

The Lone Watch Tower

A Fading Suns Adventure by Tom Ricks

D20/VP System Supported

Note To GM: This module has several social interactions and modifiers which integrate very closely with the plot. Make sure that you have a separate sheet of paper to keep track of how the characters perform as time goes on, since it will heavily influence the final encounter of the module.

Background:

Intense pressure has begun in the Imperial Court of late lobbying for a Crusade, dividing the major houses into two camps. The Hazat and the Hawkwoods have formed quiet diplomatic agreements, attempting to get a crusade against the Vuldrok and Kurgan.

In the opposite camp, the Decados disagree with anything that might give the Emperor more power, and such a unified crusade would (in their estimates). The Li Halan side with the patriarch who feels it could stir up chaos and change, which never does good things for his own power base.

The al-Malik have two primary reasons for opposing the crusade. The first comes from their general concern that a war will disrupt trade, which they use as their primary advantage over the other houses in the delicate balance of power. The second, and most important, relates to their fears that a massive military campaign will cause a reduction of the Stigmata garrison. Since the al-Malik would fall first to any new Symbiot attack, they have a vested interest in keeping the Imperial forces at Stigmata.

The al-Malik, forward thinking as ever, quickly realized that despite their best diplomatic efforts they might fail to win the Emperor to their view. As such, they have built (at considerably expense) a new space station at the jump gate at Shaprut. The construction of the Cirrus class space station Shirat started on and off for over sixty years. During the Emperor Wars, partially completed sections of the station served as weapons platforms to guard the gate, but as an

uncompleted space station, it lacked significant strategic defensive capability.

In the last four years, the project has received much higher priority. Six months ago, it opened for complete operation. Recently, the Earl Suruaseht al-Malik took command of the station after quelling a Shantor rebellion.

The Earl found a mess when he arrived. Corruption and bureaucratic delay between the major factions prevented anything effective from being done. He discovered that the guilds used Shirat Station as a dumping ground for the worst of their people.

Fortunately, politically annoying does not automatically mean functionally incompetent. Suruaseht found numerous promising talents under highly incompetent leadership. Using his guild connections, he had their supervisors removed and kept the young but unjaded talent.

Things rapidly improved on the station. The Duke received the Earl's reports with dread at first, but then with growing admiration. A month ago, he sent for the Earl to reward him lavishly in front of the entire court. It amounted to one of the high points of Earl Suruaseht's life. Alas, the brilliance of the moment could not last.

The Earl's gossip network reported that things did not go well diplomatically on Byzantium Secundus. A small cadre of Hazat questing knights had recently claimed to have discovered a valuable cache of Second Republic technology in a lost world connected to one of the Kurgan systems. In truth, they had fabricated the entire story in an effort to get the Empire to go to war. While initial imperial intelligence reports showed the Kurgan knew nothing of this, the court generally felt it only a matter of time before they would. Everyone had (for the moment at least) fallen for the Hazat fabrication, including Suraseht. The Earl knew that only a greater threat to the empire would keep them from initiating military action against the Kurgan.

Earl Suruaseht called upon his considerable resources to aid him in his scheme. First, he obtained a prototype jump resetter from Yljarten Swensen of the Charioteer's guild. The banished Swensen had studied the gate for years, and had constructed a device which, if operated on both the Shaprut and Stigmata sides of the gate, could reset it. When

Swensen presented his findings to the Earl, the Earl immediately had a plan.

Suruaseht then asked an old friend in the Mutasih if he knew of any symbiot agents in the known worlds, feigning concern that one might be on his station. The Mutasih officer immediately had the entire station scanned for the creatures but confirmed that there were none on board. While the agent conducted the scan, Suruaseht had a psychic pull information from his mind about the location of a known, and mostly harmless Symbiot operative on Shaprut. The agents had kept watch over it to learn of other symbiot activity.

Suruaseht paid a hapless group of independent mercenaries to plant one half of the jump resetter in the Symbiot informant's premises and then secretly alert the Mutasih of the planted information. Once the Empire learned that the Symbiots 'had the ability' to reset the jump gate at will, he felt that it would ignore the tempting loot in Kurgan space and concentrate on the deadly Symbiot threat instead.

Unfortunately for Suruaseht, the mission succeeded only in part. They successfully planted half the jump resetter, but did not inform the Mutasih. The mercenaries, upon learning that their target worked for the Symbiots, attempted to take matters into their own hands and destroy him. The agent fled Shaprut and returned to Symbiot space, where the jump resetter got received with great enthusiasm.

When he learned of this failure, Earl Suruaseht quietly had the mercenaries killed to protect word from getting out. Horrified beyond imagining at what he had done, he urgently began to request additional aid from his house and the Empire. So much so, in fact that he gained a reputation as the noble who cried wolf. Imperial authorities read his increasingly paranoid and urgent reports for amusement.

Of late, the Symbiots have teetered on the brink of civil war, with the expansionist factions desiring to leave their world and conquer by force, with their opponents claiming this would cause incalculable damage to the Life Web. This new discovery has tilted the balance heavily in favor of militarists. Thus, a quiet breeder agent recently went through the jumpgate and began infiltrating members of the station, where they believed the other half of the jump resetter existed.

It first targeted Earl Suruaseht, but the earl's paranoia paid off in spades. His automated defenses killed the Breeder before it could infect anyone else. Well, almost anyone else, for in the height of irony, the Earl himself got infected with the breeder's spores. With no one to imprint him, he slowly grew mad. He consciously believes himself the Earl Suruaseht al-Malik, and desperately wants to defend the station against the symbiots.

At various times during the night, however, the Earl changes form to become a horrific beast, the very thing he fears, and has begun to ravage throughout the station, tearing its inhabitants limb from limb. Finally, concrete proof of unusual activity has reached the Imperial authorities, who dispatched a team of Questing Knights to investigate the occurrence, still not taking it very seriously.

Faction Activities and Motivations:

House Decados: The Decados, ironically, play the heroes in this epic. After a fashion at least. The Decados have learned of Yljarten Swensen's research. They want it desperately, and have sent agents of the Jakovian agency to retrieve it.

They have learned that the beast on the station holds more secrets. They have recently intercepted a poorly coded message from the beast toward the Symbiots at Stigmata. Because of his imperial connections, he knew where to send it so that the Empire wouldn't pick it up. However, he had not counted on a Decados Stealth ship being in the area. The Earl planned to use the other half of the jump gate resetter to let the other Symbiots come through to Shaprut and swarm the Known Worlds.

The Decados know that one of the crew of the station hides the beast within them, they simply don't know which. They have sent a psychic spy, Luwalana Klansha of the Ur Ukar, teamed with Sir Hydran Decados to investigate. They plan to let the characters do their work for them.

The Decados don't want the Imperials to get hold of the research, but at the same time they think only this research can keep the Symbiots at bay. Thus, they plan to use the characters as a catspaw to get at Swensen's research, apply it to the think machine, but track them and

swipe the research at the last minute to keep the Imperials from getting it.

Charioteers Guild: The Killroys knew that Yljarten Swensen made messes; they just didn't anticipate his sheer determination. They put him on Shirat to keep him out of trouble. Yljarten offended one of the major Hongs by voicing decidedly Republican ideals about the way the internal mechanisms of the guild should work to a director when asked his opinion on the status of the guild. Yljarten got banished to Shirat space station along with several highly 'annoying' peers, some talented, some less so.

What the bureaucrats did not know however, was that Yljarten had a brilliant talent for researching Jumpgates. Indeed, he had an almost instinctual knack for unlocking their secrets. In one of the lesser used sections of the station, Yljarten researched and discovered the secret to shutting down the jumpgates for prolonged periods of time. This, by itself, did not tread on any new ground.

However, Yljarten had also learned the possibility of creating a specific jump gate resetter. While it would only work on this jump gate for now, eventually he felt it might work on others. His prototype got stolen, almost stalling his research. Yljarten, of course, continues onward, blissfully unaware of the ramifications of his work. He keeps it quiet for fear that his superiors might steal his ideas.

The Killroys have sent an agent to investigate unusual activity in the jump gate. They know nothing about Yljarten being behind it. If one of the characters works or has a connection to the Charioteers guild, they will get recruited by the Killroys to investigate the matter, and promised a rich compensation if they can discover what lies behind it.

House al-Malik: Sir Impro Al-Malik, the Earl's former friend in the Mutasih, harbors suspicions about the activities on board the Shirat station. The house has a lot at stake here, and the appearance of the beast, so shortly after the unfortunate incidents on Shaprut have aroused his suspicions.

His friend's erratic behavior also concerns him. Sir Impro takes the allegations of Symbiot activity on the station very seriously, and for the past three weeks has quietly begun infiltrating the station with

crack Mutasih troops and agents, investigating what has been going on. Someone has murdered six of them, and he has yet to determine why. Of course, three of them still live, but they no longer work for the Mutasih.

If the characters have anyone loyal to the al-Malik in their party, they will get approached by the Earl to find out as much as possible about the missing agents. They will not receive promises of great wealth, but a favor from Sir Impro al-Malik should not be treated lightly.

The Imperial Eye: Frankly, Sir Horatio Hawkwood (regional commander of the Imperial Eye) has no desire for either a crusade OR a war with the symbiots at this point in time. While recovery has occurred swiftly, the empire still reels from the damage inflicted upon it during the Emperor Wars. Horatio desperately wants the Emperor to rebuild the infrastructure of the Empire before starting something as silly as a crusade. He considers it a delicate balancing act, keeping each of the houses in line and at each others' throats so they don't get in the way of the Emperor.

He knows that unusual things have recently happened around the Jumpgate, and that Earl Suruaseht's activity has recently become very erratic. He also knows about the recent symbiot activity on Shaprut. He has thus far deducted that all these events interconnect, and that the source of this activity lies inside Shirat station. He fears that a symbiot infestation has occurred there, and plans to take no chances in wiping it out.

He has placed four imperial stealth ships, armed with highly destructive torpedoes just outside of detection near Shirat. Should the investigators discover a symbiot infestation, they have orders to destroy Shirat station. Horatio does not want to do this, since it would damage relations between the al-Malik and the Empire. He does not know of the resetter. Only by learning of the Earl's plan and the existence of the resetter can the station get spared.

Introduction - Player Briefing

Due to security concerns, the PCs have not received any information until this point. Read the following to them, as they assemble in their

quarters, just before the ship docks.

A short blue fuzzy holovid appears. The green mismatches the red and blue, creating a slightly vomitous blend of color as the head of Sir Horatio Hawkwood, the imperial noble who recruited all of you and arranged for your covert transport aboard the freighter Imperial Mass. He has broad blonde locks, a noble brow, piercing blue eyes that easily bear the family resemblance to his ever famous Emperor Alexius, and a slight but curt smile that reflects courtesy mixed with absolute intolerance for stupidity.

"Good Morning to all of you. I hope you have found your accommodations sufficient."

He waits a moment, as if somehow expecting them to answer this prerecorded message. Almost as if daring one of them to answer or ask him questions on the subject.

"Right then. I'll get straight to the point. This station's security holds vital interest to House al-Malik. The Emperor takes the interests of House al-Malik very seriously. We've been getting reports for weeks now of Symbiot activity near Earl Suruaseht. We investigated them at first, and found nothing. After a while, when he kept reporting them, we pretty much ignored them.

All that changed three weeks ago when the beast began killing people. We don't know much about it; we frankly don't even think the thing is a Symbiot. If reports accurately reflect the situation, it doesn't act like any symbiot that we've ever heard of. Reports indicate that two Decados agents have recently boarded the station as well; I'm fairly confident that they're involved in this somehow.

I realize that's hardly the politically correct thing to say in this day and age, what with the Decados being full and upright citizens of the Empire and all, but let's be frank, shall we? I've seen their sticky little fingers in nearly every single plot for the last twenty years, and I'm not about to go ignoring them now just because some diplomat tells me they're all part and parcel with the Empire. I doubt they've forgotten the same about the Hawkwood either.

All that aside, your instructions are not to simply go and spy on a

bunch of Decados agents who I think are suspicious. I could send a squad of imperial marines to do that.

Find out what the beast is, and solve the problem. If I'd had my way, you would have been given wide license and authority to act in the Emperor's name in this matter, complete with Imperial writ and seal. If I'd had my way, that is. Unfortunately, the last people who had one of these stole an entire cache of philosopher's stones, fusion guns and battle armor. They started up their own mercenary pirate ring and the Imperial Navy has been chasing them for months. As such, not only is our amount of support limited, but we need you to be on your best behavior."

Again, he pauses briefly, a wry smile on his face, allowing characters to possibly ask questions or say yes or no, etc. He will then continue his message.

"Right. Good luck, speed in the name of the Pancreator. I wish you the best on this mission. Above all, take care of this problem. Horatio Hawkwood out."

The recording fades, and the ship docks.

The captain of the freighter will largely ignore their questions, not because he doesn't want to answer them, but he doesn't know anything. He's paid not to know anything, and his ship routinely makes the run between nearby jump routes. He's heard rumors of the beast just like everyone else, but has heard so many contradicting tales that he hardly considers himself a reliable source of information. If the characters greatly press him on the subject, feel free to make up whatever gobbledygook you want, to keep them wildly entertained and as far from the truth as you want.

Encounter #1: Hero's Welcome

When the characters arrive at the station, they find that any hope they had of entering in a low key fashion gets dashed when they enter. Roughly half of the station's personnel, from visiting nobles, guildsmen and the resident clergy have lined up along the walls to applaud the approach of the mighty beast hunters. An impromptu band begins to play "Ode to Gloriousness" (a popular tune praising the

majestic exploits of the questing knights) and many of the residents will attempt to shake the characters' hands, simply for being with any of the questing knights.

Should one of the characters attempt to enter through a different method into the station, either by EVA suit or some other incredibly creative idea, allow them to do so. They will find most of the station corridors deserted. If they wander off too much, feel free to use the infected Symbiot agents from Encounter #3 to attack them.

The Earl will inform them that he has planned a mighty feast in their honor, the single last and remaining hope in defeating the Symbiot menace to the station. He will seem very edgy, and if approached about it will explain that he had nearly had the station ready for the Duke to visit before this nonsense occurred, and that he truly believes the station lies in danger from an imminent Symbiot attack. If asked why, he will explain that he has secret evidence that he plans to show the characters after the feast.

Theoretically, the characters could try to browbeat their way around the feast. Their status theoretically allows them to do so, but feel free to explain to the characters the long-term dire consequences of such an action.

VP: Should they snub those on the station by telling them to disperse, acting ungrateful or generally attempting to weasel their way out of the feast, they will get a -5 reaction to all social actions for the remainder of the adventure, including any reaction rolls such as etiquette or diplomacy. Should the characters act particularly gracefully, or put on a good show for the crowd, they should get a +1 to +3 reaction. While the potential penalty will affect all the characters, the bonus should only get awarded individually.

D20: Should they snub those on the station by telling them to disperse, acting ungrateful or generally attempting to weasel their way out of the feast, they will get a -5 reaction to all social actions for the remainder of the adventure, including any reaction rolls such as diplomacy or gather information skill rolls. Should the characters act particularly gracefully, or put on a good show for the crowd, they should get a +1 to +3 reaction.

While the potential penalty will affect all the characters, the bonus should only get awarded individually. Characters who did not enter with the rest of the party will get neither penalty nor bonus. They will not publicly get associated with the questing knights in any way. As a side note, no one actually checks the credentials of anyone boarding the station. Should one of the characters brazenly pretend to enter as something that they are not, no one will know the wiser. For now.

Also, Luwalana Klansha has an Ukari Scream Stone (see back for stats) that should prohibit the characters from using Second Sight, Wyrdsight etc. As per the orders he has received, he does not want the characters finding the Symbiot agent only to accuse him in front of the entire group, without having obtained Yljarten's jumpgate research. If the characters blatantly insist upon conducting a hunt then and there for the scream stone, then apply the negative reaction listed above. It will take an hour to properly search through all the people present.

Luwalana Klansha will deliberately keep a very low profile, and plant the thing on Yljarten Swensen if absolutely necessary, with the belief that the characters can keep him from harm should necessity require them to do so.

Encounter #2-A Feast in Your Honor

The characters will then get escorted to their quarters on the station. Nobles will receive very elaborate chambers (for a space station), designed for visiting dignitaries. The entourage will receive slightly less noble quarters, but will find them quite adequate for their needs.

After two hours, someone knocks on their quarters informing them that preparation for the feast has ended, and that the Earl requests their presence at their earliest possible convenience. Everyone now waits for them. Should the characters attempt to investigate the station during these two hours, they may gain some information but it should prove highly difficult.

Everyone will recognize them, and begin fawning over them in an almost comic fashion. If pressed about this, they will explain that life on the station for the last three weeks has become unbearable. The professed joy and admiration stems primarily from relief that someone has finally taken the Earl's requests for aid seriously.

The characters will receive clearance to any area of the station they desire to go, including the engine room. However, truly complex tasks, such as reviewing the security tapes of the station, will prove far too time consuming to perform in the two hours.

Once they have arrived at the banquet (assuming they do not waste vast amounts of time on things that have little meaning), read them the following:

Upon entering the banquet hall, you notice three long tables. That all this has been set up in space, so far from the light of the sun, bears boasting indeed. You smell rich aromas from a dozen different worlds, which tease and tantalize the senses. Hanging on a balcony behind the hall, a large synthsilk banner with the crest of House al-Malik , dangles, with the embroidered crest of the Earl beneath that.

A herald, immediately to the right of the door announces you all in a loud booming voice. At this point the Herald introduces each of the characters. Once you have finished with this, you can proceed with the narrative.

Each of you gets taken to a proper table, as bespoke by the most formal rules of etiquette. Earl Suruaseht does things by the book, by the old school rules and it shows in everything he does. The silverware gleams, the crisp cloth coverings of each of the tables shimmer in rich scarlet and vermilion from Icon. Scented braziers haze the air with a thick, but visibly imperceptible Soursweet smoke, so popular among the upper nobility of Shaprut.

The Earl stands, and clinks the tip of his glass with the side of his fork, "Impresumably, imperfectly, immobifilingly, unbonidaciously, beyond grace, beyond reason, beyond hope, the Pancreator, and our beneficent, magnificent, pontificient liege of lieges, his imperious ruler, heir and conqueror of the Phoenix Throne, Alexius Hawkwood has sent us, this very night, his heirs in action, heroes of great repute, representatives of that most fabled order, the Questing Knights and their humble entourage, come, as in tales of old, to slay the foul beast that hath cast the shadow of its terror upon the whole of the station. Come gentlemen, a toast, a toast to our most benevolent and noble heroes, a toast I say!"

At this point, everyone stands, raising their glasses in honor to the visiting heroes. Etiquette demands that the heroes both take part in, and each offer a counter toast. A well-made toast will get an excellent reaction, giving a further possible +1 reaction on all social interactions in the station for the rest of the adventure. Failure to make a toast will insult them, but a quiet pause will occur to allow each member of the entourage to do so.

Those not nobles will not receive a negative stigma attached to the silence, though after a long, uncomfortable pause will quietly receive encouragement from a more enlightened neighbor to do so. The subject of the toast generally has no relevance, and creative or ridiculous toasts will get a pleasant reception as well. Should one of the heroes choose to use this venue to hurl an insult, he has chosen the right method to do so.

Give a +2 bonus to any insult thrown through the toast, since protocol prevents it from being replied to once the floor has fallen to the visiting heroes, but a -2 reaction penalty will occur to all social rolls from the offended person and/or those associated with him/her.

At this point allow the characters some time for casual conversation with the guests. If they're pragmatic, they're probably going to take the opportunity to ask their neighbors questions about what has happened recently on the station.

They learn several useful things. The beast has always confined his attacks to the noble quarters of the station. Indeed, if the characters listen to specific anecdotes, they will note a pattern of seven different specific occasions in which the attacks took place. These attacks will all form a rough ring around the noble quarters.

Once they get a chance to investigate things, they should narrow their suspects down to who actually frequented this area. Should the subject of conversation venture into politics, a subtle tension will fill the air. Plenty of inter-house tensions exist, with the al-Malik less than pleased with Hazat and Hawkwood activities to extend a crusade at the expense of the Symbiots.

More tension exists between various factions of the al-Malik, with the

Shaprut line feeling their sacrifices in building and maintaining the station have not received proper recognition from the Duke. If the characters listen carefully, a few of them might even quietly suggest that someone in the Criticorum branch of the family placed the beast here to discredit the Shaprut line of the family, though they won't actually say this to the characters.

Curiously, with the exception of the Li-Halan priest's advocating against the crusade, the topic will not touch religion at all. This primarily has to do with the Earl's confessor, Bishop Char Lysenko of the Avesti. The Bishop most fervently believes what he believes about the Pancreator, and rarely hesitates to burn anyone he considers a heretic.

Should one of the characters bring up a religious subject, he will immediately leap to the attack and begin to engage them in a verbal war of words regarding the writings of the Pancreator. Unlike most Avesti, the bishop proves quiet literate and well read, using obscure writings and rather bizarre interpretations of the holy writ to come up with the most extreme and deadly version of the Omega Gospels conceivable.

VP: To reflect a verbal war of words, use Charisma + any relevant skill (Lore: Religion, Debate, Oratory etc), vs. the Bishop's Charisma +Lore Religion (14) skill. The first to obtain 25 victory points wins.

D20: To reflect a verbal war of words, use Charisma + Knowledge Religion, vs. the Bishop's Charisma +Knowledge Religion (+14) skill. Take three rolls. The best result two results out of three determine the winner. Ties go to the character.

Note: Role-play this conversation out, but don't allow it to take too much time. If the PC wins, the audience members admire them even more. If the Bishop wins, the heroic luster with which the characters werereceived dims a bit, though they will get a chance to redeem themselves. The bishop will not enjoy the loss of face caused by defeat and will keep a very close eye on the characters, waiting for an opportunity to move against them.

At this point, Luwalana Klansha quietly moves away from the table. If one of the characters spots him (VP: Perception + Observation 2 Victory Points/d20:Spot DC-17) they may attempt to follow. On the other hand,

only the first - or at most second character to attempt to follow may do so. Quietly made excuses, such as a need to use the facilities will not elicit much reaction for a few of their number for a short period of time, but should the entire group attempt to move out at once then people will notice.

As soon as the third person starts to leave, mutters of concern and comments such as "ill-mannered" and "ill-advised" will crop up. The characters might not care at this point, but given that the only information they have about the person leaving the table lies in the fact that he's an Ur Ukar, they will have a very hard time defending themselves.

Indeed, if four or more characters attempt to get up and leave, unless gunshots or the sounds of combat plainly sounds throughout the banquet hall, the Earl will shout out, demanding an explanation for this incredibly rude behavior, and all conversation in the feast will stop, focusing squarely on the characters.

Thus, three possible tracts of action can occur here.

1)None of the characters follow the Ur Ukar, at least for the moment. This requires no further explanation. Resume the encounter.

2)A few of the characters quietly follow the Ur Ukar. With this wiser course of action, the Ur Ukar quietly stops and whispers, "I have no time to talk now, but meet me later in my quarters." He hands the characters a map of the station and the place where to find him, "I know now what goes on here, and require your help urgently to deal with the problem. I must go before more damage gets done."

At this point, chaos erupts in the feast as the infected agents begin to attack (see below.) The Ur Ukar will move off down the corridor. Should the characters attempt to stop him, he will attempt to escape, saying that he must go elsewhere. If they demand why, he will avoid directly answering; though a relevant (mild) social skill roll will reveal that he tells the truth. Should the characters let him go, he will nod, thank them and proceed to stop catastrophe from taking place. Should the characters follow him, allow them to do so, but since he goes to verify the research, they will not have the opportunity to aid their fellow party members in the combat. Tell them to take a break for

a bit, while the combat below ensues.

Since the Ukar has left the room; the Screaming Stone has left with him. Should one of the characters use Second Sight (or the equivalent thereof) they will have the opportunity to scan the room without the blinding effects. Something shows in the Earl's aura, but double the difficulty for spotting it due to the dormancy it has during the day. If the characters have performed relatively well up to this point, their accusation will hold serious merit and a formal inquiry will start, with the Earl escorted out of the room under guard.

If the characters have acted boorish, they'll have minor hell to pay (see below).

3)All (or nearly all) of the characters have left the room. The Earl will demand an explanation. The characters will need to come up with a pretty good excuse. Unless they're telling the absolute truth (and at this point they should not really have reason to do so), the Earl will scream that these slanderous lies shall not go unanswered. At this point, he has Bishop Lysenko cast the famous Avesti ritual compelling truth.

Should the characters lie at this point (allow them to resist the spell as appropriate), the Bishop will most likely know it. A very tense stand-off will occur at this point. Should one of the characters choose THIS particular moment to use second sight and notice that Earl Suruaseht has symbiot taint, things will not go well for them.

First off, the Bishop will not permit anyone but himself to use psychic or theurgic rituals to confirm whether or not the Earl has the taint. The bishop will not believe he has the need to do so, but will ignore the characters. This might not seem fair, or logical, but quite often religious matters in the Known Worlds get decided as such. They have lost any credibility they had due to their failure to follow social convention.

Second, the characters really won't have any way of confirming that the Earl has Symbiot taint without psychic powers besides medical testing, which they will certainly not receive permission to do. If the characters flaunt their rank from the Emperor himself at this point, the bishop will tell them that he needs to confirm this order with the

Imperial authorities on Shaprut, and that in the meantime the characters will remain in their quarters under armed guard.

Due to the slowness of the message, it will take a solid sixteen hours for the radio signal to reach Shaprut, get confirmed and then replied to (and this assumes that the Imperial authorities will respond immediately. Which they won't. It would actually take a solid twenty hours for the reply to arrive, by which time the fate of the Known Worlds will get decided one way or another.)

Fortunately for the characters, the starving Mutasih agents, driven mad from hunger and the scent of food come through the vents will attempt to gain food.

Encounter #3—Just in For a Quick Bite

At some point during the Banquet, the three infected Mutasih agents attack. While several possibilities exist for the starting conditions of this encounter (see above), the station personnel will scatter the moment the agents appear, including the guards who possibly could have arrested the characters (again depending the resolution above).

Once the combat starts, read the following to the characters:

Popping through one of the ventilation shafts, a large humanoid with vinelike tentacles lands on the floor, eyes scanning the room. A second later, two smaller but still highly dangerous looking humanoids leap to the floor beside him, forming a V shape on the floor. Mass chaos erupts in the Banquet hall, as the guests upturn tables, fling food and shove anyone or anything that gets in their way in an attempt to flee the scene of impending doom.

The figures, shreds of humanity still clinging about them, look upon the nearby tables with almost animalhunger, and charge. The infected agents have starved for two weeks, living on hull rats when they could.

Unlike Earl Suruaseht, while they received no imprinting, they retained enough of their humanity to not want to kill at random. These agents only desire to get food and run. They will do their best to move around the characters, grab some food and head back up into the ventilation shafts.

The agents will defend themselves. If it looks like they must kill the characters in order to survive, they will not hesitate to do so. They work well as a team, and possess great cunning. Should one of the characters demonstrate that they possess more of a threat than the others, the three of them will focus their efforts on that character to get them down. The agents have no desire to slug it out with the characters, and simply grab as much food as they can and run.

A careful observation (VP: Per+Obs-3 VP/d20: Spot/Search DC 22) reveals that the remnants of their clothing show that they formerly belonged to the Mutasih of the al-Malik. Anyone performing a successful roll to guess their motivations (VP: Per+Empathy-4 VP/d20: Sense Motive DC 22) immediately sees that they have become gaunt with starvation, their sole aim at this point to get food.

The outcome of the scenario depends on how many, if any of the agents they manage to kill.

1) If all the agents get away, subtract 1 from any further social rolls with NPCs for the remainder of the adventure. If the characters have accused the Earl of being a symbiot, resolve the situation benevolently or malevolently as described in Encounter #2.

2) If some of the agents got away, the characters will get even more praise for their efforts. They now enjoy the reputation as confirmed heroes, and the as yet unresolved Symbiot situation will give them a +2 bonus on their social interactions with the NPC's of the station. They receive any and all help they desire, and even Bishop Lysenko becomes more favorable toward them. From this point onward, should the characters accuse the Earl of symbiot taint, he will confirm it, and believe them.

3) If all the agents get killed by the characters, the people on the station breath a sigh of relief. The characters receive a +1 social bonus for the remainder of the adventure, but they all now believe the situation resolved. Should the characters attempt to continue the investigation (as they rightfully should), the locals will humor them but not really go out of their way to aid the party.

Encounter #4: Investigations

At this point the previous events have set the stage for the actual investigation by the characters. Apply the social modifiers they acquired in the previous three encounters to their inquiries at this point. They have several directions which they may choose to go, and thus they have several potential different outcomes.

First and foremost, the characters need to decide if they believe that these symbiot agents consisted of the threat Horatio Hawkwood sent them to investigate. Several pieces of evidence contradict this. First, this assault took place on an entirely different part of the station than the appearances of the beast. Second, the fact that someone tried to prevent them from using Second Sight should ring all kinds of alarm bells. Finally, the general descriptions of the encounters from the survivors (feel free to have several NPCs describe such if the characters have not talked to anyone about such) indicate that the beast appeared much larger than any of the infected agents, and always appeared alone.

Do not force the characters to investigate the situation. If they believe that serendipity favored them, so much the better. Of course, a complete lack of investigation will have consequences of their own later. Feel free to provide them with whatever distractions they seem inclined to investigate, including a wide range of magic lantern shows in the theatre, several colorful characters in the local tavern, or possibly even a random hull rat that takes an interest in one of the character's pants leg.

4A: The Ur Ukar: If the characters show even the slightest amount of skepticism about taking the encounter at face value, slowly guide them toward the facts that they could gather above. Furthermore, if they have previously failed to notice anything unusual about the Decados noble, Sir Hydran Decados, or his Ur Ukar disciple, the Ukar will approach them in a neutral and out of the way location.

You may read the following to them:

The Ur-Ukar has scars on top of scars, the ritual kind, denoting an ancient clan, and the scars of ritual torment given by the harshest of all who convert the unrepentant psychics to those found acceptable by

the church. With eyes that have seen things they clearly should never have been seen, he speaks, "My name is Luwalana Klansha. I need to speak with you, quietly where other ears cannot so readily hear." He looks around cautiously, "We should be safe here."

If the characters have not yet accused the Earl of being a symbiot he will state,

"The Earl is the beast. I've seen it in his own mind. He created this situation himself, by leaking to the the Symbiots information about a secret jump route resetter that would allow them to jump from Daishan to Stigmata to Shaprut in seconds. Several of them have created an invasion fleet which they plan to use to infect the Known Worlds! The Earl only barely knows who or what he is anymore. When he became a symbiot something went wrong inside of him. The bishop has prevented anyone from becoming suspicious of his activities. I personally think he's up to something. We haven't exposed his activities thus far for fear that no one would believe us. He's a powerful man. You all, however, have the power to do something about it."

If the characters have proven particularly competent or adept at this point, he will also say the following:

"Listen, there is a special Anunnaki talisman on board the station, it can save us. A certain charioteer named Swensen has it. If you will arrange to stand watch while I enter his chambers, and distract anyone who might interfere, I can obtain it and use it to seal the jump gate against this specific route."

If asked, he will explain further that it won't shut down the jump gate, just the specific route the Earl leaked to the Symbiots. Anyone making a successful observation roll (VP: Perception + Empathy (or Inquiry) VP 3/d20 Sense Motive DC 25) will note that he tells ALMOST the whole truth but has left something very important out, but definitely believed himself to speak the truth concerning the Earl, the bishop and the impending Symbiot invasion. He just didn't mention anything about the resetter.

4B: The Bishop: Meanwhile, should the characters inquire of the Bishop, (who incidentally has no knowledge of the Earl being the beast, or any intention of protecting him whatsoever. Luwalana Klansha simply has an

innate dislike for the man which has caused him to pass presumptive judgment). If the characters got on his good side before, he will quietly inform them that the Earl has confessed to some very disturbing things lately.

He has not revealed details, but mentioned his role in the death of a Mutasih agent on Shaprut several months previous. He will also mention strange and disturbing dreams that the Earl has mentioned. If the characters somehow inquire about the Earl and the beast (implying that they're linked) the Bishop will express skepticism, instead blaming the Ur Ukar that recently appeared with the Decados agent.

True, the appearance of the beast occurred before the Ukari showed up, but that hardly matters. If the characters directly accuse the Earl of being a symbiot (having not done so before the end of Encounter #3), the bishop will get somewhat skeptical.

The characters should make a roll (VP: Charisma + Knavery/Oratory/Etiquette or other relevant skill: VP required: 3/d20 Diplomacy/Bluff roll, DC 24). He listens to their story and decides what to do.

Should the characters dramatically fail their roll, he will accuse them of heresy, and infection by the Symbiots themselves, and arrange for the guards to arrest them. Should they fail, but not fail badly, he will simply shake his head unbelievably, bless them, and wish them luck in their futile exercise.

If they succeed, he will have the guards arrest and/or confront the Earl.

The guards will not listen to anyone else on the station besides the Bishop or the Earl.

4C-The Charioteer's Quarters: If the characters come here, drawn by the Ur Ukar to examine the quarters of Yljarten Swensen, they will find the lock on the door fairly complex. It will require a (VP: Tech + Volt Redemption, VP: 2/Open Lock DC: 21) roll. Yljarten Swensen has not trapped it, but should the roll fail, a silent alarm will sound, both alerting him and the guards a short while later, who will promptly show up and

attempt to arrest the characters, throwing them in the brig.

The ur-ukar will attempt to enter the chamber himself. If the characters simply attempt to go in on their own, he will show up at precisely the moment they begin to break in. If they simply don't express any trust in him, he will look hurt, but accept one of them as long as someone remains outside to distract any passers by.

Once inside the quarters, read them the following description:

The entire chamber contains huge amounts of technical equipment that makes even the most technosavy among you gawk in amazement. Using simple components found around the station, Yljarten Swensen has cobbled together an incredibly precise set of astronavigation tools, Volt kits, think machines and other devices necessary to conduct research. Nothing that immediately catches the eye really screams proscribed, but if Bishop Lysenko wandered in here, he probably would wish he COULD find something. Looking about, dozens of star charts and even a few half assembled jump keys lay strewn across the floor. Papers and personal effects mingle in chaos making it hard to tell if it's the work of a madman or a genius.

Should the characters let the Ukar in by himself, he comes out in about two minutes. If the characters ALL go into the quarters without setting a guard, they have roughly three minutes inside of the structure before Yljarten Swensen shows up, who will then shout for the guards, who then proceed to arrest the characters. If they set a guard, Yljarten Swensen still arrives three minutes later, but immediately gets into a complex and highly technical discussion with the guarding PC, whom he naturally assumes a person of great importance that should listen to his highly developed theories on the jump gates and the routes between the stars.

Should one of the characters listening to this actually belong to the Charioteers, they should make a knowledge roll (VP: 2 VP, D20: DC: 22) to learn that not only does he speak about something that actually sounds like genius, it IS genius. In fact, he speaks of things that probably should not get heard by people who don't belong to the guild, though if anyone points this out to him he readily shuts up and apologizes profusely.

4D-The Earl's room: Under normal circumstances, the Earl will greet

the characters quite comfortably (unless someone has accused him of infection, but that comes later). When the characters enter, read the following description to them:

Lush tapestries cover the four walls of the chamber. A rich history of more than a thousand years spreads out before your eyes, in elegant and awe-inspiring cross-stitch. An ornate Ashe wood desk highlights the center of the room, containing neatly stacked papers in two separate bins. A commissioned silver engraved map of the station lies behind him, a testament to his near perfect success.

A crystal lead goblet containing mead sits, undisturbed upon the mantle, and the Earl nods, a combination of perfect sincerity and eagerness, "Welcome, gentlemen. Now that you have come, let us get down to serious business."

He sighs, reclines in his chair and begins to speak, "Something, as you know, has gone about killing my people. I want you to find out what it is, and kill it. Not too complicated I imagine, yet somehow my people can't manage it. The Emperor sent me someone who can, and that someone is you. It's a symbiot, of that I'm sure. I've known this day would come. This crazy talk of a crusade when we've got unholy monsters at our very doors! Why the idea drives me mad!"

Indeed his hands seem to tremble with rage for a moment before he regains his composure, "You must stop it. I don't care what it takes, or what you need. Ask it. I will not let this THING threaten me at the very hour of my triumph!"

At this point the characters should get a clear picture that the Earl doesn't like the beast. The fact that he himself contains the beast might pose a problem in this area, but the characters probably don't know that yet. The poor Earl has become rather confused about who and what he now consists of. Specifically, he consciously still thinks of himself as Earl Suruaseht. He retains no memory (by day) of the fateful encounter with the Breeder that linked him with the lifeweb. His own guilt, his own confusion, rage and frustration, but more importantly his own denial have built up inside him to the point that even if one of the characters scans his mind, all of his conscious thoughts center around him being the Earl Suruaseht.

Without a proper induction, however, the Earl's subconscious ambition and evil desires began to take form. The beast lies dormant within his soul, and comes out by night, determined to aid the cause which the breeder came for. It had little or no concept of how to do this at first, but its own driving need for a purpose to its existence drove it on.

Eventually, the beast discovered the secret device with which the Breeder agent communicated to the waiting ships on the other side of the jump gate. When the characters ask him questions, the Earl will answer as honestly and truthfully as he can, about most things. He will explain that the beast has been ravaging the halls for weeks, and explain in great detail each of the incidents.

He explains that a killing has occurred approximately every three days, and six killings have happened thus far. He worries that it should feed any hour now, and that his guards now patrol the halls keeping an eye out for it.

That's the extent of useful knowledge that he has, and acts uncomfortable talking about anything else, especially the distant past, since his memories of the time before his infection have holes in them. He remembers his identity, but has had great difficulty in recalling simple details, like his birthplace. This, among other things such as a nagging feeling of guilt for something he cannot explain have caused his erratic behavior over the last several weeks.

In the event that the characters arrive at the room after his arrest, read the following description to them instead of the one mentioned above:

As you turn down the corridor to speak to the incarcerated Baron, you find the room in tatters. Right tapestries lay strewn across the floor, drenched with the blood and remains of the four guards who held this room. A large desk lies split in twain, with splinters scattered across the floor. Sheaths of paper still float down, as if the conflict happened quite recently. Careful inspection of the room reveals the presence of a book, a journal before you.

The journal, if inspected details not only the Earl's plots to frame the Symbiots for an impending invasion (an offer which many of them

took him up on), the death of the Mutasih agent, but his slow descent into madness, and his imminent plan to disable the station's defenses and signal the fleet on the other side of the jump gate to attack.

Troubleshooting: If somehow, despite all their observations, the characters have not learned that the Earl and the beast exist as one, these three clues may help them.

1)The only persons who could have had access to all the areas where the killing took place and not leave a record consisted of the Earl, the head Engineer, and the guard captain. Both of the other two have alibis. A careful analysis reveals that the Earl entered an area near the killings.

2)One of the victims of the attack survived a few hours, and managed to scrawl a bloody E on the wall before he died. A search of the station records will reveal nine people who have the letter E as their first or last name. Seven of them have alibis, one of them does not, but has an extremely low IQ.

3)The Earl's fingerprints match areas where the killings took place, including areas where he readily had no apparent motivation to go.

If the characters insist upon wandering aimlessly about the halls looking for a monster to kill, have the Ukar approach them. If for some reason this fails to work, have them run into another guard patrolling the halls, who mentions Clue #2 above.

Encounter #5: Just Another Day Saving the @\$@# Universe

Well, it all comes down to this. The characters get that chance to save the Known Worlds. One way or another their lives will never follow quite the same path as it did before, though whether it turns out the path of heroism, the path of shame, or the path of a tentacled plant beaked horror bent on serving the Life Web rests entirely with their actions.

Starting Conditions: First, while nearly all roads lead to this point, exactly what the characters have when they get here depends on their previous choices.

If the characters accused the Earl of being a symbiot before Encounter #4, he has had to step up his plans, and thus the character will get more time to stop him before he sends the signal drone to the fleet waiting on the other side (VP: 15 Combat Turns d20: 15 Combat Rounds).

If they failed to make the connection (and accusation) until Encounter #4, the Earl has nearly completed his actions. As such, he needs significantly less time in order to activate the signal drone (VP: 9 combat turns d20: 9 Combat Rounds).

The ten station guards have finally mustered up the courage to act at this point. However, the question remains as to which side they fight for.

If the characters convinced the Bishop that the Earl has symbiot taint, then the soldiers will fight for the characters. If the characters never convinced the bishop, then the soldiers will initially fight for the bishop. If the characters shout out, or attempt to explain to the soldiers that the Earl and the beast exist as one, have the characters make a social roll to determine how convincing their speech is.

VP: Use a relevant social skill w. Charisma, and any general social modifiers they have accrued up to this point. If the character rolls 2 VP, the soldier will hesitate, neither attacking the party or the Earl, but wait and see what happens. If the character achieves 3 VP, the soldier will help attack the Earl. If the character rolls 4 or more, the soldier will fanatically act to help the characters, even at peril to his own life.

D20: Roll Diplomacy or Intimidate, and add any general social modifiers they have accrued up to this point. DC 15 to get the soldier to hesitate, DC 22 to get them to help attack the Earl, and DC 25 to get them to fanatically help out, even at the point of risking their own lives.

If any of the Mutasih agents survived from Encounter #3, they also wait in the ventilation shafts, in case the Earl needs to call them.

The Action Starts: The Earl's primary goal here entails activating the signal drone. He will prevent the characters from interfering. The computer needs to compile the final coordinates. Anyone with technical

knowledge (VP: Volt Redemption/Navigation 1 VP/d20 DC 15) will realize what goes on and how much time they have to stop it.

Should the characters attempt to stop the Earl, but not convince the guards, he will avoid using Symbiot powers and simply use conventional weapons until it appears that the number of guards no longer serves his purpose, at which point he will begin using his Symbiot powers and call in any infected Mutasih that he has remaining to fight against them.

Once the signal drone launches, it will go through the gate and the Symbiots will emerge from the jump gate to begin attacking the station.

If, at any time, the characters have sent a message back to Shaprut asking for back up, the four stealthed cruisers will come to the aid of the station as soon as the symbiots show up. Otherwise, they have strict instructions to remain hidden in order to protect Shaprut. More ships will arrive each round.

If the characters trusted the Ur Ukar, then he will use the research to shut down the jump gate long enough for the Imperial fleet to arrive, preventing the Symbiots from entering through that methods. If the characters themselves discovered it, it will take some technical knowledge (VP: 5 VP in a sustained action/d20: DC 25) to succesfully shut down the jump gate.

If the characters kill the Earl, but the signal drone still goes out, give them roughly ten to fifteen minutes while the ships attack to try and shut down the jump gate, and/or reactive that station's defenses.

Encounter #6: Conclusion

Myriad outcomes can happen at this point, but in the long term, certain things have more importance than others.

The worst case scenario (besides all of them just dying) occurs if the Symbiots come through, they did not shut down the jump route and they did not call the Imperial reinforcements. If this happens, a new war emerges with the symbiots, and the fate of the al-Malik could very well hang in the balance, if not the entire Known Worlds.

The best scenario involves the characters stopping the signal drone

before it stops, getting the charioteer's research, stopping the reset, and reporting the entire thing to their superiors.

If the Decados end up stealing the research successfully, their house will gain major power in the near future. If the Empire gets it, the Emperor will gain a valuable tool that he can use to help maintain order in the Known Worlds. If the Charioteers get it, they will destroy the research, and do everything they can to convince people it never existed, including pay the characters off quite handsomely.

NPC Statistics

Bishop Char Lysenko:

VP:

Attributes: S: 5 D: 4 E: 6 W: 5 P: 9 T: 4 Charisma: 6 Faith: 4

Skills: Charm: 5 Dodge: 5 Fight: 5 Impress: 6 Melee: 4 Observe: 9 Shoot: 7 Sneak: 5 Vigor: 5 Oratory: 5 Lore: Religion: 10 Academa: 6 Bureaucracy: 7 Empathy: 5 Focus: 5 Etiquette: 6 Inquiry: 10 Knavery: 5 Read: Latin, Urthish, Obun Remedy: 5 Search: 10 Debate: 7 Stoic Body: 6 Stoic Mind: 10 Torture: 9

Theurgy: 7 **Rites:** Laying on of Hands, Devotional Liturgy, Prophet's Censure, Oath of the Saints, Tongues of Babel, Knowing the False Heart, Scent of Evil, String of Conscience, Torchbearing, Fault of the Soulless, Fearsome Majesty, Inquisitory Commandment

Vitality: 3 (He is very old and fragile)

d20

Level: 7th Priest/7th Theurgist

Attributes: Str: 15 Dex: 14 Con: 16 Wis: 19 Int: 15 Cha: 16

Skills: Diplomacy: 10 Spot: 9 Hide: 5 Move Silently: 5 Perform (Sermon): 5, Knowledge: Religion: 10, Concentration: 5, Search: 10, Bluff: 5, Healing: 5, Listen: 9

Feats: Rank: Bishop, Steady Hand, Gifted

Rites: Condemn the Machine (10), Entreaty (10), Scent of Deception (20), Censure (10), Righteous Fervor (10), Dispel (10), Flagellation (10)

Hit Points: 25

Notable Possessions: 2nd degree shield belt, Flame Gun, Synthsilk Robes

Yljarten Swensen - Charioteers Guild

VP:

Attributes: S: 3 D: 7 E: 3 W: 9 P: 4 T: 10 Charisma: 2 Ego: 8

Skills: Charm: 3, Dodge: 6, Fight: 3, Impress: 3, Melee: 4, Observe: 5, Shoot: 6, Sneak: 3, Vigor: 3, Navigation: 7, Volt Redemption: 4, Hi-Tech Redemption: 6, Mech Redemption: 6, Lore Jump Routes: 10, Jump Gate Theory: 4 (Exceedingly rare skill), Pilot: Starship: 4, Gunnery: 2

Vitality: 5

d20

Level: 1 Guilder/8 Techie

Attributes: Str: 9 Dex: 17 Con: 10 Wis: 12 Int: 20 Cha: 8

Skills: Volt Redemption: 4, Hi-Tech Redemption: 6, Mech Redemption: 6, Knowledge: Jump Web: 10, Knowledge: Jump Gate Theory: 4, Pilot Starship: 4, Gunnery: 2

Feats: Tech: 7-9, Rank: Associate, Craft High Tech Item

Hit Points: 42

Notable Possesions: 1nd degree shield belt, Blaster Pistol (Blank)

Luwalana Klansha (Ur Ukar Psychic) (Bolt)

VP:

Attributes: S: 5 D: 9 E: 5 W: 6 P: 5 T: 4 Charisma: 5 Ego: 9

Skills: Charm: 6, Dodge: 8, Fight: 8, Impress: 5, Melee: 6, Observe: 6, Shoot: 7, Sneak: 8, Vigor: 5, Academia: 2, Drive: Aircraft: 2 Empathy: 3, Etiquette: 7, Focus: 9, Inquiry: 9, Knavery: 9, Lock picking: 10, Read: Ur Ukar, Urthish, Urthtech, Latin, Remedy: 7, Search: 10, Sleight of Hand: 6, Space Suit, Stoic Mind: 5, Volt Redemption: 3, Think Machine: 3

Psi: 8 **Powers:** Intuit: 13 Emote: 12, Mind Sight: 13, Mind Speech: 12, Heart's Command: 13, Head Shackle: 13, Brain Blast: 13, Sensitivity: 13, Darksense: 13, Subtle Sight: 13, Toughening: 10, Strengthening: 10, Quickening: 10

Vitality: 9

d20

Level: 10 Psychic

Attributes: Str: 15 Dex: 19 Con: 15 Wis: 15 Int: 16 Cha: 12

Skills: Diplomacy: 9, Spot: 9, Hide in Shadows: 9, Move Silently: 9, Open Lock: 10, Knowledge: Known Worlds: 7, Pick Pockets: 6

Feats: Stoic Mind, Iron Will, Xeno Empathy (humans), Gifted, Extend Psi, Enlarge Psi, Coven Membership

Psi: Pysche: Mind sight-15, Mind Sway-15, Brain Blast: 10, Sixth Sense: Premonition: 16, Second Sight: 16; Soma: Control Body: 15, Alter Body: 15, Enhance Body: 20

Hit Points: 50

Notable Possesions: Mercurium Chain Shirt, Frap Stick, Heavy Pistol (autofeed) with silencer

Guards:

D20 AC: 16 (+2 Dex, +4 Plasteel Chain Shirt), Autofeed Pistols: 1d10

HP: 16, Hit bonus: +3 (+5 ranged) Spot: +4, Listen: +4, Search: +4, Bluff: +2

VP: Chain Armor, Autofeed Pistol. Attr: S: 4 D: 4 E: 4 W: 3 P: 4 T: 2 Skills: Shoot: 5, Dodge: 4, Fight: 4, Melee: 4, Vigor: 4 Vitality: 4

Name: Symbiotscout (Mutasih Agents)

Homeworld: Daishan

Present Distribution: Symbiot space, occasionally elsewhere

Type: Symbiotus Scoutificus

Role: Scouts for the Symbiots

Size: 2-5

Weight: 100-200 (220-440)

Habitat: Symbiot areas

Social Organization: Solitary or in small packs

Description: These symbiots usually result from isolated individuals, created by Breeders to serve as scouts for a remote Symbiot colony.

Behavior: Generally depends on whichever faction inducts them, though Scouts tend by and large to be loners, who can work in packs when the mission requires it. They value survival above all else, and have a strong sense to preserve themselves. This helps them function for long periods of time in highly isolated areas.

Victory Point System Traits

Body: Str 4, Dex 5, End 4

Mind: Wits 3, Per 3, Tech 3

Spirit: Cha: 3, Ego: 3

Natural skills: Chm 0, Dod 5, Fht 5, Imp 5, Mel 5, Obs 5, Sht 5, Snk 5, Vig 5

Learned skills: Lore: Intelligencia: 5

Size: Man Sized

Movement: 6

Special: Highly vulnerable to Psi or Theurgic attacks, double VP result against them

Attacks: (STR bonus: 1D)

Attack	Init	Goal	Dmg	Range	Rate	Shots
Autofeed	6	10	6d	10/20/30	3	14
Slam (Claws)	4	10	4d			

Armor: Thick Hide (3d)

Vitality: -7/-5/-3/-1/0/0/0/0/0/0/0/0/0/0

d20 System Stats

SYMBIOT

Hit Dice: 5d8 (30 hp)

Initiative: +5 (Dex)

Speed: 30"

AC: 17 (+4 Dex, +3 Natural)
Attacks: Slam +7, Autofeed: +7
Damage: Slam 1d10+2, Autofeed: 1d10
Face/Reach: 10 ft. by 10 ft./10 ft.
Special Qualities: Vulnerable to Psychic/Theurgic attacks (1/2 save)
Saves: Fort +4, Ref +4, Will +4
Abilities: Str 14, Dex 18, Con 12, Int 9, Wis 10, Cha 10
Skills: Hide: +10, MS: +10, Spot: +10, Seach: +10, Listen: +10
Feats: Crack Shot, Alertness, Instinct Shot
Challenge Rating: 5
Treasure: None
Alignment: Neutral

Name: Symbiots-Breeder (The Earl)
Homeworld: Daishan
Present Distribution: Symbiot space, occasionally elsewhere
Type: Symbiotus Supremicus
Role: Perpetuate Symbiot Spawn
Size: 3-6
Weight: 150-250 (280-500)
Habitat: Symbiot areas
Social Organization: Usually the head of a hive organization
Description: Completely variable from humanoid to humanoid
Behavior: Work intelligently, socially, know how to command

Victory Point System Traits

Body: Str 8, Dex 9, End 10
Mind: Wits 5, Per 5, Tech 5
Spirit: Cha: 3, Ego: 3
Natural skills: Chm 10, Dod 9, Fht 9, Imp 9, Mel 9, Obs 9, Sht 9, Snk 9, Vig 12
Learned skills: Academia: 5, Beast Lore: 5, Bureaucracy: 5, Etiquette: 12, Inquiry: 2, Knavery: 6, Lore: Folk: 7, Search: 5, Survival: 5, Volt Redemption: 2, Think Machine: 2, Warfare: 9, Xeno Empathy: Humans-5
Size: Man Sized
Movement: 10
Special: Motherform: Armor (Shell 8d), Size (grow X2 +4 run), Stance (bipedal or quadrupedal), Weaponry: Bite
Attacks: (STR bonus: 1D)

Attack	Init	Goal	Dmg	Range	Rate	Shots
Bite		11	6d			
Elemental Attacks:						
Wind		14	4d			
Hail		13	9d			
Lightning		13	8d			
Steal Lifeforce		11				
Breeding		6				

Armor: Shell (when used) 8D+Shield (5/15)

Vitality: -7/-5/-3/-1/0/0/0/0/0/0/0/0/0/0/0/0/

d20 System Stats

SYMBIOT - THE EARL

Hit Dice: 8d8 (80 hp)

Initiative: +5 (Dex)

Speed: 30"

AC: 22 (+4 Dex, +8 Natural)

Attacks: Slam +10, Elemental Attacks: +9

Damage: Slam 1d10+2

Face/Reach: 10 ft. by 10 ft./10 ft.

Special Qualities: Vulnerable to Psychic/Theurgic attacks (1/2 save)

Lightning Blast: As Lighting Bolt Spell: 9d6 damage Ref: 15 for ½

Wind: Area affect attack-8d6 Ref: 14 for ½

Hail: Area attack-7d6 Ref: 18 for ½

Slam Attack, requires Fort vs 20 or infected w. Symbiot taint

Saves: Fort +8, Ref +8, Will +8

Abilities: Str 16, Dex 15, Con 14, Int 15, Wis 14, Cha 16

Skills: Spot: +10, Search: +10, Listen: +10, Diplomacy: +12,

Feats: Rank: Earl, Breeder, Power Attack, Alertness, Cleave

Challenge Rating: 8

Alignment: Lawful Neutral