scattered about the tables of this room, and boxes are stacked everywhere.

This storage room holds mundane (no armor or weapons) equipment and supplies for the entire prison. There is a 30% chance that the characters can find any piece of equipment valued at 300 cr or less.

16. STORAGE ROOM

This room is identical to area 15.

17. PARTS AND EQUIPMENT CAGE

This cage contains a variety of small and large ship parts and tools. Parts hang from hooks on the walls and tools and smaller parts can be found in a variety of drawers and tubs scattered around the room. The whole area smells of grease, and almost everything feels oily to the touch.

Treasure: Enough pieces for two masterwork toolkits can be scavenged from this place. Doing so takes 1d6x10 minutes.

18. TOOL SHOP

This area is a shop, complete with large saws, grinders, and other non-portable tools set up around the room. A blown out robot husk can be seen laying in a corner of the room.

This area contains little of interest to the characters, though the non-functioning robotic body could be valuable to anyone with an interest in such things.

EMPLOYEE GYMNASIUM (AREAS 19-24)

This area was the lounge for employees and guests of the prison. There is no one here now.

19. SECURITY BYPASS

This security bypass is completely empty except for a door on the opposite wall and a control panel on the wall next to it.

This is a standard security panel, requiring an Open Locks check (DC 30) or a proper passkey to bypass.

20. GYM LOUNGE

This room is filled with couches, chairs, and tables full of smartpaper magazines. A window on the south wall reveals an area with balls, games, and other diversions, probably an activity checkout room for bored employees and guests of the prison staff.

21. EQUIPMENT ROOM

This room is filled with balls of all types, electronic and old-style board games, and other diversions.

Unless the characters are in the mood for a game of electrobiggle, there isn't much here for them.

22. LOCKER ROOM

This room smells of sweat and deodorant. There are around two dozen lockers along one wall, many of them having padlocks on the doors.

This is the men's locker room. If the characters break or bypass the locks on the locker doors they will find a variety of toiletries and other items.

Treasure: One of the lockers contains, among the normal toiletries, a gold pendant set with a single diamond (a gift for Ted's fiancée) worth 800 cr.

23. LOCKER ROOM

This room smells of sweat and deodorant. There are around two dozen lockers along one wall, many of them having padlocks on the doors.

This is the women's locker room. If the characters break or bypass the locks on the locker doors they will find a variety of toiletries and other items. There is nothing of value here.

24. GYMNASIUM

This large gym has several courts for playing sports of different types. One section of the gym is filled with tables and chairs used for various activities.

This is a standard gym, and nothing of interest can be found here.

CELLBLOCK LEVEL (AREAS 25-30)

The rioting prisoners hit this portion of the prison the hardest. Scorch marks and other signs of destruction can be found everywhere and the dead bodies of both prisoners and guards still lie in several areas. Several prisoners still mill about here, unsure of what they would do if they escaped.

25. SECURITY BYPASS

This room is completely empty except for a door on the opposite wall and a control panel on the wall next to it. Bloodstains are evident on the floor and walls.

This is a high security panel, requiring an Open Locks check (DC 40) or a proper passkey to bypass. A successful Listen check (DC 15) reveals movement and activity on the other side of the door.

26. CELLBLOCK CENTRAL (EL 2)

This open room shows several signs of battle. As you look into the room, four prisoners move to attack!

This room serves as the focal point for the cellblock level, as well as housing the elevator that goes up to the medical wing. The prisoners here move to attack as soon as the door from area 25 is opened. Three of the prisoners are armed with stun batons that they picked up off some of the dead guards, and one of them has a laser pistol. They are all wearing combat vests pilfered from dead guards. As soon as any combat begins one of the prisoners will break off running toward the gymnasium at full speed to bring the ogre to their aid.

Creatures: Inmates (4): 10, 9, 7, 7 hp;

Treasure: Aside from the weapons they are carrying the prisoners have no treasure.

Development: If the characters do not stop the fleeing prisoner, he goes to area 29 and gets the ogre to come back to reinforce the battle. They return at the end of the third round of battle. Upon returning, the ogre attempts to hurl his weight plates at the PCs before engaging them in melee. If the prisoner with the laser pistol has been defeated, the returning prisoner will attempt to pick it up and begin firing at the PCs.

27. SUPPLY ROOM

This room contains an assortment of cleaning supplies: mops, water buckets, brushes, etc.

There is nothing of value in this room.

28. GUARDROOM

Several chairs and tables are scattered about this room, seemingly abandoned mid-activity by the guards. A holo vid plays for a non-existent audience and books and magazines sit open about the room. Four security monitors show nothing but static and a communications headset hangs by a wire off the console.

This console is the same as those in the prison's main control room (area 10) and will not work until those are fixed. The communications headset allows the PCs to communicate with Tucker without going back down the elevator, but must remain attached to the console to continue working. A Search check (DC 20) reveals a hidden weapons locker that still contains several useful items.

Treasure: Two stun batons, three air rifles, six stundart clips, one pair of nightvision goggles, five filter masks, two nausea grenades, four zipcuffs, and four laser pistol minicells.

29. PRISONERS' GYMNASIUM

This area smells strongly of sweat and other odors. One corner of the room contains weight sets and another contains striking dummies and mats. The right half of the room is a multi-court for use in playing several popular sports from around the Empire.

Several weights are conspicuously missing from the free weight rack, being used by the ogre as projectile weapons. (Note: if the character's stopped the prisoner in area 26 from coming to get the ogre, he will be encountered here instead.) Otherwise the place looks reasonably intact since most of the prisoners were trying to get out rather than trap themselves inside.

Creatures: Ogre: 27 hp.

30. SECURITY BYPASS

This room looks like the other security bypass stations in the prison except it is completely destroyed. The smell of burning steel and charred flesh hang pungent in the air.

This bypass suffered heavy damage as the prisoners escaped via the external lift. Its door hangs permanently open and the accompanying security panel is non functional.

MEDICAL WING (AREAS 31-34)

This portion of the prison was partially destroyed by the rioting prisoners. Some of the more technically proficient prisoners forced access to the communications and security control room, locking access to the system and destroying much of the system's capabilities. Until then the prison guards had the upper hand in controlling the riot, but many of them were trapped in rooms 9-13 by the power outage and the prisoners were able to overtake those trapped on the outside. The warden was killed trying to get to the Comm Center, sending out one last message before slipping into unconsciousness. Those who received the message mistook his voice, weakened by the wounds inflicted on him by the rioting inmates, for calm.

The remaining guards have holed themselves up in areas 9-13, and will not open the doors for any reason. One of them has been trying to restore power and communications to the prison from within, but so far has been unsuccessful. Hours of being locked inside their own prison have frayed the nerves of some of the guards, leaving them skittish and terrified. That they have seen the effects of whatever now lives within the medical wing has not aided in their recovery.

31. HOSPITAL (EL 3)

This room was obviously once the hospital wing for the prison, but a large creature now dominates the room. The creature is the color of whipped flesh and several writhing tentacles whip about its body. Mucous covers the entirety of the creature's body, and large blobs of it drop to the floor as it moves. Yet, this is not the most horrific sight. About five feet off the ground a man is attached to the creature by several smaller pseudopods that have melded with his torso. He appears to be in great pain and does not immediately notice your arrival.

Several dead prisoners and guards are scattered about the room.

This is the mutant trauma symbiote that inadvertently caused the prison riot. Damaging it causes damage to the doctor as well, so the players may very well hurt the doctor very badly before they realize what they are doing. If the doctor takes more than 20 points of damage he awakens and yells for them to stop. He begs them to take his datapad and find a way to kill the symbiote without killing him as well. He has no information that they can help them. The datapad can be found on a table behind the doctor, causing anyone that moves to get it to suffer attacks from the flailing limbs of the symbiote. The symbiote itself is non-intelligent and cannot be reasoned or communicated with.

Creature: Mutant trauma symbiote: 137 hp.

Treasure: a medkit and two diagnostic monitors are scattered about the room.

32. PRIVATE ROOM

This room has a bed with several restraint mechanisms, a side table, and a general diagnostic machine. It currently has no occupants.

This room was used to house very contagious or dangerous prisoners. It was empty at the time that the doctor's experiment went awry.

Treasure: a *dermpatch of cure light wounds* and a medkit can be found on a tray beneath the diagnostic machine.

33. PRIVATE ROOM

A woman in a nurse's uniform is slumped over the bed in this room. A grotesque wound on her face oozes blood onto the bedsheets.

Aside from the nurse and the treasure, this room is identical to area 32.

34. MEDICAL SUPPLY ROOM

This supply closet holds a variety of general medical tools and items.

This closet contains quantities of gauze, minor painkillers, braces, laundry, and other mundane supplies necessary for the everyday running of a hospital.

CONCLUSION

The party will return to their ship either to find Dy'ssyth and the pilots awaiting them, or Dy'ssyth will have used a sophisticated EMP device to escape from his electronic handcuffs and knocked the pilots unconscious.

Dy'ssyth's fate and the party's role in that are up to the DM. If you are running this as a one shot adventure, Dy'ssyth might just truly be an ordinary prisoner. If you plan to use the campaign ideas given above, then the party might chase Dy'ssyth to his ship, only to be outflown as the drow escapes. It is left to the DM to contrive what happens with this extraordinary prisoner. Dy'ssyth's stats are not given here, but he is far more powerful than the PCs and would likely kill them if they confronted him directly. If the PCs are able to give chase in their vehicle, Dy'ssyth will have disabled all of their corvette's weapon systems so that they cannot just shoot him out of the sky.

If the party returns to the starbase without securing the prison or saving the doctor, they will be given 500 credits each and put on notice that they are being watched very closely. The drifters expect more from their merc units. If they were able to secure the prison but could not save the doctor, they are given full hazard pay (1500 credits each) and a good report on their first mission together. If they managed to save the doctor he will offer to install *trauma symbiotes* in them as long as they cover the cost of the procedure (3000 credits). This offer stands if they do not have the available cash. Of course, they could always take a loan from the Drifters at a reasonable interest rate.

NEW MONSTERS

MUTANT TRAUMA SYMBIOTE

Huge Aberration

Hit Dice:	12d8+60 (129 hp)
Initiative:	-4 (Dex)
Speed:	0 ft.
AC:	9 (-4 Dex, -2 size, +5 natural)
Attacks:	Slam +12 melee
Damage:	Slam 1d3+7
Face/Reach:	20 ft. by 20 ft./15 ft.
Special Attacks:	Attach, Improved Grab
Special Qualities:	None
Saves:	Fort +11, Ref +0, Will +10
Abilities:	Str 20, Dex 3, Con 20, Int 1, Wis 10, Cha 11
Skills:	Spot +2
Feats:	Blind-Fight, Endurance, Great Fortitude, Iron Will, Toughness
Climate/Terrain:	Any temperate
Organization:	Solitary
Challenge Rating:	1/2
Treasure:	None
Alignment:	Always Neutral
Advancement:	—

The doctor at the prison on Aphex has mutated this trauma symbiote in a way he never expected. It has grown much larger and forcibly attached itself to him.

Attach (Ex): If the mutant trauma symbiote successfully grapples an opponent, it may attach them to itself as a full round action. The attachment does not become permanent for one minute, though the trauma symbiote can do other things during this time. The trapped character can make an opposed Strength check to detach himself from the symbiote. Once permanent, the victim takes half of the damage inflicted to the trauma symbiote, and the symbiote takes half of the damage inflicted on the victim. At this point separating the victim from the symbiote without proper care would kill the victim. It requires a Profession (doctor) check (DC 25) to remove a patient from symbiosis.

Improved Grab (Ex): The mutant trauma symbiote can use this ability if it hits with its slam attack.

