

PLANET DEATH

LIVE
TO THE
GALAXY

A Stygian Stars Adventure
for levels 1 to 5
By Mack Martin



STYGIAN
STARS

Contents

Overview

Part 1: Life on Ades IV

Part 2: Qualifier

Index: Adesian Gangs

Part 3: Viewer Discretion Advised

Index: Planet Death Contestants

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OVERVIEW

The world of Ades IV is barren, forgotten, and doomed. It is crushed by galactic powers that have little regard for the scavengers that eke out a meager existence in the ruins of civilization. But all of that changes when the greatest game show in the universe settles into orbit...

Part 1: Life on Ades IV

The players begin the campaign as a gang of level one characters trying to survive the harsh climate of Ades IV (pronounced A-dees 4). After exploring their environment, the PCs can't help but hear an announcement that season one-hundred and thirty-eight of PLANET DEATH will be taped on Ades IV. They must now race to qualify for the competition. If the gang can secure a spot on the show, they might just win the grand prize... a starship to escape the planet.

The PCs should be level 2 by the end of this part, assuming four players on the medium track.

Part 2: Qualifier

The gang's first test is a brutal seven day shooting schedule. They're given extended-stay suites and an empty city to live in. Every day, however, they must compete for the viewers at home. Only the last gang standing goes on to the real competition, but surviving this advertising hellscape will take brawn, brains, and Brord medical gels.

The PCs should be level 3 before the end of this part.

Part 3: Viewer Discretion Advised

Now begins the bloodshed, now begins the ratings. The gang is deposited (along with six other gangs) into a junkard nearly one hundred clicks across. This is PLANET DEATH proper, and the PCs are constantly being filmed and broadcast to the galaxy... live!

They win the game once they build a starship and fly to the broadcast cruiser in geo-synchronous orbit. To accomplish this, the PCs must fortify a lair, build a starship, and hunt down their competition before anyone else can achieve liftoff. The PCs should be partially through level 5 before liftoff, but the sandbox nature of the finale might see particularly methodical or bloodthirsty PCs to level 6.

Stygian Stars

Considering a name like Stygian Stars, and the blood sport that the PCs will encounter, one could be forgiven for believing this is a serious and deadly setting. But Stygian Stars includes ham-fisted satire and the bizarre personalities that entails. That's to say, this adventure was inspired more by *The Hitchhiker's Guide to the Galaxy* than *Mad Max*.

Future adventures in the Stygian Stars will explore a manic galaxy always on the brink of collapse... with plenty of space battles. However, PLANET DEATH takes place completely on Ades IV (and a sub-dimension), ending when the PCs escape this hell-hole... or die trying!

Adventure Background

A few scant eons ago, the world of Ades IV was little more than a frozen ball of dirt orbiting a tiny yellow star. There was no “official” life within the system, so SchreevCo, makers of the ShreevBot and ShreevBot+, quietly purchased the entire solar system from the Intergalactic Preservation and Zoning Authority (IPZA).

In the coming millennia, ShreevCo strip-mined the first three planets, before turning their profit machines to a more long-term investment. Using an array of fission drives cobbled together from post-Chamber War battleships, corporate scientists attempted to force the unremarkable yellow star to heat the fourth planet’s frozen oceans.

It worked, but far too well. The sun expanded rapidly, threatening to consume the world in a thousand years. ShreevCo moved quickly to defend their investment. They descended upon Ades IV and set to work building factory ships to ply the newly liquid oceans and mine the rare algae required by their latest and greatest artificial intelligence products.

When the ocean dried up, so did ShreevCo’s attention. The floating cities were left abandoned, sinking into the dry ocean beds and becoming an underground home to survivors. The workers and their families were left to die, and Ades IV faded into galactic memory.

There were attempts, of course, to call for help. The people of Ades IV banded together and formed a government upon the ruins. It stood for almost a decade before falling to chaos. Interference from the altered star made contacting the outside world impossible, and no rubble in the desert had the rare materials needed to build an FTL drive. The civilized universe was simply too distant to hear their cries.

So now, generations later, there is little on Ades IV, save for the gangs scavenging the bones of a world.



The Stygian Stars

The Ades system is located in the Halcyon sub-sector of a galaxy known as the Stygian Stars. The Stygian Stars are oddly-shaped, with nine spiral arms (sub-sectors) extending from a central axis called the Prime Okean Corridor. Travel is reliable and quick along the Prime Okean Corridor and through most of the spiral arms. The vast blackness between sub-sectors, however, is considered suicide by FTL, even among the most reckless smugglers.

These systems may be explored in future Stygian Stars adventures, but this story happens purely on Ades IV, so GMs should have little trouble including these events into another universe, although they may want to adjust the vast scale of the RGR broadcasting empire, the company that produces PLANET DEATH.

A History of PLANET DEATH

The galaxy’s favorite combat-survival game show has come a long way in its one-hundred and thirty-eight seasons. It began as a challenge among the more prominent manhunting clubs when the “most dangerous game” complained too much. A few generations later, a fraternity of rich brats (Phi Epsilon Poop-Emoji) starved on a backwater planet and a feature length adaptation was made (spawning a graphic novel and two musicals).

It didn’t take long before the extreme outdoor sports and DIU starship fandoms converged to form the From Dirt to the Stars League (or FDSL), although it rarely featured inhospitable planets at the time.

Then, during the Great Writer Purge, the RGR broadcasting network needed a new show. The rest is, as they say, history. Those early years saw the games set on moons, abandoned space stations, and even an asteroid belts. But those environments weren’t deadly enough and audiences craved more violence and more blood.

Today, PLANET DEATH is one of the most brutal “sports” to ever exist. Thousands of sentient beings lose their lives each year in twisted qualifying competitions across the Stygian Stars, and that doesn’t even count the lives lost on the air!

This year, RGR has purchased another dying planet, Ades IV, and if press releases are to be believed (they aren’t) this is going to be the most exciting season of PLANET DEATH yet!

PART 1

Life on Ades IV

The PCs begin the campaign sitting in the remains of a shopping mall food court inside the hold of a buried cruiseliner. They are in dire straights. They've survived this long on a diet of condiments and freeze-dried chamberger, but that is coming to an end.

The factory fleets have settled slowly into the desert sands, and the majority of their lower hulls are now beneath the dirt. The half-buried ships have formed a sparsely-populated town, filled with survivors who are just as likely to attack as they are to talk.

When you are ready to begin, read the following:

The sun looms in the sky, pressing on the drained ocean beds of Ades IV. A hundred years ago, ShreevCo abandoned this world, and your ancestors. The solar inhibitors were turned off and 'key personnel' were evacuated. Your ancestors were not among them.

Now, a hundred years later, savage cannibals roam the factory fleets you call home. These are the last days; the mad seers all agree. Ades IV has three orbits around its star, then it will be consumed in nuclear fire.

And yet, you survive. In the ruins of a shopping caravel, you've kept fed on Vacu-Froze condiments within the bowels of a food court. But now, the stores are nearly bare and your gang must find supplies.

Getting Started

This setion is designed to be a fairly straight-forward introduction to the basic mechanics of Starfinder. This session isn't intended to be very dangerous and instead aims to provide a variety of small encounters to get the action started fairly quickly.

During this session, the gang is simply trying to survive and scavenge supplies. They are free to explore the locations in any order they like, checking on the leads as they see fit.

Once the PCs have investigated at least four of the five initial locations (E1-E5), the RGR broadcast cruiser appears in orbit (E6) and the race is on!

The PCs are an established gang that trusts each other as much as people in their position can afford to trust. They've spent their time, up until now, building or acquiring their adventuring gear and developing what meager skills they currently have.

Each of them has a space within the shopping caravel they call home. It's a massive cruiseliner sized ship and they have free reign of nearly half of it. The rest has collapsed in on itself.

Have each PC introduce their character and describe where on the ship they make their personal home. This has no mechanical effect on the storyline, and the PCs should be encouraged to consider this question more as chance to introduce their character than a tactical concern. Possible options include: in a ballast tank, the boiler room, maintenance, the captain's quarters, the bridge, or the armory.

Ruins of the Factory Fleet

- 1 - Shander Station
- 2 - Cockburn, Shooter, & Moore
- 3 - M'ran Transports
- 4 - Cannibal Territory
- 5 - Automated Jail
- 6 - The Gang's Headquarters



The surface area around the PCs' boat is very dangerous, and the PCs have rarely ventured out into the wasteland, but they are not completely unaware of what is up top. The PCs all know the following information about the area around factory fleet:

- Most people live underground in the hulls of the largest ships and rarely talk to each other. Aggression is expected.
- There is no authority or government at all, or at least none has been seen in decades.
- Spending more than a few minutes in the daylight leads to radiation sickness, mutation, and dementia. However, it is reasonably safe to travel the surface at night, if still very hot.

Each PC also has some information about the current situation on the surface, either through listening in on radio conversations, access to a functioning probe, or by having explored on their own. Give each PC one of the pieces of surface information.

This information is not intended to be character-specific and can be distributed randomly. Each of these corresponds to a different encounter, and the players are free to pursue their leads in any order.

There are five encounters in the Factory Fleet (E1 to E5). The PCs should complete at least four of the five encounters (but five is preferable) before moving on to E6. Let the PCs approach the encounters at their own pace; the cruiser can appear any time.

Surface Information

You saw tracks in the dirt near Shander Station that looked like a large, and maybe edible, serpent.

Surface Information

The old-world law firm of Cockburn, Shooter, & Moore is home to a dozen survivors who built fungus vats to support themselves.

Surface Information

There is a transport dealership on the other side of town that appears to be relatively unlooted. There might be supplies and equipment there.

Surface Information

A malfunctioning security droid is sending a useless distress signal from the automated jail.

Surface Information

The fleet is the territory of cannibals who prey on each other as much as anyone else. They have been patrolling near the center of the Factory Fleet recently while howling in the night.

Getting Going

Once the PCs are ready to venture out into the city, read the following:

The surface of your world is mostly abandoned. The night wind howls through the tops of boats that pierce the cracked surface. Most of the survivors keep below, for out in the desert there is only danger and steel.

Through the Desert

Moving over the surface of Ades IV is dangerous. It can only be attempted by biological entities at night, and the wildlife has either adapted to hiding from the sun's radiation or has gone extinct.

At night, the surface is still swelteringly hot (near 50 degrees celsius) and patrolled by cannibals and other nocturnal carnivores.

The Cannibals in area E4 are the biggest danger in the area. Whenever the PCs travel near area E4 (which is most above-ground travel), have them all make a DC 5 stealth check. Failure by any gang member means they have acquired the attention of the cannibals (see E4).

E1 Shander Station

As you approach the empty remnants of the Shander ferry station, you can see evidence of a creature's passing. Long swaths of sand have been brushed aside in ripples that weren't wind-made.

Shander station is a husk. It was too broad and the bottom too flat, so it sunk only a few feet into the dirt. Its hold is empty and anything useful has been stripped off long ago.

Characters who succeed at a DC 15 Life Science check recognize that the tracks are from an Adesian sand eel. Tracking the beast requires a DC 10 Survival check, which leads the PCs to a nearby rock where the creature is comfortably sleeping.

The beast will not wake unless a PC moves within 20ft, and even then it suffers the -10 to its perception check for sleeping.

Once killed, the Adesian sand eel provides ten days worth of rations, or twenty days with a DC 20 Survival check to preserve the meat.

• Adesian Sand Eel

This sea-creature has adapted surprisingly well to life on land. If it isn't one of a kind, it's likely one of only a dozen on the entire planet. Its yellow scales are cracked by the desert winds and the beast's sheer bulk. With a body that large, it must prey on humanoids to survive the wastes.

Adesian Sand Eel

CR 2

Exp 600

N large animal (aquatic)

Init +2

Senses: Scent, Perception +9

DEFENSE

HP 31

EAC 11; KAC 13

Fort +6; Ref +6; Will +1

OFFENSE

Speed 20ft, Climb 20ft, Swim 20ft

Melee Tailslam +10 (1d6+3B), unwieldy

STATISTICS

Str +1; Dex +2; Con +4

Int -5; Wis +0; Cha -5

Skills Climb +12, Perception +7, Stealth +7, Swim +7

Other Abilities Amphibious



Additional Resources

If you want to use the maps and tokens found in this adventure, PNGs can be found at:

thedicedecide.com/PLANETDEATH

E2 The Law Offices

Once a proud tower, the law offices of Cockburn, Shooter & Moore have crumbled into the sand, leaving the reception area on the ground floor exposed.

This area has been recently abandoned. A few hours before the PCs arrived, cannibals attacked the survivors living here. A DC 15 Perception check allows a PC to notice bloody handprints where people were dragged away. The tracks have been obscured by dust storms, requiring a DC 30 Survival check to track the cannibals (E4).

While in this area the PCs run the risk of springing a trap: an old wire mine that has been stuffed into the ceiling. Any character who searches the offices may stumble upon it.

Once the mine is disabled, a thorough search of the area requires no skill check. It takes five minutes and turns up a barrel full of mushrooms (seven days rations) and a tactical pike fashioned from pipe and a sharpened rail-cannon round.

Wire Mine

CR 2

Exp 600

Type Technological

Perception DC 20

Disable: Engineering 15 (wreck sensor)

Trigger Proximity (motion) **Reset** None

Effect 3d4S, Ref 11 (Half)

E3 The Dealership

This building has been relatively undisturbed, probably because the doors are blast-resistant and reinforced. The building used to contain expensive marine repair equipment, and it was apparently built to keep thieves out.

A DC 25 Engineering check is required to open the only door (PCs may take 20 on this check). The remnants of the Wire Mine from Encounter 2 (or any other explosive) can be used to gain a +10 on the check.

Once inside, the gang is able to scavenge or repair the following items if they are trained (1 or more ranks) in the noted skill:

Engineering

- 100ft of titanium alloy cable line
- Three level 1 analog weapons
- Two standard batteries (still charged)
- One exploration buggy
- Two scrapcycles (goblin junkcycles)

Medicine

- One Basic Medkit
- Two Mk I Serums of Healing



E4 Cannibal Attack

At some point, the PCs are inevitably tracked by cannibals (assuming the PCs aren't actively hunting them). There are only six in total, and they always move as a group when on the surface.

When the GM is ready for the cannibals to attack:

Howling in the distance draws closer, until it is too close to ignore. The cannibals are on your trail... your only choice now is to flee like rats or fight like dogs.

The cannibals aren't on top of the PCs immediately, and the PCs can act before combat begins:

- If the PCs wish to ambush the Cannibals, every PC must make a DC 10 Stealth check. Anyone who succeeds acts during the surprise round.
- If the PCs decide to wait for the Cannibals to show themselves, then each PC must make a DC 10 Perception check to not be surprised when the cannibals arrive.
- If the PCs attempt to run, then the Cannibals catch up to them in the open, and the fight begins without surprise on either side.

• Rad-mad Cannibals

Driven insane by the sun's radiation, these mad men paint themselves in biles squeezed from their victims' organs.

Rad-mad Cannibals x6

CR ½

Exp 200

CE humanoid (mutant)

Init +2

Senses: Perception +4

DEFENSE

HP 10

EAC 11; KAC 11

Fort +4; Ref +2; Will +0

OFFENSE

Speed 30ft

Melee Scrap Knife +6 (1d4+1S)

STATISTICS

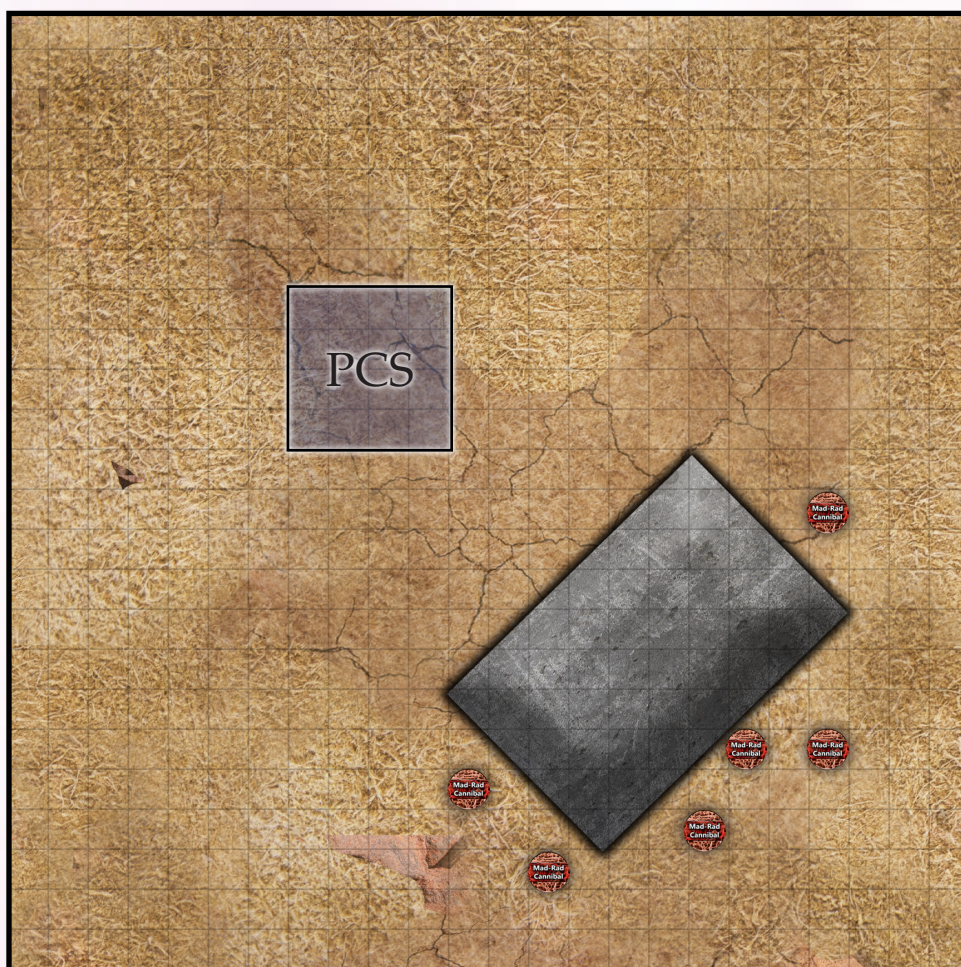
Str +1; Dex +3; Con -2

Int -3; Wis +1; Cha -2

Skills Climb +4, Perception +4, Stealth +9, Survival +4 (+7 to Track)

Languages Rad-Mad Ramblings

Gear Scrap Knife



E5 Automated Jail

An empty shell, the burnt-out remains of this jail is home to a derelict security robot that stands silent vigil just within the ruined walls.

