

LEGENDARY PLANET

LEGENDARY WORLDS: POLARIS 7



BY RUSS BROWN

FIFTH **SE** EDITION
COMPATIBLE



LEGENDARY WORLDS: POLARIS 7

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SPECIAL ELECTRONIC FEATURES

We've hyperlinked this product internally from the Table of Contents and externally with references to the official System Reference Document (SRD) and 5eSRD. If it is in the core 5E rules, we generally didn't link to it unless the rule is an obscure one. The point is not to supersede the game books, but rather to help support you, the player, in accessing the rules, especially those from newer books or that you may not have memorized.

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TABLE OF CONTENTS

INTRODUCTION	3
PLANETARY GAZETTEER: POLARIS 7	3
NEW MONSTER: CRYO-MANTID	9
NEW RULES	10
ADVENTURE HOOKS	12





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- Jason Nelson



INTRODUCTION

“A sparkling blue globe of ice – what could be more beautiful? Let’s crack it open and find the treasure inside!”

—Malik Gedron, Chief Surveyor for Polaris Industries upon seeing Polaris 7 for the first time.

Polaris 7 is a frozen ball of ice orbiting an unremarkable red star on the extreme fringes of charted space. It does not derive its name, as one might expect, from being the 7th planet orbiting a star called “Polaris”. Instead it is the second of two planets orbiting the star designated as LV-397 during some long-ago stellar survey which no one ever bothered giving a proper name. The inhospitable planet actually takes its name from being the seventh potential site considered, and eventually selected, by Polaris Industries for establishing its tritillium mining operation.

Polaris 7 orbits LV-397, a relatively cool red dwarf star, at a remote distance that results in the planet’s extremely cold environment. The planet has a rocky core surrounded by thick layers of ice—primarily composed of hydrogen, oxygen, carbon, nitrogen, methane and sulfur. The atmosphere is breathable to humans and similar humanoid life forms, but the low oxygen content requires the use of supplemental oxygen sources for periods of more than 12 hours. The frigid temperatures also require protective clothing and a heated respirator to prevent liquid build up in the lungs. Extremely strong polar vortices at both poles create constant storms, restricting the colonists to the equatorial zone. At 32 hours, the days are a bit long and due the planet’s long orbital distance the local year is extremely long, lasting 18,358 local days, which equals roughly 67 standard years.

Polaris City, the only settlement on Polaris 7, was founded by Polaris Industries to house the workers of its various mining operations. Prior to settlement no native life forms were discovered on Polaris 7 and none were expected due to the harsh conditions. However, once mining operations delved into the deep ice beneath the planet’s surface, miners encountered the strange insectoid creatures that dwelt there. It took several years of workers going missing as the creatures preyed upon isolated individuals before a work crew was able to slay one of the creatures and bring its body back as evidence.

PLANETARY GAZETTEER

“Make no mistake, The Company doesn’t care about you or your family’s welfare. If it doesn’t make ‘em a profit, then the corporate bean counters consider it a liability.”

—Anonymous Tritillium Miner

Polaris Industries is an interplanetary corporation mainly engaged in the production of heavy machinery and vehicles for agriculture, construction and mining. However, they also produce starships and some military vehicles. Polaris Industries became interested in Polaris 7 due to its rich deposits of a mineral called tritillium. In its raw form, tritillium is a dark blue, opaque crystalline rock, but once refined and charged it becomes a clear crystal that pulses with vibrant blue energy. Tritillium is a superconductor used in the construction of compact power plants. These power plants can be used to power industrial machinery produced by Polaris Industries. Securing a reliable source of tritillium would allow Polaris Industries to produce their own power plants in-house and eliminate the need purchase them from other companies. This would reduce costs and increase profitability, so the company was eager capitalize on the opportunity. After considering multiple sites for their Tritillium mining venture, Polaris Industries decided on Candidate Site #7 and Polaris 7 was founded. The colony has now been in operation for just over 200 standard years.

Polaris City, the primary planetary settlement, is located in the equatorial zone in a basin surrounded by mountains on three sides. This location provides some protection from the constant storms that rage over the polar regions of the planet. Two factors secured the site as the best location for settlement. First, it is centrally located to five large deposits of tritillium in the region. Second was the discovery of an interplanetary gate inside a metal ziggurat abandoned by some forgotten alien civilization. To date this is the only evidence of previous inhabitants discovered anywhere on the planet. The core of Polaris City and the star port was built using the interplanetary gate. Once the star port was completed, materials and machinery could be brought in faster to complete rest of the settlement and mining sites.

Polaris Industries is a corporation that is primarily concerned with its own profits above any other concerns. Unfortunately, this includes the welfare and prosperity of its own workers, at least those below the executive level. Since the company built and owns the entirety of Polaris City, they essentially have a monopoly on everything. One of their first acts upon beginning colonization was to claim ownership of all land within 50 kilometers of the interplanetary gate. They never sell any land which allows them to charge rent on every building in the city. They also control the gate and own the star port, so they control all imports and exports from the planet. This allows them to set the market price on all goods from food and water to luxury items and even medicine. Since they also directly employ nearly 80% of the population, they also have indirect control over the available wealth of the population. This high level of control has allowed the unscrupulous corporation to institute a system where the cost of living of basic housing, food and medical care consumes nearly all of the average worker’s income. The company also makes minor luxury items available – but highly overpriced due to “import costs” and has encouraged casino gambling as one of the few forms of entertainment.

These factors work prevent employees from saving money in the long term. Of course, Polaris Industries is happy to make "Employee Assistance Loans" available to those that find themselves in financial difficulty, but the interest rates make those loans nearly impossible to pay off. The end result is that most Polaris Industries employees find themselves in a de facto form of indentured servitude where no matter how long or hard they work, they may never be able to pay off their debt to the company. Leaving to find better work opportunities is not even an option because the company will not allow passage off world until the employee has paid off their debts.