SNAT

Tiny Vermin

Hit Dice:	1/2d8+2 (4 hp)
Initiative:	+2 (Dex)
Speed:	20 ft.; Climb 20 ft.
AC:	16 (+2 Dex, +2 size)
Attacks:	Bite +4 melee
Damage:	Blood drain
Face/Reach:	2 ft. by 2 ft./0 ft.
Special Attacks:	Blood drain
Special Qualities:	Vermin
Saves:	Fort +4, Ref +2, Will +0
Abilities:	Str 2, Dex 15, Con 14, Int —, Wis 10, Cha 6
Skills:	Climb +4, Hide +8, Move Silently +8
Feats:	Weapon Finesse (Bite)
Climate/Terrain:	Any land
Organization:	Solitary, or colony (9-20)
Challenge Rating:	1/2
Treasure:	None
Alignment:	Always Neutral
Advancement:	—

Snats are a nuisance found on many of the planets in the Empire. They resemble fire ants except their shell is light grey in color and they grow to between six and eight inches in length. Snats attach themselves to the skin of their victims and use a powerful anaesthetic to insure that their presence is not felt. Then they create a small, circular wound in the skin of their victims through which they draw the victim's blood. No more than two snats will attach themselves to any one target at a time, ensuring most targets live to provide future meals. Snat attacks are not deadly in most cases, though small children and the ill might find themselves weakened enough to die.

Snats usually climb to the top of walls, ceilings, and high shelves so they can drop on potential victims and immediately use their anaesthetic to mask their presence. They are typically found hunting alone, but occasionally a nest may be stumbled upon in which more will be present.

Blood Drain (Ex): If a snat hits an area of exposed skin with its bite attack, it automatically begins draining blood on the next round. Each minute that it is attached thereafter, the character takes one point of temporary Constitution damage. Every time this occurs, allow the character a new Spot check to find the hidden snat.

NEW TECH

Item	Cost	Weight
Air rifle	75 cr	6 lb.
Dermpatch of cure light wounds	50 cr	—
Stundart	10 cr	—

NEW TECH

Dermpatch of cure light wounds: Dermpatches are small patches that automatically inject fluid into the user's bloodstream. Using a dermpatch is a move-equivalent action that provokes an attack of opportunity. Medicines, antitoxins, and antidotes can all be placed in a dermpatch as well as spells of up to 3rd level.

Caster Level: 1st; **Prerequisites:** Brew Potion, cure light wounds; **Market Price:** 50 gp.

Air Rifle: These guns are used to propel darts at close range and are often used by prison guards and riot officers to stun or subdue rowdy individuals. Air rifles have a range increment of 50 ft.

Stundart: These small darts are fired from an air rifle and are filled with a weak paralytic poison. They stun their targets for 1d3 rounds. The target can make a Fortitude save (DC 15) to avoid being stunned.

NPCs

Tucker, male human Com2: CR 1; Size M; HD 2d4-2; hp 6; Init +1; Spd 30 ft.; AC 16; Attack +3 melee (1d6+1+stun stun baton), +2 ranged (1d10 light autopistol); SV Fort -1, Ref +3, Will +1; AL NG; Str 14, Dex 12, Con 9, Int 10, Wis 13, Cha 13.

Languages Spoken: Common.

Skills and Feats: Listen +3, Profession +4, Repair +4, Spot +4; Lightning Reflexes, Skill Focus (Repair), Technical Proficiency.

Possessions: Light autopistol, two magazines, armor vest, and mechanics toolkit.

Prison guard, male human War1: CR 1; Size M; HD 1d8+2; hp 10; Init +0; Spd 30 ft.; AC 15; Attack +2 melee (1d6+1+stun stun baton), +1 ranged (1d6+stun taser pistol); SV Fort +4, Ref +0, Will +0; AL NG; Str 13, Dex 10, Con 14, Int 12, Wis 10, Cha 12.

Languages Spoken: Common.

Skills and Feats: Climb +5, Jump +5, Listen +4, Spot +4; Alertness, Point Blank Shot, Technical Proficiency.

Possessions: Taser pistol, magazine, stun baton, armor vest, and personal communicator.

Inmate, male human Thug1: CR 1; Size M; HD 1d6+1+3; hp 8; Init +1; Spd 30 ft.; AC 16; Attack +2 melee (1d6+2+stun stun baton), +1 ranged; SV Fort +3, Ref +3, Will +0; AL CN; Str 14, Dex 13, Con 12, Int 10, Wis 10, Cha 12.

Languages Spoken: Common.

Skills and Feats: Bluff +4, Climb +4, Hide +3, Intimidate +3, Jump +5, Listen +4, Spot +4; Great Fortitude, Technical Proficiency, Toughness.

Possessions: Stun baton and armor vest.

Pilot, male half elf Ftr1/Pil2: CR 3; Size M; HD 1d10+2d6; hp 14; Init +6; Spd 30 ft.; AC 18; Attack +2 melee (1d6+2+stun stun baton), +1 ranged; SV Fort +3, Ref +3, Will +0; AL CN; Str 12, Dex 15, Con 10, Int 12, Wis 12, Cha 10.

Languages Spoken: Common, Draconic, Elven.

Skills and Feats: Bluff +3, Climb +3, Freefall +5, Intuit Direction +5, Navigate +5, Pilot +8, Repair +4, Spot +3; Evasive Piloting, Improved Initiative, Space Jockey, Starship Piloting, Technical Proficiency.

Possessions: Laser pistol, combat fatigues, and personal communicator.

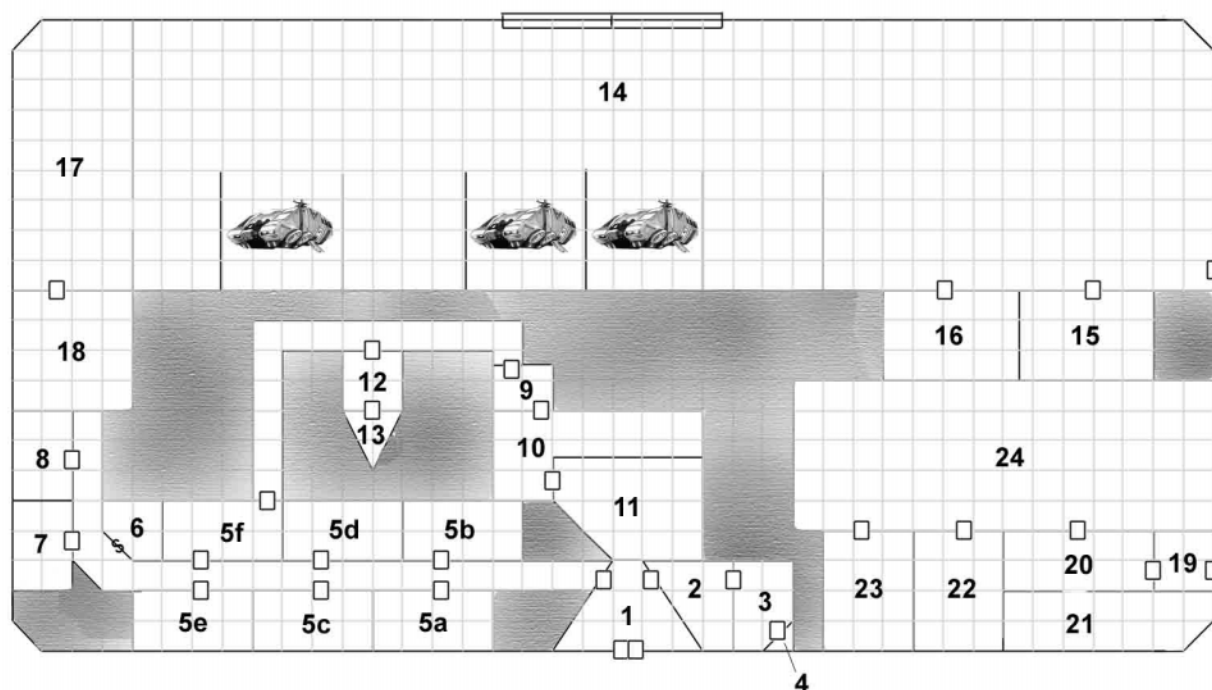
Ogre: CR 2; Size L; HD 4d8+8; hp 29; Init -1; Spd 30 ft.; AC 13; Attack +7 melee (1d6+7 barbell), +1 ranged (1d4+5 weight plate); SV Fort +6, Ref +0, Will +1; AL CE; Str 21, Dex 8, Con 15, Int 6, Wis 10, Cha 7.

Languages Spoken: Giant.

Skills and Feats: Climb +4, Listen +2, Spot +2. Weapon Focus (greatclub).

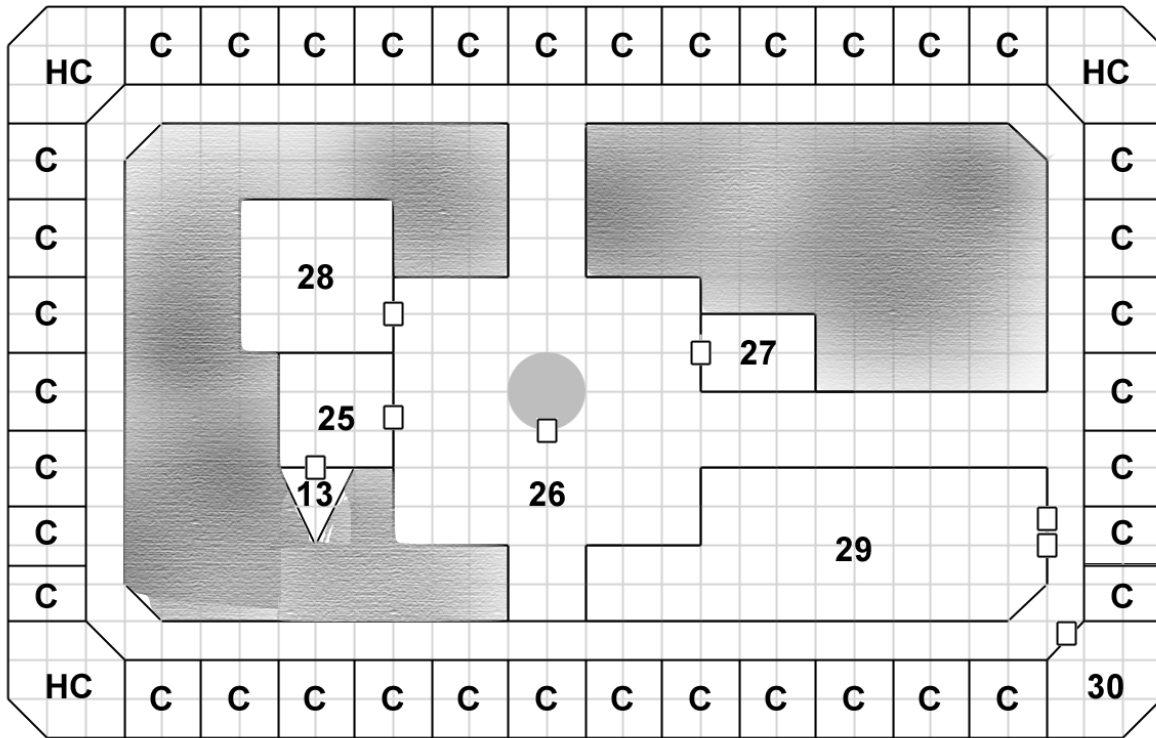
Possessions: None.

Prison Complex (Lower Level)

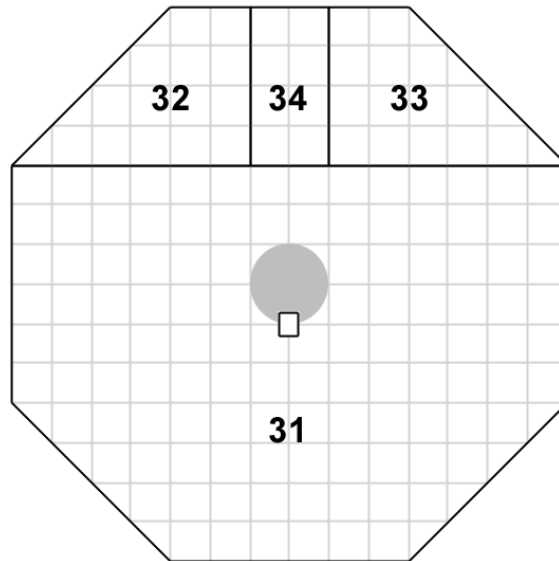


1 square = 5 ft.

Prison Complex (Cellblock Level)



Prison Complex (Medical Wing)



SECRET OF THE SHIFTING SANDS

Rob Cavender

A Dragonstar Adventure for four 3rd-level characters

“Secret of the Shifting Sands” is a Dragonstar adventure suitable for a party of 3rd-level player characters (PCs). Consult the “Scaling the Adventure” section if you want to run the adventure with a larger, smaller, higher-level or lower-level party of adventurers.

PREPARATION

“Secret of the Shifting Sands” is written for the *Dragonstar* campaign setting by Fantasy Flight Games. Text that appears in italics is player information, which you can read aloud or paraphrase where appropriate. Normal text contains information important to you when running the adventure. Maps are included at the end of the adventure in their own appendix.

The party will find it beneficial to have at least one rogue or mechanist. Although it is possible to complete the adventure without one, the presence of a rogue or mechanist greatly enhances the party’s chance of success.

The adventure takes place on Primogen II, found in Chapter 4 of the *Dragonstar: Guide to the Galaxy*, although any sparsely populated planet with a large desert will suffice. Although the Secret of the Shifting Sands assumes that the opposition consists of sand rats (see new monsters section) any low-level humanoid race can be substituted to better fit the DM’s campaign.

BACKGROUND

Ten years ago, an Imperial craft suffered a navigational failure and went down amid the Burning Dunes. Although precisely what the craft carried is unknown, Imperial forces descended on the desert in unprecedented numbers to retrieve the craft and her pilot. After months of scouring the desert, the Imperial forces gave up the search. The cargo and pilot were never recovered.

Some few days ago, after a brutal sandstorm, the sand rats came across the exposed remains of an Imperial pilot. Among his possessions, the rats discovered the black box from his craft. Ragash, the leader of the sand rats, surmised that the box and pilot could well have come from the Imperial craft lost to the sands all those years

ago. Although the rats did not have the facilities to unlock the secrets of the box, Ragash reasoned that, at the very least, he could sell the box back to the Imperials for a princely sum. To make certain that none of his followers attempted to steal the box, he kept his suspicions to himself.

Unfortunately for Ragash, one of his less competent tribesmen was not aware of the box’s value or his leader’s plans for it and traded the box to a caravan for some wine and a few other luxuries. When Ragash discovered what had happened, he was furious. He immediately put the fellow responsible to death and set off in search of the caravan.

Ragash and his tribe caught up to the caravan at the trading post known as the Shifting Sands and politely asked the merchant for the return of his property. The merchant, alerted by Ragash’s urgency, refused to sell it back and began to formulate his own suspicions as to the importance of the box. Ragash relented, but returned in the dead of the night with his warriors, killing everyone inside the trading post and reclaiming his treasure.

In taking the box back, Ragash discovered that the merchant had used his computer equipment to unravel the secrets of the black box. Overjoyed with his new discovery, Ragash immediately sent most of his warriors back into the desert, took a trusted few with him to plunder the treasure, and left the rest to clean up the mess.

ADVENTURE SYNOPSIS

The PCs arrive at the trading post and come under attack by the sand rats. They then defeat the sand rat rear-guard while preventing the destruction of the trading post and investigating what the sand rats are trying to accomplish. Over the course of their investigation, they learn of the existence of the black box and its significance. Finally, the characters pursue Ragash and his band into the wastes to stop him from claiming the prize.

SCALING THE ADVENTURE

If the DM feels that the rats are too dangerous for his party, the simplest solution is to use basic sand rats instead of the specialists listed above and replacing the blaster carbines with lasers or con-

ventional slug throwers. For a party of 4th-level characters, use the adventure as written. The players may have an easier time of completing the mission, but their rewards will be lessened as well. To make the adventure more dangerous, add additional class levels to the sand rats and upgrade their equipment appropriately.

FOR THE PLAYERS

Getting the PCs to the trading post should be simple. The Shifting Sands is the only such establishment for miles in any direction and has a local monopoly on fuel and other essential supplies. If the players need a more urgent reason to visit the post, the area is prone to violent sandstorms and the post would make a convenient safe haven in which to ride out the storm.

Likewise, the Burning Dunes are known to harbor the ruins of lost civilizations, so the PCs can be in the area searching for forgotten wealth or lost items of power. Alternately, one of the heroes could have a relationship with the proprietor of the Shifting Sands, be it relative, lover, or old friend, and wants to stop by and say hello while he happens to be in the area.

DUNGEON FEATURES

The Shifting Sands is constructed of industrial brick. All interior doors are made of two-inch thick steel (Hardness 12, 60 hp., Break DC 30) and slide into the ceiling when activated. Doors are activated through a touch pad on either side of the portal. All doors have an electronic locking mechanism, but this is not engaged on most of the portals. On those doors marked with a key symbol, the door is locked and requires electronic lockpicks and an Open Locks check (DC 25) or a keycard to open. Exterior doors are six-inches thick and recess into the walls when opened (Hardness 12, 180 hp., Break DC 36). They are also activated with a touch pad on either side of the door.

Exterior walls are five-foot thick composite bricks (Hardness 18, 2100 hp.). The interior walls are composed of concrete blocks six inches thick (Hardness 10, 120 hp.). Rooms and hallways have ten feet of ceiling clearance unless otherwise

noted. The map is printed to a five foot per square scale.

The Shifting Sands is well lit. Light from the outside comes in through windows and skylights. These windows are shuttered with sliding metal plates to protect against sandstorms. Glowing panels in the ceiling augment the natural lighting. These panels continue to glow as long as the reactor (Area 14) is functioning.

Note that all of the NPCs in the Shifting Sands are in radio communication with each other. If they think the PCs are more than they can handle, they will regroup and attempt to make an exit. If the PCs capture a communicator and the rats detect them listening in, they will switch to a backup frequency.

OUTSIDE (AREA 1)

Outside the Shifting Sands is the beginning of the Burning Dunes. Sparse vegetation and rocky sand leaves the characters little cover for approaching the Shifting Sands unseen. Impose a –4 circumstance modifier for the bright light and lack of cover unless the PCs employ unusual measures (such as sending the rogue in first under cover of an *invisibility* spell).

1. SAND RAT SENTRY (EL 2)

A square, gray building squats amid the desert ahead. Sunlight reflects off the many windows, a dancing cascade of light in contrast to the oppressive heat of the desert landscape. A small fueling station sits beside the building, and an overturned dune runner lies nearby, resting partially atop a small mountain of tires. Two figures lay sprawled in front of the metal door of the structure, their limbs spread awkwardly amid a pool of discolored sand.

Slithburn, a member of the sand rats, stands watch from the roof. A Spot check (DC 15) reveals his position by the light glinting from his rifle. The roof is easily accessible by climbing over the overturned dune runner. Characters wishing to climb onto the roof may make a Climb Check (DC 5) to

determine success. Characters searching the roof area will notice that the communications antenna is down. The antenna was purposely sabotaged and cannot be repaired; it will need to be replaced instead.

Slithburn is loyal, but he is not willing to lay down his life for Ragash. If he is losing the battle and the PCs order him to surrender, he does so if it appears it will give him a reasonable chance of survival.

One of the sprawled bodies belongs to Ray, a male dwarf mechanic. His name is proudly engraved on a patch over the left breast pocket on his jumpsuit. The second body belongs to the female elf that owned the overturned dune runner. The keys are still in the pocket of her jumpsuit. PCs searching the bodies of the fallen will discover the keys on a successful Search Check (DC 5).

NPC: Slithburn: 15 hp.

Tactics: Slithburn is on the roof of the Shifting Sands and alert for danger. His prone position gives him one-half cover against targets attacking from the ground. If he comes under attack, Slithburn contacts the rest of his squad with his personal communicator and puts them on alert. He also uses his *dermpatch of endurance* to increase his chances of surviving the encounter. The only way to either action is to sneak past the vigilant rat (opposed Hide check) or take him out on the first round of combat (with *sleep*, *color spray*, or a similar incapacitating spell, or by taking him down outright).

Treasure: The dune runner (see appendix) is still operational, just a bit scuffed and dented. A successful Strength check (DC 20) or some time with a lever or other special tools will get it back on its feet. The keys are in the pocket of the elf corpse (Search DC 5). If the PCs find the keys, it becomes much simpler for them to catch up with Ragash later in the adventure. Besides his listed possessions, Slithburn has no treasure.

Developments: If the PCs fight Slithburn, he uses his personal communicator to alert the rest of the sand rats. If the PCs stealthily dispose of Slithburn, but take time to right the dune runner before continuing, there is a chance (Listen check

DC 15) that one of the sand rats inside the Garage (area 5) will hear the commotion and come to investigate.

GROUND FLOOR (AREAS 7-8)

The ground floor is for services, resting, and general amenities when folks stop at the trading post. The walls are painted white, but are dingy enough to suggest that a new coat of paint or at least a good washing is in order.

2. LOUNGE

Two tables stand overturned in the failing light, their attendant stools scattered like fallen leaves. A booth in the corner of the room remains upright, patronized by a slumped figure lying in a sticky pool of spilled blood. A long counter dominates the northern half of the room; a body rests among the toppled stools at its feet, his chest half buried in noodles and sauce. A break in the wall above the counter leads to the kitchen beyond. Above the counter, a video screen flickers with static, bathing the scene in a ghostly light. A solid steel door on the eastern wall leads to the outside while three lighter doors exit the room to the north and west.

On closer inspection, one of the doors on the north wall leads to the kitchen area while the other is marked with the symbol of a unisex bathroom. The door to the western wall leads to the concessions area and is clearly marked with a plaque beside the portal. Both corpses were patrons of the Shifting Sands that happened to be in the wrong place at the wrong time. The pasta covering the second corpse is spaghetti and sauce. If the PCs investigate the bodies, their pockets appear rifled, all valuables and identification are missing. The video screen is operational, but not receiving at the moment due to damage to the communications antenna outside.

3. CONCESSIONS & SUPPLY

Rows of broken shelves line the walls of this room. Banners proclaiming brand superiority dot the walls, gaudy posters at odds with the drab bricks. Discarded packaging litters the floor, broken merchandise and tattered paper forming a chaotic tapestry of debris. A broken robot stands behind a small counter in the northern part of the room, its metal body rent and broken. Three doors exit the room, one on the eastern wall and two to the north.

This room serves as the store and supply depot for the Shifting Sands. As a repository of useful and portable goods, the sand rats hit it hard. The robot is irreparable, but a character clever with electronics and a datapad can recover some of its recent memory with a successful Use Device check (DC 17). Characters who succeed in this check can replay the last few moments of the robot's life including the sand rat attack.

Searching the room will uncover some informative pamphlets about the Burning Dunes and their history. In the recent history section of these pamphlets, the characters find mention of the events outlined in the Background section of the adventure. The sand rats already looted this room for anything of value.

4. STORAGE ROOM

Stout metal shelves fill this room, forming aisles running north to south. A broken skylight supplements the light thrown from the ceiling panels, casting the room in a sunny glow. Broken glass litters the floor amid oil stains and a fine dusting of sand. Stacks of boxes clutter the northern corner of the room beside a huge set of double doors. A row of large canisters stretches from the door itself nearly to the southern end of the room. The central container bears a mechanical device with a blinking light and an ominous, red display.

This room serves as storage for spare parts for the garage and the trading post. The sand rats left nothing of any value when they looted the place. Of real interest to the PCs is the device on the canisters. The canisters all carry vehicle fuel; this is obvious from their labeling. The device is a small, powerful explosive, set to detonate the fuel. The bomb is not set to explode any time soon, the PCs have hours to disarm the device (Disable Device DC 10) or clear the area. Loud noises in this area will alert the scavenging sand rats in area 5, prompting them to investigate.