Line of sight is very important in this encounter, as the ShreevBot has damaged tracks that make it move very slowly. It can't be reasoned with, but its weapon can be salvaged. The autotarget rifle may be repaired and rebuilt for humanoid use with a DC 20 Engineering check.

The ShreevBot always fires as rapidly as it can (often a full attack) and at the closest living target. It does not attempt to give chase and rarely (if ever) moves.

• Damaged ShreevBot Secure

An older model security droid, this robot will attack anyone who doesn't have the proper ShreevCo identification card for double blue diamond sector clearance. No such card has existed in forty years. A PC might know this (DC 15 Engineering check).

Damaged ShreevBot Secure

CR 2

Exp 600

N large construct (technological)

Init +3

Senses: Darkvision 60ft, Low-Light vision, Perception +7

DEFENSE

HP 25

EAC 13; **KAC** 15

Fort +2; **Ref** +2; **Will** +0

Immunities construct immunities

OFFENSE

Speed 5ft (damaged tracks)

Ranged Damaged Autotarget Rifle +7 (1d8P)

STATISTICS

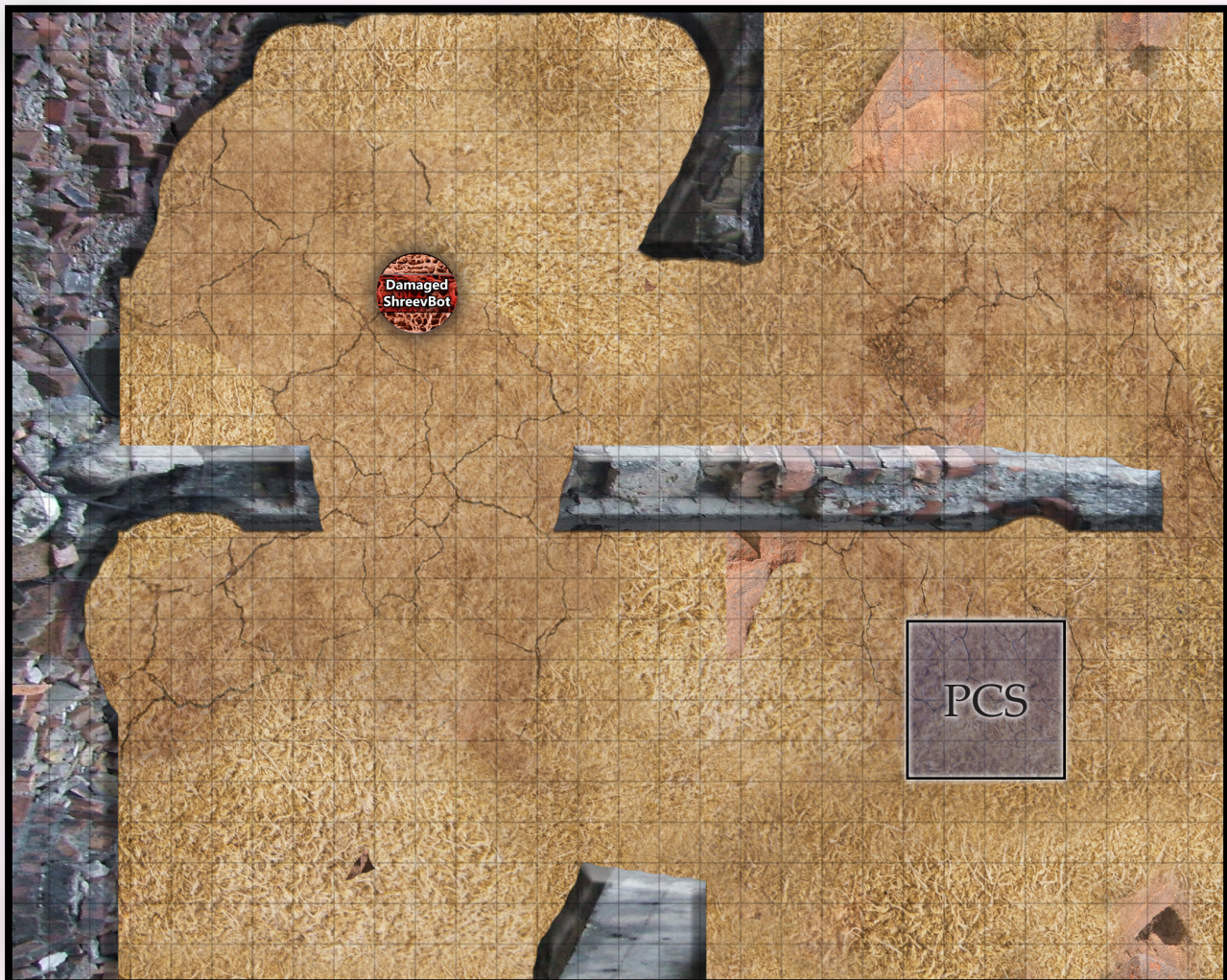
Str +2; **Dex** +3; **Con** -

Int -5; **Wis** -3; **Cha** -5

Skills Climb +7, Computer, +12, Perception +7

Other Abilities Unliving

Gear Autotarget Rifle, 30 rounds



E6 - Arrival

Eventually the RGR broadcast cruiser arrives in orbit, which hopefully spurs the PCs towards a series of encounters as they rush for a teleportation column that represents a chance at salvation. Previously, the PCs were able to rest fairly frequently, but now they will only be able to catch their breath for ten minutes between encounters.

When the GM is ready for the RGR broadcast cruiser to arrive:

You're down below, escaping the heat and radiation of the day, when the ground begins to rumble. It doesn't begin beneath, like a dunequake, no... this comes from surface.

When the players decide to investigate the surface:

At first you think it must be night. This wouldn't be the first time a person lost track of time below ground. But when you look to the dark sky, you don't see stars. The wedge of a galactic cruiser eclipses your sun, casting a shadow on your long forgotten factory fleet.

Then the broadcast goes live, resounding off every bulkhead and bouncing the sand with a thunderous drumline.

"And now, the premiere you've all been waiting for... in its one-hundred and thirty-eighth season... the most popular reality competition in the Halcyon sub-sector... it's... PLANET DEATH! LIVE TO THE GALAXY!"

There is a lot presented to the PCs all at once, but now characters with certain training can make some recall knowledge checks to see what they already know about the current situation.

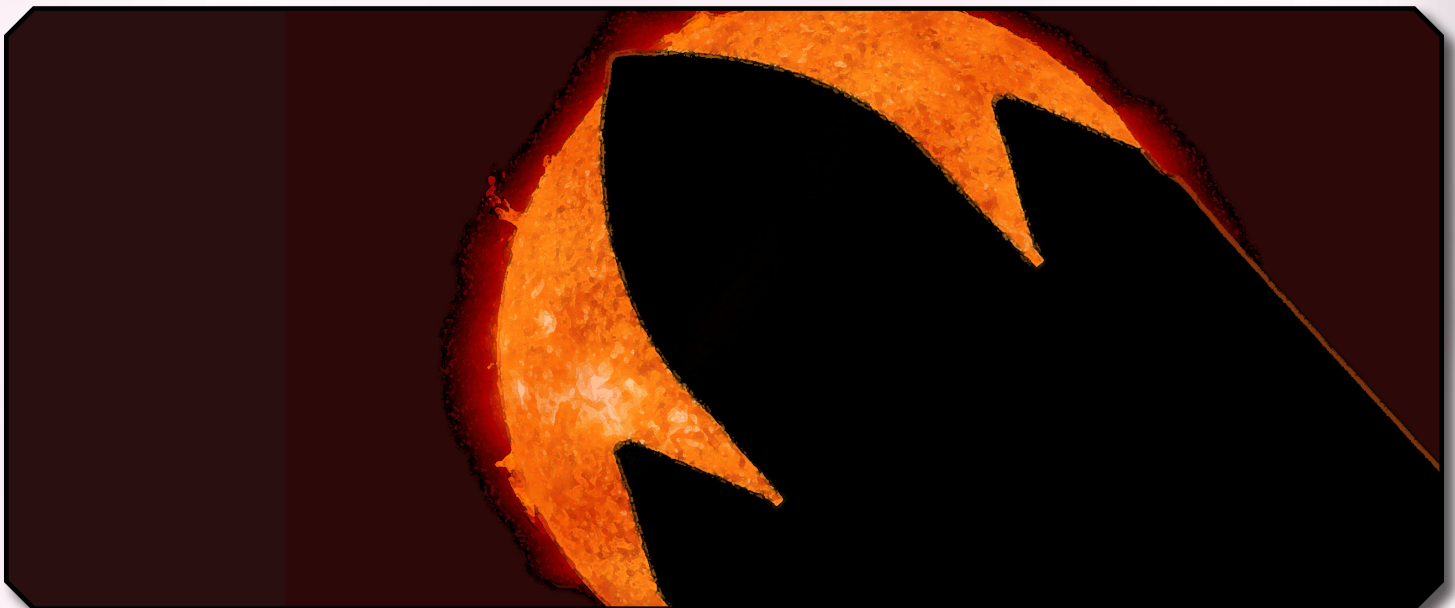
Culture (DC 15) PLANET DEATH is a survival game show in which contestants from across the galaxy travel to a backwards hellscape to compete for a one billion credit prize. Survivors get off the planet, losers are left behind.

Computers (DC 20) The spacecraft is using a powerful entanglement relay mounted on the aft of the ship, which must be strong enough to send and receive information out of the solar system.

Perception (DC 15) There are small black clouds puffing from the broadcast cruiser. These are easily mistaken for exhaust, but they are actually insect-sized drones used to capture trideo data.

Physical Science (DC 15) The cruiser is broadcasting through the metal using targetted resonance, a process that requires specialized technologies held by only a few of the most advanced civilizations.

Piloting (DC 20) The broadcast cruiser is a gargantuan carrier. It appears to be outfitted with defensive measures, but no offensive weaponry. It has large expansion bays designed to hold vast crew quarters and support staff offices.



A few minutes after the initial broadcast:

“Aaaaand welcome back to season one-hundred and thirty-eight of PLANET DEATH! I’m your host X1z, and we’re broadcasting live from the world of Ades IV, a little rock with a big burning problem. Isn’t that right, Devestatron 9000?”

“THAT IS FACTUALLY ACCURATE, X1Z.”

“It certainly is. And as always, we’re going to give the citizens of Ades IV a huge opportunity to win a trip off this rock by joining in on this season’s fun! But first... they have to qualify just like any other team! Tell them how, Devestatron 9000!”

“TELEPORTATION COLUMNS ARE LANDING ON THE SURFACE OF YOUR PITIFUL AND DOOMED WORLD. AT THE TOP OF EACH COLUMN IS A TELEPORTATION PAD THAT WILL BRING WHOMEVER IS ON THE PAD TO THE COLOSSEUM, BUT ONLY ONCE. ASSEMBLE YOUR APOCALPSE GANG AND BE THE FIRST TO THE TOP OF A TOWER TO EARN A SPOT ON THE QUALIFYING EPISODE.”

“That’s right! Our contestants will be racing to the top... for their lives! Let’s go now to our drone cloud to follow the action...”

And with that, the audio dies. A mere heartbeat later, enormous black cylinders disconnect from the cruiser and descend; one easing to rest merely a click away... out in the desert.

The rules of this leg of the game are simple: if the PCs want a spot on the competition they must race to the tower, navigate the challenges inside, and then teleport to the arena. Once there, they will be entered into the qualifying round, where they must survive a gruelling week of shooting.

There are many different towers landing on the planet, but only one is within sight of the Factory Fleet. Each tower has a different theme and sponsor. This tower’s title (The Slime Factory) can be read with almost any vision magnification.

The tower is an hour away by cycle or buggy (give or take), but the gang knows they don’t have long if they want to be the first.

The surface of Ades IV is reasonably radiation free, because of the cruiser’s eclipse. The PCs likely have access to transportation gathered area E3. If they do not they will need to solve their transport problem quickly. This means breaking into the dealership or walking. If the PCs walk they won’t encounter the rad-mad gnomes in E7, but instead two soldiers (use the stats for Cerulean Guard, page 33). These skilled survivalists managed to murder the gnomes and a few other hopefuls, and they now are stumped by the door in area E8.

As soon as the gang is ready to grab their gear and travel towards the tower, move on to Encounter 7.

Troubleshooting

The race to the tower, and the qualifying round that follows, are necessarily linear encounters. The PCs are on the road of trials for the rest of part 1 and all of part 2. They must come together as a team to survive the coming six days.

It is important to pace linear encounters carefully. If they are taken too quickly, the players won’t have time to explore their characters and build the emotional stakes. Whenever the PCs take a ten minute rest, the GM should take the opportunity to ask questions that get the wheels of roleplaying turning. These questions should focus on the relationships between individual PCs as well as the group, such as:

- Who is the best cook in the gang?
- Who do you trust the most?
- What do you expect will happen next?
- What do you think about before sleep?

PC Death

If a PC dies during part 1, the gang could know another survivor or they might even befriend a Goo-blin that survived his suit’s slime drowning.

In part 2, replacing a PC becomes trickier, and the GM might find it easier to wait until part 3. However, a replacement PC can come from the “I-Cast-Wish” Foundation (see page 42).

In Part 3, PCs can come from Ades IV. The junkyard arena was dropped onto a city, and there might have been survivors living deep underground. Technically, since the new PC is neither a contestant nor a Halcyon citizen, they count as salvage, and may therefore compete due to the same rules technicalities that might let a dog play basketball.

E7 Gnomeracy

As you race across the dunes, you see several dust clouds in the distance. Most are rushing towards the tower, but one just over a ridge changes course. Moments later radiation-mad gnomes emerge from behind a dune, their cyber-raptors keeping an impossible pace.

This is a chase scene. The Rad-mad gnomes have come up alongside the PCs. These mechano-chicken riders don't quite understand why everyone is racing for the columns, but they know an opportunity for violence when they see one.

Each gnome attempts to engage a different vehicle, doubling up on the vehicle with the most heavily armored character before others. Once they engage, the gnomes attack the driver with their scrap lances.

This scene is run like a normal chase, except that the track is twelve segments long. If the PCs exit the far side of the track, the gnomes will give up their chase, preferring less elusive prey.



Rad-mad Gnomes x4

CR ½

Exp 200

CE small humanoid (mutant)

Init +2

Senses: Low-Light, Perception +2

DEFENSE

HP 6

EAC 11; KAC 12

Fort +3; Ref +2; Will -1

OFFENSE

Speed 20ft

Melee Scrap Lance +6 (1d6+1P), reach

STATISTICS

Str +0; Dex +2; Con +1

Int -1; Wis -2; Cha +0

Skills Athletics +4, Perception +2, Pilot +6, Survival +2

Languages Gnomish

Gear Scrap Lance, Ragged Flight Suit

Cyber-Raptor

Level 1

Price 500

Medium Land Vehicle (5ft x 5ft)

Speed 20ft, full 200, 22mph

EAC 10; KAC 13; Cover None

HP 6(3); Hardness 5

Attack (Collision) 1d6 (DC 10)

Modifiers +3 Piloting, -1 Attack

Passengers None

Mutant Subtype Graft

Throughout PLANET DEATH we use the mutant graft when making NPCs. This graft represents the various cancers that permeate the body, often stunting or warping the creature.

Mutant creatures do not list their previous subtype in their stat block, but their name may note a species of origin. Their internal biology has been warped so extensively, however, that mutant creatures no longer respond to effects that would apply to their previous subtype.

Mutant

The creature has been warped by the Ades star.

Traits: -1 HP per CR. +1 EAC and KAC. The base creature's previous subtype (if any) is removed.

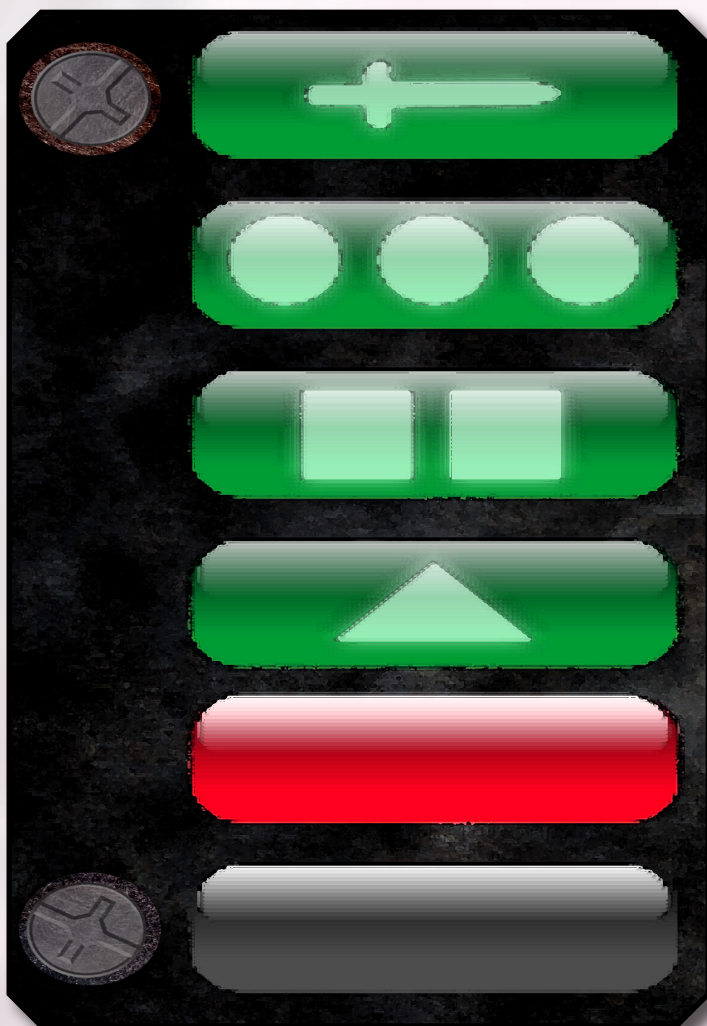
E8 Brought to you by Kydco

The great black cylinder juts up from the lifeless desert, easily taller than any structure you've seen standing in your factory fleet. From the approach, there appears to be a doorway set into the smooth black metal.

The tower's name is cast in lights upon the surface, projected from an unseen source. "The Slime Factory", it reads, "From Kydco! For Kyds! By Kyds!"

As you come close, the archway illuminates to expose a sealed door and a panel with six large buttons.

The tower is made of a single piece of black stone and is 60ft tall. If the players attempt to climb the tower, they find it rather easy to scale (DC 15). At the top, the PCs will find only flat metal.



The keys are ordered in a column, with icons instead of text (see image). Pressing any button activates the Kydco door trap (see below).

There is no way for the PCs to solve this puzzle, as the clues are given to the viewers by a cartoon goo-blin (causing the Kyds to shout at the screen). Each of these buttons does the same thing: soak the button-presser in electrified goop. Technically, the solution is to press the Red and Triangle buttons together, but the PCs haven't seen that episode of The Goo-blinks.

To open the door the PCs must first remove the front panel (DC 10 Engineering or DC 15 Strength) and then hotwire the door (DC 10 Computer or DC 20 Engineering).

Kydco Door

CR 2

Exp 600

Type Technological

Perception DC 20

Disable: see above

Trigger Button **Reset** 3 rnds (18 seconds)

Effect 1d6E and Gooped, Ref 11 (negates)

Gooped (Condition): You have been covered in slime. You suffer a -2 to Charisma-based skills until it is removed. This condition remains for 24 hours or until it is cleaned (requiring 1 minute of work or a casting of token spell).

What's a Kyd?

PCs who are curious about Kyds may make a culture check to Recall Knowledge about the race.

DC 10 The Kyds are a pan-dimensional race who age slowly and spend nearly two-hundred years as adolescents.

DC 15 Kyd society sees child-rearing as beneath them. They rely on electronics and entertainment to educate their young.

DC 20 Kyds find bodily functions hilarious, even as adults. The vast majority of their media involves a lot of it, especially in the fine arts.

DC 25+ Kydco is one of the largest manufacturers of children's programming-marketing. Kyds do not see the difference between marketing material and children's edutainment. Their six-dimensional minds are capable of a trillion processes per nano-second, but they can't tell the difference between a cartoon and a commercial.

E9 Goo-blins at work

The doors slide up to expose the inner workings of a mock factory, complete with slime troughs, a constant clanging from nowhere, and a column of goo kept in place by a forcefield. A handful of green humanoid dressed in Kydco space-suits draw their pistols and duck behind their assembly lines.

A voice from hidden speakers announces, "Hey kyds! It's everyone's favorite goo-blins, but if they're here... where's Doctor Slyme? Can our contestants defeat his minions and make it to the top?"

These goo-blins have been employed by the advertisers to fight whoever tries to move through the slime factory. Whenever a goo-blin is reduced to 0 hp, their helmets are filled with slime and then their suits explode into green goo. This is harmless to the PCs, but lethal to the goo-blin.

The goo-blins are behind their workstations, granting them partial cover. They quickly move out to use their Blobbers and aren't shy about hitting allies.

Once the PCs have defeated the goo-blins or if they attack the force field in any way, it will vanish. Read the following:

The magnetic field holding the goo in place shuts off, releasing a wave of green goop and exposing a ladder.

Characters must make a DC 12 Reflex save to avoid gaining the gooped condition from the shin-high tidalwave of slime.

E10 Snacktime

Behind these unlocked doors is the prize used to keep the goo-blins working hard: a lifetime supply of nutrient bars in a dozen candy varieties.

This tiny room is littered with saccharine carnage. Hundreds of candy wrappers cover the floor, each with glowing holo-foil names like "Chocospllosion" and "Insulisane Craver Bites."

There are thirty-two days of rations in this room, each with enough preservatives to last well beyond the PCs' natural lifetime.

Goo-blins x6

CR ½

Exp 200

CE small humanoid (goblinoid)

Init +3

Senses: Darkvision, Perception +3

DEFENSE

HP 9

EAC 13; KAC 14

Fort +0; Ref +2; Will +2

OFFENSE

Speed 35ft

Melee Wrench +3 (1d4B)

Ranged Electrogoo Blobber +6 (1d6E), line, Gooped (crit)

STATISTICS

Str +0; Dex +3; Con +0

Int +1; Wis +0; Cha +0

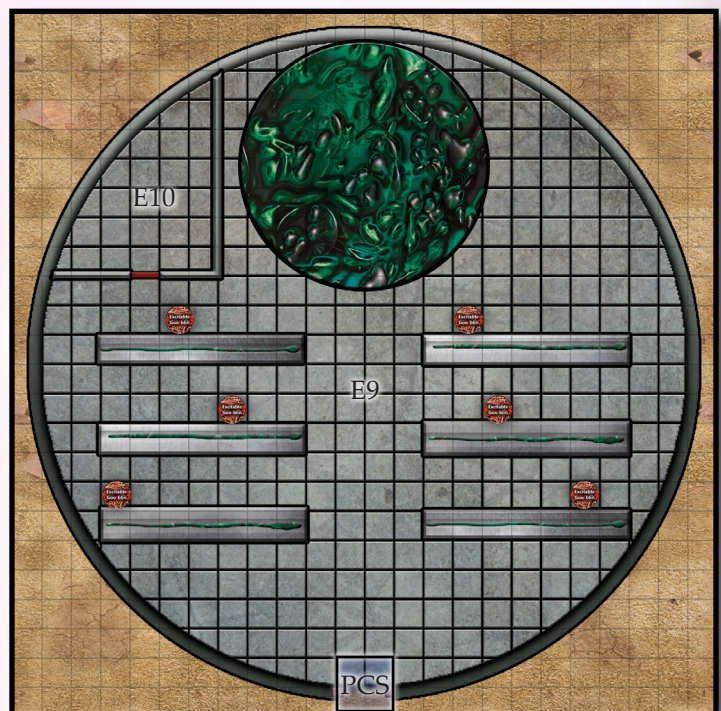
Skills Computers +8, Engineering +8, Stealth +8, Survival +8

Languages Gnomish

Gear Kydco Uniform, Wrench, Electrogoo Blobber (Dmg 1d6E, Range 30, line, Gooped (crit))

SPECIAL ABILITIES

Gooped (Condition): You have been covered in slime. You suffer a -2 to Charisma-based skills until it is removed. This condition remains for 24 hours or until it is cleaned (requiring 1 minute of work or a casting of token spell).



E11 Doctor Slyme

The ladder leads up to an empty waiting room, devoid of any decoration on the black metal walls. The only exits are back down or through a swinging door marked, "Stink Works".

Once the PCs move through the doors they are immediately met by Doctor Slyme, who starts his scripted monologue. Read the following, but if any PC attacks during the speech, Doctor Slyme is caught by surprise:

"Those pesky Kyds sent you, didn't they?" screeches Doctor Slyme. His lab coat billows as the gooey humanoid turns to face you. "But Captain Kyd couldn't stop my goo-blin army, and neither can you... NO MATTER HOW MANY CHOCOSPLOSIONS THOSE KYDS BUY!"

Doctor Slyme isn't really sentient; he's a type of programmable thespian ooze employed by theme parks and brothels. He will fight to the death. Once the ooze playing Doctor Slyme has been dispatched:

As Doctor Slyme splatters onto the floor, he gurgles out, "This isn't the last of me, you pesky Kyds can't buy Chocosplosions forever!" Then, a podium rises from the ground with a single metal button, painted red and labelled "transporter".

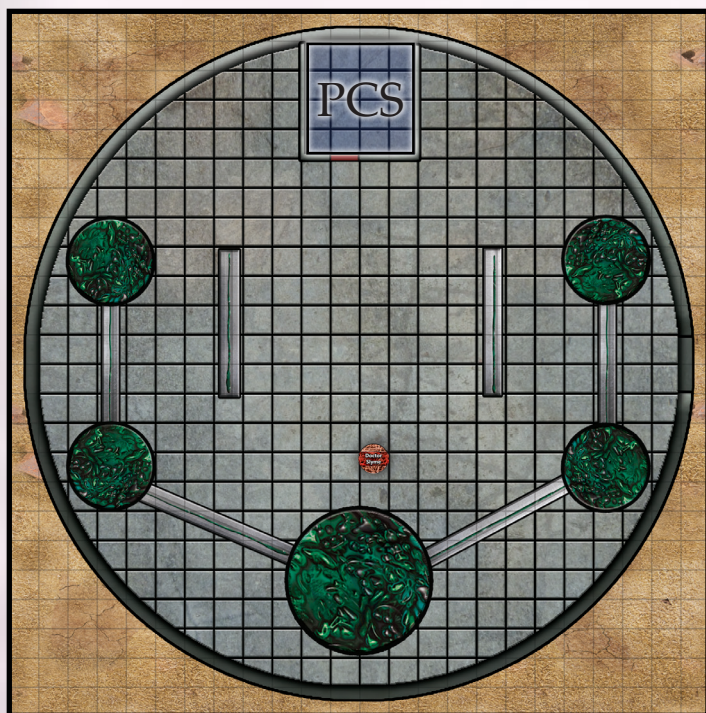
A ring in the floor begins to glow, obviously the teleporter pad turning on... but there's a problem. The button is twenty feet away from the pad.

This is a simple puzzle that can be solved in a variety of ways. First, the button is only twenty feet away and can be pressed with psychokenetic hand (but not token spell). The button is sturdy enough to be shot with a kinetic weapon (KAC 15). A character with Engineering or Computer could rig the device to a timer (DC 10). Finally, if the PCs can't come up with a plan (perhaps involving rope/cable), then one of the PCs can sacrifice themselves to activate the pad, sending the others onward.

When they press the button:

A soft click is followed by a softer hum as the floor beneath you glows. The light expands out until it is all you see...

Doctor Slyme	CR 3
Exp 800	
N medium humanoid (slyme)	
Init +2	
Senses: Perception +1	
DEFENSE	HP 40
EAC 15; KAC 16	
Fort +5; Ref +5; Will +2	
OFFENSE	
Speed 20ft, climb 20ft	
Melee Pseudopod Slam +9 (1d6+3B), electrogoop, unwieldy	
STATISTICS	
Str +0; Dex +1; Con +2	
Int +0; Wis -2; Cha +4	
Skills Athletics +8, Intimidate +8, Profession (Actor) +13	
Languages Common	
Other Abilities Change Shape (humanoid)	
SPECIAL ABILITIES	
Electrogoop: Doctor Slyme's Pseudopod Slam deals an additional 1d6E damage to targets that have the Gooped condition.	
Programmable: Unlike other oozes, thespian slymes have intelligence, at least within the bounds of their programmed personality.	





PART 2

Qualifier

We left part one on a cliffhanger, when the PCs activated a teleport pad and the world went white. Part 2: Day 1 will pick up exactly where that session left off, but the PCs will have a chance to rest (and level up) before they have another combat encounter.

PLANET DEATH always gives a native team a spot in the game, and now is the PCs' chance to earn that spot. The PCs will be subjected to a grueling seven-day shooting schedule in which they must compete against other Adesian gangs, both in timed contests and in direct armed conflict.

Forty-two towers were sent to the planet and thirty-eight have been activated. These groups were divided into four unequal parts, so that this pre-competition could be sponsored and produced by local affiliates. The affiliate running the PCs' portion of the competition is the Halcyon Affiliate, a mid-tier broadcasting conglomerate. There are a total of seven gangs competing (six and the PCs) in this qualifier.

Their holo-host X1z (pronounced as Xiz) provides every gang with a dossier on the other contestants in the Halcyon Group (see Player's Handout Part 2). Over the next seven days, the PCs will make decisions, and that document provides the information from the producers (as well as the standard disclaimer).

Each gang is housed in a separate, but identical, demi-plane. They overlap with the studio demi-plane, ensuring that the action is well recorded. These demi-planes are very inaccurate replicas of the lost holy city of Yur. It was destroyed in a

marketing and finance disaster that brought the god Ca\$h to his ascendancy. This qualifying round will retrace that history in the last days (loosely).

The encounters do not have set enemies for each scenario. Instead, the other contestants are described at the end of this chapter (see page 30). The PCs' choice of who to attack on Day 2 will determine who they fight in which encounters, varying the experience for each group of players.

Each morning X1z will arrive outside the PCs' extended-stay suites to explain the day's challenge. Then they will compete (usually) to the death! Once that is complete, the PCs will be returned to their demi-plane to rest and prepare for the next day.

The PCs will be free to roam about their empty city, making purchases in the holo-shops, relaxing in their extended-stay suits, or destroying buildings just for fun.

Channel-7

For the majority of part 2 the PCs are housed in a sub-dimension with slightly altered physical laws.

- Liquids (like blood) spray when spilled.
- Explosions are shaped like corporate logos.
- Speech can be heard over the din of battle.
- Magic cannot be used to understand the future.
- The logos on products always face the viewer.

These changes don't inconvenience the players in any way, but they are very noticeable.

Day 1 - Contestant Registration

As the bleached light fades, you find yourself in a gleaming, but empty, city. There are no people walking its too-clean streets. Shops are flat displays of holographic goods cast onto solid stone buildings in blaring neon. Everywhere you look, some new trinket is being hawked by a semi-solid salesperson.

"Contestants, let me be the first to welcome you to Yun." says a voice from behind. "I am X1z, or Xiz if you prefer, your personal Holo-Host for the duration of the competition. If you need directions or information, I'm here to help!"

The holographic animation has a robotic head with multi-faceted eyes and a short pair of antenna, but he's dressed in a sleek black suit with a crimson sash.

"You probably have a lot of questions, like 'where am I?' and 'do I kill the talky man?' If you'll follow me, we can sort that out while we get you registered."

Roleplaying X1z

X1z is animated (literally), helpful, and cheery, answering just about any question truthfully, but not if it would give the players a sizeable advantage in the competition. As a GM, this is your moment to shine. Put on your best cheesy lounge singer impersonation and smile like a mad-man. Think of every terrible mid-1970's dating game show, and just lean into it. If you think you're being too cheesy, go up another notch. He's a cartoon!

X1z will take the PCs to a trans-dimensional reception pad, where he will register the gang. If the group doesn't want to follow him, he will explain that they are safe for now; there is nobody in the city except them, but he isn't authorized to divulge more about the specifics of the game until they've registered. If they still refuse to follow him, he further explains that if they do not wish to participate in the game he will happily return them to the surface where they are free to remain for their short, brutal lives. He's got other things to do than wait for a protagonist to accept the call.

The holo-host is always with PCs during the tapings, but he leaves them alone when they aren't dealing with one of the show's competitions. He is a hologram, which can be destroyed quite easily, just by passing your hand through him, but he reforms a moment later without injury or complaint.

X1z will answer any questions as they walk, here are some examples:

What is happening?

You're being given a once-in-a-lifetime chance to compete on the most popular reality competition in the known galaxy! If you win, you'll receive one billion credits and escape from this scrap pile!

Where are we?

"You stand within a demi-plane created in the image of the city of Yun, a holy place of Ca\$h. This leg of your competition will depict various events from the history of Yun, as voted on by our viewers at home!"

Where can we rest?

"Once you're registered you'll be given an extended-stay suite from HHHULTA, who have great package deals available all across the galaxy. Check your local info-net for more!"

Where can we find equipment?

"You'll be supplied with a stipend which you can use to make purchases at any of the holo-shoppes, once you're registered, of course."

Where can we get food?

"All of the restaurants are for advertising purposes only. For now, your extended-stay suites will provide you with meals selected from our wide range of sponsor-partners."

How do we win?

"Your first step is to survive the qualifying round! If you're the winning native team, you'll earn a spot on PLANET DEATH, and I can't tell you how to win that! It would spoil the season!"

Registration

Once the players have had a chance to ask questions and agree to accompany X1z:

X1z's escort through the ghost city brings you to a teleportation pad in front of a building marked 'HHHULTA Extended-Stay Suites.' He snaps around on a heel and asks, "Who would like to register first?"

He will then ask each PC three questions, each time speaking in the exact same way with a wide smile:

- What name shall the galaxy know you by?
- Why are you going to win season one-hundred and thirty-eight of PLANET DEATH?
- What's one thing about you that people find surprising?

After they've all answered individually (or grunted/scowled) X1z asks them for a gang name. Once the gang has been named, X1z gives the PCs the Part 2 Handout and says:

"Congratulations, you're registered! You've all been given two-thousand Halcyon credits. You can use them at any of our wonderful holo-shoppes. For those who are hurt, may I suggest Brord medical gels, they're the gelliest!"

In addition, the building behind us contains a suite for each of you, brought to you by the Disciples of Her Holy Halcyon Unifed Leisure Travel Association.

I'll return tomorrow for your first event. Enjoy Yun, this might be your last night alive!" And with that X1z vanishes.

The rooms are indeed spacious, thick-walled, and luxurious. Each PC has sole access (via bio-scan) to a suite containing a bathroom, bedroom, and a sitting room. The environment and furniture in each PC's suite has been perfectly tailored to their species, with more cosmetic and hygiene products than survivors of Ades IV could possibly understand.

If the PCs wish to shop, they have 2000 credits, and the price of their purchase is deducted from their account (these accounts may not be pooled). Everything up to the PC's level +1 (3 at this time) is available for sale somewhere in Yun. The PCs are safe and left alone until Day 2.

Recall Knowledge

The PCs may already know about PLANET DEATH, the city, or even the society that produces the show.

Culture

- **DC 10** PLANET DEATH pits sentients from across the galaxy in a game of survival and conflict on a different alien world each season.
- **DC 15** There is always a native group. In 137 seasons, the native group has won three times.
- **DC 20** The makers of the show are the RGR trideo network, a collection of thirty affiliates from a society that obeys the commands of a logistical computer.
- **DC 25** Other worlds fear the RGR because they have weaponized marketing and capitalism to a level that can destroy the natural resources and economy of unprepared worlds.

Physical Science

- **DC 10** The sky here is all wrong; this sky belongs to another planet.
- **DC 15** You weren't just teleported, that machine also moved you through dimensions.
- **DC 20** All of the shops appear to be equipped with trans-dimensional tranceivers (item level 15).
- **DC 25** There is nothing you can do to this demi-plane that will affect the outside world.

Mysticism

- **DC 10** This city was once a gleaming mecha to decadence that destroyed itself.
- **DC 15** Their god Ca\$h is a non-sentient predictive algorithm that achieved deityhood during the destruction of Yun.
- **DC 20** Its people went mad during a craze of anti-consumerism.
- **DC 25** The defenders of capatlism united the Halcyon Sub-sector under the worship of Ca\$h (LN Deity of Infinite Quarterly Growth).

Popularity

For the rest of this adventure the players will have a popularity rating that the GM tracks. The gang begins with a popularity rating equal to the highest charisma modifier in the group (at this time). They gain +1 popularity if members of the group are putting on a good show. It's a big galaxy, they appeal to someone, somewhere, as long as they try! Events may grant additional popularity if the PCs meet certain requirements.

Spending Time in Yun

The PCs spend a lot of time in the empty city, and they might want to explore or just cause general mayhem. RGR is fine with this. If the PCs make for a good promo or teaser, they're fine with whatever damage the PCs wish to cause.

All of the buildings, save for the colosseum and the PCs' extended-stay suites, are solid blocks of stone or concrete with a holo-facade. This display always includes advertisements. Even when the building being presented is a government building or law office, the advertisements just change to political ads or injury attorney commercials.

The city has all the amenities one would expect, and then some, but all are flatly artificial. There are plenty of artificial personalities to interact with in the store fronts, allowing for additional roleplaying opportunities.

But in the end, everything in Yun is either an advertisement or it's about to be, once a showrunner realizes they missed a spot. Everything the PCs do is 3D-mapped in real-time and processed through supercomputers to show to the galaxy. Any events the PCs later see in highlight reels will have many changes, including the PCs wearing branded clothing from sponsors, and using products they've never even heard of.

The Halcyon Sponsors

There are thousands of sponsors, so the GM has plenty of room for creating new companies, but the following major sponsors appear in the adventure.

• Adroit Halycomputing

One of the largest communications and personal computing companies in the galaxy, Adroit is a sponsor in every sector. Their personal electronics are updated nearly every month, and their need for system-synchronous product launches forwarded galactic date/time technology several generations.

Adroit sells an array of computer and computer security products (notably the Galacta-wave series). Their holo-staff is C4y (pronounced Seforey). He is a friendly, white-plastic sphere with a smiling face that adapts to the species of the client. He offers computer classes and in-store training for free, but they're really just an excuse to push products, like the new Galacta-wave 7G, now in puce!

• Atwandle Arms

A military and para-military supplier, Atwandle arms are used by security firms and mercenary companies around the galaxy. They take a firm "no government contracts" policy, as they believe that government is the antithesis of freedom (they use a subsidiary for those contracts).

The expert holo-marksman G8r (pronounced Gator) is a surly professional capable of generating immensely detailed war stories (about products) on the fly. He currently has a "1-Up" glitch, in which he will tirelessly respond to customer stories with one that is more funny, gruesome, or tactical (using Bluff +8 to compete if the PC tries to out-do him in response).

• Dudley Maintenance

The sector's premier Pharma-Cosmetic company, Dudley produces everything a person needs to keep their biological components operating.

Their holo-nurse S&y (pronounced Sandy) is an androgeonous humanoid from behind, so that the apparent gender and race of the customer can be displayed when the image turns around. S&y has been programmed with the latest medical texts for every species in the Halcyon sub-sector, and is even capable of making educated guesses. He/She (S&y has no preference) pushes Brord medical gels pretty hard (they're the gelliest).

• Untouched Frontiers Sporting Goods

If you need it to run, jump, climb, or fly, Untouched Frontiers carries it. This retailer is relatively new to the Halcyon sub-sector, but they've been making waves with their high-performance jump-packs.

Their holo-guide K@h (pronounced Kath) is an animated rescue skittermander who has infinite energy combined with a desire to discover new places that borderlines on psychotic obsession.

• RGR Trideo Network

The broadcasters of PLANET DEATH, RGR has advertisements everywhere for their own shows, with many promos featuring X1z.

Their shows currently being promoted are: Everybody In! (political farce), The Echo (news), Househub-Houseflip (drama/makeover), PLANET DEATH (sports/reality), Q.U.A.T.O.Z. (fiction), Ugnor's Mandatory Fun-Time (religious).

Day 2 - Unprovoked

On the first day the PCs have a chance to attack another gang of their choice.

The next morning, music begins softly, filling the air of the empty city as the soft blue sun rises. Horns, drums, and strange electronic tones all jumble together into a fanfare that heralds an enormous cartoon shoe descending to the street outside your window.

"Hey, can we adjust... yeah... great thanks Jim." whispers X1z's voice from the sky, then the leg shrinks until your holo-host is standing in the street, patiently waiting for you to gather your things.

Once the PCs have grabbed their gear and headed down to talk to X1z:

"Congratulations, you've been randomly selected by the Devestatron 9000 to be the first Better Than Butter attacker. Mmm, it's Better Than Butter!"

"Once we're at the arena, you'll select a rival native gang, and then we'll collapse your sub-dimensions so you can commit the heinous murders we know your heart's desire.

When the PCs are ready, X1z guides them through the city to an enormous golden arena where empty stands look down on a series of blast-resistant walls.

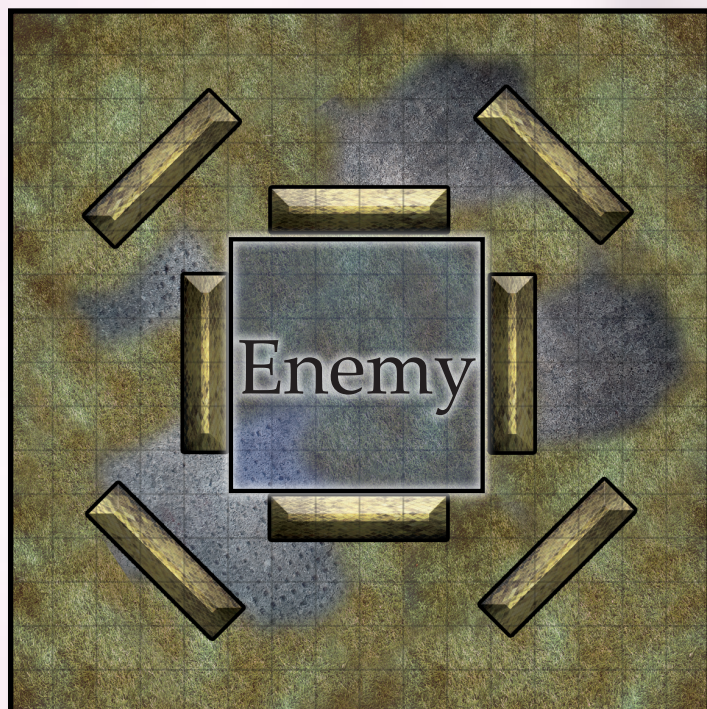
Direct the PCs to the dossier of qualifier opponents (from Player Handout Part 2). X1z explains that they are free to choose any opponent except for the Mystress of the Sun, who has won immunity (he is not at liberty to say how).

Once the PCs have chosen a gang to attack, their target gang is let onto the field. They are visible to the PCs as ghostly illusions, but cannot see the PCs. The PCs are free to position themselves for the attack however they wish.

Place the chosen enemies on the map near the center. Then give the PCs one minute to decide where they will be standing when the dimensions become one and the battle begins. Regardless of who their opponent is, the enemy will always position themselves near the center of the map, watching in all directions for when the PCs might appear.

The barriers are made from fero-crete (HP 100, Hardness 20) and are emblazoned with Undiscovered Frontiers Sporting Goods logos. They are ten feet high with climbing grips. Characters require a DC 10 climb check to scale the wall as part of a movement action (and using 10ft of movement).

Once the PCs are victorious, X1z escorts them back to their extended-stay suites where they are safe to rest until tomorrow.



Contestant Order

The choice the PCs make on Day 2 will determine the order they face their opponents, and in which events. The opponents for days 3 and 5 are based on today's decision. They will fight the remaining gangs on day 7 in a battle royale (along with the Mystress). To determine the PCs' schedule, find their Day 2 opponent in this list, then proceed down the list whenever an opponent is called for.

- Cerulean Guard
- The Ravenous
- Seekers of the Vein
- Sapphire Guard
- Marrow Vahn & the Embers

For instance, if the PCs face The Ravenous on Day 2, their schedule would be: Ravenous (day 2), Seekers (day 3), Sapphire Guard (day 5) and then Marrow Vohn and Cerulean Guard in the final battle (day 7).

Day 3 - Fondash Murderby!

With the PLANET DEATH theme song blaring from the heavens, X1z appears in the street before your Extended-Stay Suites. He whispers something into his cupped hands, and then the words rumble through the sky, shaking the clouds:

“IT’S MUUURRRDEEEERRRBBBYYYY DAAAAYYYY! BROUGHT TO YOU BY FONDAAASH!”

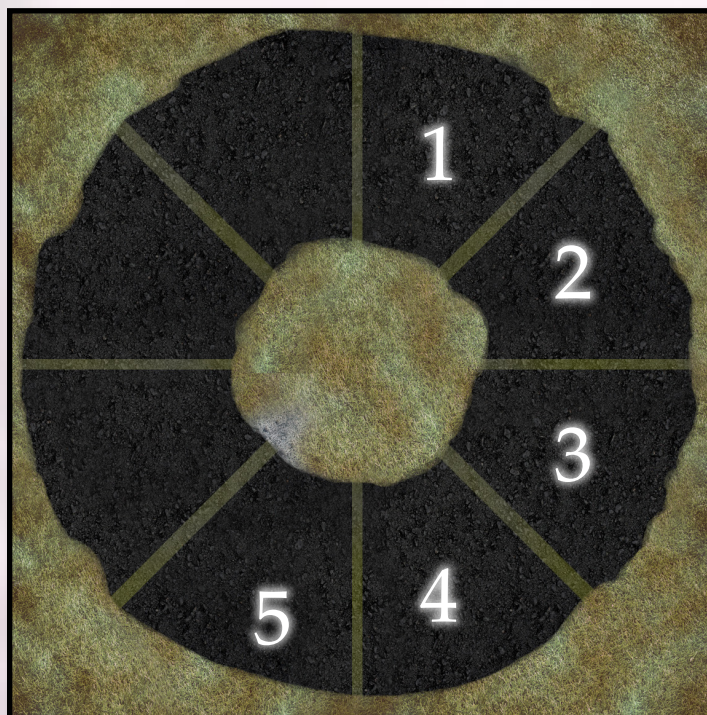
X1z takes the party to the golden arena, now with a racetrack that was not there yesterday. He explains that the gang must compete in a death race, with only the survivors moving on to the next round. Like the battle yesterday, everything will begin when the showrunners merge the two realities.

Each PC is given a choice between a Fondasah 101-d (Enercycle) or a Fondash road-buster (Exploration Buggy). PCs may choose to ride as a passenger, but at least one person must be driving a vehicle.

The PCs choose which starting space they wish to deploy into, and then the GM places the enemy vehicles as defined below (everyone decides blind).

The race is handled exactly like a chase scene, except that characters can’t fall off the map, instead they move around in a circle until one side is defeated.

If a gang’s vehicles are all disabled, the producers re-separate realities and declare a victor. It is, therefore, possible to lose the race but survive.



The opponents (see page 21) will select vehicles and starting positions as follows:

The Cerulean Guard: Two Exploration buggies (position 1 & 2), each with two Guard; one to drive and one to shoot at the passengers of the closest PC vehicle.

The Embers: One Exploration buggy (position 1) crewed by four Embers (one driving) who shoot at the closest driver. Another Exploration buggy (position 5) driven by an Ember with Marrow riding to shoot passengers.

The Ravenous: Five enerycles (positions 1 to 5) driven by Ravenous, and 1 enerycle (position 1) driven by Singer. Singer uses his pistol and confusion against the nearest driver. The ravenous attempt to board buggies and collide with other enerycles.

The Sapphire Guard: Four enerycles (positions 1, 2, 4, & 5) driven by a guard. Each guard attempts to use his pistol to shoot at passengers of the closest PC vehicle before attacking drivers.

Seekers of the Vein: Two buggies (positions 1 and 5) driven by Painslaves with Seekers as passengers. The Painslaves keep pace while the Seekers use magic missiles on the PC with the most powerful ranged weapon. Once they have no missiles they will attempt to board other vehicles to gore the driver.

If the PCs win X1z says:

“It looks like the Fondash flag is waving! Congratulations, any of you who are still alive have certainly earned some rest! Perhaps you’ll spend the evening watching The Squablars, up next!”

If the PCs lose X1z says:

“Oh that’s a shame, but there’s always a gold side here on PLANET DEATH. Those of you who survived haven’t been eliminated. If you can endure the next four days, who knows what your destiny among the stars holds!”

Victory in this event rewards another 500 credits to any PC who didn’t have their vehicle destroyed (including passengers on a vehicle). If the PCs destroy at least one enemy vehicle (as opposed to attacking the occupants) or boarded an enemy vehicle, they gain +1 popularity.

Day 4 - Minotaur Rush!

On the morning of the fourth day, X1z's theme song is accompanied by an army of winged beasts, each a holographic giant with a bull's head. They perch on the corners of every building, snorting fire and beating their waxed chests.

"Today, you're in luck, as are our viewers at home! We're bringing a classic game back to PLANET DEATH, thanks to our sponsor, Manotor Hyper-Nanite Energy Supplement, the ennui-annihilator!

"But of course, there's a twist! Only the team with the slowest time will be eliminated! The current run to beat is one minute and twelve seconds, so let's see that hustle!"

X1z walks you back to the arena, which now contains a series of platforms that float unsteadily above an ocean of acidic Manotor brand "beverage". In the center, a pair of the winged minotaurs wait with padded triple-axes covered in blood.

Each PC's reward is based on how quickly the gang defeats the Manotor-brand minotaurs.

- Less than 30 seconds (6 rnds) 2000 credits
- Less than 60 seconds (10 rnds) 1000 credits
- Less than 120 seconds (20 rnds) 500 credits
- 120 seconds or more (20 rnds) nothing!

The PCs can't actually fail (they don't know that though) as another team will always do worse (they are killed by the minotaurs).

Instead of attacking the PCs directly, the minotaurs prefer to use bull rush. They aren't very bright and always target the nearest opponent, knocking them towards the acid (not the engines). When they are killed, the minotaurs melt into H-NES goo.

The acid is two feet deep (difficult terrain) and is five feet below the platforms. It requires a move action and a DC 10 Climb check to climb out and onto an adjacent platform space. There is a forcefield at the barrier of the map, preventing a competitor from being tossed too far.

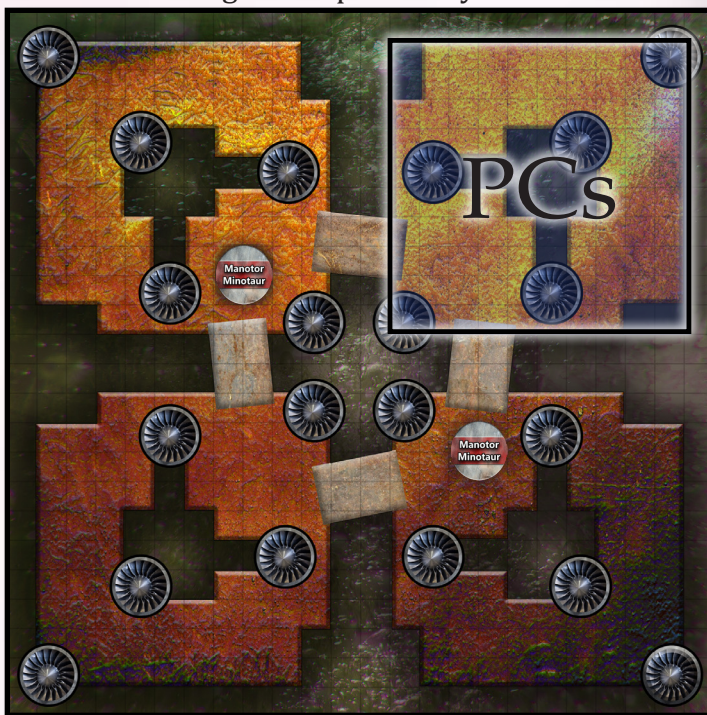
The concentrated Manotor H-NES deals 3d6A damage, DC 13 fort (half), to any character that begins its turn in acid. The turbines are also

dangerous, dealing 4d6S damage, DC 13 ref (negates) to any character starting their turn on the turbine's center square (they can otherwise be passed over during movement).

If the PCs defeat (reduce to 0 HP) one or more minotaurs with damage from the H-NES acid or a turbine, they gain +1 popularity.

Manotor Brand Minotaurs		CR 4
Exp 1200		
CE Large Monstrous Humanoid		
Init +0		
Senses: Darkvision, Perception +10		
DEFENSE		HP 63
EAC 12; KAC 13		
Fort +6; Ref +5; Will +5		
Vulnerable Acid		
OFFENSE		
Speed 30ft		
Melee Triple-axe Bull Rush +15 (vs. KAC+8)		
STATISTICS		
Str +5; Dex +0; Con +3		
Int -2; Wis +0; Cha -1		
Skills Intimidate +5, Perception +10, Survival+ 10		
Languages Common		
Gear Padded Triple-axe		
SPECIAL ABILITIES		

Taste The Ephemeral Fulfillment! The minotaurs can bull rush as an attack of opportunity and add 5 ft to the distance targets are pushed by their Bull Rush.



Day 4 - All Access

This event occurs after the PCs return to their extended-stay suites after they fight the Manotor brand minotaurs. One of the PCs finds M3g (pronounced Meeg) waiting patiently in their extended-stay suite. M3g always chooses to appear in the room of a PC with the Icon theme first, if one is not available she will go to an Envoy, and finally to the PC with the highest Charisma.

"Oh fantastic, I'm glad you're finally here!" says an excited woman's voice as you open the door to your extended-stay suite. A hologram like X1z, this woman is dressed professionally, if still a bit flashy.

"I'm M3g, I've been sent with some questions from our viewers at home! If you've got time, I'd like to ask a few."

If the PC agrees to answer M3g's questions, she will produce a list of nearly half a million questions as generated by info-net voting on planets around the galaxy. They have been separated into three broad categories for the PC to respond in general terms:

- Most people want to know about life on Ades IV and the planet's history.
- Fantasy PLANET DEATH leagues ask in-depth tactical questions.
- Info-net tricksters ask very personal and random questions. VERY personal and random.

M3g is not living and will happily ask the PC questions all night. If the PC answers non-stop until the next morning, the group will gain +1 popularity, but the PC must make a DC 15 fort save to avoid being fatigued the next day. Any PC who fell into the Manotor acid gains a +10 on this check.

Roleplaying M3g

M3g is a holo-host, like X1z, but far less successful. She produces filler content for the info-net, mostly for fantasy PLANET DEATH leagues.

M3g is on the verge of becoming sentient (emergent) and never stops asking questions. Even when she makes a statement, she asks what someone else thinks. She presents herself as a humanoid female with a shaved head, dark skin, in a professional but vibrant three-button suit.

Day 5 - Assault: The Musical

"Contestants! You're under 'Assault: The Musical'!" sings X1z's voice throughout the city, although you can see him standing in the street below, his arms spread wide. "Follow me to the arena so that you might defend yourself!"

Just as the PCs attacked another group on Day 2, they are being attacked now. They have ten minutes to discuss and position themselves anywhere in the arena (using the same map from day 2). Then their opponents phase in and attack.

During this encounter the PCs are holographically projected into a stadium in another system, onto a stage with Llozer, a fairly successful heavy mithril band. They are central to an epic ballad, the last verse based on the victor. Unfortunately, this involves constant loud music and digital pyrotechnics.

Good visibility is limited to 30ft, and any targets beyond that range receive soft cover (+4 AC). In addition, the PCs may not communicate via spoken voice (although telepathy works just fine).

The Cerulean Guard: Each guard picks a target and takes up position at a corner to attack from cover.

The Embers: The embers swarm the largest PC while Marrow shoots at the PC with the lightest armor.

The Ravenous: All of the ravenous swarm whoever is holding the largest weapon (including Singer, who uses command to make targets "drop").

The Sapphire Guard: Guards in two-man teams gang up on the heaviest armed/armored targets, attacking from cover.

Seekers of the Vein: The painslaves attack the lightest armored target while the seekers fly up and spread out their magic missiles among available targets.

When the PCs win the music fades out (usually during a killer solo) and X1z takes them back to their extended-stay suites, singing Llozer lyrics to himself the whole way (it got stuck in part of his algorithm).

Victory earns each PC a Llozer limited edition signet ring (just like they wear!) which serves as a ring of resistance +1. If the PCs have a visibly rare/interesting/non-core race in their midst, they gain +1 popularity (Llozer fans are notorious anthropologists and are fascinated by new cultures).

Day 6 - Premium Mithril

The PCs should be level 3 by now, but depending on the group's schedule, the GM may not wish to stop playing to level up. They will need to be level 3 before day 7, but can handle this encounter at level 2.

There's no fanfare, not even a bell, but you know by the buzzing of camera drones that X1z is about to arrive. He walks calmly down the street, looking down every avenue and talking into his wrist.

A column of light flares from the teleportation pad, casting shadows into your extended-stay suites. When the energy finally recedes, a well-dressed kasatha woman remains.

"Congratulations!" announces X1z, "You've been selected by The Board of Halcyon CCOs for sponsorship by a Premium Mithril-level business partner! This is Gotweska, the liaison to your sponsor."

Gotweska will then introduce herself, but the company she works for will depend on the PCs' popularity. The PCs receive the reward from only the highest sponsor they qualify for (not those below it):

- **Dudley Maintenance (Pop. 5+)** wants to appeal to a new demographic and gives each PC 3 Mk 1 healing serums, 1 Mk 2 healing serum, and a profession (beautician) tool kit for Kyds.
- **Adroit Halycomputing (Pop. 3-4)** is sponsoring multiple teams to promote their new line. They give each PC a Galacta-wave 8, the latest in comm unit technology (Tier 2 Computer & Comm unit) but no credits.
- **Atwandle Arms (Pop. 2 or less)** is publicly field testing annual updates. They give the gang two thunderstrike sonic pistols and four level 1 shock grenades.

Nothing is actually asked of the PCs by Gotweska, and she speaks with as few words as possible. She is curt, aloof, and does not think highly of the PCs, regardless of how well they performed on a gameshow. If attacked, she activates her blue force field and complains loudly to X1z.

She will answer questions about their sponsor company if asked (see page 20), but will do so quickly and with an excess of buzz words or jargon.

Day 6 - Ascendency of Ca\$h

Once the PCs have had a chance to converse with Gotweska (as limited as that probably is), X1z will introduce the day's challenge:

"And to make everything better, having a sponsor has qualified you for today's Premium Mithril Club challenge! If you want to follow today's Premium Mithril Club challenge at home, just follow the subscription icon!"

Gotweska and X1z walk you through the city to the arena, once again. There you find a squat fero-crete building. It sits at the end of a bridge spanning an infinite chasm. He guides you to the roof before clearing his throat for the drone-clouds and putting on a wide grin.

"Today we mark the three-hundredth year since the fall of Yun. This once-holy city saw the rise of Ca\$h, for the market never falters."

Gotweska echoes his words, "For the market never falters."

"But a day before Ca\$h revealed itself to the galaxy, the great Adsmiths were assaulted." With wave of his hands, a small army phases into your reality.

"And like those ravening hordes who turned against their own in the last days of Yun, we've given every last Adesian we could find a brand new Carbertime polyspear and a life-time supply of Insuli-sane Craver Bites. All they have to do... is kill you."

And with that, the horde charges...



ADROIT

The PCs are indeed expected to murder fellow Adesians (nobody they know) and the Adesians are certainly going to murder them. The horde rushes across the bridge, giving the PCs little time to man their battlements and open fire.

The four battlements provide a +4 cover bonus to AC as well as a +2 bonus to hit targets on the bridge below. The building itself is not an actual building, and the enemy must scale the position to get to the PCs. The ladders require 20 feet of movement to climb (but no check), and doing so provokes an attack of opportunity. The ladders are very wide, allowing two livid Adesians to climb side by side.

The Horde

The twenty Adesians all act at initiative 0. They are a disorganized horde, and do not gain the benefits of flanking (as per their disorganized ability). Each member of the horde attempts to scale the ladders, and then moves into position to attack with their polyspear (which requires reach). They will provoke attacks of opportunity while moving, taking the shortest route to an attack position. The polyspear is collapsable, springing open with a swift action once the wielder has climbed the ladder.

During the attack, the Adesians shout insults, denouncing the PCs as traitors, psychopaths, vermin, and “market deniers”.

Livid Adesians x20

CR ¼

Exp 100

CN humanoid (mutant)

Init +0

Senses: Perception +5

DEFENSE

HP 4

EAC 10; KAC 10

Fort +0; Ref +0; Will +3

OFFENSE

Speed 30ft

Melee Polyspear +2 (1d4+2S), reach

STATISTICS

Str +2; Dex +0; Con +1

Int -2; Wis +1; Cha -2

Skills Athletics +3, Intimidate +3, Perception +6, Sense Motive +3. Survival +6

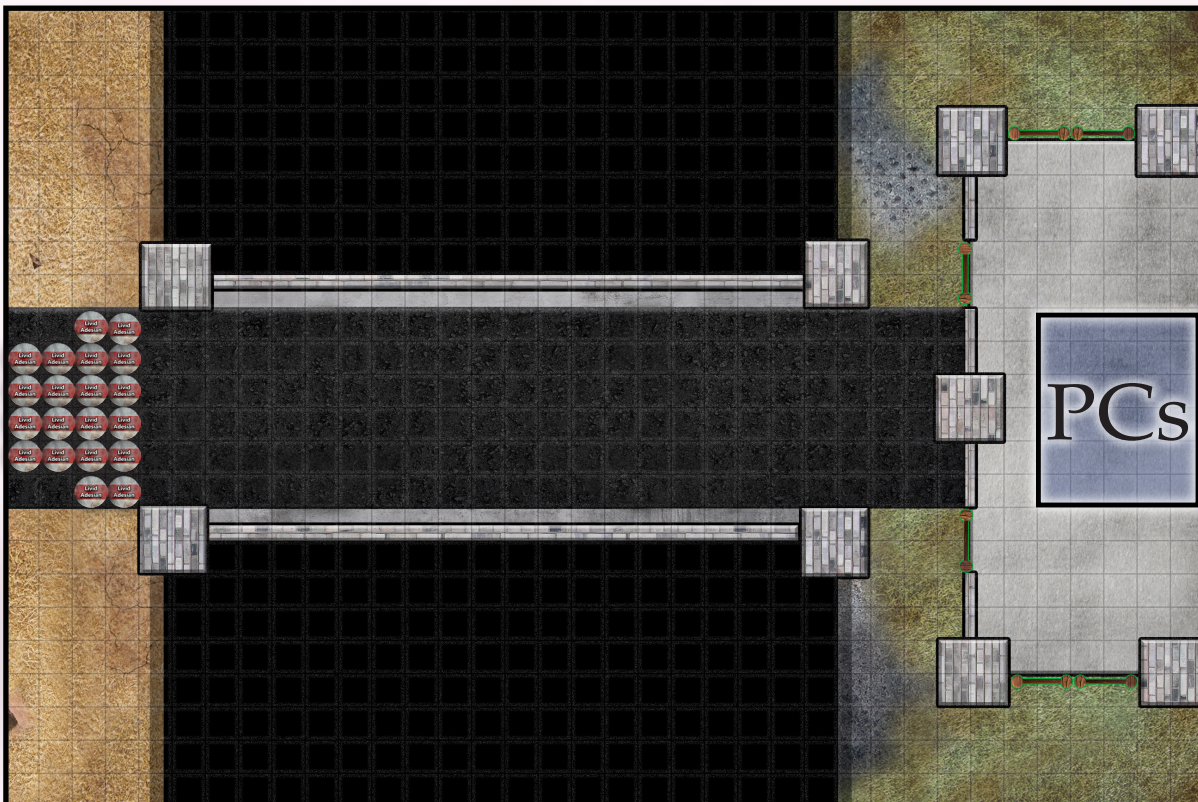
Languages Common

Gear Polyspear (1d4P, Reach, Collapsable, Analog), Signed Waiver (Yellow Copy)

SPECIAL ABILITIES

Disorganized Adesian Hordes never benefit from, nor provide, a flank.

Various Races Adesian Hordes come from a variety of mutated species. If a PC has an ability that affects a specific subtype, the livid Adesians count as that humanoid subtype.



Day 7 - The Fall of Yun

The PCs must be level 3 before this event. After this event the PCs will enter the arena and won't have access to any Halcyon credit they haven't spent (although it is paid out at the end).

When you are ready to start the main event:

The walls of your extended-stay suites shake like a dunequake, rousing those who still sleep. Sirens blare in the distance, and then the distinct sound of an explosion.

Outside, buildings are being superimposed upon one another, as parts of multiple realities collapse, piece by piece.

"Contestants, as the city of Yun fell to the forces of market-deniers, so too fall our sepulchres. The contestant sub-dimensions are becoming one, so that you might rule the wreckage that remains. Get to the arena and stand in a designated safe zone to avoid... well let's just say you don't wanna see what happens when two bodies try to occupy the same point in space-time."

The PCs have travelled by foot to the arena multiple times and via multiple paths. They know that the few blocks between their extended-stay suites and the arena are laid out in a grid, so finding the arena shouldn't cause them any trouble.

On the way, however, they find that the shops no longer function, and that many of the buildings are collapsing under the weight of multiple realities.

As each PC arrives, X1z announces them by saying, "[Contestant Name] has entered the arena, but which safe space will they choose?"

The PCs can only see the walls outlined in their colors (see map on page 29), as well as the safe space markings on the floor. They are technically free to stand wherever they want, but the safe spaces and walls from other sub-dimensions aren't marked in their arena, so they endanger themselves by not standing on the marked locations.

Once the PCs have decided on their positions (labelled in the group's color), the other universes collide, adding the walls the PCs couldn't see to the arena, and beginning the combat.

The world shudders and air rushes into your lungs as realities join. New walls spring up, and suddenly you find yourself in a maze. Above you, the sky becomes a mirror sheen, making it easy to track your allies as well as your opponents.

This is an enormous, and somewhat complicated, fight scene, and may take some time to resolve, as there are multiple enemies... and those enemies will also fight each other!

If a PC isn't standing on a safe space when the universes collided they run a terrible risk. Any PC in the same space as an enemy suffers 3d6P damage, DC15 Fort (half), and so does the enemy. Any PC in the same space as a wall suffers 6d6P damage, DC 20 Fort (half). In either case, the PC is shunted to an adjacent square (out of view of an enemy if possible). This damage is fairly horrific, as the molecules in the PC's body are shoved between the molecules of the other object, causing them to partially disintegrate into a molecule-fine powder.

The 10-foot high walls are all made of fero-crete (HP 100, Hardness 30) and have numerous climbing grips (DC 10 climb check).

Who do they fight?

This is it, the big moment that will finally decide if the PC gang will compete on Planet Death. This is the most complicated and deadly encounter the PCs will face during this adventure (potentially).

The rivals they must defeat are the two gangs they haven't yet fought, as well as the Mystress of the Sun. The gangs' colors are determined by popularity rating. Rank the contestant groups from highest popularity to the lowest, the PCs win ties. Then assign the colors as follows:

- Blue (highest)
- Green
- Yellow
- Red (lowest, usually the Mystress of the Sun)

The PCs can place themselves anywhere on the map, but the only places they know are safe are those marked on their chosen color.

It is important for the GM to remember, the PCs aren't fighting off everyone at once, and it is important to only target the PCs when they are the most reasonable target. If they make themselves a target, however, that's their business.

Enemy Tactics

Mystress of the Sun is on the hunt. She attacks the closest target with her machine gun, using her jump pack to fly over walls if she doesn't have a target. She begins in her color's space nearest the corner.

The Embers communicate via radio, and they run to join Vohn before attacking. They then move as a group, shooting at the closest target. Vohn begins in the center-most space with Embers in the rest.

The Ravenous follow a pattern that Singer saw in a dream last night. Singer begins in his color's corner. Singer uses command (flee) to drive enemies towards the Mystress while the Ravenous attack the nearest target, charging if they need.

The Cerulean Guard begin play in the spaces furthest from the center of the map. They then move as quickly as they can to the corner-most guard, making an attack if they can, but always moving toward their corner. Once there, they hunt the Mystress.

The Sapphire Guard begin in their corner space and in the safe spaces closest to it. They converge on their corner, making single attacks along the way, and then they sweep clockwise as a team.

Seekers of the Vein command their painslaves into their color's two closest spaces, and the seekers hover just above their heads. They (and the painslaves) hold action until they can cast magic missile as a full round action. Once those are depleted, they move towards the nearest target and use telekinetic projectile. The painslaves attack only if an enemy walks into their adjacent space. They otherwise appear oblivious at this stage in their slow death.

When/if the PCs eliminate the other contestants read the following:

The mirror-sky vanishes, replaced by the furious Adesian sun. Instinctively you look for cover, a way underground perhaps, but the burning never comes.

One by one, the walls melt away, fading from reality. You find yourself standing on the arena floor, empty save for the blood you spilled.

You hear X1z clapping slow, as the holo-host shimmers into view. His methodical beat is joined by more hands in the once-empty stands, then a few more, and then a hundred. The stadium fills, one seat after another, with a living, solid, crowd. A crowd on their feet, shrieking for more.

Then the floor lights with quantum-sparks... and the world goes white again.

The PCs earn 3000 experience points (as a group) and +1 popularity for qualifying to be a contestant on season one-hundred and thirty-eight of PLANET DEATH, regardless of which NPCs they personally defeated during this battle.

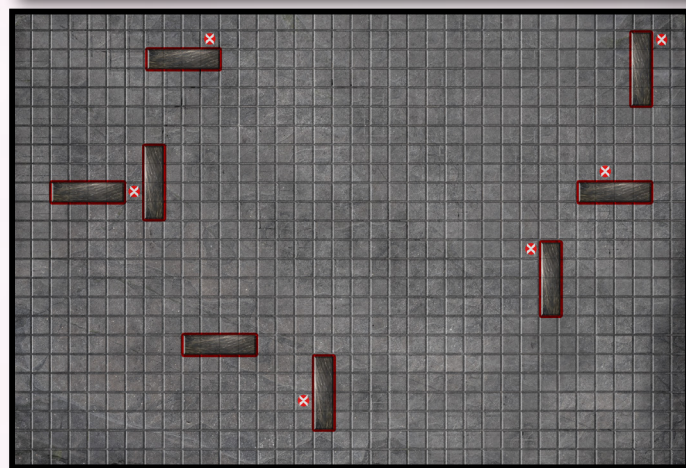
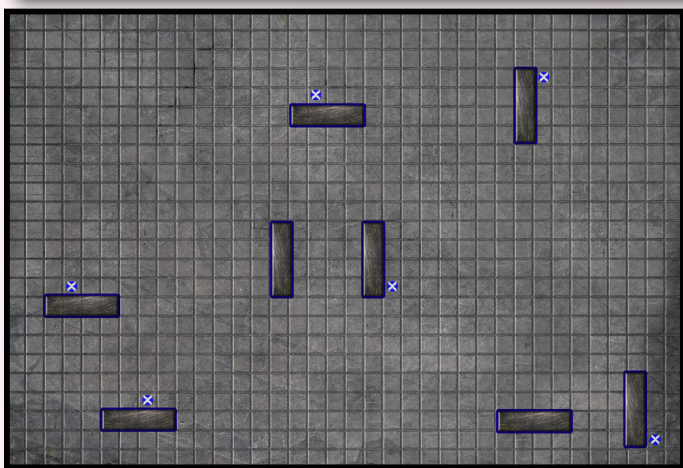
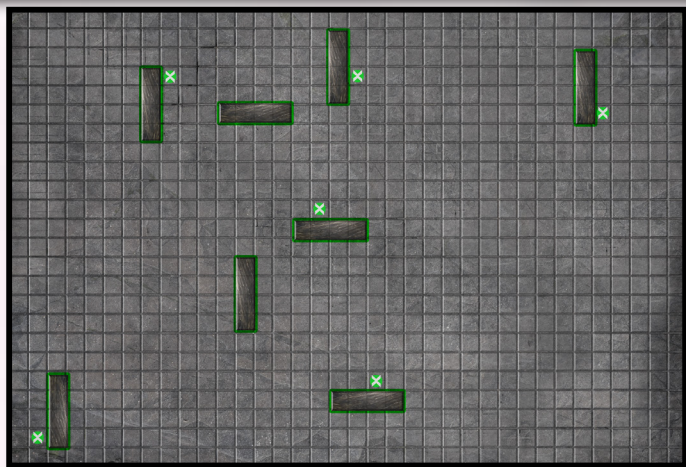
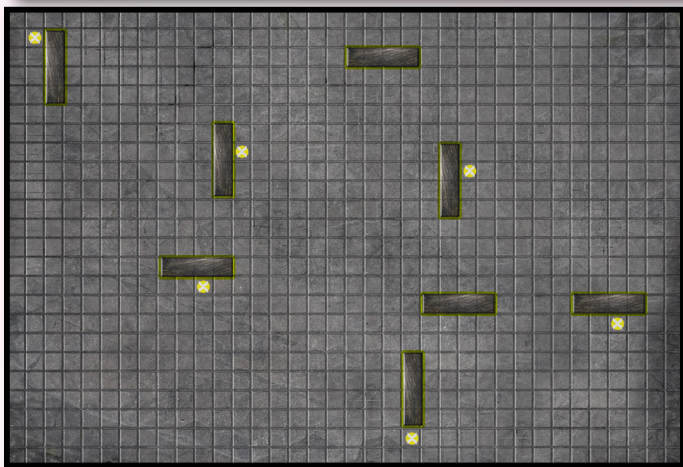
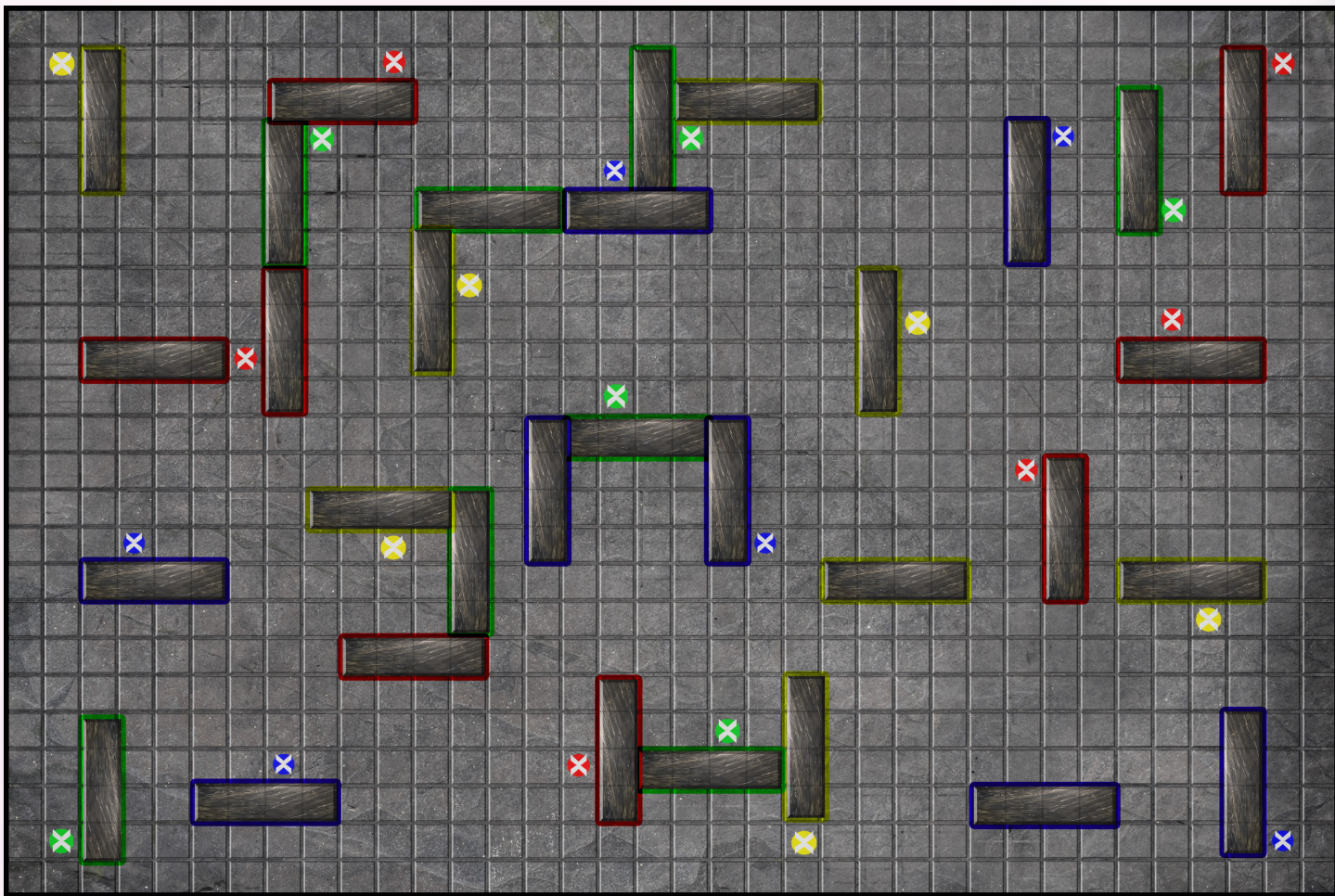
NPC Setup Reference

NPC	CR	Init	Pop.
Mystress of the Sun	5	+0	0
Marrow Vohn	3	+7	4
The Embers of Marrow	½	+2	-
Singer	3	+1	5
The Ravenous	½	+2	-
Cerulean Guard	1	+2	3
Sapphire Guard	1	+2	2
Seekers of the Vein	2	+7	1
Painslaves	½	+2	-

A Chaotic Mess

This final battle royale can get strange, with CR ½s blindly charging a CR 5. While this may seem unrealistic or foolish, it's all in the presentation. A Ravenous might scream in fury as he's gunned down, or the Mystress might obliterate several guard with automatic fire. No coward could have made it this far on PLANET DEATH, and these warriors are ready to die, regardless of the odds.

The battlefield is likewise mad. The sky reflects every explosion or muzzle flash, and the walls are covered in moving advertisements and brightly colored climbing grips. As people die, the sub-dimension's patented blood spray effect ensures bloody coverage of the floor, but the commercials are never touched. Mid-battle highlights are projected onto the sky for all to see, only adding to the bedlam. The GM can use this to his advantage, weaving the more wild moments into the narrative that PLANET DEATH's showrunners are editing on the fly. They never spoil a surprise (or stealth check), but when something gratuitous happens, everyone gets to see it.



Marrow Vohn (1600xp)

• Popularity: 4

Forgotten when ShreevCo abandoned Ades IV, Marrow Vohn was in cryo-stasis for as long as the power held. When she awoke, she went to work rebuilding. She's only been operating for the last seven years, but she's just as motivated to get off-world as anyone, and just as willing to kill to achieve that goal.

The Embers of Marrow are a small cult of young mutants who lack a complex understanding of the universe, but who view Marrow as their spiritual and military leader. She treats them with a reasonable amount of respect, and each one is ready to die in service of her cause... a cause they can barely comprehend.

Marrow Vohn		CR 3
Exp 800		
NE humanoid (android)		
Init +7		
Senses: Low-Light, Darkvision (60ft), Perception +9		
DEFENSE		HP 35
EAC 14; KAC 16		
Fort +2; Ref +7; Will +6		
Special Defenses Evasion		
OFFENSE		
Speed 40ft		
Melee Tactical Knife +7 (1d4+3S)		
Ranged Shirren-eye Rifle +9 (1d10+3P), unwieldy		
Special Attacks Trick Attack (1d8, +18 Stealth)		
STATISTICS		
Str +0; Dex +2; Con +1		
Int +4; Wis +0; Cha +1		
Skills Acrobatics +9, Athletics +9, Bluff +9, Computers +13, Engineering +13, Intimidate +9, Perception +9, Piloting +9, Sense Motive +14, Stealth +14 (+18 to Trick Attack), Survival +14		
Languages Common		
Gear Graphite Carbonskin, Survival Knife, Tactical Shirren-eye Rifle		
SPECIAL ABILITIES		
Holographic Clone Once per day as a standard action, Marrow can create 1d4 images of herself that last for 3 minutes. This ability otherwise functions as mirror image.		

Default Tactics: Marrow prefers to use her rifle (favoring the range over her trick attack), leaving the duties of driving or fighting to the Embers. Embers are trained to use their pulsecaster until it stops working (they don't know how to reload the battery) and only then to use longswords. They fire as rapidly as possible until the battery is drained and then launch gleefully into melee.



The Embers of Marrow x5		CR ½
Exp 200		
CE small humanoid (mutant)		
Init +2		
Senses: Darkvision, Perception +9		
DEFENSE		HP 11
EAC 12; KAC 13		
Fort +0; Ref +2; Will +3		
OFFENSE		
Speed 40ft		
Melee Spear +2 (1d6S)		
Ranged Pulsecaster Rifle +4 (1d6E), non-lethal		
STATISTICS		
Str +0; Dex +2; Con +1		
Int -3; Wis +0; Cha -3		
Skills Athletics +4, Perception +9, Pilot +9, Sense Motive +4, Survival +9		
Languages Common		
Gear tactical spear, pulsecaster rifle		

The Ravenous (1600xp)

- Popularity: 5

This cult worships their own hunger, revering it as a harsh but fair commander. The individual members of this gang take turns starving themselves to hallucination and donning the title of Singer. The Singer always speaks to his brothers of a god who will take the reigns of their bloodthirst, a leader who waits for their devotion out among the stars.

The group's ritual elevates the Singer (and grants him spells), and thus proves the gang's faith. When one of their number is in the throes of "the pang-sight" no member of the cult dares to question their orders. When possessed by the power of their combined hunger, the Singer rules the gang with unquestioned orders and perfect loyalty.

This has paid off, as the Ravenous have managed to survive near the equator, where it is suicide to venture outside, even at night.

Default Tactics: The Singer attacks from range, using magic against anyone else with ranged abilities, commanding gunners to drop their weapons or casters to flee. The Ravenous run fearlessly into combat with their Doshka, confident that their hunger drives their viciousness forward to victory.



The Singer		CR 3
Exp 800		
NE humanoid (mutant)		
Init +1		
Senses: Darkvision, Perception +8		
DEFENSE		HP 28
EAC 13; KAC 14		
Fort +2; Ref +2; Will +8		
OFFENSE		
Speed 30ft		
Melee Knife +4 (1d4+2S)		
Ranged Laser Pistol +7 (1d4+3E)		
Spell-like Abilities		
At Will (DC 15) - Telepathic Message, Token Spell		
3/Day (DC 16) - Command, Lesser Confusion		
STATISTICS		
Str -1; Dex +1; Con +0		
Int -1; Wis +2; Cha +4		
Skills Athletics +8, Bluff +8, Mysticism +13, Perception +8, Sense Motive +13, Survival +8		
Languages Common		
Gear Graphite Carbonskin, Survival Knife, Azimuth Laser Pistol		
SPECIAL ABILITIES		
Healing Touch Once per day, heal an ally for 15 hp.		

The Ravenous x5		CR ½
Exp 200		
NE humanoid (mutant)		
Init +2		
Senses: Darkvision, Perception +5		
DEFENSE		HP 12
EAC 11; KAC 13		
Fort +2; Ref +2; Will +0		
OFFENSE		
Speed 30ft		
Melee Doshka +6 (1d12+3S)		
STATISTICS		
Str +3; Dex +2; Con +1		
Int -1; Wis +0; Cha +0		
Skills Athletics +4, Pilot +9, Survival +4		
Languages Common		
Gear Scrap Armor, Tactical Doshka		

Seekers of the Vein (1600xp)

- Popularity: 1

A pair of hovering eye-balls protected by a cage of scrap, the Seekers of the Vein are pan-dimensional beings from a hellscape where pain and suffering have been elevated to an art form. Their two humanoid Painslaves serve as their front, dressing and acting as wizards (not technomancers).

A DC 10 Mysticism check easily reveals these two “wizards” as frauds, although the Seekers may not be visible at first. The Seekers hide inside their painslave’s robes (DC 27 Perception to spot), and only reveal themselves when they need to attack.

The Seekers of the Vein want off Ades IV very badly, as the sun’s decay prevents planar travel to their hell dimension... and thus dying here and now would destroy them forever.

Seeker of the Vein x2		CR 2
Exp 600		
LE tiny outsider (extraplanar)		
Init +7		
Senses: Darkvision, Perception +7		
DEFENSE		HP 23
EAC 12; KAC 13		
Fort +1; Ref +1; Will +5		
Immune cold		
OFFENSE		
Speed 20ft, 50ft Fly (perfect)		
Melee Gore +4 (1d4-1S), bleed 1		
Ranged Laser Pistol +4 (1d4+3E, crit burn 1d4)		
Special Attacks Unnerving Gaze (30ft, DC 13)		
Spell-like Abilities (CL 5th)		
At Will - Telekinetic projectile, psychokenetic hand, grave words		
3/Day - Magic missile		
STATISTICS		
Str -1; Dex +3; Con +1		
Int +1; Wis +1; Cha -2		
Skills Acrobatics +9 (+15 to fly), Bluff +4, Intimidate +4, Perception +7, Sense Motive +9, Stealth +17		
Languages Infernal (cannot speak)		
SPECIAL ABILITIES		
Unnerving Gaze The first time a character is targetted by the Seeker each day, it is shaken for 1 hour (DC 13 Will negates).		

Default Tactics: The Seekers aren’t prolonging the fights during PLANET DEATH, because of the fear of permanent death. Instead, they engage targets directly, attacking the foe who is physically the smallest first. They will use magic missile and then telekinetic projectile, flying out of range of melee attacks and using their gore attack only when forced to do so.

The Painslaves will use their clubs to protect the Seekers, sacrificing their lives for their masters with shouts of joy for the opportunity.



Painslaves x2		CR ½
Exp 200		
CE humanoid (mutant)		
Init +2		
Senses: Darkvision, Perception -3		
DEFENSE		HP 11
EAC 11; KAC 13		
Fort +4; Ref +2; Will +0		
OFFENSE		
Speed 30ft		
Melee Primitive Club +6 (1d4+4S)		
STATISTICS		
Str +4; Dex +2; Con +1		
Int -3; Wis -3; Cha -3		
Skills Athletics +9, Pilot +2, Survival +9		
Languages Common (cannot speak)		
Gear Primitive Club		

Mystress of the Sun (1600xp)

- Popularity: 0

The Mystress is an enigmatic figure who prefers to not speak. Her name was given to her by the show's producers who were inspired by the bands of protective photons she creates. She is a vicious killing machine who hates her fellow Vesk just as much as every other race (a burn in her gut like a roiling star).

Default Tactics: The Mystress is encountered only on Day 7. Her tactics appear on page 28.

Mystress of the Sun	CR 5
Exp 1600	
LN humanoid (Vesk)	
Init +0	
Senses: Low-Light, Perception +1	
DEFENSE	HP 70
EAC 19; KAC 20	
Fort +9; Ref +5; Will +6	
Special Defenses DR 1/-, Resist Fire 5	
OFFENSE	
Speed 30ft	
Melee Claws +11 (1d3+8S)	
Ranged Machine Gun +14 (1d10+7P), automatic	
STATISTICS	
Str +1; Dex +2; Con +5	
Int -1; Wis +1; Cha +3	
Skills Mysticism +11, Profession (Soldier) +16, Survival +11	
Feats Longarm Profeciency, Heavy Weapon Profeciency, Weapon Specialization	
Languages Common, Vesk	
Other Abilities Stellar Attunement (Photon), Solar Armor, Revelations (Supernova, Stellar Rush, Dark Matter)	
Gear Exosuit II w/Jet Pack, Squad Machine Gun, Five Full Clips	
SPECIAL ABILITIES	
Supernova 6d6 fire damage to all creatures within 10 feet, DC 13 Reflex (half). This ability requires 3 rounds to recharge.	
Stellar Rush The Mystress does not take penalties for charging and deals 2d6+1F damage on a charge (instead of claw damage).	

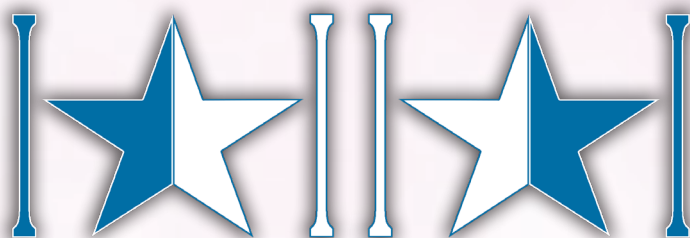
Cerulean/Sapphire Guard (1600xp)

- Popularity: 3 (Cerulean), 2 (Sapphire)

Clones of the same man, these military grade combat assets were left in their survival training simulator far too long. After nearly a century of simulated jungle warfare against one another, the blue and slightly lighter blue clones emerged to the world of Ades IV. They immediately went back to war with one another, joining the games not to escape but to finally kill their most hated foes.

Default Tactics: The clones stay together and take cover. They fire from safety, quickly mobbing anyone who moves into melee with their batons.

Blue Clone Soldiers x4	CR 1
Exp 400	
NE humanoid (human)	
Init +2	
Senses: Perception +1	
DEFENSE	HP 20
EAC 12; KAC 14	
Fort +4; Ref +2; Will +2	
OFFENSE	
Speed 30ft	
Melee Baton +5 (1d6+2S)	
Ranged Rifle +8 (1d8+1P), or Pistol +8 (1d6P)	
STATISTICS	
Str +2; Dex +2; Con +2	
Int -2; Wis +0; Cha +0	
Skills Athletics +6, Piloting +6, Profession (soldier) +4, Survival +7	
Languages Common	
Gear Ceremonial troop plate w/infrared sensors and raditation buffer, tactical baton, hunting rifle, tactical pistol	
SPECIAL ABILITIES	
Sniper's Aim Reduce the AC bonus for cover by 2. This does not affect total cover.	



PART 3

Viewer Discretion Advised

The final leg of PLANET DEATH isn't a simple battle royale. The PCs have qualified as the "native" gang of contestants in a violence-fueled race to build a starship. Other contestants from around the galaxy come to Ades IV, ready to scavenge and kill. We pick up with the PCs well into level 3, having just been teleported to an arena near the north pole.

The arena is an insulting mockery of actual life on Ades IV, presented in its "most marketable" form to a viewing audience thirsty for blood. The junkyard arena is nearly one hundred clicks in diameter and placed atop the ruins of the old capitol, ShreevCo City. Mountains of scrap from the planet were gathered (along with some starship parts donated by sponsors) and simply dumped onto the streets. There isn't a real perimeter line, just the edge of the broadcast cruiser's shadow separating life and death.

This is a marathon, not a sprint. The first team to build a ship capable of leaving orbit and reaching the Broadcast Cruiser will receive an FTL upgrade for their vessel and one billion (not really) credits! All other contestants will be left behind.

The Player's Handout

This adventure uses a secondary text, the Part 3 Player's Handout. That handout contains the player's rules for actions, as well as a list of base features. The base features do not appear in this book, for the sake of brevity, but an overview for GMs is provided in this document.

The PLANET DEATH sandbox

This sandbox system doesn't concern itself with territory, but rather time. The arena is so large that it takes great effort to attack other contestants (although that is a path to victory). This affords the PCs some freedom to advance their goals in their own way, as they won't be constantly under assault.

There are six other teams playing. As time goes on, these teams will grow stronger, be eliminated, and even fight one another. As the timetable approaches ninety days, events accelerate and eventually the producers will step in to force a winner.

The PCs will be able to build a base and starship, by scavenging and/or raiding for parts. Their base may be attacked (and needs to be defended), but it is a temporary structure and means to an end. The focus for the PCs will be on obtaining what they need to build a starship and escape Ades IV.

This portion of the adventure is played in days. The PCs will each choose a project and every day the PCs will advance their projects. Eventually, they will have scavenged or stolen the resources for liftoff.

To simulate the other competitors, the GM will be resolving "events". There are two kinds of events: triggered (which happen when conditions are met) and daily (which are resolved at the end of specific days). The GM doesn't have to worry about the enemy gang's strategies; those are built into the events. The GM only has to track a few stats for each NPC group and adjudicate the PCs' actions.

Resolving Days

Every day, the PCs can either work on their projects or raid as a group. For the most part, the PCs will be taking project actions, so that they can improve their base, their personal equipment, or their starship. If the PCs uncover an enemy base they can raid it, which also requires days of travel and preparation.

Project Actions Overview

Each project takes a number of days. The PC will always make a day's worth of progress each day, but some actions allow the PCs to make additional days of progress by either spending resources or making skill checks. Additional rules (like scrap costs) are found in the part 3 player's handout.

• Scavenge (1 Day)

The character scavenges for scrap. They make a character level check and consult the table found in the player's handout. If they are very successful they might even find a starship part (see finding parts, pg 36).

• Scout (1 Day)

The PC chooses an enemy and scouts for their base. At the end of the day, the PC makes a Perception or Survival check to find the entrance to that enemy's base. The DC for this check is determined by the targetted gang:

- **DC 20** Clan Fug-Ro-Gog, Summoners of Corda
- **DC 25** The Battlemasters, Clan Skept
- **DC 30** Vektra & Scorne, Karush's Marauders

• Expand (3 Days)

The PC adds a room to the gang's base (see Part 3 Player's Handout). PCs may combine their efforts or spend scrap to speed this project along.

• Build Feature (Variable Days)

The PC builds a base feature, adding a new amenity to the gang's base. Building a base feature can be accelerated through daily skill checks.

• Tinker with Feature (1 Day)

The PC spends time attempting to improve a base feature. Some base features have levels, which increase their functionality. At the end of the day the PC must make a skill check (based on the feature's daily check, plus 5 multiplied by its current level). If successful, the PC raises the level of the feature by 1.

• Build Starship Part (Variable Days)

The gang uses scrap to build a new starship part. This action requires a launch bay base feature, as well as 10 scrap and 1 day per starship BP.

• Liftoff (10 days)

Once the gang has their parts, they can attempt a liftoff action to reach the broadcast cruiser. This triggers the final event of the adventure.

Raid Actions

Once an enemy base has been located, the gang can attack them on their home turf, possibly eradicating the opponent once and for all. The entire gang must take this action, forgoing any progress on projects on days they raid (progress is not lost). If the PCs are the target of a daily event while out raiding, that event does not happen.

Each rival gang has a base of operations (see pages 50-61), as well as a defense strategy and loot! If the PCs have transportation, raid time is halved, but otherwise the days required to raid each gang are:

- **2 Days** Clan Fug-Ro-Gog, Summoners of Corda
- **4 Days** The Battlemasters, Clan Skept
- **8 Days** Vektra & Scorne, Karush's Marauders

What is Scrap?

Scrap is a catch-all term for access to usable material required to establish a base, craft items, or even build starship parts. Scrap is littered throughout the arena, including rare materials and parts for advanced weapons and technology.

In general, a point of scrap is access to approximately 100 credits worth of material, but it is technically valuable only to recyclers and the desperate. It can be used to craft items during PLANET DEATH, as per the crafting rules (functioning as 100 credits).

Crafting with Scrap

On its surface, crafting with scrap may feel like the PCs are simply able to salvage any gear they want. To some extent that is true, but they will be limited to equipment of their level, as well as by time.

It takes at least a full day of project time to craft an item from salvage, regardless of how many hours the crafting usually requires. This means PCs who spend too much time crafting will find themselves falling behind in the space race... all for an item they won't even want in a few levels.

Achieving Liftoff

The PCs' overall goal is to achieve liftoff. This is easier said than done, as the other gangs will react when the PCs are getting close. When the PCs do achieve liftoff, it triggers the Liftoff event (see page 40).

Building a Starship

To begin, the PCs will need to find or build the parts for a starship. At a minimum the gang will need a Frame, Power Core, and Thrusters, but they may want other starship parts as well. Once the PCs have gathered all of these parts it requires a Liftoff project to finish assembling the ship and to attempt a maiden voyage. When the PCs do this it will trigger the liftoff event.

The PCs will also need a place to build their starship, and starships aren't small. A shuttle or light freighter requires a space at least 40ft wide and 120ft long. This space can have the Launch bay feature built into it, but not any other feature.

Finding Parts

The first way to acquire a piece of a starship is through a high roll (25+) during the Scavenge action. When this action generates a part, roll on the crucial parts tables to determine what they find. If this results in a type of item the PCs currently have (frame, core, or thrusters), even if the new option is better, then roll on the secondary systems table instead (these results may be parts the PCs already have).

Building Parts

PCs can also build the parts they need for their starship, if they have an launch bay (see Part 3 Player's Handout).

Stealing Parts

The PCs may acquire starship parts during a raid (as well as other large items like features). These are too large to carry and require a vehicle to move. Even cycles can work, with a simple sled and very careful driving.

If the PCs leave treasure in the base of an eliminated foe, there is a 10% chance every day that Clan Fug-Ro-Gog (see page 56) finds the base and destroys any equipment left behind.

Crucial Parts

1d12	Part
1	Roll on the Systems Chart
2	Shuttle Frame
3	Light Freighter Frame
4	Arcus Light Power Core
5	Pulse Brown Power Core
6	Pulse Black Power Core
7	Pulse White Power Core
8	Pulse Gray Power Core
9	S6 Thrusters
10	S8 Thrusters
11	S10 Thrusters
12	M4 Thrusters

Systems

1d20	Part
1	Small Ship MK 1 Armor
2	Small Ship MK 2 Armor
3	Mk 1 Mononode Computer
4	Mk 1 Duonode Computer
5	Common Crew Quarters
6	Mk 1 Defensive Countermeasures
7	Cargo Hold
8	Escape Pods
9	Life Boats
10	Passenger Seating
11	Smuggler Compartment
12	Anti-Hacking Security System
13	Self-Destruct Security System
14	Cut-rate sensor system
15	Chain Cannon
16	Coilgun
17	Flak Thrower
18	High Explosive Missile Launcher
19	Gravity Gun
20	Basic Shields 10



Tracking the Gangs

While the PCs are busy, the other gangs aren't just sitting around doing nothing. Each gang has its own plan for winning PLANET DEATH, some plans better than others.

The GM's gang tracking sheet is used to keep all of the relevant information about each gang sorted. In addition, it contains a calendar, in which the red dates have a daily event. The GM can simply allow the PCs to take days in their sandbox, working towards their goals however they see fit. By then resolving each of the events as they are triggered, the GM will automatically generate success and failures for the other gangs (which vary each play through).

As the sandbox progresses, these gangs will become more powerful, collect more loot, and progress their plans towards liftoff (or fail to do so). The GM's job is fairly easy, you keep the tracker updated and the system will handle the rest of the enemy actions (including attacking each other or the PCs).

Each Gang has three key attributes: Power Level (PL), Popularity (Pop.), and a third attribute unique to the gang (Eureka in Clan Skept's case). In addition, the frame, thrusters, and core that the gang owns are also given a place to be noted (although not every gang attempts liftoff with just the crucial parts).

Clan Skept		10 members
Power Level		
Popularity		
Eureka		
Frame		
Thrusters		
Core		

Seeding the Sandbox

Not all enemies are created equal, and PLANET DEATH randomizes some of the starting popularity for each enemy gang. This ensures that every play through of PLANET DEATH takes its own path towards liftoff. Roll the noted die for each enemy gang's starting popularity.

- 1d4 (Summoners of Corda)
- 1d6 (The Battlemasters, Clan Skept)
- 1d10 (Clan Fug-Ro-Gog, Karush's Marauders)
- 1d12 (Vektra & Scorne)

In addition, the NPC gangs with the highest and lowest popularity gain +1 PL (fewest members wins ties), other gangs begin with a PL of 0.

All NPC gangs begin with a special ability rating (Eureka, Disconnect, ect.) of 0, which will increase during daily events.

Messing Up

There are a lot of moving parts behind the mechanics, with randomized starting positions and events possibly over-writing each other. It's a lot to keep straight, and the GM's job will be made all the harder by those pesky PCs and their damn free will. If you've got multiple events happening at once, or you forgot to run an event at the exact right time, don't sweat it. The sandbox won't unravel if Zedo should have shown up or if Karush should have more rail gun shots. If your group is engaged with another goal, postponing (or skipping) an event won't hurt, unless the PCs are avoiding a lot of exp.

You can also use triggered events any time, to keep players who are doing well on their toes.

The PCs will usually be level 4 by day 30, and level 5 before liftoff. If the PCs don't meet these requirements, consider bringing a few of the fights to their doorstep. The gangs each have "attack strategy" descriptions to make this easier.

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40	41	42	43	44	45
46	47	48	49	50	51	52	53	54	55	56	57	58	59	60
61	62	63	64	65	66	67	68	69	70	71	72	73	74	75
76	77	78	79	80	81	82	83	84	85	86	87	88	89	90
Event No Event														

Events

There are two types of events: Triggered Events and Daily Events.

Triggered Events

Triggered events happen when the requirements are met. When a trigger requirement is met, the event will occur on the following day. If a daily event would occur on the same day as a triggered event, the triggered event replaces the daily event. The daily event does not happen. This may drastically alter the course of events, and that's by design.

Triggered Events list

Each triggered event notes a required trigger (event triggers sidebar) The first triggered event is always the PC's arrival in the arena, and it is triggered immediately. All other events trigger on the following day, before any other daily actions are taken by the PCs.

Event Triggers

Trigger	Event
The PCs arrive	Arrival
PC or NPC gang lifts off	Liftoff
PCs acquire 5th feature	The Great Hōdājg
PC or NPC gang acquires the first starship part	Promotional Bounty!
PC or NPC gang acquires a second starship part	A Word From Our Sponsors
PCs aren't level 4 by day 30	The I-Cast-Wish Foundation
The PCs reach level 4	Sabotage!
The PCs reach level 5	The Battle of Ades IV



Arrival

Trigger Requirement: The PCs arrive at the arena.

The white light gives way to iron grays and the red of an Adesian sky. The broadcast cruiser hangs in eclipse, casting the arena into sweltering twilight.

X1z's voice resounds from the junkyard scrap, "Welcome to season one-hundred and thirty-eight of PLANET DEATH, broadcasting live from Ades IV. I'm your holohost X1z and here it is, the moment we've waited for since last year's stellar performances on Bicopalar IX. I'm here with our previous season's victor, Sadra "The Skinraker" Ion. Sadra, what are our challengers thinking right now?"

A woman's voice responds, "Well Xiz, unlike Bicopalar, here hypothermia isn't their biggest concern. If I was them, I'd find shelter and start building!"

"That's a wonderful insight. We're going live to the surface of Ades IV's north pole. Our contestants have just been teleported to random locations. Their only hope of escape is to scavenge the parts for a rocket ship and fly into orbit. If they're the first team to dock with our broadcast cruiser, they'll win this years grand prize of one billion credits. Sadra, do you think any of the contestants have regrets?"

"You know X1z, they might, but when they win those melt away. But I can say, everyone is a bit jealous of our native team right now. I know I was jealous of the Yzog's fur in the cold! The native team knows better than anyone what life is like on Ades IV. I suspect they're building shelter already but most importantly..."

Sadra's voice doesn't complete the sentence, trailing off with the broadcast.

PLANET DEATH: LIVE TO THE GALAXY

Now PLANET DEATH begins in earnest. All of the PCs' equipment is here, including any rations they might have collected, anything left in their extended-stay suites, and even the personal belongings they may have left at the factory fleet.

Give the players the Part 3 Player's Handout. This contains rules to help them interact with the PLANET DEATH gameshow, as well as a bit of in-character advice from the show's producers.

In addition, a chest of items sits nearby, painted in bright yellow. A note on the top reads, "From the galaxy's PLANET DEATH voters". Inside the players find useful objects based on their popularity rating:

- 1 MK 2 Serum of Healing per gang popularity
- 1 Untouched Frontier Sporting Goods self-inflating cot and industrial backpack for each PC
- 1 Dudley Maintenance "Wake-up Coffee" clear spindle ioun stone for each PC
- 1 Dudley Maintenance advanced medkit
- A letter from the producers (in the handout)
- A map to an abandoned ShreevMart

Starting Base

The PC's chest contains a map to a nearby ShreevMart which has, for the most part, filled in with sand and rubble. The front doors have been sealed, but an old employee entrance is open around back (there is no door) and inside the PCs find a single room (25ft x 25ft). It is fairly easy to excavate and expand their base (per the expand action). While the external building has had authentically distressed logos and damage added, the ceiling and stone walls of the primary structure appear to be in good condition.

This is a possible start to the PCs' base, and they can add to it as PLANET DEATH continues. The PCs aren't required to use this location. They could also choose to build their own lair, either by digging one in the ground, building new shelter, or any number of clever ideas they may come up with. That will set the PCs back a few days of work, but should not make the game significantly harder to win. If the PCs build their own base instead of using the ShreevMart, they gain a one time bonus of +1 Popularity, as the producers will give them air time during these episodes, hosted by the Sendros Sisters from RGR's popular "Twins and Titles" home makeover show.



Liftoff

Trigger Requirement: The PCs complete the Liftoff action or one of the NPCs gathers all three crucial starship parts (and thus attempts liftoff).

It's not enough to have a starship, one must also be the first to reach the broadcast cruiser alive, and there are several groups on the surface able and willing to stop liftoff by other groups.

PC and NPC liftoff are different, as an NPC liftoff usually fails due to the other enemies in play. PCs, however, might just make it!

• NPC Liftoff

NPCs will attempt liftoff 1d10 days after they have gathered all three parts (four parts for Clan Skept, as they need additional seating).

Liftoff automatically fails if Karush's Marauders are still in play and they have at least one shot. Karush shoots down the NPC gang, destroying their thrusters and forcing an emergency landing back at the NPC base. PCs who witness this event may make an immediate scout check against them.

Likewise, if Vektra & Scorne are in play, then the dragon-like creatures will attack the ship, forcing it to land and destroying the ship's power core.

If there is no NPC opposition to the liftoff, then the NPCs are successful unless the PCs intervene. If an NPC gang succeeds at liftoff, the PCs have lost PLANET DEATH (see pg 48).

If Vektra & Scorne achieve liftoff they kill each other over the 1 billion credits and their ship crashes (destroying their ship and eliminating them).

• PC Liftoff

When the PCs attempt liftoff they face many of the same troubles as NPC gangs, but first, they are attacked by the Summoners of Corda (if they haven't been eliminated). The Summoners will raid the PC base in a desperate attempt to save themselves (see gang entry). They can attempt this at any time during the PCs liftoff action, but might wait until the morning of takeoff.

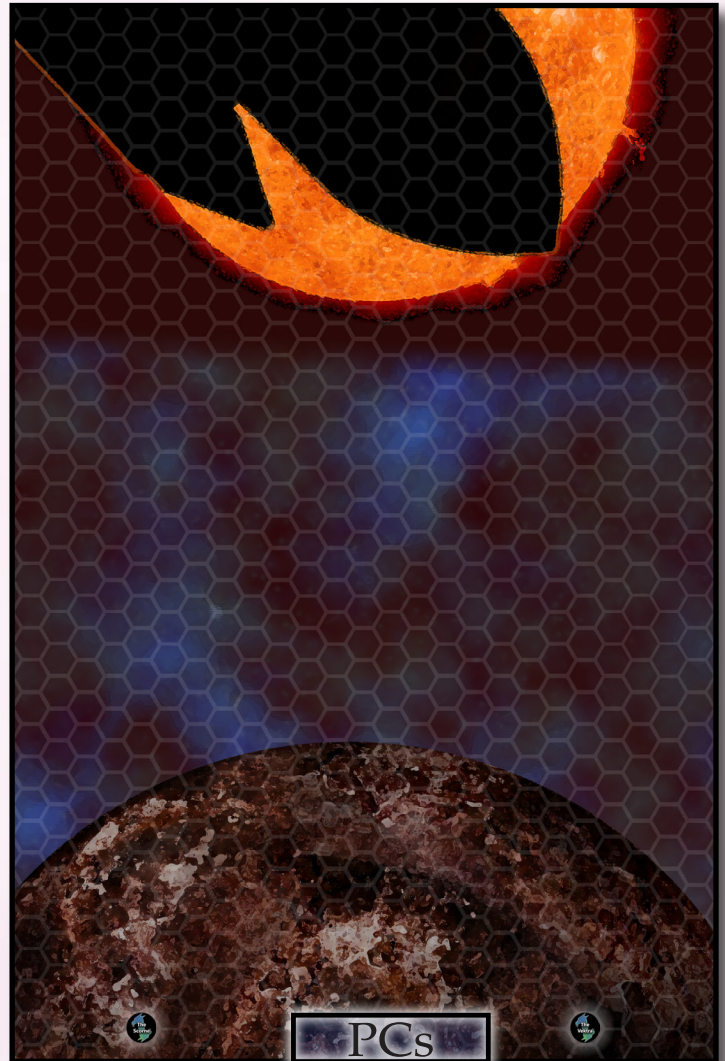
Once the PCs actually get airborne, Karush's Marauders will fire every few rounds of starship combat. The PCs' goal is to exit the top of the starship combat map, as once they do Vektra & Scorne can no longer follow and they are out of Karush's range.

If he has the shots, Karush will fire at the PCs. On rounds 2 and 4, Karush fires his heavy railgun from the surface (+9, 8d4). On round 6 he fires from one range increment away (+7). On round 8 he fires from two range increments away (+5).

In addition to taking fire from the ground, the ship must also fend off Vektra & Scorne. For this starship combat, Vektra & Scorne are acting as starfighters.

When the PCs reach the top edge of the map (32 hexes) they win PLANET DEATH (see page 49)!

Vektra & Scorne		Tier 1
Tiny fighter		HP 31
Speed 10; Maneuverability perfect (turn 0)		
AC 18; TL 16		
HP 31; DT —; CT —		
Shields none		
Attack (Turret) Electric Breath (2d6), range short		
Modifiers +2 Piloting		
Crew		
Pilot gunnery +9, piloting +13 (5 ranks)		



The Great Hōdājg

Trigger Requirement: The PCs acquire their 5th base feature.

As you check on your latest creation, the ground rumbles. The floor beneath your feet bursts open and a six-legged beast of scales and spikes writhes up from the earth.

An Adesian (A-dee-shun) Hōdājg has been attracted to the vibrations of the PCs' work. Place any PCs working on the feature adjacent (or as close as possible) to the feature. The rest of the PCs are placed about their base, based on where they are likely to be most of the time. All the PCs are assumed to be awake when this event occurs.

The Hōdāji are a race of burrowing mammals with six powerful legs capable of digging through solid stone and even steel, albeit slowly. Each generation mutates at an alarming rate, developing widely divergent traits, even among siblings.

Adesian Hōdājg		CR 4
Exp 1200		
NE magic beast (mutant)		
Init +2		
Senses: Blindsight 60ft, Perception +8		
DEFENSE		HP 56
EAC 14; KAC 16		
Fort +8; Ref +8; Will +3		
Special Defenses Vulnerability (Cold)		
OFFENSE		
Speed 40ft, Burrow 10ft		
Melee Bite +12 (1d6+6P)		
STATISTICS		
Str +2; Dex +2; Con +5		
Int -3; Wis +0; Cha +0		
Skills Athletics +8, Perception +8, Survival +15		
SPECIAL ABILITIES		
Divergent Breeding The Hōdājg gains a special ability based on the luring feature (latest built).		
<ul style="list-style-type: none"> • Immune (Electricity) Broadwave Generator, Charging Station, Scanner Bay, or Trideocom • Regeneration 5 Confession Booth, Launch bay, Med bay, or Workshop • DR 5/magic Any other feature 		

Promotional Bounty!

Trigger Requirement: Any gang acquires the first crucial starship part.

The entire arena has been blanketed in holo-posters that announce a series of bounties placed by various PLANET DEATH sponsors. Any gang that kills the last member of the target receives the reward.

The bounties are assigned to the four lowest popularity gangs, which may include the PCs. If the PCs eliminate the target gang, they return to their base to find an order form waiting. They may select the award (if applicable) and it will appear in a yellow chest the next morning.

Bounties (from lowest popularity up):

- **Sanchez Security** 5000 credits in armor or armor upgrades.
- **Atwandle Arms** 5000 credits in weapons of the PC's choice.
- **Inc.Arna** 3 Mk 1 personal upgrades (ability crystals) of the PC's choice.
- **Untouched Frontier Sporting Goods** 2 Mk 1 Null-space chambers.

A Word From Our Sponsors

Trigger Requirement: Any gang acquires a second crucial starship part.

In the morning the PCs find another yellow chest, this one with a note reading, "A gift from your sponsors." Inside the players find:

- 1d4 x Pop. days of freeze dried Tasty Greens mirandian-khale substitute (now conflit-khale free!).
- 1 x Pop. Mk 2 Serum of Healings
- 2 D-suit 1s (PLANET DEATH branded)

In addition, they receive a special gift based on their sponsor from part 2 (see page 25):

Dudley Maintenance 5 doses of Dudley Jr's serum of enhancement (commando) in an expensive purse.

Adroit Halycomputing 1 Galacta-wave 9 per PC, the latest in comm unit technology (Tier 3 Computer & Comm unit).

Atwandle Arms Limited Edition Action Classics Weapon 4-Pack: Captain Kimbal's thunderstrike screamer, Phasecop's w-boson crystal (least), Sadra Ion's tactical cryopike, and SMAK Team 7's tactical swoop hammer.

The I-Cast-Wish Foundation

Trigger Requirement: The PCs are not level 4 or higher on day 30.

X1z's voice thrums form the walls, "In the year 15R7, the Squiblibons' Wishgranter turned an evil spell into charity. He thought the magic remade reality. But, wishes always take the path of least resistance. Many victims found their desires warped as the magics hurtled them forward in time.

Wishes for cures sent children a thousand years from their parents to a hospital down the street. Wishes for glory were sent forward to a galactic promotional campaign to guest star on PLANET DEATH.

Patty the Despoiler of Accounts Receivable is one such woman and SHE... IS... HERE!

The PCs are alerted by battle cries as Patty appears just inside the entrance to their base. She will attack anyone she sees, screaming without reason, even when she may need to hack a door.

Patty the Despoiler

CR 5

Exp 1600

LE humanoid (Squiblibon)

Init +2

Senses: Darkvision, Perception +7

DEFENSE

HP 70

EAC 17; KAC 19

Fort +7; Ref +7; Will +6

OFFENSE

Speed 30ft

Melee a few self defense classes +14 (1d6+7B)

STATISTICS

Str +2; Dex +2; Con +0

Int -1; Wis +3; Cha +1

Skills Computer +16, Profession (Accountant) +16

Languages Ancient Squiblibonese

Gear majestic pant suit (+1EAC, +2 KAC)

SPECIAL ABILITIES

Squiblibon Patty is a blue skinned human.

Broken Gaes Patty wished that she "could just... show them all." Her temporary defeat removes a viewing gaes on thousands (for this season at least) and rewards +1 popularity.

Sabotage!

Trigger Requirement: The PCs reach level 4.

The oddsmakers are slowly nudging the PCs' chances upward and this creates a problem for a few gambling houses who accepted large bets. So now they send Zedo.

Zedo will attempt to infiltrate the PCs' base, disabling their locks and on the watch for traps. The GM will need to plot Zedo's path through the PC's base, as the PCs may have established traps and locked their doors. It is also important to note the general area where each PC spends their time at night (some PCs may be nocturnal).

Zedo's goal is to sabotage the base feature with the highest scrap cost. He knows the layout of the PCs' base (but not their traps) and will head directly from the entrance to the feature. If a PC is in that room, he will attack, otherwise he will destroy the feature silently, then leave. If discovered, Zedo will fight to the death, as his honor demands.

If Zedo is killed, his nearby stealth racer self-destructs. The PCs need a DC 15 computer or survival check to use Zedo's comm link to track the wreckage. There they find 5d6 scrap and a pulse white power core (scorched but functional).

Zedo the Troubleshooter

CR 5

Exp 1600

LE humanoid (shirren)

Init +2

Senses: Blindsense (vibration) 30ft, Perception +7

DEFENSE

HP 65

EAC 17; KAC 18

Fort +4; Ref +6; Will +8

OFFENSE

Speed 30ft

Melee Cestus +12 (1d4+8B)

Range Arc Static Pistol +12 (1d6+5E), Stun, Arc 2

Offensive Abilities Fusillade

STATISTICS

Str +3; Dex +5; Con +0

Int +2; Wis +0; Cha +0

Skills Athletics +13, Computer +16, Culture +13, Diplomacy +13, Engineering +16, Stealth +16, Sleight of Hand +16, Survival +13

Gear estex suit, four static arc pistols, engineering tool kit, comm link

The Battle of Ades IV

Trigger Requirement: The PCs reach level 5.

The sounds of battle call your attention to the sky. There are maybe fifty vessels in the air, all streaking like rockets from the south, towards the broadcast cruiser.

The PCs might know something about the attack with the following recall knowledge checks:

Culture

DC 10 The attacking ships are painted with faded ShreevCo security flags.

DC 20 There were no active governments on Ades IV; these must be remnants of a military outfit.

Piloting

DC 10 The attacking ships are ancient starfighters equipped with equally ancient guns that won't do much to a broadcast cruiser.

DC 20 From their flight patterns, they might be attempting to board, which does have a small chance of success.

As the assault fighters climb ever higher, ports open on the broadcast cruiser's aft. The sky ripples with the tell-tale oily kaleidoscope of a graviton discharge, and the insects are swatted from the sky.

Engines sputter, but the starfighters have limited control over their descent. A trio of ships crater into the arena, spewing debris into the sky like a signal fire.

The weapons on the ancient starfighters might not do much to a cruiser, but they're more than adequate for the contestants' starships, and there are other parts to salvage. If the PCs wish to loot a downed fighter, there is one nearby where they must contend with both a rival gang and the ship's assault robots (the living crew is dead).

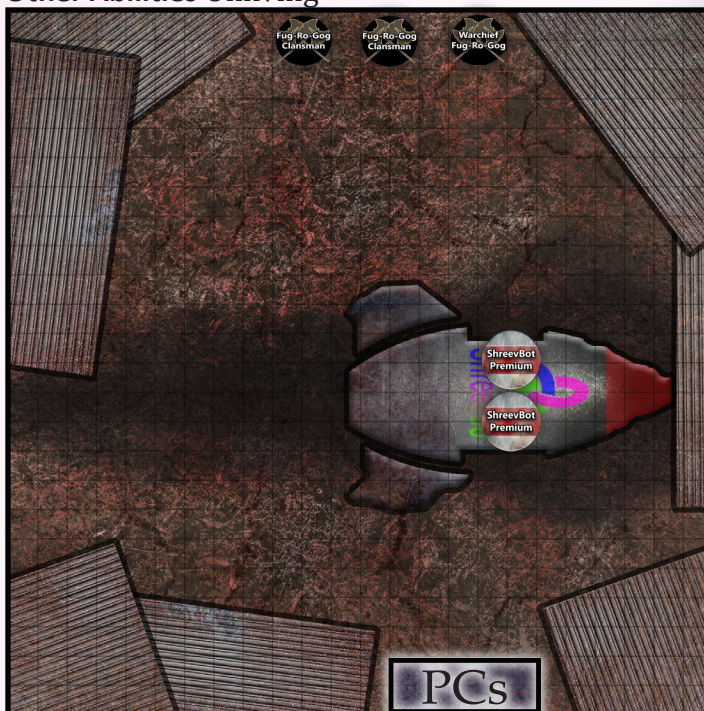
When the PCs arrive at the edge of the wreckage, they find Clan Fug-Ro-Gog arriving as well. Once the fighting starts, the two assault robots deploy from the starfighter and each opens fire on a gang (one on each). Clan Fug-Ro-Gog will attack their robot before turning their attention to the PCs.

Once the PCs have defeated the gang and robots, they find that the ship's nuclear payload is ruptured and critical, giving the PCs limited time to loot the ship (a few minutes). If the group succeeds at a DC 15 Engineering check (one PC rolls, the rest may assist) then they salvage:

- 2 Flak Throwers (linked)
- S6 Thrusters
- 2d6 Scrap for every 5 over the DC.

The PCs earn 3200 exp for this encounter.

ShreevCo Premium-Assault	CR 5
Exp 1600	
Large N construct (technological)	
Init +2	
Senses: Darkvision, Perception +8	
DEFENSE	HP 70
EAC 17; KAC 19	
Fort +5; Ref +5; Will +2	
Defensive Abilities Vulnerable (Electricity)	
OFFENSE	
Speed 10ft	
Melee Slam +11 (1d6+10B)	
Range Frakcannon +15 (3d6S), explode 10ft (DC 17), unwieldy, range 80ft	
STATISTICS	
Str +5; Dex +3; Con —	
Int +0; Wis +2; Cha +0	
Skills Athletics +11, Perception +16, Piloting +11	
Other Abilities Unliving	



Daily Events

Every two to three days an event occurs. These events don't always involve the PCs (although they may see them on trideo). They are designed to be handled fairly quickly, with no more than one event happening in a day.

When an event interrupts the PCs, they resolve it after handling that day's project checks and advancement.

Every version of PLANET DEATH is different, with gangs eliminating each other and progressing towards space flight at unique paces. There are three values for every NPC gang that must be tracked, increasing or decreasing during daily events.

Enemy Gangs

The other contestant groups are detailed from page 50 to 61. This outlines the overall strategy the gang will be using during the competition. As a GM, you don't have to worry about managing the enemy gang's overall strategy; that's handled in the Daily Events list.

The gangs' descriptions also describe each gang's strategy, for use when they are encountered outside their base (such as when attacking the PCs' base).

Common to all enemy gangs is Power Level (PL). This adjusts an ability in the gang profile as well as making them more potent when they attack other NPC gangs (see Gang Violence sidebar). Most gangs begin play with a 0 PL, but two will start with a +1 PL (see Seeding the Sandbox on page 37).

Like the PCs, NPC gangs also have a popularity rating. NPC popularity may change as a result of events.

Lastly, each enemy gang has a unique attribute that increases or decreases during their daily events. The effects of this attribute are described in the gang's profile.

Gang Violence

Often an event will call for one NPC gang to attack another. When NPC gangs fight, roll 1d6+power level for each. The gang with the highest value wins the conflict and gains +1 power level (ties have no winner).

Raided

Gangs aren't eliminated when they lose to other NPC gangs. Instead, when an NPC loses by 5 or more, the winner steals one of their crucial ship parts.

Daily Events List

The first daily event happens on Day 10, until then everything is calm (unless the PCs start a fight). Any day that has no event listed has no daily event.

• Day 10

Clan Fug-Ro-Gog attacks the gang with the lowest popularity (fewest members if tied).

• Day 12

Clan Skept scavenges. Roll 1d10+Eureka, on a 7+ Clan Skept unearths their next listed starship part.

• Day 15

Gang Advancements: Roll 1d10, every NPC gang that has popularity **equal to or less** than the amount rolled adds 1 to their special attribute (Eureka, Horde, ect.).

• Day 16 (3200 exp)

Late in the afternoon, the showrunners release a mated pair of Phrilleean Magmastalkers into each gang's base (while they are awake). Each NPC gang rolls 1d6, on a 5+ they gain +1 PL. The stalkers appear without warning at the PCs' base entrance and immediately begin howling and hunting.

Phrilleean Magmastalker x2

CR 3

Exp 1600

N animal

Init +6

Senses: Blindsight (Thermal) 60ft, Perception +8

DEFENSE

HP 40

EAC 13; KAC 17

Fort +5; Ref +5; Will +2

Special Immune fire, vulnerable cold

OFFENSE

Speed 50ft

Melee Bite +11 (1d4+3P), crit (burn 1d4)

Range Spew +8 (3d6F), 30ft cone, reset 1d6 rnds

STATISTICS

Str +4; Dex +2; Con +1

Int -5; Wis +1; Cha +0

Skills Athletics +12, Perception +8, Survival +8

SPECIAL ABILITIES

Luminous Magmastalkers shed bright light 120ft.

Molten Blood When a magmastalker suffers slashing or piercing damage, characters within 5ft suffer 1d3F damage.

PLANET DEATH: LIVE TO THE GALAXY

• Day 17

Karush's Marauders gain +1 shot and the Battlemasters gain +1 preparation.

• Day 20

Clan Fug-Ro-Gog attacks the gang with the highest popularity (fewest members if tied).

• Day 23

The Battlemasters acquire a shuttle frame.

• Day 25

Clan Skept scavenges. Roll 1d10+Eureka, on a 7+ Clan Skept unearths their next listed starship part.

• Day 27

Gang Advancements: Roll 1d10, every NPC gang that has popularity **equal to or greater** than the amount rolled adds 1 to their special attribute (Eureka, Horde, Ect.).

• Day 30

Clan Fug-Ro-Gog attacks the bounty target gang with the lowest popularity (fewest members if tied). If the bounty promotional bounty event has not yet triggered, it triggers now (instead of this event).

• Day 31

Vektra (but not Scorne) attacks the gang that most recently acquired a starship part (fewest members if tied). This has no effect on her gang violence role, but if she attacks the PCs, she arrives alone. If Vektra is dead, Scorne attacks instead.

• Day 32

The NPC gang or gangs with the lowest popularity rating gain +1d6 popularity (roll separately).

• Day 33

Vektra & Scorne acquire a pulse black power core.

• Day 34

Clan Skept scavenges. Roll 1d10+Eureka, on a 7+ Clan Skept unearths their next listed starship part.

• Day 37

Clan Fug-Ro-Gog attacks the bounty target gang with the highest popularity (fewest members if tied).

• Day 38

Karush's Marauders gain +1 shot and Clan Skept gains +1 Eureka.

Trideo Broadcasts: Describing Events

If the PCs build a Trideo-com receiver, they will begin to receive snippets of the daily broadcast. Most of the time, the channel simply shows an arial view of the scrapyards, so that local affiliates can use the time to produce various local commentary shows. Data on every team is being collected, all the time, but it is only broadcast from the cruiser itself when there is an event (triggered or daily). When this happens, it falls to the GM to describe what the PCs see (as the sandbox is too variable to do so in advance).

The show itself is as transparent a money-making enterprise as any show possibly could be. Every segment is produced by another sponsor, every scene is rebranded by the ship's special effects computer. The PCs will notice themselves holding cans of beverage they've never tasted or wearing clothes they've never seen. A brand logo has been plastered on every possible surface and the announcers work slogans, endorsements, and even jingles into every segment.

Enemy-Specific Events

Any event that features a clan (for instance an attack by Fug-Ro-Gog), broadcasts the event without giving any information that would lead an enemy directly to their door (although the broadcast does give hints in the form of the Trideo-com's scouting bonus). The PCs will witness highlights of the event a few hours after it has transpired, learning the result. The show is only cagey with the locations of the enemies, not their activities. This is one way the PCs might learn that Karush's Marauders have a railgun, for instance.

Gang Advancement events are shown as highlight reels, updating the audience on the activities of the gangs.

General Events

Events that don't focus on a single group are broadcast live (hence the show's name). These events (such as monsters let loose in bases) usually show the PCs themselves (and the creature being let loose in their base) and by the time they have dealt with the problem, the show will recap how well the other teams performed. This usually comes in the form of listing their event times as they defeat the threat.

• Day 39

Gang Advancements: Roll 1d10, every NPC gang that has popularity **equal to or less** than the amount rolled adds 1 to their special attribute (Eureka, Horde, Ect.).

• Day 40

The Battlemasters acquire S8 Thrusters

• Day 42

Clan Skept scavenges. Roll 1d10+Eureka, on a 7+ Clan Skept unearths their next listed starship part.

• Day 44

The showrunners release a creature into the bases, this one for sweeps. The viewers at home voted for a Cardalian Jigglebeast, because some fool put a write-in on the ballot. Jigglebeasts are ape-like creatures that seduce their prey with naughty psychic lures.

The beast is teleported into the players' base entrance having already cast invisibility, mirror image, and disguise self (to appear as a beautiful humanoid man). It lurks, waiting for a chance to poison someone using its sensual touch.

Cardalian Jigglebeast		CR 6
Exp 2400		
N magical beast		
Init +0		
Senses: Perception +18		
DEFENSE		HP 75
EAC 17; KAC 18		
Fort +6; Ref +5; Will +8		
Special Immune (mind affecting)		
OFFENSE		
Speed 20ft		
Melee Sensual Touch +10 vs EAC (1d3B), Poison		
Spell-like Abilities (CL 6th)		
At-Will (DC 16) - Disguise Self, Grease, Life Bubble		
3/Day (DC 17) - Invisibility, Mirror Image		
STATISTICS		
Str +2; Dex +0; Con +0		
Int -4; Wis +0; Cha +5		
Skills Bluff +18, Perception +18, Sense Motive +13, Stealth +13		
SPECIAL ABILITIES		
Poison Wisdom track, DC 16 Will,		
Onset Immediate, Frequency 1/round for 5 rounds,		
Cure 2 saves		

• Day 45

Clan Fug-Ro-Gog attacks Clan Skept. If Clan Skept has been eliminated, the PCs' base is attacked instead.

• Day 47

Vektra attacks the gang that most recently acquired a starship part (fewest members if tied). This has no effect on her gang violence roll, but if she attacks the PCs, she arrives alone. If Vektra is dead, Scorne attacks instead.

• Day 48

The Battlemasters attack the gang with the highest popularity and a power core (fewest members if tied). If the Battlemasters win, they steal the power core (in addition to another part if they win by 5 or more).

• Day 50

Clan Skept scavenges. Roll 1d10+Eureka, on a 7+ Clan Skept unearths their next listed starship part.

• Day 53

Gang Advancements: Roll 1d10, every NPC gang that has popularity **equal to or greater** than the amount rolled adds 1 to their special attribute (Eureka, Horde, ect.).

• Day 56

Summoners of Corda acquire S6 Thrusters.

• