



# WORLDS AWAY

## GILGAMESH PRIME

### STARFINDER

### COMPATIBLE



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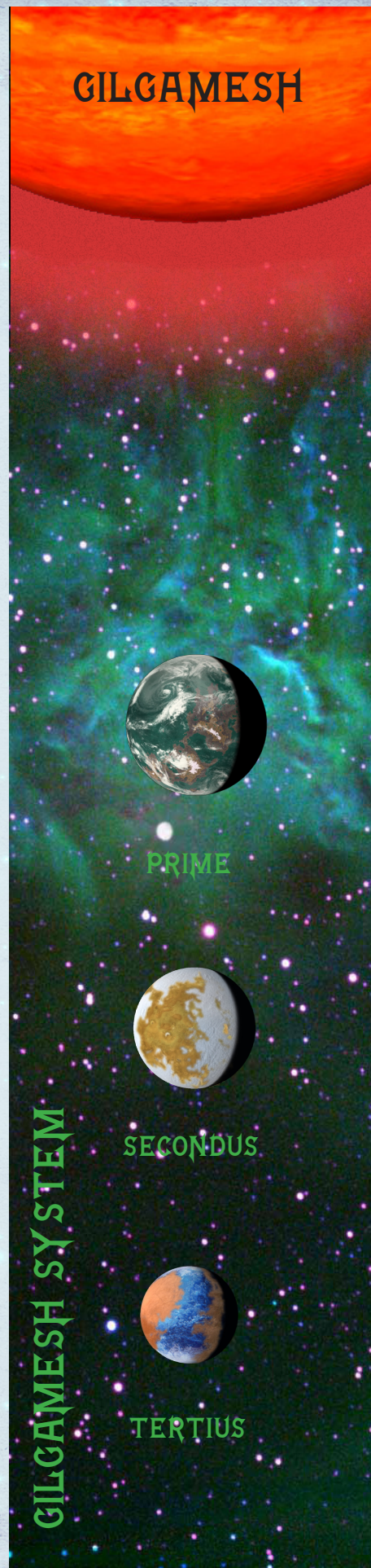
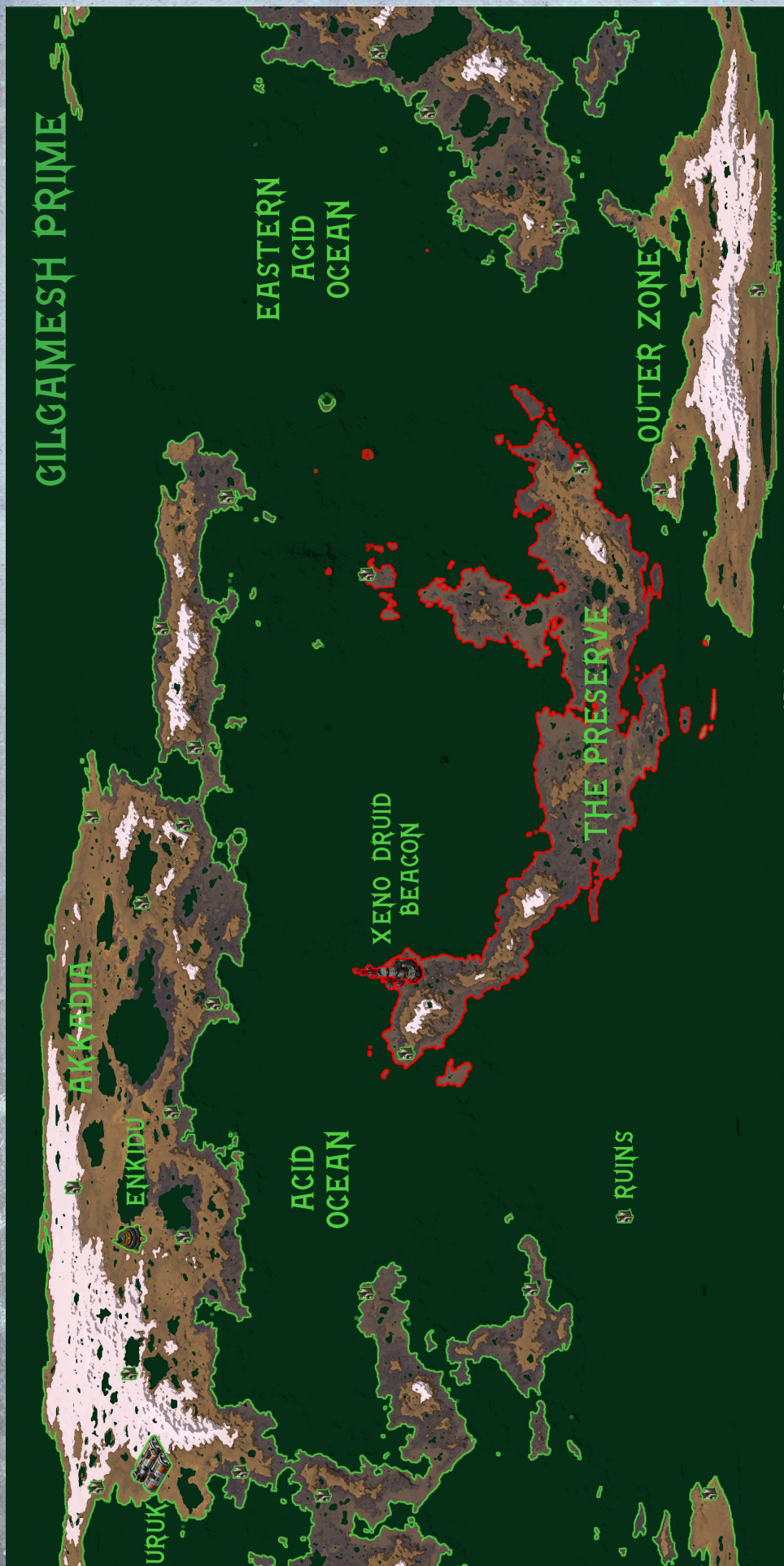
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NORTHERN  
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# GILGAMESH PRIME

Situated deep in the Vast, Gilgamesh Prime is one of only three planets in the Gilgamesh system, circling close to a small, dim red dwarf primary

This star, Gilgamesh, is unremarkable, though it does experience periodic flares. These flares are a radiation risk for any unshielded being on the surface or in orbit around the first planet.

**Gilgamesh Prime** is the first world out, and more detail will follow on it later.

**SECONDUS** is the next planet, a frozen iceball only 3800 miles in diameter. It has a thin atmosphere of nitrogen and carbon dioxide, the latter of which freezes out during the long nights. The only thing of obvious interest is a large mass of organic (carbon) compounds on one side of the planet. This has only been investigated by probe, and appears to be made of cometary material. There are no recorded landings on this world.

**TERTIUS** is the last planet in the system, a 2500-mile diameter frozen iceball that may have a liquid water interior. This has not been closely-examined, but faint plumes of water have been detected, evidence of both water and some sort of subsurface activity that would lead to the eruptions. Tertius has never been explored, only imaged from a distance.

## PRIME

There is little to recommend the planet at first appearance. Small and cold, with a poisonous, corrosive atmosphere and oceans of hydrochloric acid, it is not a good candidate for supporting life. Surface temperature ranges from -80°

to +30° F (-60° to -2° C), and it can rain, or even snow, hydrochloric acid.

The life it does support, however, is both monstrous in looks and size, being some of the largest terrestrial megafauna so far cataloged. Though ferocious, most of the massive creatures are slow, a result of the low-energy bio-sphere of this cold planet. These megafauna do nothing to add to the world's appeal, and initial explorers were inclined to dismiss it entirely

The system has a Drift beacon, though no one knows who placed it. With that knowledge, subsequent explorers investigated the world more thoroughly. It has large quantities of the rare-earth materials so critical to modern technology, including UPB. Not only that, but there are outcroppings of crystal in the low-lands, some of which contain the specific carbon-silicate matrix needed for solarian weapon crystals, as well as a number of other mystic and eldritch uses. That alone would pique interest in the planet.



GILGAMESH ORBITAL

Topping the value of the resources, however, is the network of tunnels that underlies the surface of the largest continent, Akkadia. While harbouring its own unique ecology comprised primarily of smaller versions of the surface megafauna, the tunnel network has an oxygen atmosphere, making the denizens much more energetic and dangerous. Ruins on the surface lead to entrances where either magic or old technology is used to keep the outside atmosphere at bay. These tunnels are largely empty, but every so often an intrepid group of explorers finds something new, magic or technology in advance of most of the known races.

## FACILITIES

Gilgamesh Orbital is a small station, run by the Kisharan xeno-druids who maintain watch on the planet below. They have a hard rule against hunting the megafauna for sport, but are inclined to be lenient in the case of a proven need



for self-defence. They operate a small group of fighter-craft and a swarm of drones to enforce their edicts.

## ENKIDU



There are a number of facilities on the surface, all protected from the planet's poisonous and corrosive atmosphere. The largest of them is Enkidu, a small fortress near one of the first-discovered entrances to the tunnel network. Enkidu houses a population of about 500,

all protected behind the heavy ferrocrete walls of the bunker. The tunnel entrance is about 300 feet away from the door of the fortress, and even then people are lost every week making the short journey, either to suit failures from the corrosive atmosphere or from animal attacks.

## URUK



The other large facility, Uruk, is run by an orcish consortium, and they are not friendly to outsiders

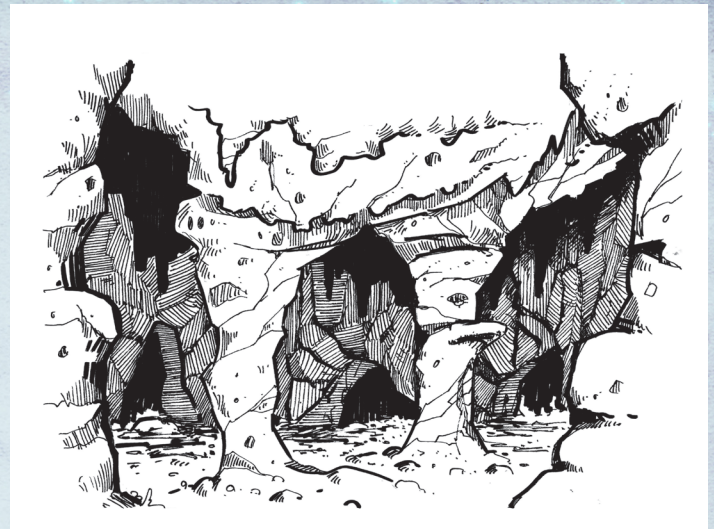
Uruk itself is built right over a tunnel entrance, and sees regular incursions from tunnel denizens. The orcs do not seem too bothered by this, though. There are rumours that they are collecting the creatures for their bio-graft research, the notion of grafting animal parts to a humanoid to enhance their abilities, especially their combat abilities.