5. GARAGE (EL 3)

Two large lizards stand silhouetted before an enormous metal door. A hovering cart trails behind the scaly beasts laden with a veritable mountain of goods and gear. The reptiles stand nearly motionless in their blinders and harness, only occasionally stamping a foot or swinging an enormous tail. A lift ponderously rises from the oil-stained floor, pulling free from the debris like some strange mushroom thriving in the dark. On the western wall, a long workbench lies half-buried in tools and broken vehicle parts. A row of orange canisters lines the eastern wall of the room, bracketing a pair of double sliding doors. A smaller door on the south wall is clearly marked with the word "restroom" in the common tongue.

The garage is full of vehicle parts and empty canisters of vehicle fuel. If the PCs need to perform any repairs on their vehicles, most any minor repair short of a full rebuild can be accomplished here.

NPCs: Shakara: 19 hp, Nesrek: 17 hp.

Creatures: Giant sand lizards (2): 22 hp each.

Tactics: The sand lizards are pack animals and non-combatants. Loud noises like explosions or gunfire will spook the creatures, causing them to run away into the desert.

Shakara and Nesrek will be largely oblivious to the characters unless one of the other rats sounds the alarm and will require a Listen check

(DC 15) to avoid surprise. If the rats are alert, then Nesrek covers the loading dock with his rifle while Shakara covers the southern exits with her crossbow.

Treasure: Most of the loot heaped onto the hovering cart consists of supplies and spare parts of no interest to PCs. However, among the debris are a masterwork toolkit, a medkit, and two *dermpatches of cure light wounds*. The hovering cart is also valuable, but less likely to be of interest to PCs. More information regarding the hovering cart can be found in the new items section at the end of the adventure.

6. KITCHEN

The mighty stoves lie dead and cold in the kitchen, the grills and fryers silent and empty. Half-prepared food lies out on the countertops, already buzzing with flies and vermin. Pots and pans lie overturned on the greasy floor amid the remains of half-cooked meals. A break in the southern wall provides a clear view of the lounge area over a simple counter. Beneath the counter, a portly corpse lies broken, his hand still clutching a stained cooking knife. Racks for dishes and supplies hang on the northern wall, while an enormous dishwasher dominates the eastern portion of the room.

This room serves as the kitchen for the trading post. The food on the countertops is spoiled and inedible, but there is enough food in the local refrigerators for the PCs to make a meal if they are so inclined. The stairs in the alcove in the northwestern part of the room leads to a larger food storage area and the personal apartments of the owner and his family.

Treasure: The proprietor's corpse has a magnetic keycard that will open all locks within the Shifting Sands. The knife is simply a good-quality cooking knife, roughly equivalent to a dagger if used in combat.

7. LOCKED BATHROOM (EL 1)

A toilet rests against the eastern wall, flanked by a small cabinet mounted with a sink. A mirror hangs over the sink, spotted with crusty droplets of dried fluid. The cabinet doors are open and empty bottles lay strewn across the white tile floor. The room is otherwise clean and smells faintly of lemons.

This room contains Klezac, a bucket, and some cleaning supplies, which Klezac has rigged into a crude, caustic trap.

NPCs: Klezac: 7 hp.

Tactics: Klezac waits behind the door with a full bucket of cleaning chemicals. When the door opens, he will throw the bucket in the face of the first PC. To hit, he needs to make a successful ranged touch attack. Failure means that he doused a PCs lower half, but nothing serious or incapacitating. If successful, the PC takes 1d4 damage (save vs. Fortitude DC 12 for half). PCs who fail their saves are also blinded for 1d3 rounds. If he blinds a PC, Klezac attempts to flee. Otherwise he curls up in a ball screaming, "I surrender! I surrender!"

Development: If Klezac manages to flee past the PCs, he has a 50% chance of running towards the garage (area 5). If the sand rats in area 5 are still alive, this will alert them to intruders if they were not already alerted. Also, if they were on the alert, they will open fire on Klezac when he enters their room.

8. UNISEX BATHROOM

A toilet peeks from behind a wooden cabinet in the northern part of this room. The cabinet is topped with a marble countertop and pierced with a steel sink. A plain mirror hangs over the sink beside a fluid dispenser filled with a thick, pink gel. Beside the door, a metal container holds paper towels, over an overflowing trash bin.

This is a simple unisex bathroom. It is unusually clean for a public restroom, but it is otherwise unremarkable.

UNDERGROUND (AREAS 9-12)

The underground areas include showers, storage, and living space. All doors marked with a key cannot be opened without a keycard or electronic lock-picks and an Open Locks check (DC 25). This level has a thin, gray carpet to cover the floors. The northern portion of the underground is off limits to guests and contains maintenance equipment and the generators to run the building.

9. SUITE ONE

A simple bed, neatly made, rests against the southern wall. A small nightstand with a single lamp stands vigil beside the bed, its surface clean and buffed. A single video monitor hangs from the eastern wall, its screen dark and empty.

This room serves as one of the two suites that travelers can rent for a refreshing nap or a night in an actual bed. It was not in service when the sand rats attacked and still stands ready for visitors.

10. SUITE TWO

A bloody figure lies sprawled atop the thick green carpet of this room. A rumpled bed lies against the northern wall, its covers slithering to the floor in a heap. Beside the bed, a nightstand sits beneath an overturned lamp, its drawer open and empty. A blank video screen on the eastern wall stands dark and silent like the great, disapproving eye of some long forgotten god. Sticky papers lie like fallen leaves about the room, slowly seeping up the blood from the broken corpse below. Two doors exit this room, one on the northern wall leads back to the hallway, and another door to the south.

The bloody figure belongs to the merchant who purchased the black box from the sand rats. Although he did not give in to Ragash, the information was on his datapad. The papers are merely hardcopy of records and receipts for the merchant's business. Although the datapad itself is missing, a

Search check (DC 10) finds a standard data crystal under the bed. This contains a backup of all the merchant's records. A Use Device check (DC 15) defeats the relatively simple encryption and reveals the merchant's notes on the black box including the GPS coordinates of the crash and his suspicions that the black box is related to the lost Imperial cargo. The PCs need a datapad to display the information.

11. SUITE TWO BATH

A long tub dominates the western half of this room opposite a small toilet and sink. A razor and a few small bottles lay atop the sink with an open tube of toothpaste. The floor is scuffed, white tile and half-covered with a damp, white towel. A few towels lie scattered across the room, one hanging over the edge of the tub. A simple mirror hangs over the sink.

This private bath serves the second overnight suite. The toiletries belong to the dead merchant in area 10. There is nothing of value in this room.

12. SUITE ONE BATH

A long tub dominates the western half of this room opposite a small toilet and sink. The floor is scuffed, white tile and half-covered with a shaggy, white towel. More towels hang above the toilet and a simple mirror hangs over the sink.

This private bath serves the first overnight suite. Many spacers and travelers greatly appreciate the opportunity to soak their travels away and pay a premium for use of the tubs. There is nothing of value in this room.

13. LAUNDRY ROOM

A bank of washing machines dominates the eastern part of this room. A pressing board rests in the southern portion, toppled over a still, female form. Small piles of clothing sits atop the fallen woman, stained red from the spreading pool beneath.

Designed to take care of the guest's laundry needs, the equipment in this room is capable of washing and pressing most clothing in record time. The corpse belongs to the proprietor's wife. Her pockets have been searched and turned inside out. Close inspection of the body will determine that she was about six months pregnant when she died. There is nothing of value here.

14. UTILITIES (EL 3)

Large hoses and cables throb around the edges of this chamber. A reactor dominates the southern portion of the room while less identifiable devices cluster around to the north. The din of machinery permeates the air, in a cacophony of industrial noise. A device is affixed to the reactor; its blinking light and red display at odds with the otherwise drab exterior of the device.

The device is a bomb, set to send the reactor into critical overload and blow the Shifting Sands to tiny bits. A Disable Device (DC 20) check disarms the bomb. A Spot check (DC 15) reveals that the reactor has been damaged and is building to an overload. A Repair check (DC 20) is necessary to stabilize the reactor. Alternately, a Use Device check (DC 5) will shut the reactor down. This will kill power for the entire building, plunging it into darkness and alerting all the sand rats to the presence of intruders.

NPCs: Siltasha: 11 hp and Rekburt: 13 hp.

Tactics: If the rats have not been alerted at this point, both Siltasha and Rekburt are hard at work on setting the charges and making certain the reactor builds to overload. Due to the noise in the room, they do not hear the PCs approach, allowing the PCs a surprise action on both the saboteurs.

If alerted, Rekburt watches the door with his blaster at the ready. He shoots the first PC he sees.

Treasure: In addition to their personal gear, Siltasha has a master key for all the doors in the building.

15. FOOD STORAGE

Shelves and boxes clutter this small room. A bewildering variety of brand names, and cans assaults the senses each label proudly proclaiming its superiority to the next. The stacks are uneven and some spots on the shelves are bare. A clipboard hangs from a peg next to the door.

This room harbors the basic necessities and dried goods for the restraint upstairs as well as dining for the shopkeeper and his wife. The clipboard is merely a list of goods with check marks next to what needs to be reordered.

16. FREEZER

A blast of cold air emanates from this room. Inside, rows of frosty shelves hold preserved meats and beverages. Broken bottles litter the floor; their contents already frozen into pools of golden ice.

This large, walk-in freezer keeps supplies for the restaurant fresh until they can be used. The broken bottles once held some of the high-quality chilled wines that the proprietor kept for special occasions. There is nothing of value here.

17. APARTMENTS (EL 1)

Thick, red carpeting covers the floor of this large room. The room is divided into two halves. The northern half holds a small kitchen and dining area while the south bears some comfortable chairs, a low table and a dark video screen.

These apartments house the main living area for the proprietor and his wife. The northern half of the room has a small kitchen and dining area while the southern part of the room is for watching video programs, reading, and general recreation.

NPCs: Selness: 13 hp.

Tactics: If the rats are not on alert, Selness is looking for more loot to add to her bag. She will require a Listen check to notice the arrival of the PCs. Otherwise, she will be listening for activity in

the hallway beyond, if she hears movement she will open the door and commence firing.

Treasure: Selness' bag contains 170 credits, a silver chain inset with lapis stones (130 cr), a pair of nightvision goggles, a *dermpatch of cure moderate wounds*, and a *dermpatch of cure light wounds*.

18. APARTMENT BATH

A long tub dominates the northern half of this room opposite a small toilet and sink. The floor is scuffed, white tile and half-covered with a shaggy, white towel. More towels hang above the toilet and a simple mirror hangs over the sink.

This is the private room for the proprietor and his family. It is quite clean and well kept. Toiletries are in a cabinet under the sink or in the cabinet behind the bathroom mirror. There is nothing of value here.

19. BEDROOM

Pink, floral wallpaper covers the walls of this room. Sky blue carpeting covers the floor in a thick layer of comforting shag. A crib rests against the western wall with a simple mobile twirling above. The crib's coverlets are neatly folded back before a small but plush pillow. A box sits against the north wall beside a tiny replica of a simple home.

This room was to house the couple's coming daughter. The box contains simple baby toys and the house is a hand-carved replica of a frontier homestead. There is nothing of value to the PCs in this room.

20. MASTER BEDROOM

A plush double bed dominates the southern part of the room flanked by matching nightstands and lamps. Twin dressing cabinets nest against the northern wall. The cabinet to the east is stuffed to overflowing with garments and additional clothing rests atop the cabinet or hangs from its knobs.

Both dressers contain simple working clothes. The western dresser belongs to the proprietor; the other belongs to his wife. There is nothing of value here.

21. SHOWERS

Three curtained stalls line the eastern portion of this room, the curtains drawn back to reveal a single showerhead and drain beyond. Small lockers stand before each stall, their doors slack and open. Clean, white towels sit atop each of the lockers. A hamper in the western wall allows for disposal and a shelf above the hamper holds fresh towels, ready for use.

A simple shower facility, this room exists so travelers can wash some of the road from their bodies. There is nothing of value here.

OBSERVATION DECK (AREA 22)

The observation deck is simply a lounge area without food. This floor is carpeted and the furniture is quite plush. Unlike the ground level, the windows in the observation deck are only shuttered during inclement weather. The windows in the observation deck provide a clear view of the roof.