The single biggest factor that allows Polaris Industries to maintain this exploitative environment is the absence of an independent government that could limit or regulate the power of the corporation. Instead, the Polaris Industries Vice President is effectively the ruler of the colony. Over the history of the settlement's operation, there have been several attempts to organize some form of government by the people, but the company has been able to block or derail all of the attempts thus far. However, over the past several decades, the emergence of groups like the Independent Citizen's Council and Free Polaris Front have begun to put more pressure on the company regarding the issue of government. Currently there is an environment of unrest among the populace of Polaris City as conditions continually fail to improve despite the empty promises of the corporate officials. The production of tritillium power plants has been highly profitable for the company and plainly increased the prosperity of the gated corporate sector, a fact that has not gone unnoticed by impoverished workers. Tensions run high with incidents of civil unrest and occasionally open violence becoming more and more common. Unless something changes the current trend of events, it seems some disastrous outcome is inevitable.

POLARIS CITY

Polaris City is a small, neutral evil, city of 12,000 people. Without an independent government, Polaris City is run by the corporation. The corporate elite seclude themselves in the prosperous corporate sector while the rest of the working-class population dwell in the impoverished sections of the city.

DEMOGRAPHICS

Population 12,000 (5,200 humans, 3,000 androids, 2,200 dwarves, 1,250 auttaines, 200 arctic gnolls, 150 other)

NOTABLE NPCs

Bram Rockfist, Miner's Union Chairman (NE male dwarf fighter 8)

Brianna Whistler, ICC Spokesperson (LG female elf bard 5)

Colm Jansky, Head of PI Corporate Security (LN male half-orc fighter 8)

Gris Bloodfang, Wasteland Raiders Chieftain (CE female arctic gnoll barbarian 9 / rogue 3)

Kirby Weldan, Caravanner Guild Leader (NG male auttaine ranger 7)

Miranda Quinn, Wolliped Rancher Co-op Boss (NG female human druid 10)

Mr. Wan, Indigo Syndicate Boss (NE female water genasi rogue 11)

Raldan Krenn, Polaris Industries VP (LE male human sorcerer 11)

Silas Cole, PPF Agitator (CG male tiefling warlock 7)

Wila Pax, Star Port Customs Master (LN female android expert 9)

POLARIS CITY LOCATIONS

Polaris City is divided into four sectors; the **Corporate Sector**, the **Industrial Sector**, the **Habitation Sector** and the **Star Port**. There are some buildings located outside the city wall in the area known as the **Outskirts**. The three caravan routes from the mine sites meet at the center of the city and form a large circular plaza known as the **Hub**. The Hub is wired with a public address system and is a popular site for public speeches, rallies and festivals.

Walled and gated for extra security, the **Corporate Sector** is home to Polaris Industries **Corporate Employee Housing**, where executive level, administration and headquarters support staff are allowed to live. The housing blocks include exclusive stores, entertainment, restaurants, and medical facilities. Many luxury items are brought in through the interplanetary gate that are restricted to the **Corporate Sector** and considered contraband in other parts of the City. The Corporate Vice President resides in the **VIP Manor**, an obscenely extravagant structure built entirely of exotic wood and stones imported from off world. The **Polaris Industries Headquarters** tower is the tallest building in the city. The view from the VP's 12th floor office suite is said to be breathtaking when the weather is clear. Corporate employees live and work within the sector and rarely venture outside the security and comfort it provides. However, the most impressive structure in the sector is the **Alien Ziggurat** made of shining blue metal. The outside of the ziggurat is perfectly smooth and unmarred by the passage of time, while the interior is covered in unknown alien symbols. There are always at least a few visiting scholars that have come to study the symbols and unlock their meaning. In the center of the ziggurat stands the **Interplanetary Gate**, made of the same blue metal as the ziggurat itself. The **Corporate Sector** is located in the heart of the city, just north of the **Hub**.

Legend

1. Corporate Sector

- A. Ziggurat Gate
- B. Corporate Housing
- C. Polaris Industrial HQ
- D. VIP Manor

2. Habitation Sector

- A. Casino Row
- B. Entertainment Center
- C. Worker Housing Blocks

3. Industrial Sector

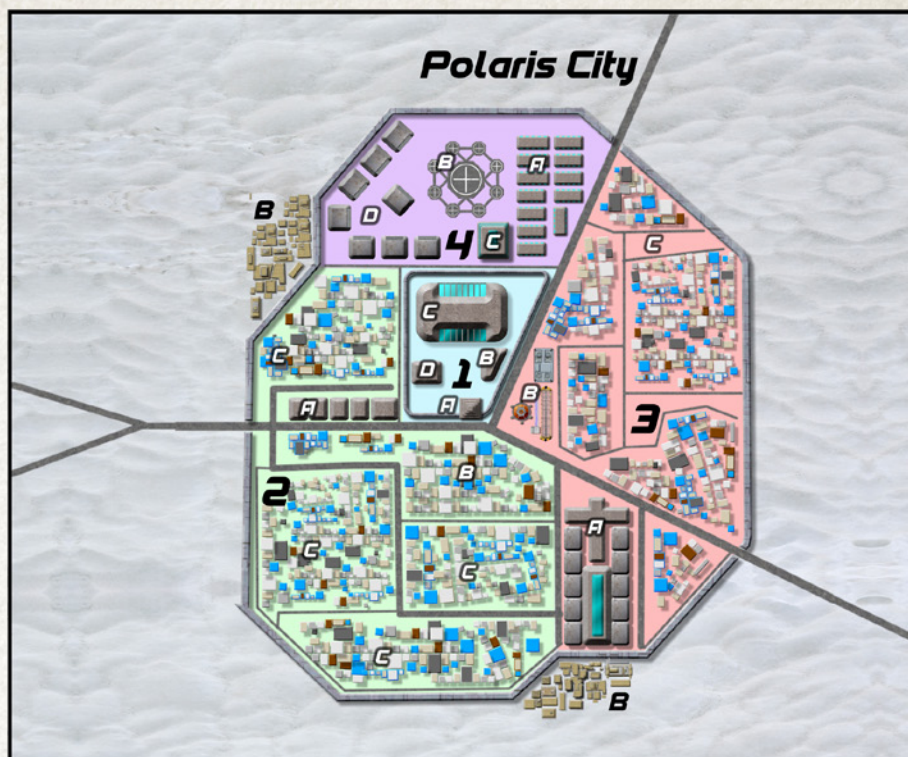
- A. Power Plant Construction Factory
- B. Settlement Power Station
- C. Tritillium Refinery