It is worth noting that some groups tried to build bases inside the tunnels. These bases were either abandoned shortly after, or else all occupants simply disappeared overnight

## THE TUNNEL NETWORK

The tunnel network covers thousands of miles under Akkadia Continent, and has yet to be mapped fully. Mapping drones sent out tend to not return, or to return with their memories trashed. The tunnel network is home to a diverse ecosystem of creatures that appear to be small versions of the behemoths that roam the surface. Scrying spells do not work past a certain range or depth either.

Approximately 1300 miles of tunnels have been explored and mapped to date, but much of that is cursory at best. Several caches of magic and/or high technology have been discovered so far, though, making the



danger worth-while. If the world itself were not so hostile, it would probably be constantly besieged by treasure seekers, raiders, and pirates.

There are a number of life-forms in the tunnel network, and it is almost as varied an ecosystem as the surface. In the deepest regions of the tunnels explored so far, there are disturbing indications of a possible demonic incursion, though the evidence is scanty at best. Some areas do bear the taint and distorted reality consistent with demons, though such have been linked with other creatures of pure chaos.

## THE RUINS

The surface of Gilgamesh Prime is dotted with ruins, some of which connect into the tunnel network, though most do not. The ruins themselves seem to run a range of technological and architectural styles, from hand-fitted stone blocks to seamless carboglas bubbles





that are permeable to certain materials. All are long-abandoned by whatever being created them.

Some of the ruins, especially the very oldest, do have architecture and symbology consistent with stories of demonic temples, but there is none of the expected magical aura or taint associated with these sites at the present time. Explorers are warned to be very cautious, however, as pre-Gap tales of demonic encounters are very clear how truly dangerous these sites can be.

## THE PRESERVE

The Kerannos xeno-druids have established the Preserve as a no-go zone, though rumours of ruins here, too have led to some attempting to run the quarantine. They seldom return. The Preserve is home to the biggest mega-fauna on the planet, some weighing hundreds of tons, and standing upwards of 100 feet tall. The Beacon was built by the Kerannos order to remotely watch the Preserve, and it is able to track any air or spacecraft that attempts to land on the continent. It also has some defensive capability and will fire on any craft within 100 miles that attempts to breach the Preserve.

The Beacon is the primary control centre for the drones that patrol the Preserve. This frees the xeno-druids from routine patrols, and allows them to concentrate on the important work. The drones allow the Kisharans to protect all of Preserve with limited numbers of xeno-druids. They still lack the resources to protect the whole planet, however.

The forests, swamps, and plains of Preserve have an enormous population of the local mega-fauna, filling every niche on this fecund continent. The xeno-druids are determined to protect them. The fervour the Kisharans show for protecting Gilgamesh Prime's megafauna is unusual. Few xeno-druid groups are so aggressive

## ADVENTURE SEEDS

Gilgamesh Prime is an active world with a great deal going on, even if people actually live there.

### Seed 1

Investigate and map the Tunnel Network. This is one of the more dangerous jobs on Gilgamesh Prime. The riches could be significant.

**Challenges:** Tunnel network life-forms, other treasure hunters, xeno-druids

**Rewards:** Magical or High-technology treasure, money for mapping the network (from Enkidu)

### Seed 2

An environmental monitoring lap on the northern edge of Akkadia has gone silent. The Kisharan xeno-druids suspect it was one of the many competing exploratory companies, but they do not have the resources to investigate.

**Challenges:** Various exploratory companies, possible tunnel excursion, maybe even demons

**Rewards:** Players can expect a monetary reward of up to 5000Cr each on completion, plus any gear they happen to acquire along the way.

### Seed 3

A group from Caliban, a rich, independent world not too far from Gilgamesh contacts the characters. They are looking for guides for a hunting expedition to Gilgamesh. The cat-like Calibani live to hunt, and one of their nobles, the Fifth-Lord Baats, wants the biggest game there is: a Labbu. He is willing to pay an exorbitant amount to anyone who will guide him and his coterie. He wants a Labbu head as the prow of his sand-yacht on Caliban.

**Challenges:** The Kisharan xeno-druids are the major challenge, but the Labbu themselves are extremely-dangerous. The Fifth Lord will insist on hunting the beast with personal weapons only, which would be extremely-challenging.

**Rewards:** The Fifth-Lord can pay very well, and since he just wants the head, the characters can salvage what they want of the rest, which would bring substantial rewards on the black market, assuming they can get-world with it in the face of the Kisharans.





# GARGAN WORM

## GARGAN WORM

CR 12

XP 19,200

CN Gargantuan magical beast

Init +0; Senses blindsight; Perception +27

### DEFENSE

HP 200

EAC 26; KAC 28

Fort +16; Ref +16; Will +11

### OFFENSE

Speed 30 ft., burrow 20 ft., swim 10 ft.

Melee bite +26 (6d4+20 P) or claws +26 (4d4+20 S)

Space 20 ft.; Reach 20 ft.

### STATISTICS

Str +8; Dex +0; Con +5; Int +0; Wis +4; Cha +0

Skills Athletics +22, Perception +27, Survival +22

### ECOLOGY

Environment Tunnel system on Gilgamesh Prime

Organization Solitary

### SPE-

### ABILITIES

Blindsight (Tremorsense) 60 ft

**Grab (Ex)** If the worm hits with its bite attack, it deals the normal damage. If the creature's attack roll successfully hits the target's KAC + 4, the worm also automatically grapples the foe as a free action. (If it hits the target's KAC + 13, it instead pins the target.)

**Swallow Whole (Ex)** (2d8 + 12 bludgeoning damage, plus 2d6 acid damage.) If the worm hits with its bite attack, it deals normal damage. If its attack roll successfully hits the target's KAC + 4, the creature also automatically grapples the foe as part of the attack action. (If it hits the target's KAC + 13, it instead pins the

target). Unless otherwise specified, a creature can swallow whole only targets that are at least one size category smaller than itself, and it has room for a single target of that size in its stomach (doubling the maximum number of creatures it can have swallowed for each additional size category by which these creatures are smaller). On the creature's next turn after

grappling or pinning the target, if the target has not escaped the grapple or pin, the target automatically takes the bite attack's damage at the beginning of the worm's turn.

The creature can then make a new attack roll with the same attack. If it hits the target's

KAC, the grapple or pin is maintained. If it hits the

target's KAC + 4, the target is swallowed whole (no damage is dealt). Once swallowed, the

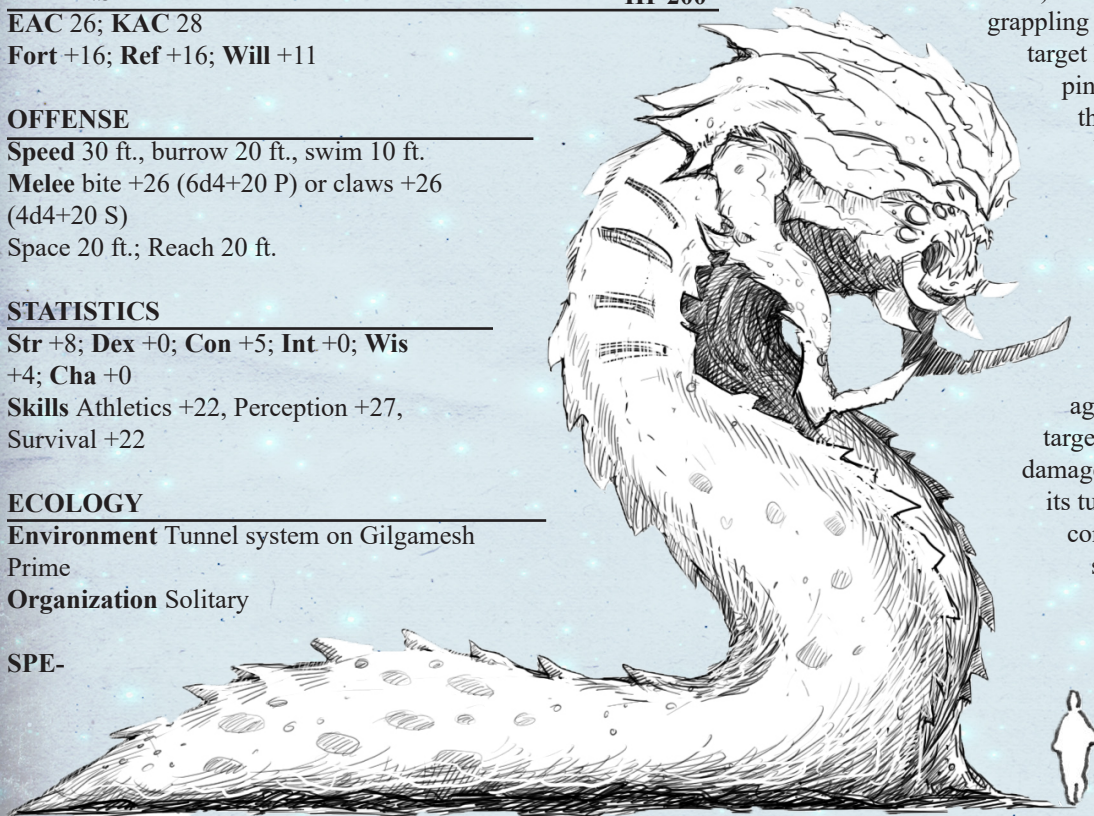
target takes the listed swallow whole damage automatically at the beginning of its turn every round. The target is considered grappled as long as it is swallowed.

A gargan worm's interior can hold 2 Large, 8 Medium, 32 Small, 128 Tiny, or 512 Diminutive or smaller opponents.

The massive Gargan Worm is the largest crea-

ture in the underground eco-system of Gilgamesh Prime. These massive beasts created the tunnel system, and continue to expand it over time. They also form the basis of the ecology. Their leavings as they tunnel through the rock provide sustenance for the very-smallest animals in the tunnels, the base of the food web. While most creatures are part of this complex eco-system, the worm itself does not prey upon any other creature in the tunnels. In fact, it is occasionally preyed-on by the tunnel-runners, man-sized creatures that attack the gargan worms in packs.

Little is known about the worms or their reproductive cycle. It is unknown even how many of them there are.





# GILGAMESH LABBU

## GILGAMESH LABBU

CR 14

XP 38,400

CN Colossal animal

Init +4; Senses low-light vision, darkvision 60 ft.; Perception +25

### DEFENSE

HP 250

EAC 28; KAC 30

Fort +18; Ref +18; Will +12

### OFFENSE

Speed 50 ft.

#### Melee

stomp+27

(8d6+22 B) or

Bite +27 (10d6+22 B)

Ranged Spit +24 (3d12+14

A)

Space 30 ft.; Reach 30 ft.

Offensive abilities natural weapons

### STATISTICS

Str +8; Dex +4; Con

+6; Int -4; Wis

+0; Cha +0

Skills Athlet-

ics +30,

Survival +25

### ECOLOGY

The Labbu slowly tread through the frigid yet dense forests and acid swamps of the Preserve, protected by the xeno-druids. Smaller versions of these creatures populate the forests and scrublands of the other continents, but only on Preserve do they grow to this immense size.

#### Home Planet

Gilgamesh Prime

#### Organization

Labbu usually travels in herds of three to nine individuals, with another one young per three adults. They are an awesome and terrible sight as they slowly plod through the forests, leaving swathes of destruction behind them.

### SPECIAL ABILITIES

**Grab (Bite)** If the Labbu hits with its bite attack, it deals the normal damage. If its attack roll successfully hits the target's KAC + 4, the creature also automatically grapples the foe as a free action. (If it hits the target's KAC + 13, it instead pins the target.) The creature can maintain the grab either with another successful grab attack or by performing the grapple combat maneuver normally.

Slow and massive, the Labbu of Gilgamesh Prime spend their days slowly moving through the toxic, acidic forests of their world, eating the tops of trees as they go. They cover roughly a mile a day, as everything moves in slow-motion on this cold, low-energy world.

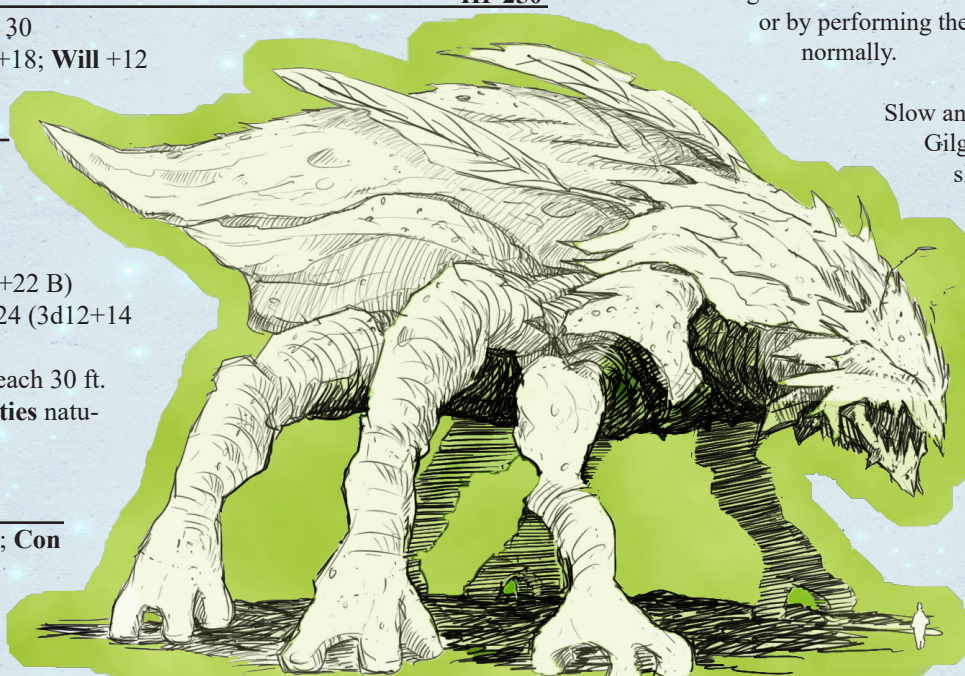
This slowness makes people over-confident when dealing with the Labbu. They do not understand that, when needed, the Labbu can expend resources at a prodigious rate, raising their speeds and reactions

times in realm of what passes for "normal" to off-worlders. Given their size and power, this makes them extremely dangerous.

There is a black market in hunting these enormous creatures. The hunters typically use heavy weapons and starship weapons to take them down. It cannot properly be called hunting, as there is little sport to it. Unless they foolishly get too close, the Labbu does not have a chance.

Labbu skulls can be stabilized to prevent decomposition, and are often found being used as trophy rooms, in themselves, within a mansion, ship or station.

Ulthar the Cloak of Grok 4 had one killed and brought off-world, where he and team of mystics and technomancers reanimated the massive corpse. The Kisharans caught up with him and his retinue, including the zombie Labbu, on Myragor C, and killed them all.





# TUNNEL RUNNER

## TUNNEL RUNNER

CR 8

XP 4,800

CN Medium aberration

**Init** +4; **Senses** darkvision 60 ft., darkvision 60 ft.; **Perception** +16

### DEFENSE

HP 125

**EAC** 20; **KAC** 22

**Fort** +12; **Ref** +12; **Will** +7

### OFFENSE

**Speed** 30 ft., burrow 30 ft., climb 20 ft.

**Melee** Claws +20

(3d6+14 P) or

mid-claws +20

(3d4+14 S) or

Bite +20 (3d8+14 P)

**Ranged** acid spit

+17 (2d8+8 A)

### TACTICS

Tunnel runners attack as a pack, and seek to out-flank their opponents. They use their spit weapons to harass their targets and steer them to where other Runners can attack with claws and bites

Tunnel runners will break and flee if more than half of their number are killed, or three-quarters are wounded to some degree.

### STATISTICS

**Str** +6; **Dex** +4; **Con** +2; **Int** +0; **Wis** +0; **Cha** +0

**Skills** Athletics +16, Stealth +21, Survival +16

Other abilities light blindness, tracking

### ECOLOGY

**Environment** Tunnel runners are apex predators within the ecology of the tunnel network on Gilgamesh Prime

**Organization** Packs of up to 10 individuals, plus young

### SPECIAL ABILITIES

**Tracking (Scent)** The Runner can use its Perception skill to perform the follow tracks task of the Survival skill with the listed sense. The sense is usually related to a type of signature that most creatures leave behind, such as a scent or heat trail. The creature might gain a bonus or penalty to its Perception check to follow tracks depending on the strength of the quarry's signature, at the GM's discretion.

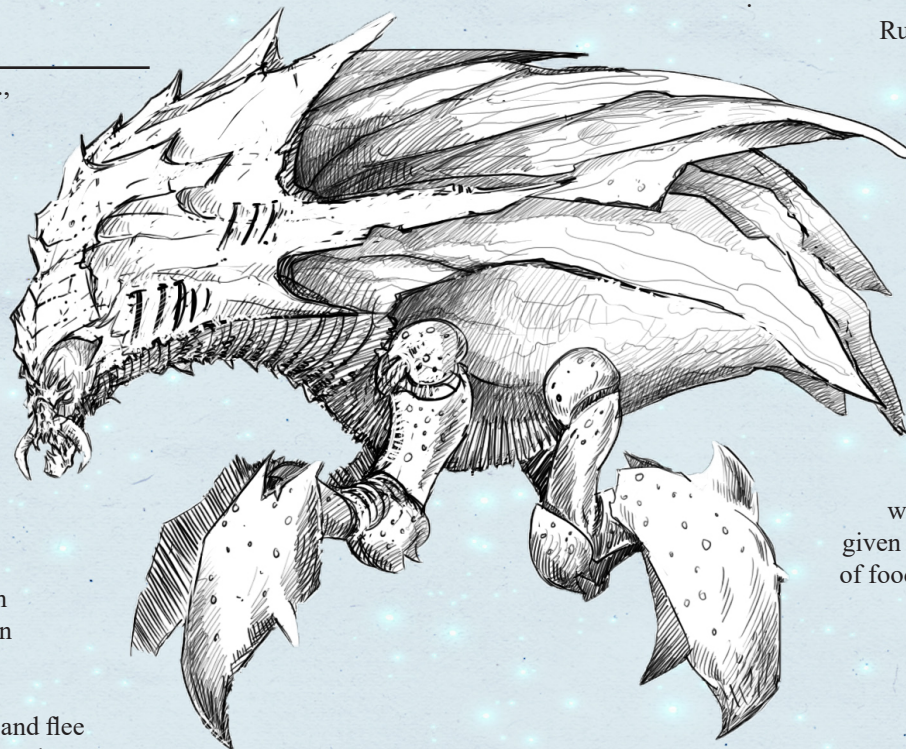
Tunnel Runners are the most common type of large predator that is encountered in the tunnel network under the surface of Gilgamesh Prime.

They prey on smaller predators, and the large worms that appear to be the creators of much of the network. Against the worms that must engage in packs, and on occasion a few packs will come together to take one on. The Runner is somewhat larger than a human, closer to a Veski in size, and runs on four limbs. The narrow head and complex mouth parts allow it to burrow its head inside of its prey to feed

Runners lay eggs in the bodies of their prey.

The eggs hatch after 6 days, and the small monsters' first meal is usually a sibling. A runner will lay a batch of eggs with virtually every feeding.

The young quickly grow to adult size within a few months, given the ready availability of food in the network.





# KISHARAN XENO-DRUID

## ARASIA, XENO-DRUID

CR 5

XP 1,600

Female elf Mystic

N Medium humanoid (elf)

Init +0; Senses low-light vision, ; Perception +16

### DEFENSE

HP 60 RP 4

EAC 16; KAC 17

Fort +4; Ref +4; Will +8

Immunities elven immunities

### OFFENSE

Speed 30 ft.

Melee: Scimitar +10 (1d6+5 S)

Ranged Thunderstrike sonic pistol +8 (1d8+5 So; (TIER 5) deafen)

### Mystic Spells Known

(Caster Level 5th; ranged +8)

0 (at will) - detect magic, token spell

1st (6/day) - life bubble (DC 16), command (DC 16), mystic cure (level 1) (DC 16)

2nd (3/day) - fog cloud, hold person (DC 17)

### STATISTICS

Str +0; Dex +0; Con +3; Int +0; Wis +5; Cha +2

Skills Culture +16, Intimidate +16, Mysticism +16, Perception +16, Piloting +11, Survival +16  
Languages Common, Elven, Lashunta

Other abilities elven magic, grasping vines [100 ft., 20-ft. radius], mindlink, speak with animals

### GEAR

Estex suit II, thunderstrike sonic pistol, 4x screamer grenade I, amulet of camouflage, spy drone

Arasia is typical of many of the mid-tier xeno-druids who monitor ecologically-sensitive sites. She belongs to the Kishara group, a particularly-aggressive organization that fields advanced weaponry alongside magic honed over the centuries since the advent of star travel.

The Kisharan xeno-druids prefer sonic weapons, as they do little long-lasting damage to the environment. Arasia carries her weapon in a bracer, leaving her hands free for spellcasting, or to use her thunder-fusion scimitar, which she vastly-prefers to the gun.

Like all Kerannos exno-druids, Arasia is ruthless towards those who despoil the wilderness. While they have little problem with those who hunt for food, or kill animals in self-defense, they seethe with hatred for trophy hunters, and even worse, those who kill animals just for the thrill.

The Xeno-druids on Gilgamesh Prime lack sufficient numbers to patrol the entire planet, or even all of the continent known as Preserve. Their use of atomated weapon systems, like the Beacon, and the drone network it controls, allows them to extend their thinly-stretched resources.

Arasia is one of the few xeno-druids on-planet trained in the use of heavy weapons. She favours the Wave-Echo Sonic cannon, below.



## WAVE-ECHO SONIC CANNON

TIER 8

The Wave-Echo Cannon is more compact than a typical sonic cannon, though this costs it some range. Each shot uses 4 charges off the standard 30-charge power pack.



| Weapon           | Level | Price  | Damage  | Range  | Critical | Capacity | Usage | Bulk | Special         |
|------------------|-------|--------|---------|--------|----------|----------|-------|------|-----------------|
| Wave-Echo Cannon | 8     | 15,000 | 2d10 So | 50 ft. | Deafen   | 30       | 4     | 2    | Blast, Unwieldy |



# ENKU DRONE

## ENKU DEFENCE DRONE

CR 7

XP 3,200

Technological soldier

Cost 14,000 credits

N Medium construct (technological)

**Init** +5; **Senses** darkvision 60 ft., low-light vision; **Perception** +19

### DEFENSE

HP 105 RP 4

**EAC** 19; **KAC** 21

**Fort** +7; **Ref** +7; **Will** +4

**Immunities** construct immunities

### OFFENSE

**Speed** fly 80 ft. (perfect)

**Ranged** Red Star plasma rifle +18 (1d10+7 E & F; critical burn 1d4) or

Squad NIL grenade launcher +18 (by grenade+7 **By Grenade**

**Offensive abilities** Fighting styles (hit-and-run), nimble fusillade, opening volley, plasma immolation

### TACTICS

Drones will immediately notify the Beacon when they encounter any non-animal on the Preserve and request assistance. Any nearby drones will home in on their location, while the Beacon dispatches a Xeno-druid in a fast grav cart. The drones are programmed to hold without injury anyone they encounter. They will react aggressively if fired on, or if their targets attempt to flee.

### STATISTICS

**Str** +4; **Dex** +5; **Con** -; **Int** +0; **Wis** +0; **Cha** +0

**Skills** Athletics +14, Perception +19, Stealth +14

**Languages** Common, Eoxian, Vercite

**Other abilities** no breath, unliving, natural weapons

**Built-in Equipment:** laser microphone, comm unit (system-wide), signal jammer (level 6), motion detector

### SPECIAL ABILITIES

**No Breath** (Ex) Drones are immune to effects that require breathing (such as inhaled poison). This does not give it immunity to cloud or gas attacks that don't require breathing.

The Enku combat drone is used by the Kisharan xeno-druids to extend control over the entire Preserve continent. The exact numbers of these drones in their hands is unknown, but is rumored to run from the low hundreds to the low thousands.



# GRAV POD

## TENKO U4 GRAV POD

TIER 7

**Price** 14,850 Large Air Vehicle (10 ft. wide, 10 ft. long, 4 ft. high)

**Speed** 60 ft., full 1100 ft., 690 mph (hover)

**EAC** 17; **KAC** 20; **Cover** cover

**HP** 80 (40); **Hardness** 4

**Attack** (Collision) 5d10 (DC 17)

Red Star plasma rifle +18 (1d10+7 E & F; critical burn 1d4)

**Modifiers** +3 Piloting, -2 attack (-4 at full speed)

**Systems** autocontrol, planetary comm unit; **Passengers** 3

**Weapons** In Kisharan service, the Tenko is equipped with a Red Star Plasma Rifle in a remote turret topsi.

The Grav pod is a basic small flyer with a planetary range. It is not fast, but it is durable, and that is the most important feature on Gilgamash Prime.

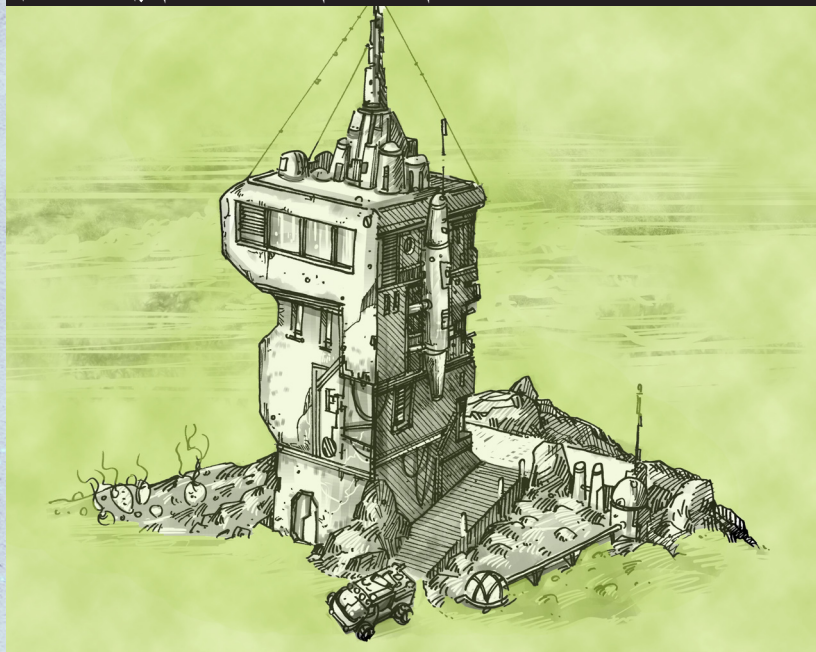
While the Kisharans use these craft frequently, some are also in use with other groups on Gilgamesh, and many of these are even more heavily-armed.





# ENVIRONMENTAL MONITORING LAB

## RESEARCH STATION ALPHA 7



### Environmental Monitoring Labs

Gilgamesh Prime is an unusual environment for life, in particular life as complex, and huge, as the megafauna that wander across the various continents.

The Xeno-druids sponsor a number of scientific projects aimed at studying this unusual world. Small outposts like this one are typical of this effort, with several dozens of them scattered across the planet. Most are located in areas that are not frequented by the local wildlife, and are often difficult to get to in general. Research station Alpha-7 lies at the edge of a hydrochloric acid swamp in the northern reaches of Akkadia. This environment is, if anything even more hostile than the norm for this world.