22. OBSERVATION LOUNGE

Shuttered windows and ample skylights brightly illuminate this room. Comfortable couches line the walls before low tables. A few stools stand at attention around a scattering of tables in the center of the area. Dingy white carpet covers the floor, giving way to the simple gray furniture and pale, whitewashed walls. A door pierces the wall to the north, leading onto the roof beyond.

The observation lounge allowed travelers to sip drinks and relax away from the busy restaurant and lounge below. The door leads out onto the roof. If the PCs have not disposed of Slithburn already, he has a good chance to notice the characters snooping around this area. There is nothing of value here.

23. SHOWDOWN WITH RAGASH (EL 5)

The desert sands part to reveal a fallen starship. A simple Imperial cargo shuttle lies half-buried in the choking desert sands. Three riding beasts stand tethered before the ship, eagerly awaiting the return of their masters. The cargo bay lies open, its contents exposed to the outside air for the first time in many years.

Ragash and his minions reached the downed Imperial shuttle and penetrated the hull before the PCs arrived. One of the rats on guard (opposed Spot check to notice) is watching from the hold. If he sees the PCs, he alerts his comrades who will attack from behind cover of the other cargo aboard the ship.

NPCs: Ragash: 33 hp, Astithak: 17 hp, and Bereek: 17 hp.

Tactics: Astithak and Bereek will be closest to the entrance, fighting from behind the crates and boxes in the cargo bay for as long as possible. This gives them the benefit of half cover. Meanwhile, Ragash spends the first few rounds of combat protecting himself from errant energy weapons with his *endure elements* spell before attacking with spells and blaster attacks augmented with his *true strike* spell.

CONCLUSION

Secret of the Shifting Sands has several possible outcomes. If the party finds and defeats Ragash, they now have possession of the Imperial cargo. Once they have the cargo, they need to decide what they are going to do with it. The DM is left to decide on the exact contents of the shuttle, so he can tailor it to his campaign. It could be a new weapon, a strange alien artifact, a canister of frozen spores, a captive demon, or even a clutch of dragon eggs.

If the characters return the cargo to the proper authorities, they win points with the Imperial government and should be rewarded. Their bank balances should grow by 1,000 credits. The DM should adjust this amount to fit his campaign.

If the characters choose to keep the cargo, the DM can make it something more ominous.

Something valuable or dangerous without being immediately useful would be most appropriate. Again, the DM is encouraged to fit the cargo to his campaign and the style of his players.

If the party opts not to proceed to the final confrontation with Ragash, or doesn't manage to discover the whereabouts of the crashed ship, then the cargo should definitely be a weapon or something else that the PCs would rather not fall into Ragash's hands. If the DM wishes to use Ragash and the sand rats again, the PCs can learn of a powerful warlord among the Burning Dunes.

If Ragash escapes, he can bedevil the party at a later date. The canny sand rat has a small army of humanoids at his disposal and is vengeful enough to make certain that the PCs suffer for thwarting his plans.

NEW MONSTERS

Sand Rat

Medium-Size Monstrous Humanoid

Hit Dice: 1d8+1 (6 hp)
Initiative: +1 (Dex)
Speed: 30 ft.
AC: 16 (+1 Dex, +5 armor vest)
Attacks: Scimitar +1 melee
Damage: Scimitar 1d6
Face/Reach: 5 ft. by 5 ft./5 ft.
Special Qualities: Darkvision 60 ft., scent
Saves: Fort +3, Ref +1, Will -1
Abilities: Str 11, Dex 12, Con 13, Wis 8, Int 11, Cha 8.
Skills: Listen +3, Spot +3, Wilderness Lore +2
Feats: Alertness, Technical Proficiency

Climate/Terrain: Any arid
Organization: Solitary, Band (2–10), Pack (12–24) or Tribe (50+)
Challenge Rating: ½
Treasure: Standard
Alignment: Usually Lawful
Advancement: By character class

Sand rats are a variation on the several rat-like humanoids common throughout the Empire. A

highly adaptable species, creatures similar to sand rats are found on hundreds of worlds. A sand rat is easily mistaken for a wererat, standing between four and a half and five feet tall and rising on two legs. Their claws are atrophied and useless. Although they sport large gnawing teeth, they never use these natural weapons in combat.

Sand rats are social and highly intelligent, easily capable of learning Imperial technology. Generally shunned by other races, sand rats form colonies in out of the way areas on the planets they inhabit where their extremely hardy natures allow them to thrive.

CREATURES

Giant sand lizards are merely a variety of giant lizard that has adapted for desert survival. The creatures have pebbly scales in shades of dull yellow and gray, allowing them to blend more thoroughly with their sandy surroundings.

Giant Sand Lizards (2): CR 2; Medium-size Animal; HD: 3d8+9; hp: 22 each; Init: +2 (Dex); Spd: 30 ft., swim 30 ft.; AC: 15 (+2 Dex, +3 natural); Atk: +5 melee (1d8+4, bite); AL N; SV: Fort. +6, Ref. +5, Will +2; Str 17, 15, Con 17, Int 2, Wis 12, Cha 2.

Skills: Climb +9, Hide +7*, Listen +4, Move Silently +6, Spot +4.

*In their natural sandy surroundings, this Hide bonus improves to +8.

NPCs

SLITHBURN

Slithburn is a sand rat loyal to Ragash. Although he would not betray his leader under most circumstances, he is a self-serving rat at heart. Given a combat gone badly, he will barter information for his escape. Slithburn knows that Ragash tore the place apart to regain an item mistakenly sold to the merchant in area 10. He also knows that his tribe looted most of the Shifting Sands already. His

group is to dissuade passers-by and to erase the evidence of their presence. He does not know what item Ragash ordered the raid to reclaim.

Slithburn, male sand rat War2: CR 1; Medium-size Monstrous Humanoid (5 ft. tall); HD: 2d8+6; hp: 15; Init: +2 (Dex); Spd: 30 ft; AC: 18 (+2 Dex, +6 combat fatigues); Atk: +4 melee (1d6+1, keenblade scimitar) or +5 ranged (1d12, masterwork assault rifle) or +4 ranged (6d6, concussion grenade); SQ darkvision 60 ft, scent; AL LE; SV: Fort. +6, Ref. +2 Will -1; Str 12, Dex 15, Con 16, Int 11, Wis 8, Cha 8.

Languages Spoken: Common.

Skills: Intimidate +3, Listen +3, Spot +3, Wilderness Lore +2. *Feats:* Alertness, Technical Proficiency.

Possessions: Keenblade scimitar, combat fatigues, concussion grenades (x2), masterwork assault rifle, assault rifle magazines (x2), *dermpatch of cure light wounds* (x2), *dermpatch of endurance*, personal communicator, 25 credits.

SHAKARA AND NASREK

Shakara and Nasrek work as a team. Shakara is somewhat vain and quite proud of her spellware enhancements and looks for excuses to use them on her victims. Both of the sand rats are loyal to Ragash, but will trade their knowledge for their own safety. These rats know that the tribe attacked the Shifting Sands to get at a merchant staying here. They also know that the merchant had a kobold manservant, but don't remember his name. They are tasked with sorting and loading any useful goods their scavenger Selness finds.

Shakara, female sand rat Rog1/War2: CR 2; Medium-size Monstrous Humanoid (4 ft. 11 in. tall); HD: 2d8+1d6+4; hp: 19; Init: +7 (+3 Dex, +4 Improved Initiative); Spd: 30 ft; AC: 18 (+3 Dex, +5 armor vest); Atk: +3 melee (1d6, retractable claws) or +5 ranged (2d6, automatic crossbow); SQ darkvision 60 ft, scent; AL NE; SV: Fort. +5,

Ref. +5, Will -1; Str 11, Dex 16, Con 14, Int 12, Wis 8, Cha 9.

Languages Spoken: Common.

Skills: Appraise +2, Climb +5, Disable Device +4, Hide +4, Intimidate +4, Listen +2, Move Silently +4, Open Lock +4, Ride +4, Search +2, Spot +2, Tumble +4. *Feats:* Alertness, Improved Initiative, Technical Proficiency.

SA: Sneak attack +1d6.

Possessions: Retractable claws, automatic crossbow, bolts (x50), armor vest, *dermpach of cure light wounds* (x2), personal communicator.

Nesrek, male sand rat Thug1/War1: CR 1; Medium-size Monstrous Humanoid (5 ft. 2 in. tall); HD: 1d8+1d6+9; hp: 17; Init: +2 (Dex); Spd: 20 ft; AC: 20 (+2 Dex, +8 battle armor); Atk: +4 melee (1d8+2, heavy mace) or +4 ranged (1d12, hunting rifle); SQ darkvision 60 ft, scent; AL LE; SV: Fort. +4, Ref. +4, Will -1; Str 14, Dex 14, Con 16, Int 9, Wis 9, Cha 8.

Languages Spoken: Common.

Skills: Intimidation +4, Listen +3, Spot +3. *Feats:* Technical Proficiency, Toughness.

SA: Backstab +1d4.

Possessions: Masterwork hunting rifle w/ laser sight, magazine (30 shots), masterwork heavy mace, smoke grenade, battle armor, *dermpach of cure light wounds* (x3), personal communicator, 38 credits.

KLEZAC

Klezac worked as a personal assistant for the merchant in area 10. He is terrified, but will be very cooperative if the PCs act like they might give him a chance to escape alive. He will do his best to earn the PCs goodwill volunteering information and helping out with food preparation and equipment

maintenance if allowed. Klezac knows that his former employer purchased a black box from the sand rats a few days ago. His boss was pretty excited by the find, and became even happier when he had a chance to take a crack at decoding the data. Klezac knows that his boss refused to sell the black box when Ragash, the leader of the sand rats, came looking for it. He also knows that the sand rats came that night and killed everyone in the Shifting Sands. Klezac doesn't know for certain what was on the black box, but he suspects it has something to do with the Imperial shuttle that crashed in the Burning Sands ten years ago.

Klezac, male kobold Exp2: CR 1; Small Humanoid (Reptilian); HD: 2d6; hp: 7; Init: +2 (Dex); Spd: 30 ft.; AC 13 (+1 size, +1 Dex, +1 natural); Atk: +2 ranged (1d4 + blindness, bucket of cleaning supplies) or -1 melee (1d2-2, unarmed); SQ Darkvision 60 ft., light sensitivity; AL N; SV: Fort. +0, Ref. +1, Will +3; Str 6, Dex 13, Con 11, Int 10, Wis 10, Cha 10.

Languages Spoken: Common, Draconic.

Skills: Appraisal +5, Hide +10, Listen +7, Profession (personal assistant) +5, Search +5, Spot +7. *Feats:* Alertness, Technical Proficiency.

Possessions: Work clothes, 25 credits.

SILTASHA AND REKBURT

Siltasha and **Rekburt** are the demolition team for the rats. More accurately, Siltasha is the demolition team and Rekburt is her bodyguard. Although both are reluctant to betray their fellow rats, either will offer information for their freedom. Siltasha even offers to repair the reactor and disarm the bombs if it means that she and Rekburt will go free. The rats know that they came to massacre the Shifting Sands to recapture an item from the merchant in area 10. They know that Ragash retrieved the item and left with some trusted assistants to an undisclosed location in the desert. They also know that the rest of the tribe returned to their encampment. They will not disclose the location of the camp.

Siltasha, female sand rat Mech2: CR 2; Medium-size Monstrous Humanoid (4 ft. 6 in. tall); HD: 2d6+2; hp: 11; Init: +3 (Dex); Spd: 30 ft; AC: 18 (+3 Dex, +5 armor vest); Atk: +1 melee (1d3, unarmed) or +5 ranged (3d8, blaster pistol*); SA sabotage; SQ darkvision 60 ft, scent; AL LE; SV: Fort. +1, Ref. +3, Will +3; Str 10, Dex 16, Con 12, Int 13, Wis 10, Cha 9.

Languages Spoken: Common.

Skills: Craft (explosives) +6, Demolitions +6, Disable Device +6, Knowledge (chemistry) +6, Open Lock +8, Profession (engineer) +5, Repair +8, Search +6, Use Device +10. *Feats:* Gearhead, Hacker, Technical Proficiency.

SA: Sabotage (can make a touch attack that disables a device on a successful Disable Device check [DC 20] or deals 1d8+2 damage to a soul-mech or robot. A sabotage attack prompts an attack of opportunity.)

Possessions: Blaster pistol w/ minor upgrade, minicell, armor vest, masterwork demolitions kit, masterwork electronic lockpicks, masterwork tool kit, 10 cr.

*Because of the minor upgrade ability, Siltasha's blaster pistol ceases to function if she rolls a 1 to attack. Her blaster has been modified for accuracy and receives a +1 bonus to attack rolls.

Rekburt, male sand rat Thug2: CR 1; Medium-size Monstrous Humanoid (5 ft. 6 in. tall); HD: 2d6+6; hp: 13; Init: +1 (Dex); Spd: 30 ft; AC: 17 (+1 Dex, +6 combat fatigues); Atk: +2 ranged (4d8, blaster carbine) or +6 melee (1d6+3, masterwork keenblade shortsword); SA Backstab + 1d4; SQ darkvision 60 ft, scent; AL LE; SV: Fort. +6, Ref. +2, Will -1; Str 16, Dex 12, Con 16, Int 9, Wis 8, Cha 7.

Languages Spoken: Common.

Skills: Intimidate +3, Listen +6, Spot +6. *Feats:*

Alertness, Technical Proficiency.

SA: Backstab +1d4.

Possessions: Blaster carbine, minicell (x2), masterwork keenblade shortsword, combat fatigues, *dermpatch of blur*, *dermpatch of cure light wounds* (x2), personal communicator, 120 cr.

SELNESS

Selness is a fanatical follower of Ragash. She will fight to the death to protect the secrets of her leader and will try to take as many of her enemies with her as possible. If somehow coerced, she knows that her leader went to an undisclosed location with an object that he reclaimed from a merchant within this building. She thinks that the merchant stole the item from Ragash and that the tribe was entirely justified in its slaughter by way of revenge.

Selness, female sand rat Thug2: CR 1; Medium-size Monstrous Humanoid (5 ft. 4 in. tall); HD: 2d6+6; hp: 13; Init: +1 (Dex); Spd: 30 ft; AC: 17 (+1 Dex, +6 combat fatigues); Atk: +2 ranged (4d8, blaster carbine) or +6 melee (1d6+3, masterwork keenblade shortsword); SA Backstab + 1d4; SQ darkvision 60 ft, scent; AL LE; SV: Fort. +6, Ref. +2, Will -1; Str 16, Dex 12, Con 16, Int 9, Wis 8, Cha 7.

Languages Spoken: Common.

Skills: Intimidate +3, Listen +6, Spot +6. *Feats:* Alertness, Technical Proficiency.

SA: Backstab +1d4

Possessions: Blaster carbine, minicell (x2), masterwork keenblade shortsword, combat fatigues, *dermpatch of blur*, *dermpatch of cure light wounds* (x2), personal communicator, 120 cr.

RAGASH

Ragash is the leader of the sand rats. He is both warrior and sorcerer, giving him considerable prestige among his people. He is a crafty rat and cares

nothing for his followers. He hopes that the cargo will contain something that might boost his personal power. Ragash is not willing to sacrifice himself for his cause. If his minions appear to be losing their fight, he activates his *dermpatch of invisibility* and attempt to escape. Ragash fights with his spells and blaster unless forced into melee. If forced into melee combat, he does his best to disengage and escape.

Ragash, male sand rat Sor3/War2: CR 4; Medium-size Monstrous Humanoid (5 ft. tall); HD: 2d8+3d4+15; hp: 33; Init: +2 (Dex); Spd: 30 ft; AC: 18 (+2 Dex, +6 flight suit); Atk: +4 melee (1d3+1, unarmed) or +6 ranged (2d10, laser pistol); SQ darkvision 60 ft, scent; AL LE; SV: Fort. +8, Ref. +4, Will +5; Str 13, Dex 15, Con 16, Int 11, Wis 13, Cha 16.

Languages Spoken: Common, Draconic.

Skills: Alchemy +7, Climb +3, Concentration +9, Intimidate +5, Ride +3, Spellcraft +7. *Feats:* Combat Casting, Leadership, Technical Proficiency.

Spells Known: (6/6; base DC = 13 + spell level)
0—daze, detect magic, flare, read magic, resistance;
1st—endure elements, magic missile, true strike.

Possessions: Laser pistol w/ laser sight, +2 flight suit, cloak of resistance +1, *dermpatch of invisibility*, personal communicator.

ASTITHAK AND BEREK

Astithak and **Berek** are simple-minded thugs, fanatically loyal to Ragash. He used the pair as strongmen and leg-breakers among those who oppose his rule of the sand rats. Both rats gladly lay down their lives for their master. They use simple tactics, shooting from cover for as long as possible before moving in to melee.

Astithak, male sand rat Thug1/War1: CR 1; Medium-size Monstrous Humanoid (4 ft. 11 in.

tall); HD: 1d8+1d6+9; hp: 17; Init: +2 (Dex); Spd: 20 ft; AC: 20 (+2 Dex, +8 battle armor); Atk: +4 melee (1d8+2, heavy mace) or +4 ranged (1d12, hunting rifle); SQ darkvision 60 ft, scent; AL LE; SV: Fort. +4, Ref. +4, Will -1; Str 14, Dex 14, Con 16, Int 9, Wis 9, Cha 8.

Languages Spoken: Common.

Skills: Intimidation +4, Listen +3, Spot +3. *Feats:* Technical Proficiency, Toughness.

SA: Backstab +1d4.

Possessions: Masterwork hunting rifle w/ laser sight, magazine (30 shots), masterwork heavy mace, smoke grenade, battle armor, *dermpach of cure light wounds* (x3), personal communicator, 38 credits.

Berek, male sand rat Thug1/War1: CR 1; Medium-size Monstrous Humanoid (5 ft. 3 in. tall); HD: 1d8+1d6+9; hp: 17; Init: +2 (Dex); Spd: 20 ft; AC: 20 (+2 Dex, +8 battle armor); Atk: +4 melee (1d8+2, heavy mace) or +4 ranged (1d12, hunting rifle); SQ darkvision 60 ft, scent; AL LE; SV: Fort. +4, Ref. +4, Will -1; Str 14, Dex 14, Con 16, Int 9, Wis 9, Cha 8.

Languages Spoken: Common.

Skills: Intimidation +4, Listen +3, Spot +3. *Feats:* Technical Proficiency, Toughness.

SA: Backstab +1d4.

Possessions: Masterwork hunting rifle w/ laser sight, magazine (30 shots), masterwork heavy mace, smoke grenade, battle armor, *dermpach of cure light wounds* (x3), personal communicator, 38 credits.

NEW TECH

Dune Runner (Utility Truck): Huge Vehicle; hp 90; Top Spd 20; Acc 2; Dec 3; Hand -2; Stealth 3; AC 3 (-2 size, -5 Dex); SQ vehicle, hardness 10; Fuel 270.

Stations: Pilot 1, Passenger 6.

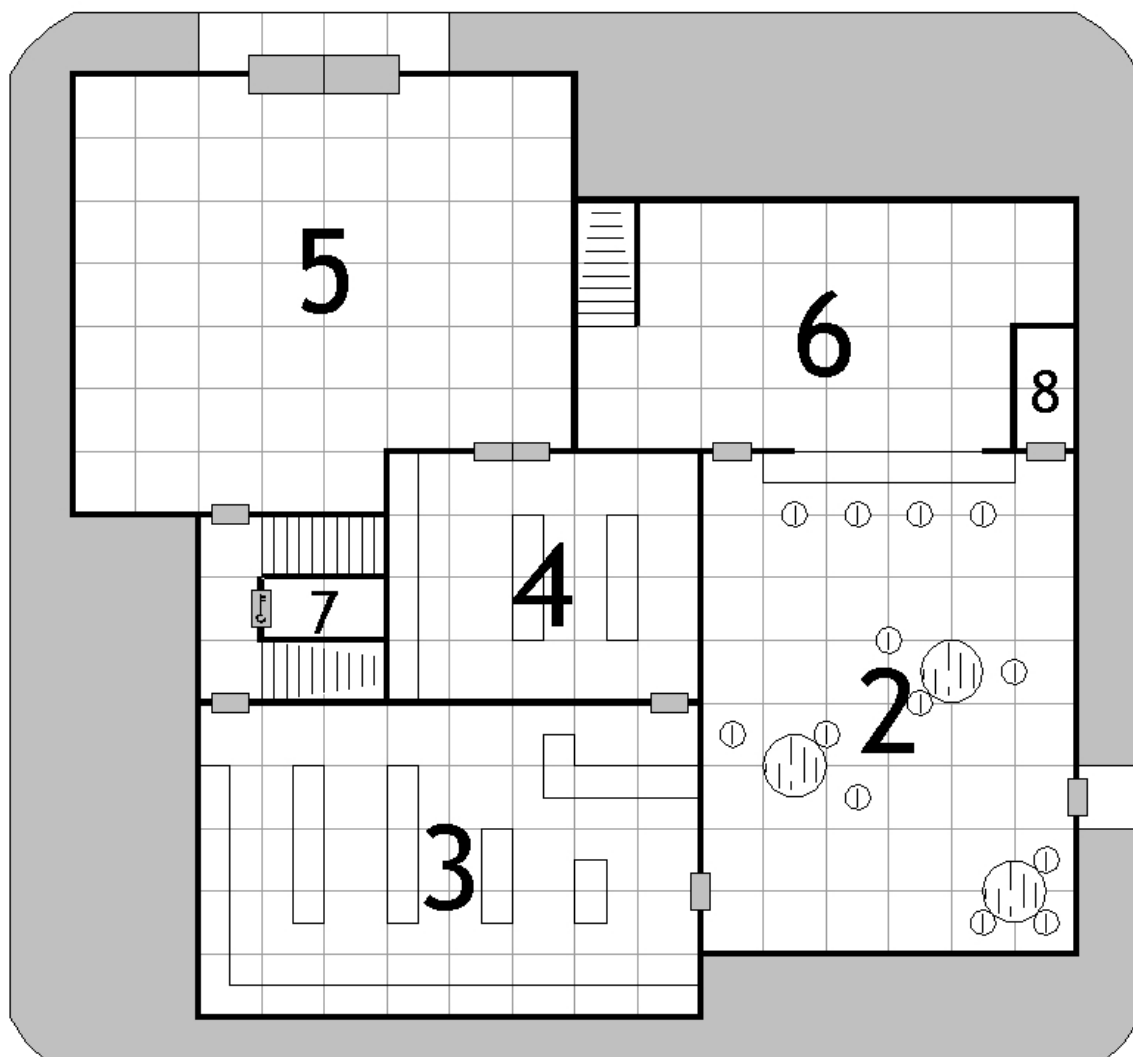
Cargo: 1,000 lb.

Cost: 25,000 cr (20,000 base price + 5,000 for off-road modification).

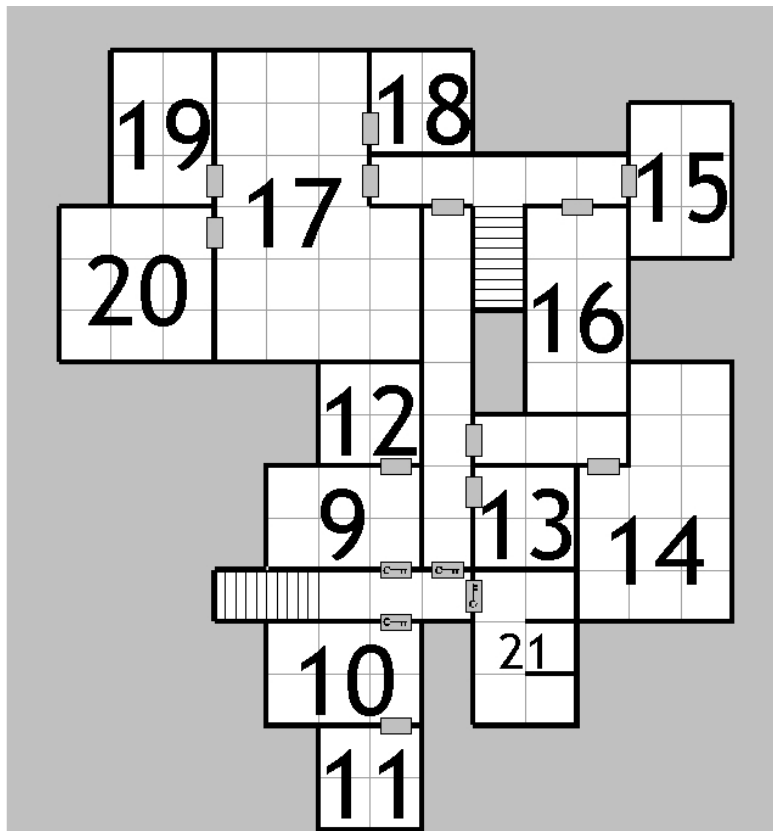
The Dune Runner is a standard utility truck with extra-wide tires and a high off-road suspension that allow it to drive over soft sand.

Hovering Cart: The hovering cart is a cart or even just a large metal disk that rests on a permanent *Tenser's floating disk*. The cart itself is sturdy and suspended by the spell, allowing the owner to pile it high with cargo. This cart can hold a maximum of 1000 pounds, but larger or smaller versions of the hovering cart can be constructed. If overloaded, the cart simply sinks to the floor. Like a mundane cart, the hovering cart can be affixed to beasts of burden or pulled along by the user. Unlike a normal *Tenser's floating disk* the cart has no range limitations (the spell is affixed to the cart) and does not automatically follow the user. *Caster Level:* 10th; *Prerequisites:* Craft Wondrous Item, *Tenser's floating disk*; *Market Price:* 40,130 cr; *Weight:* —.

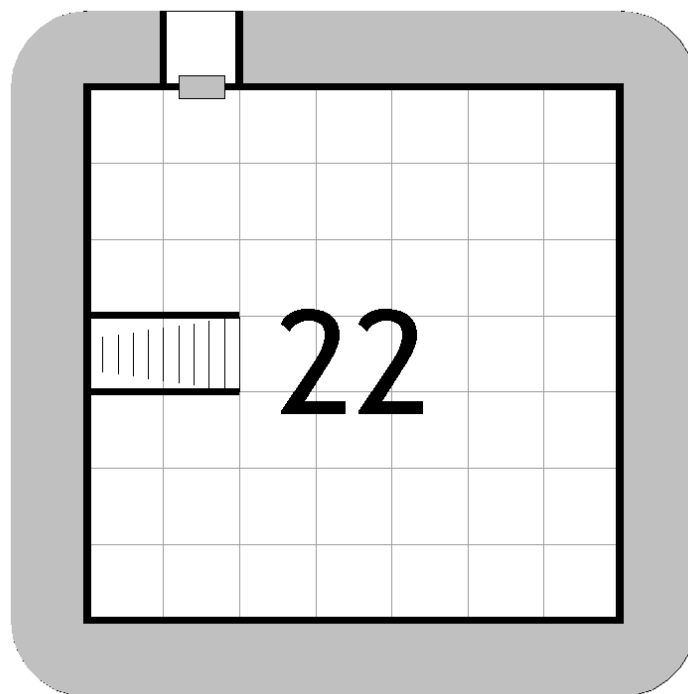
SECRET SANDS: GROUND LEVEL



SECRET SANDS: BASEMENT LEVEL



SECRET SANDS: OBSERVATORY



LIVING DRAGONSTAR SETTING

The Living Dragonstar campaign takes place in the isolated Rimward Barrens recently brought into the Empire under the expansion policies of the new Emperor, the great red wyrm Mezenbone. Many of the planets have not yet even felt the touch of technology, pure fantasy worlds that view the wondrous devices wielded by their conquerors as a strange kind of magic.

More information to come as the campaign progresses.

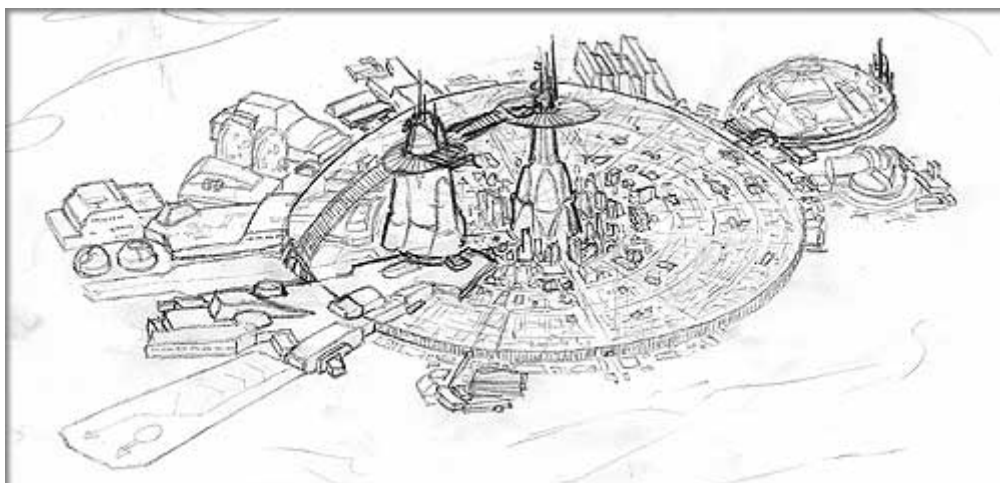
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- [Savell System](#)
- [Thordin System](#)
- [Rielak System](#)
- [Danteven System](#)



DANTEVEN SYSTEM

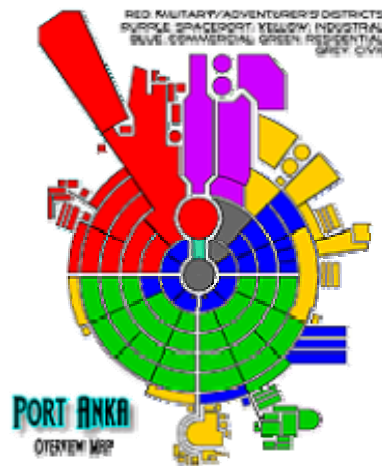
- Danteven Prime
 - o [Criai](#)

CRIAI (MOON)



Criai is a large, frozen moon in orbit around Danteven Prime. Its gravity is just shy of Standard, and it has a somewhat thin but breathable atmosphere. Most of the water vapor in the atmosphere has long since precipitated out as snow and ice, but while temperatures tend to be in the dangerously low ranges for most humanoids, it is nothing cold-weather gear cannot overcome.

Of note on Criai is the moon port known as Port Anka, abandoned some fifty years ago for reasons unknown. It is a decent-sized domed community potentially capable of supporting anywhere from 10,000 to 25,000 humanoids.



MISTRAL SYSTEM

The planet Mistral is a lonely world in the Rimward Barrens that was brought into the Empire 20 years ago.

According to the official imperial archives on Draconis Prime, Mistral was a world lost in conflict and ignorance until the arrival of the imperial delegation led by the black dragon, Lord Kavrenor. The sentient races of the planet warred against each other and themselves. The central kingdom, whose name has been obliterated from the records as easily and surely as its sovereignty, was constantly under threat from the orc tribes to the north and the dark kingdom of mages in the mountains to the west.

The imperial delegation landed in the capital city of Ghemenskol and presented the Last King with the imperial offer. The archives claim it is a sign of the ignorance and vanity of the Last King that, after a week of discussion and deliberation, he rejected the offer. He rejected the wonders of technology, the possibility of a limitless expansion of economy, and the gift of peace under a single imperial leader.

In the Empire's second offer, the city of Ghemenskol was razed to the ground in a single coordinated air strike, killing the Last King and the entire royal family. Viceroy Kavrenor had new Ghemenskol constructed in its place. Making use of high-tech construction materials and knowledge it quickly became the center of civilization on Mistral, the only location with proper landing sites for spacecraft and the center of all interplanetary trade.

After a few years of unsuccessful rebellions and retributions, the population settled into their place as part of the Dragon Empire. Twenty years later New Ghemenskol is the capital of Mistral and one of only two technologically advanced cities on the planet. Viceroy Kavrenor has settled into his own palace in the mountains, disdaining the day-to-day administration of government, content to watch his imperial elite run the planet and collect the profits.

RIELAK SYSTEM

The Rielak system has not been colonized by the Empire, but it is a convenient jump point about midway between the Savell and Danteven systems. It is approximately eight light years from Savell.

SAVELL SYSTEM

Halsafra is an airless, frozen moon in orbit around a gas giant in the outer reaches of the Savell system. The moon is ruled by House Altara, the white dragons, and is little more than a barren ball of ice and rock. It has two things going for it: a modern spaceport that is a convenient stopover between several major systems in the sector, and a mining colony that harvests a wide variety of useful elements and resources from the ice and rock. Hydrogen for refueling fusion drives is also mined from the gas giant.

The spaceport is somewhat modest by the standards of the Core Worlds, but there are stores selling just about any kind of gear you might want and a well-regarded watering hole, the Lighthouse Tavern.

The Savell system is about eight light-years away from the Rielak system. The Rielak system has not been colonized by the Empire, but it is a convenient jump point about midway between the Savell and Danteven systems.

THORDIN SYSTEM

The Thordin system has five orbital belts, with three planets, a comet, and a massive asteroid belt orbiting a massive red giant. The two inner gas giants are both small and devoid of their own moons, and the fourth belt holds a massive gas giant with ten of its own moons, but all are rocky and devoid of life. The last orbital belt holds only a large comet. Thordin's Belt occupies the third orbit and is home to the only permanently inhabited station in the system.

The Thordin asteroid is the largest and most mineral rich asteroid in the Thordin asteroid belt. It is an irregular rocky asteroid nearly 500 miles at its longest point, and 200 and 300 miles crosswise and perpendicular to that. It resembles an oblong double-sided arrowhead. It masses 100 billion tons, and its gravity is 0.1g (low). There is no atmosphere to speak of, and no known life forms are indigenous to it.

The Belt

The belt orbits the star at a rate giving it a solar year of about 700 standard days. Contrary to popular opinion, asteroids are quite distant from each other and pose little problem for piloting. All the asteroids in the belt have about the same velocity and vector, so it is easy for a pilot to set his vector to match theirs and then cruise in like they are sitting still. Occasionally asteroids do break off, or are knocked around by comets or other impacts, but this is the exception and they generally fall into the system gravity well before anyone notices.

The Dwarves

Thordin, the largest asteroid in the belt, was once the center of a long-term dwarven mining operation. The dwarves abandoned the base over fifty years ago, leaving behind a wealth of minerals and all of their permanent structures. No one knows what happened to the clan that mined the belt or why they left.

The Camp

When refugees fled the invasion of their planets, many began to drift to the abandoned mining base, knowing that enough technology functioned to maintain lifesupport, and the uninhabited system would be unlikely to draw further attention from the invaders.

The main mining complex is on the trailing tip of the asteroid. Few buildings sit on the surface because of the solar radiation. There are only three surface access buildings, and the station pole. The surface buildings are connected by shallow tunnels to the station pole, and are the only access to the surface of the mine. The station pole is the tubular pole that sticks out like a tail, which holds the docking stations for the rare few freighters that come through the system.

Everything else on the asteroid is below the surface, in a twisting labyrinth of tunnels dug by the dwarves to follow the veins of ore. The tunnels have been filled in with habitation modules and atmosphere generators and populated on all sides. The low gravity makes it possible for refugees to occupy all sides of the tunnels.

The tunnels are usually round in cross section, and the refugees hang hammocks from the ceilings and place storage and work areas along the sides. A winding road twists along the bottom of the mineshafts.

Thousands of miles of tunnels wind throughout the asteroid, and they almost never cross. The refugees have explored only a fraction of the tunnels; only a few miles surrounding the station pole are inhabited, and a dozen more in any direction have been explored.

Government

There is no defined governmental structure in the refugee camp, but King Ordham, once a ruler of a great Outlands kingdom, has become the central figure in the camp, organizing the people to keep the life-support systems functioning, and sending pleas for aid to the imperial worlds. Some of the refugees refuse to recognize his right to rule, and the outskirts of the tunnels are populated by gangs with strictly defined territory.

Dwarf Junk

In addition to the permanent structures, the dwarves left behind a vast assortment of equipment, much of it completely unfathomable to the most tech savvy of refugees. The technology is all made from a strange, dark alloy, and often is designed in fluid curves and whorls. No one has ever found more than the occasional scrap of Dwarf Junk -- never enough

to resemble any actual device -- but it is common for children to scour the tunnel outskirts for bits of the junk and trade it for a few cents to interested collectors.

Trading

Traders occasionally frequent the station. They trade for what goods the station has: people, ore, and Dwarf Junk. Most refugees with any amount of money have paid these rare traders to take them off the asteroid; the rest scrounge up whatever they can to trade for food, water, and other essentials.

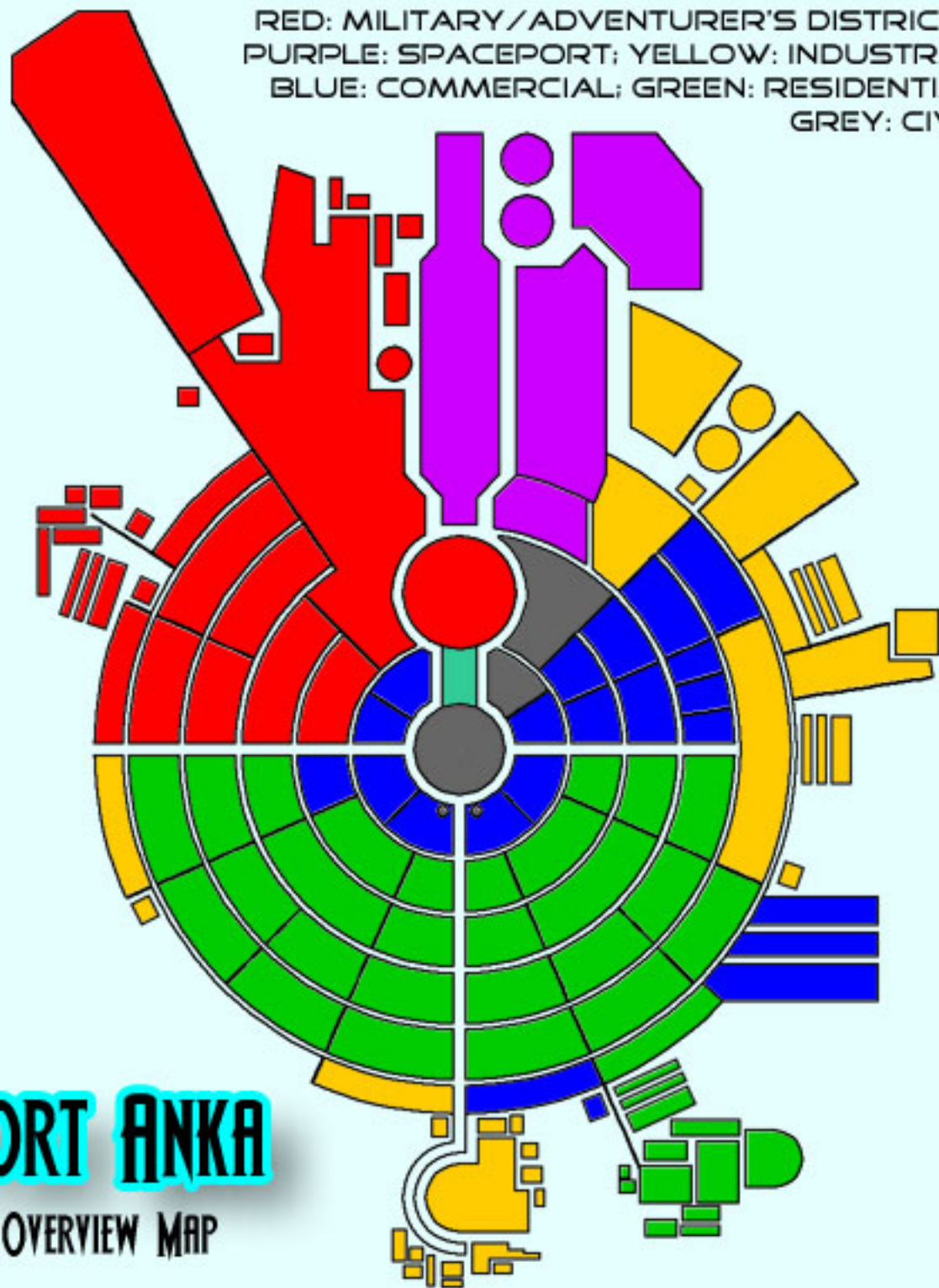
It should be noted that pirates sometimes come through Thordin as well. They recruit new crew, heal up, and lay low safely away from any kind of government.

Life on Thordin's Belt

Life in the tunnels of Thordin is bleak and crowded. Lights work half the time at best, as power is diverted from the few existing power plants to run the atmosphere generators. Every inch of space is used through the tunnels, with only a winding narrow passage for walking.

Days and nights are all the same, slime rations are all most can afford to eat, everything is covered in dirt and dust and there is no water to waste on bathing. Everyone is left wondering just what will run out first: the food, the water, or the power to maintain the atmosphere.

RED: MILITARY/ADVENTURER'S DISTRICTS;
PURPLE: SPACEPORT; YELLOW: INDUSTRIAL;
BLUE: COMMERCIAL; GREEN: RESIDENTIAL;
GREY: CIVIC



PORT ANKA
OVERVIEW MAP



Errata

Dragonstar: Starfarer's Handbook Errata

Page 60: The Gundancer gains the Gun-Fu ability at first level.

Page 33: A soulmech's XP cost for upgrades is $\frac{1}{2}$ the market price of the upgrade, as listed in the table on page 120.

Page 56: The mechanist starting package receives 2d6x10 cr, rather than 2d6x100 cr.

Page 61: The first entry in the gundancer class table should list Gun mastery +1.

Page 91: Pilots and mechanists both receive 5d4x100 starting credits.

Page 94: A blaster rifle gets 20 shots with a standard minicell and a blaster pistol gets 30 shots. The ammo entries in the text are switched, but the table on page 98-99 is correct.

Page 120: The credit and XP cost of enhanced Dexterity should be doubled (800/3,200/7,200 cr and 400/1,600/3,600 XP).

Page 158: Acquiring a target and targeting run are both move-equivalent actions, rather than standard actions as listed. The Combat Ace feat (page 87) allows you to do both as a single move-equivalent action.

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CHARACTER NAME

PLAYER NAME

DRAGONSTAR™

CLASS

RACE

ALIGNMENT

PRIMARY DEITY

LEVEL

SIZE

AGE

SEX

HEIGHT

WEIGHT

EYES

HAIR

CHARACTER SHEET

	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR				
DEX				
CON				
INT				
WIS				
CHA				

TOTAL	AC	FLAT FOOTED	VS. TOUCH	XP	CURRENT	DEX MODIFIER	MISC MODIFIERS	ARMOR BONUS	SHIELD BONUS	DEX MODIFIER	SIZE MODIFIER	NATURAL ARMOR	MISC MODIFIERS	MISS CHANCE	ARCANE SPELL FAILURE	ARMOR CHECK PENALTY	SPELL RESISTANCE	SPELL SAVE DC MOD

INITIATIVE	BASE ATTACK BONUS	DEX MODIFIER	MISC MODIFIERS

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMP MODIFIER	OTHER MODIFIERS
CON FORTITUDE							
DEX REFLEX							
WIS WILL							

ATTACK BONUS	TOTAL	BASE ATTACK BONUS	ABILITY MODIFIER	SIZE MODIFIER	MISC MODIFIER	TEMP MODIFIER
STR MELEE						
DEX RANGED						

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
RANGE WEIGHT TYPE SIZE SPECIAL PROPERTIES			

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
RANGE WEIGHT TYPE SIZE SPECIAL PROPERTIES			

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
RANGE WEIGHT TYPE SIZE SPECIAL PROPERTIES			

ARMOR	TYPE	ARMOR BONUS	MAX DEX BONUS
CHECK PENALTY SPELL FAILURE SPEED WEIGHT SPECIAL PROPERTIES			

SHIELD	ARMOR BONUS	CHECK PENALTY	SPELL FAILURE
WEIGHT SPECIAL PROPERTIES			

EXTRA DAMAGE	SNEAK ATTACK	ENEMY 1	ENEMY 2	ENEMY 3	ENEMY 4

WEAPON AND ARMOR PROFICIENCIES	SIMPLE WEAPONS	MARTIAL WEAPONS	SHIELDS	LIGHT ARMOR	MEDIUM ARMOR	HEAVY ARMOR	POWER ARMOR

HP	HIT DIE TYPE	DAMAGE REDUCTION

CROSS-CLASS	SKILLS	MAX RANKS	ABILITY	TOTAL	SKILL RANKS	ABILITY MODIFIER	MISC MODIFIER

☐ ALCHEMY	INT						
☐ ANIMAL EMPATHY	CHA						
☐ APPRAISE ■	INT						
☐ BALANCE ■	DEX♦						
☐ BLUFF ■	CHA						
☐ CLIMB ■	STR♦						
☐ CONCENTRATION	CON						
☐ CRAFT ■							
☐ CRYPTOGRAPHY	INT						
☐ DECIPHER SCRIPT	INT						
☐ DEMOLITIONS	INT						
☐ DIPLOMACY ■	CHA						
☐ DISABLE DEVICE	INT						
☐ DISGUISE ■	CHA						
☐ ESCAPE ARTIST ■	DEX♦						
☐ FORGERY ■	INT						
☐ FREEFALL ■	DEX♦						
☐ GATHER INFORMATION ■	CHA						
☐ HANDLE ANIMAL	CHA						
☐ HEAL ■	WIS						
☐ HIDE ■	DEX						
☐ INNUENDO	WIS						
☐ INTIMIDATE ■	CHA						
☐ INTUIT DIRECTION	WIS						
☐ JUMP ■	STR♦						
☐ KNOWLEDGE (ARCANA)	INT						
☐ KNOWLEDGE (EMPIRE)	INT						
☐ KNOWLEDGE (ENGINEERING)	INT						
☐ KNOWLEDGE (HISTORY)	INT						
☐ KNOWLEDGE (LOCAL)	INT						
☐ KNOWLEDGE (NATURE)	INT						
☐ KNOWLEDGE (RELIGION)	INT						
☐ KNOWLEDGE ()	INT						
☐ KNOWLEDGE ()	INT						
☐ LISTEN ■	WIS						
☐ MOVE SILENTLY ■	DEX♦						
☐ NAVIGATE ■	INT						
☐ OPEN LOCK	DEX						
☐ PERFORM ■	CHA						
☐ PICK POCKET	DEX						
☐ PILOT ■	DEX♦						
☐ PROFESSION							
☐ PROFESSION							
☐ READ LIPS	INT						
☐ REPAIR	INT						
☐ RESEARCH ■	WIS						
☐ RIDE ■	DEX						
☐ SCRY ■	INT						
☐ SEARCH ■	INT						
☐ SENSE MOTIVE ■	WIS						
☐ SPELLCRAFT	INT						
☐ SPOT ■	WIS						
☐ SWIM ■	STR♦						
☐ TUMBLE	DEX♦						
☐ URBAN LORE ■	WIS						
☐ USE DEVICE ■	INT						
☐ USE MAGIC DEVICE	CHA						
☐ USE ROPE ■	DEX						
☐ WILDERNESS LORE ■	WIS						

☑ INDICATES A "CROSS-CLASS" SKILL WHICH COSTS DOUBLE

■ INDICATES AN "EVERYONE" SKILL WHICH MAY BE USED UNTRAINED

♦ INDICATES THAT AN ARMOR PENALTY, IF ANY, APPLIES

◆ INDICATES A -1 PENALTY PER 5 LB. OF GEAR