4. Starport Sector

- A. Cargo Warehouses
- B. Starport Landing Pads
- C. Starport Terminal
- D. Shuttle Hangers

5. Outskirts

- A. The Drifts
- B. Wollipod Ranchers



The **Habitation Sector** is home to the Polaris Industries working class, both the miners and the industrial workers. The numerous **Worker Housing Blocks** contain shops for food, health care and other basic necessities, but the workers must travel to other locations for entertainment. **Casino Row** lines the western caravan route and the home to many taverns, restaurants and theaters as well as large casinos. Operated by the notorious Indigo Syndicate, the Ice Palace casino is the largest and most well-known even attracting some off-world tourism. For those seeking the illicit drug surge, allies and back rooms of Casino Row are the place to look. The **Entertainment Complex** contains several sports arenas as well as cinemas, ho-lo-immersion suites and video game arcades. These relatively inexpensive pursuits provide much needed diversions for the overworked citizens of Polaris City. The **Habitation Sector** covers the western and southern portions of the city.

The **Industrial Sector** is the location of **Tritillium Refinery** as well as many silos for storing the unprocessed ore. Once processed, the refined tritillium is carefully packed into reinforced crates and stored in warehouses. The **Settlement Power Station** is also in this sector and provides the power to run the entire city. Polaris Industries has also built a **Power Plant Construction Factory** where workers build tritillium power plants for use in the industrial machinery built and sold by the company. The sector also contains many other factories and workshops that produce required items, such as mining equipment, construction materials and replacement shuttle parts, to support the company's operations on Polaris 7 and for export. There are also workshops where compressed oxygen tanks are filled, which are required by the miners on a daily basis to supplement their air supply

while working their shifts at the mine sites. The **Industrial Sector** takes up most of the eastern half of the city.

Polaris City's **Star Port** is located at the northern end of the city. The port contains **Landing Pads** for shuttles and smaller starships that are capable of landing on the surface. The **Shuttle Terminal** schedules flights to ships in orbit as well as transporting the miners to and from the mines for their shifts. The **Cargo Warehouses** provide secure storage for both imported and exported goods while they await customs inspection and pickup for transport. The Indigo Syndicate has contacts and agents working within the port to help facilitate their efforts smuggling contraband on and off of Polaris 7. Lastly the **Starship Hangers** provide protection from the elements and repair facilities for shuttles and smaller starships.

The area outside of the city walls is commonly referred to as the **Outskirts**. Shanty towns have built up in several areas where the angles of the walls provide protection from the worst of the freezing winds. These collections of crude shacks are called **The Drifts** because of how the snow piles up on the leeward side of the walls. The unfortunate inhabitants of **The Drifts** are usually either unemployed or those unable to afford rent in the workers housing blocks. However, no one stays in The Drifts for long, either they find a way back into the city or someone else finds them frozen in the snow. The only permanent structures found outside the city walls are the **Wollipod Ranches** operated by the co-op. The ranchers need the space to raise the hearty beasts which are a vital part of the settlement's economy. The ranch families of the co-op live in sturdy homes built near the pens of their prized herds. Dressing head to toe in clothing made of wollipod fleece protects them from the frigid temperatures.

FACTIONS

Numerous groups and special interests exist within Polaris City and surrounding region. The largest and most influential are detailed here.

The **Caravanners Guild** (Neutral) provides the vital service of transporting raw tritillium ore from the mining sites back to Polaris City. Polaris Industries has found that the severely cold environment of the planet as made maintaining large trucks or even trains to transport the ore an unprofitable venture due to frequent break downs. About ten years after the colony's founding, the company was looking for method to reduce costs found **Marcus Weldon**, an independent contractor willing to take on the problem. Weldon imported a herd of wollipeds and a team handlers, breeders and teamsters. Weldon's solution was to transport the tritillium on large cargo sleds pulled by the massive wooly beasts. It proved to work so well, that it is still being used nearly two hundred standard years later. **Kirby Weldon**, Marcus' grandson, is the current head of the Caravanners Guild. Being an independent organization that provides a vital service, gives the guild enough power to negotiate favorable terms for delivering the tritillium to Polaris City. This provides its members a better standard of living and makes joining the guild one of the few ways for workers pay off pre-existing debts to the company. However, this is not easy as it requires the skills to work with the Wollipeds, there are limited positions available and preference is given to the original guild families. The guild maintains close ties with the **Wolliped Rancher Co-op** who are also largely descended from the original group that arrived with Marcus Weldon.

The **Free Polaris Front** (Chaotic Good) or **FPF** is a loosely organized network rabble rousers and anarchists. Some subgroups seem to be nothing more than street gangs that pay lip-service to the organizations cause. Beyond the slogan of "Free Polaris Now" and the demand that the company immediately forgive the outstanding debts of all citizens, the various groups that make up the **FPF** seem to have little in common. Different groups often make contradictory and confusing statements about the organization's goals. **Silas Cole**, a former refinery worker, has become one of the most outspoken proponents of the **FPF's** agenda making numerous public statements encouraging workers to strike or perform acts of defiance against the company. **FPF** rallies often get out of hand and turn violent, making it dangerous to be in the vicinity. Several **FPF** groups have claimed credit for acts of sabotage in the industrial sector and vandalism in the corporate sector. One particularly violent incident has been attributed to the **FPF**, an explosion in the tritillium refinery that cost the lives 27 workers, although it remains unclear if this was actually an act of sabotage or an industrial accident. Polaris Industries has declared the **FPF** a terrorist organization.

The group known as the **Independent Citizens Coalition** (Lawful Good) or **ICC** is concerned with forming a legitimate, independent government body for Polaris City and the Polaris 7 colony. The **ICC** attempts to use peaceful and lawful meth-

ods to achieve their goal of establishing a recognized governmental body. **Brianna Whistler**, the current **ICC** Spokesperson, is attempting to form a council of representatives from all of the most influential groups in the settlement. Once the council is formed, Whistler believes it will have enough power to organize elections for a planetary governor. So far, Whistler has secured the support of both the **Caravanners Guild** and the **Wolliped Ranchers Co-Op**. She also has the tacit support of the **Indigo Syndicate** behind the front of the "Association of Casino Operators". The **Miner's Union** is selfishly holding out for special considerations to ensure that the union's corrupt leadership would be able to maintain power and influence in the new power structure. The **Free Polaris Front** has flatly refused to cooperate with any "collaborators" and won't come to the negotiating table with representatives of **Polaris Industries** or the **Miner's Union**. **Polaris Industries** has pledged its support on the conditions that all other "legitimate" groups are committed and that the new council pledges to end the threats of the **Wasteland Raiders** and the terrorist organization known as the **Free Polaris Front**.

The **Indigo Syndicate** (Chaotic Evil) is a criminal organization that runs the secretive black market on Polaris 7. The syndicate rarely steals directly from the common population of Polaris City, because they honestly don't have much worth taking. The Syndicate Boss, a mysterious figure known as **Mr. Wan**, focuses on making money through smuggling in contraband goods and selling them on the black market. If the price is right, the syndicate has been known to smuggle people off world but this is a rare case as the person's debt to the company must be extremely high to make dealing with the syndicate a cheaper option. The syndicate also manufactures and distributes the drug known as Surge. Produced from the powdered by-products of the tritillium refining process, surge is a drug that affects androids, auttains or any being with cybernetic implants. Providing a surge of energy, the drug is popular for its ability to allow users to remain alert for extended periods while working double or triple shifts in the mines or factories, but it is also highly addictive. The **Indigo Syndicate** also operates several casinos on Casino Row in order to maintain a legitimate front for their illegal operations. The best known being the Ice Palace, an edifice constructed entirely of carved ice. Perhaps the only thing worse on Polaris 7 than being in debt to the company is being in debt to the **Indigo Syndicate**.

The **Miner's Union** (Neutral Evil) was formed with the supposed objective of protecting the rights of the tritillium miners. However, since its inception just a few years after work began, corruption among its leadership has prevented the union from putting up anything more than token resistance to the companies' policies. When the workers first began to discuss the formation of a union, Polaris Industries quickly bribed the two most popular candidates for union leadership and then let the miners elect the candidate of their choice, knowing that the winner would be in their pocket. Over the years the company has continued to bribe union leadership. Whenever negotiations are held, the

workers walk away with only minimal benefits as the union leadership takes large illicit payments to sell out their fellow workers. **Bram Rockfist**, the current Union Chairman, is no exception to this pattern. Inheriting considerable debt from his father, Rockfist was quick to accept the company's first offer of forgiving that debt when it became apparent that his popularity among his fellow would allow him to earn a leadership position in the union. Membership in the union is also mandatory for all miners working in any mining facility on Polaris 7. The worst part is the sizeable union dues that its members must pay – instead of paying to protect their interests, the dues line the pockets of union leadership and become another drain on the worker's income helping to keep them in debt.

Polaris Industries (Lawful Evil) is a looming presence in the lives of every person living on Polaris 7. Most simply refer to it as “the company”, as there is no need to specify which company. The company is responsible for establishing Polaris City and the tritillium mining industry on the planet, but its exploitative practices are also led to the impoverished state of most of the population. The corporation's off planet board of directors sets high standards for profitability and shows little concern over how those goals are achieved. **Raldan Krenn**, the current Vice President, is the highest-ranking corporate officer on the planet and is responsible for running both the company's business interests and governing the settlement. Historically, Krenn's predecessors have prioritized the profitability of the business over the well-being and happiness of the people. This is a situation that Krenn is very aware may have been short sighted as he is now left to deal with the consequences. Preferring a smooth-running operation, Krenn has reluctantly had to increase the corporate security forces in the past several years, bringing in **Colm Jansky** as the Head of Security. Jansky is a no-nonsense type, primarily concerned with maintaining order and letting those “above his pay-grade” sort out issues of public policy. **Wila Pax**, the Star Port Customs Master, is responsible scheduling and inspecting all goods imported or exported through the star port. With a background in logistics and accounting, the android executes her job with a measured precision that could make a metronome jealous.

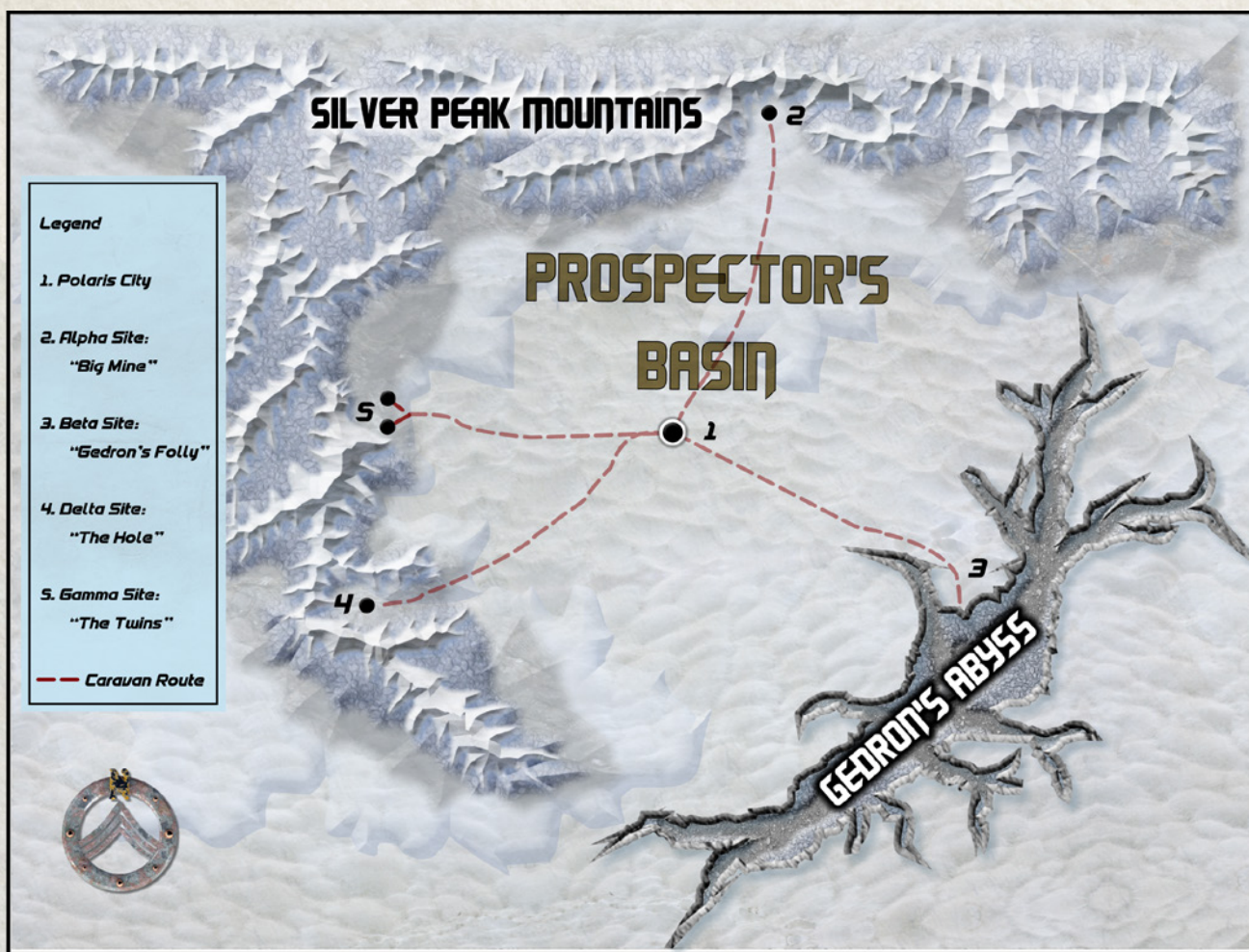
The **Wasteland Raiders** (Chaotic Evil) are a clan of feral boreal gnolls that escaped the clutches of Polaris Industries and now menace the mining outposts, tritillium caravans and wolliped ranches. The silver-furred gnolls are adapted to arctic conditions and roam the frigid landscape nearly unchallenged. A previous company VP had the dubious plan to “recruit” the gnolls from the arctic region of their home world and put them to work in the mines. The plan went awry quickly as the chaotic nature of the captured gnolls did not lend itself to servitude. After killing numerous security personnel, the gnolls escaped into the wilderness. **Gris Bloodfang** is the current matriarch and chieftain of the clan, but their lives are short and brutal and there is always a young gnoll warrior eager to challenge for dominance.

The **Wolliped Rancher Co-op** (Neutral Good) raises Wollipeds for the **Caravanners Guild** as well as for their ivory, meat and their extremely warm and plentiful fleece. Wollipeds are shaggy, eight-legged creatures that have flattened faces with wide nostrils and four red eyes. Strong ivory tusks jut downward from the sides of their mouths. The creatures weigh 1,000 pounds or more and stand 5 to 6 feet at the shoulder. The current boss of the co-op is **Miranda Quinn**, who is very concerned over the current state of affairs between the company and the people of Polaris City. Other than paying rent on the land the co-op uses, which lie on the outskirts of Polaris City, Quinn does her best to limit her organizations interactions with the company. The co-op survives by selling wollipeds to the **Caravanners Guild** and ivory to the **Indigo Syndicate** for sale off world or on the black market. Meat and fleece are sold to the people of Polaris City in a weekly farmer's market where Quinn tries to keep the prices as low as reasonably possible to aid the struggling city dwellers. The co-op maintains close ties with the **Caravanners Guild**, and with their help Quinn has begun scouting locations outside the 50-kilometer radius of land claimed by Polaris Industries to which she ultimately plans to move the co-op.

REGIONAL SITES

The region surrounding **Polaris City** is known as **Prospector's Basin** due to the five large deposits of nearly pure tritillium in the area. The basin is a flattened oval shape that a bit longer east to west than north to south and is bordered on the northern side by the main spine of the **Silver Peak Mountains**. A spur of the same mountain range juts south around the western end of the basin. **Gedron's Abyss**, a giant ice canyon splits the surface and forms the southern and eastern borders of the basin. The abyss is named after Malik Gedron, the original surveyor hired by Polaris Industries to survey prospective colony location.

The **Alpha Site Mine**, commonly referred to as the “Big Mine” by the workers is located almost directly north of **Polaris City** high in the **Silver Peak Mountains**. The Big Mine contains at least 25 kilometers of underground tunnels to access the largest tritillium deposit yet discovered on any known world. This single mine accounts for over 40% of the company's raw tritillium production. Flying by shuttle into the mine site is treacherous due to the severe wind shear conditions in the mountain peaks. Also, the high altitude of the mine entrance is just another item added to the long list of dangerous working conditions that the miners must deal with on a daily basis.



The entrance to the **Beta Site Mine**, also known as Gedron's Folly, is perched on the face of an ice cliff 500 meters below the lip of **Gedron's Abyss**. The tritillium reserve located behind the canyon walls is the purest found on Polaris 7, thus the company deemed it worth the risk to build down into the yawning crevasse. The mechanical lift that transports miners and ore from top of canyon to the mine entrance and back is prone power and mechanical failure due to exposure to the elements. Some workers have taken to calling it the widow-maker. Once inside the tunnels, some areas are lit with an eerie glow as diffused sunlight makes its way in through the canyon walls.

The **Delta Site Mine** is located 45 kilometers southwest of Polaris City. Like the Alpha Site it is located at high altitude in the mountains. Initially lacking any distinctive traits for a clever nickname like the Twins, the Big Mine or Gedron's Folly, it simply became known as "The Hole". Today many folks wish that were still true, but around 50 years after breaking ground miners left alone in the tunnels began to disappear. The miners began to tell tall tales of the mine being haunted or being infested with alien monsters. The latter would prove to be true as 10 years after the first miners went missing, a full work crew of a dozen men encountered

cryo-mantids in deep tunnels. Five men died, but they managed to slay the beast and bring its body back to the surface as evidence. Since that time as the mines delved deeper, the mantids have appeared in all the mines, The Hole still has the highest level of mantid activity.

Two sizeable tritillium deposits placed close together on the western end of the basin are location of the **Gamma Site Mines**, or the so-called Twins. The Twins are located in the foothills rather than at higher elevation like the alpha and delta sites. The somewhat less harsh conditions at the Twins (no high altitude or yawning abyss) make it a sought-after assignment that is usually reserved for senior Miner's Union members. Although the entrances to the **Gamma₁** and **Gamma₂** mines are approximately 5 kilometers apart, over the years the tunnels from both mines have extended and connected. It is possible to descend into one entrance and travel beneath the surface all the way to emerge from the other entrance.

NEW MONSTER: CRYO-MANTID

CRYO-MANTID

Cryo-mantids are the only native life form that has been discovered on the remote ice planet of Polaris 7. Cryo-Mantids are insectoid and have a lower body that resembles a gigantic crab or beetle with six multi-jointed legs. Their thorax juts upright from the front of the lower body and sports two long arms and a triangular head that is able to rotate 180 degrees from side to side. The long arms fold forward like those of the common praying mantid and end in spiky, serrated claws that they use to rend their prey. The triangular head has two forward focusing compound eyes and large mandibles. The burning ichor is ejected from special spinnerets located just below the creature's mouth. The mantids can scuttle forward on their six legs with surprising speed when the situation requires it.

Cryo-mantids also use their ichor to soften and melt the ice when burrowing. Mantid tunnels are usually short lived as they will naturally fill with new ice within one to two weeks. The mantids are solitary creatures, most often encountered alone or rarely in what is presumably a mating pair. There are no reliable reports of them being encountered in larger numbers. A typical cryo-mantid is 12 feet long, stands 10 feet tall and weighs 3,000 lbs.

Internal Fire. The mantids are magical beasts that have adapted to the cold by producing their own internal heat source. The ice of Polaris 7 contains high levels of methane and oxygen which the cryo-mantids ingest to produce a flammable ichor. The creature can ignite and spit this ichor in a 40-foot line as a breath weapon. The creatures can also ignite a smaller amount of this ichor when biting with its mandibles. The magical nature of the cryo-mantids also gives them the ability to magically manipulate the cold of their environment, summoning flashes of freezing energy or deadly shards of ice.

This insectoid horror has an upright thorax with long, spiny arms, that rises up from a crab-like lower body. Translucent white chitin covers the creature in armor plates and burning ichor drips from its mandibles.

CRYO-MANTID

Large monstrosity, neutral

Armor Class 18 (natural armor)

Hit Points 168 (16d10+80)

Speed 30 ft., burrow 30 ft. (ice only), climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	16 (+3)	20 (+5)	13 (+1)	15 (+2)	16 (+3)

Saving Throws Str +9, Dex +7, Wis +6

Skills Perception +6, Stealth +7

Damage Vulnerabilities lightning

Damage Immunities cold, fire

Condition Immunities prone

Senses darkvision 60 ft., tremorsense 60 ft., Passive Perception 16

Languages —



Challenge 10 (5,900 xp)

Ice Tunneling. Cryo-Mantids are able to use the intense heat they generate to burrow through solid ice. As they burrow through the subterranean ice, they leave behind circular, 10-foot diameter tunnels. The melted sides of the tunnel quickly re-freeze becoming extremely slick. Other creatures moving through these tunnels must move at half speed or make a successful DC 15 Dexterity (Acrobatics) check to move at full speed.

Innate Spellcasting. The cryo-mantids innate spellcasting ability is Charisma (Spell Save DC 15, +7 to hit with spell attacks). It can innately cast the following spells, requiring no material components.

3/day each: *flash freeze*

1/day each: *cone of cold*

Scuttle. Cryo-Mantids can move extremely quickly when the need arises. Three times per day a cryo-mantid can increase its move speed to 60 feet for one round. This increase does not apply to its burrowing or climbing speed.

ACTIONS

Multiattack. The cryo-mantid makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target.
Hit: 9 (1d8+5) piercing damage plus 7 (2d6) fire damage.

Claw. *Melee Weapon Attack:* +9 to hit, reach 10 ft. one target.
Hit: 8 (1d6+5) slashing damage.

Fire Breath (Recharge 5-6). The cryo-mantid spits fire in a 40-foot line. Each creature in that area must make a DC 17 Dexterity saving throw, taking 28 (8d6) fire damage on a failed save, or half as much damage on a successful one.

REACTIONS

Rend. When a cryo-mantid hits a single target with both claw attacks, it may use its reaction to tear into its victim dealing 17 (2d6+10) points of slashing damage.

NEW RULES

There are magical and technological items that are common to Polaris 7 that would be rare or impossible to find on other planets.

PHARMAEUTICAL

SURGE

Surge is a stimulant that affects androids, auttains or any other creature that has a significant number of cybernetic implants or is part construct and part biological. When raw tritillium ore is refined, it changes from a dark blue opaque stone to a clear blue-tinted crystal. A byproduct of this process is a purple-black crystalline dust that is called indigo powder by refining industry. Indigo powder is generally considered worthless and is commonly disposed of as a waste product. Android workers disposing of the indigo powder reported feeling light headed and energetic after working an entire shift around the powder. Seeing an opportunity, black market chemists began experimenting with the powder and eventually developed the formula for the drug. Profits on the drug are incredible as the primary ingredient can be acquired for next to nothing. The development of surge was the birth of the Indigo Syndicate and the drug's manufacturing process is the syndicates most closely guarded secret.

SURGE

Price 5 gp

Type drug (inhaled or ingested); **Save** Constitution DC 16; **Addiction** Constitution DC 20

Withdrawal exhaustion; **Effects** 6 hours; user is awake and alert and gains advantage perception and initiative checks

Type: Indicates that this is a drug and the means by which it is administered.

Save: The saving throw needed to avoid the effects of the drug.

Addiction: Each time a dose of the drug is taken, a successful saving throw must be made to avoid becoming addicted. Addicted creatures must take at least one dose of the drug per day to avoid the effects of withdrawal.

Withdrawal: If an addicted creature goes a full day without a dose of the drug, then it suffers the effects listed. These effects are cumulative until the creature successfully makes an addiction saving throw, indicating the end of withdrawal and the addiction, or until the creature accumulates enough levels of exhaustion to die.

Effects: The creature gains any bonuses and penalties listed here for the listed duration.

TECHNOLOGICAL ITEMS

BATTERY

Price 100 gp; **Weight** 1 lb.

This flat silver disk contains 10 charges of electricity that can power technological items. A battery may be drained of power to recharge up to 10 charges to a technological item. Batteries may be recharged from a generator or other power source but have a 20% chance of failing and becoming useless during the recharging process.

TRITILLIUM BATTERY

Price 250 gp; **Weight** 1 lb.

Tritillium batteries are more powerful and more reliable than other types of batteries. Maintaining the standard disk configuration for compatibility, a tritillium battery consists of a flat piece of refined tritillium crystal set within a surrounding ring of silver metal. A tritillium battery contains 20 charges maximum and may be partially depleted (in increments of 5 charges) when recharging items that require less than the battery's remaining charge amount. Inserting or ejecting the battery from another item is a move action.

Tritillium batteries can be recharged from a generator or other power source with a charging slot. Tritillium batteries are more reliable than other types of batteries and only have a 10% chance of failing and being destroyed when recharging, half that of other batteries. If a tritillium battery is recharged from a tritillium power plant or other tritillium based power source, there is no chance of failure. Destroyed tritillium batteries are worthless as the refined tritillium within shatters into a fine dust.

TRITILLIUM POWER PLANT (GENERATOR)

Price 25,000 gp; **Weight** 800 lbs.

A tritillium power plants provide a stable and reliable power source and are extremely safe unless the power plant is deliberately damaged while in operation. A tritillium power plant does not generate any radiation and can be run on common solid fuel cell (500 gp) for 30 days of continuous operation. The power plant produces 100 charges of power per hour while in operation. However, the power plant can be shut down when not needed to conserve fuel. It takes 10 minutes to restart a power plant that has been shut down.

The Polaris Industries Tri-Power 7 model is a large object (that occupies a 10-ft. cube) and weighs 800 lbs. It has 10 battery recharge slots and 10 power cable connections.

A tritillium power plant has AC 10, 1,000 hit points, and resistance to slashing, piercing and lightning damage. If reduced to zero hit points the power plant will explode in a 30-foot radius. Each creature in that area must make a DC 18 Dexterity saving throw, taking 21 (6d6) lightning damage and 35 (10d6) force damage on a failed save, or half as much damage on a successful one.

MAGIC ITEMS

Residents have developed the following magic items to deal with the freezing conditions on the planet.

AVALANCHE STONE

Wondrous item, uncommon

As a precaution against being buried alive in an avalanche, spellcasters on Polaris 7 have developed the *avalanche stone*. When surrounded by ice or snow, an *avalanche stone* can be activated as a standard action, teleporting you away from the surrounding ice and snow any spot within 500 feet. This effect counts as *dimension door* and ends your turn. Additionally, after 3 rounds of being surrounded by ice or snow, if the bearer does not or cannot activate the stone, it will automatically activate and teleport the bearer to the closest open space within 500 feet. An *avalanche stone* a single use item and activating it removes all of its magical properties.

WOLLIPED WOOL TUNIC

Mundane item, common

Developed by the Wolliped Ranchers and Caravanners of Polaris 7, these finely crafted wool tunics provide

Protection against the planet's freezing environment. The tunic may be worn underneath armor.

WOLLIPED WOOL TUNIC

Wondrous item, rare

This enchanted version of the common caravanners provides the wearer additional magical protection against the extreme cold of the planet's environment. The tunic has a *protection from energy* spell woven into it to protect the wearer from cold damage. The wearer of the tunic has resistance to cold damage. The tunic may be worn underneath armor.

FEATS

COLD ENDURANCE

Prerequisites: Residence on Polaris 7 for at least one year

After living on the freezing planet of Polaris 7, you have accustomed your body to intense cold. You may ignore the effects of cold environments down to 0 degrees Fahrenheit (-18 degrees Celsius). If you are wearing clothing appropriate for freezing environments, you suffer no ill effects down to -40 degrees Fahrenheit (-40 degrees Celsius).

TRITILLIUM PROSPECTOR

Prerequisites: Working in a tritillium mine for at least 3 months

Laboring in the tritillium mines of Polaris 7 has given you a working understanding of how to find the rare mineral and the dangers associated with it. You gain advantage on all Investigation, Perception or Survival checks related to mining or working with tritillium. In addition, once per day, you may allow yourself or an ally within 30 feet to re-roll a failed saving throw against a tritillium based trap or hazard.

SPELL

Spellcasters on Polaris 7 have been able to study the magical effect created by the cryo-mantids and replicate it into an arcane spell. The flash freeze spell is added to the bard, druid, sorcerer and wizard spell lists.

FLASH FREEZE

2nd-level evocation

Casting Time: 1 action

Range 30 feet

Components V, S

Duration instantaneous

Target one creature/level that are within range. A *flash freeze* spell generates a vortex of intense cold that flashes around each of the target creatures and deals 3d6 points of cold damage. All creatures targeted by the spell must make Constitution saving throw or gain one level of exhaustion from exposure to extreme cold. The exhaustion from the spell lasts until the creature can take a short rest in a warm place.

ADVENTURE HOOKS

Characters on Polaris 7 may find work from the various factions on the colony who often have competing or conflicting interests.

ADVENTURE HOOK #1 – THE OPEN TUNDRA

Miranda Quinn, the Boss of the Wolliped Ranchers Co-Op not happy with the stranglehold that Polaris Industries has on the Polaris 7 colony. The first issue Quinn wants to deal with is the fact that the corporation has claimed, legally or not, all land in a 50 km radius of the interplanetary gate and is charging anyone who uses that land rent. The thing is, there is no reason the wolliped ranches need to be near the city at all! So, Quinn is planning to move all her people and their operations outside the zone claimed by the company and claim a patch of land for themselves. 50 km to the south, there is gap between the southern arm of the Silver Peak Mountains and Gedron's Abyss. On the other side of that gap is open land for kilometers. Quinn's allies in the Caravanners Guild have helped her identify three potential sites for resettlement.

The mission: Quinn hires the characters for a two-part mission. The first part is to escort, **Willem Tonks** (NG male human sorcerer 3), an expert from the co-op to scout all three of the potential sites and determine which is the best for resettlement. The group will also be accompanied by, **Jerret Cam** (NG male half-elf ranger 7), a guide from the caravanners. The party can travel to the survey sites by riding wollipeds provided by the ranchers. Alternatively, if the characters can hire or have access to a shuttle, they can fly to the sites much more quickly. Dangers that the party should encounter on this mission should include: severe weather, a gnoll warband from the Wasteland Raiders, a hunted campsite from a lost survey expedition, and one of the survey sites is near an ice cave that serves as the lair of a mated pair of cryo-mantids. Polaris Industries may also have sent a team of troubleshooters to make sure that the rancher's expedition fails. At each site, Willem needs to collect air and ice samples (requiring Intelligence (Nature) checks), which the characters can help with.

Upon returning to Quinn at the wolliped ranches, there is a meeting to determine which site is the most suitable for resettlement. Marcus Weldon, the leader of the Caravanners Guild is also in attendance. Quinn hopes to convince him that the caravanners should resettle along with the ranchers, but Weldon is undecided. The characters can give their recommendations on which site is most suitable make Charisma (Persuasion) checks to convince Weldon that the caravanners should join the resettlement. The second part of the mission then includes escorting the entirety of the co-op and possibly the caravanners to the resettlement site. The inclusion of the caravanners should make the second part easier as they are very experienced in travelling across Prospector's Basin.

Alternate mission: Unscrupulous characters might take a job from Polaris Industries to make sure that the wolliped rancher's resettlement effort fails. Note that this is an evil mission and is likely to have alignment repercussions for good characters.

ADVENTURE HOOK #2 – DELICATE NEGOTIATIONS

The ICC or Independent Citizens Coalition is making its final push to establish a fledgling government for Polaris City and the colony in general. The first step is to establish an oversight council with representatives from the following factions: the Caravanners Guild, the ICC, the Free Polaris Front, the Miner's Union, the Association of Casino Owners (really the Indigo Syndicate), and the Wolliped Rancher's Co-Op. See the description of the ICC in the "Factions" section above for details on the difficulties of bringing all these groups to the negotiating table. If the ICC can succeed in establishing this oversight council, Polaris Industries has already publicly promised to recognize the authority of the council because they believed it would never be formed. In fact, they are quite sure of this since they have paid Bram Rockfist, the corrupt chairman of the Miner's Union to make sure it doesn't.

The mission: The characters are hired by Brianna Whistler, the ICC Spokesperson, to visit the various faction leaders and secure their promises to attend the final negotiations meeting. Securing some of the required promises are easier than others. The ranchers and caravanners are already on board and should only require a simple Diplomacy check, although while travelling outside the city the characters may encounter severe weather conditions. Tracking down Silas Cole of the FPF will involve searching the rougher parts of the city and The Drifts and will likely bring the characters into conflict with street thugs. Securing the promise of the Indigo Syndicate will require a visit to Casino Row and first speaking to a representative of the "Association of Casino Owners." The characters must convince this intermediary of their legitimacy before they are allowed to speak to Mr. Wan directly. Once the characters convince all parties to attend the negotiations, Whistler will ask them to provide security for the meeting as tensions are likely to be running high between the various faction members.

Alternate mission: When the characters speak to Rockfist, getting him to agree to join the negotiations (and thus break his deal with Polaris Industries to prevent the formation of the oversight council), the characters must agree to convince Whistler and the ICC to special concessions for the Miner's Union. Alternatively, if the characters know about Rockfist's corrupt payoffs from the company they may be able to blackmail him into joining the negotiations. After all, the members of his own union are not likely to treat him kindly if the characters can present proof of his corruption.

ADVENTURE HOOK #3 – SAFE PASSAGE

The Indigo Syndicate regularly smuggles goods on and off of Polaris 7 through both the Star Port and the interplanetary gate. Occasionally they also smuggle people off the planet, people so far in debt to the company that is cheaper to pay the syndicate to get off world. The syndicate was preparing a small group of escapees when the operative that they normally use for this type of thing was busted by corporate security for holding 6 ounces of surge. The guy is now doing thirty days in lock up and there are 5 escapees cooling their heels in a syndicate safehouse.

The mission: Recognizing the possibility that their man spilled the beans to security, Mr. Wan decides to hire some expendable freelancers (the characters) to complete this job. The characters can get the escapees off the planet in two ways, via a ship at the Star Port or through the gate. If the characters have their own ship, they just need to get past the Star Port security, if not they would also need to hire a ship willing to take the passengers. Taking the fugitives through the gate involves getting past the security perimeter of the corporate sector and into the alien ziggurat. The characters would also need to know how to operate the gate and select a suitable destination.



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