Equipment is constantly breaking down at Alpha-7, with most systems running at 70% at best. These maintenance issues have led to several near-deaths and even one fatality over the past few years. However, the Kisharan xeno-druids refuse to allocate additional resources to either repair the station or upgrade it to components that do not break down as quickly. They claim to lack the resources, or rather, additional resources. The work to defend the Preserve takes precedence.

Of course, the Kisharans' work at the Preserve does make enemies. The isolated research stations can become the targets of vengeful off-worlders and treasure-hunters. At the best of times, these outposts are lightly-defended, relying more on their location than firepower to keep them safe.

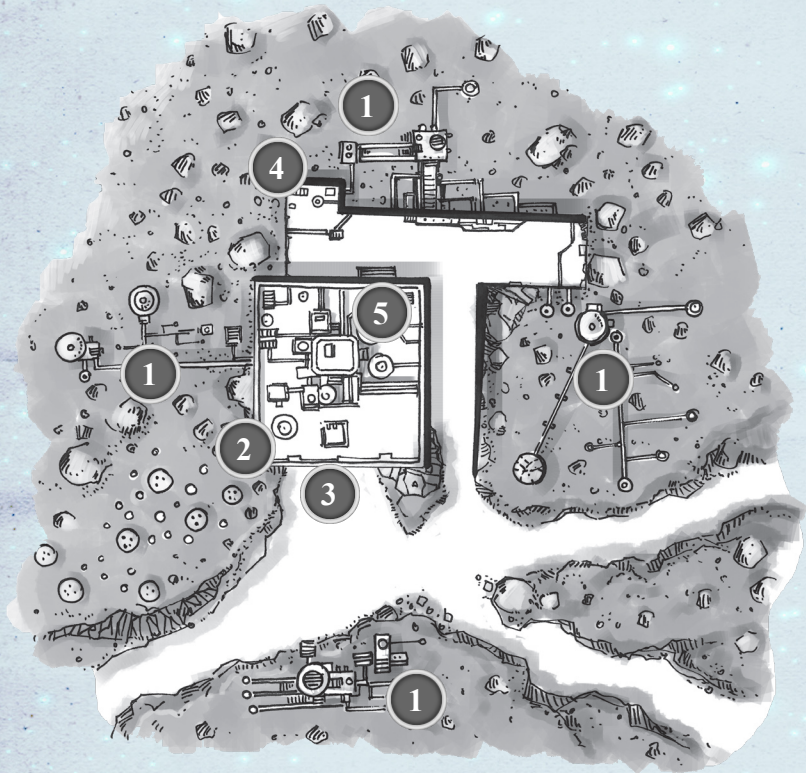
Alpha-7 is three stories tall, with another two levels underground. The entire structure is built of acid-resistant ceramic composites. Anything metal is likewise coated in ceramic, which can unfortunately break or flake off. This exposes the metal surfaces to the corrosive atmosphere, leading to rapid decomposition and breakdown.

A smaller tower like Alpha-7 will have a crew of 10-15. Most of them will be technicians and scientists but there are always a couple of security troops and explorers. The explorers use the various vehicles on site to patrol and maintain remote sensors, most of which are in regions frequented by mega-fauna and other threats.

The base itself is not armed. There is an arms locker that contains a variety of weapons, up to an IMDS missile launcher and several rockets, intended for mega-fauna that pose an immediate threat. Each tower also has an Enku defence drone assigned, though they are not always on site.

### Lab Key

- 1 Monitoring Equipment
- 2 Tower
- 3 Front Entrance
- 4 Vehicle Bay
- 5 Life Support Equipment





# KISHARAN GROUP *CICADA* GUNSHIP

TIER 5

**Tiny fighter**

**Speed** 14; **Maneuverability** good (turn 1); **Drift** 1

**AC** 21; **TL** 24

**HP** 40; **DT** n/a; **CT** 8

**Shields** Medium 100 (forward 25, port 25, starboard 25, aft 25)

## **Attack (Forward)**

Light plasma cannon (2d12), High explosive missile launcher (4d8)

**Power Core** Pulse Black (120 PCU);

**Drift Engine** Signal Basic;

**Systems** advanced short-range sensors,

Mk 6 armor,

Mk 10 defences,

Mk 2 tetranode computer (tier 2);

Security anti-hacking systems Mk 2 (DC +2), Computer countermeasures (fake shell)

**Modifiers** +2 any four checks per round, +4 Computers, -1 Piloting;

**Complement** 2

## **CREW**

**Gunner** gunnery +8

**Pilot** Computers +10 (3 ranks), gunnery +2, Piloting +5 (5 ranks)

The *Cicada* is an older starship, and has long been associated with the Kisharan xenodruids, though it can be found elsewhere as well.

It is basically a flying gun, packing a great deal of firepower into a small package. The two-being crew handles all functions, and there is a very small life-system behind the cockpit for long journeys.

While it is Drift-capable, it is small and cramped, and is much more commonly used by the Kisharans for local operations.

Assignment to these vessels is unpopular. Though well-maintained, they are old, and have accumulated a number of quirks and oddities over the course of their service lives.

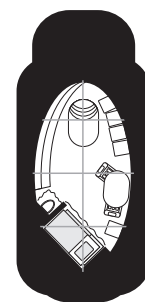
Most noticeable, of course, is the smell. The tiny life-system is always bedeviled by odors, prominent amongst which is the smell of sewage. The ships have also been used by a number of species over the ywears, and have accumulated more subtle odors from their former owners. The sewage smell has been traced to a problem in the waste recycling system. It is inadequate for most species, having been designed originally for something like a Ysoki. After two days on patrol, the smell is unfortunately very noticeable.



## CICADA DECK PLAN



Flight Deck



Life System

□ 5 feet (1.5m)



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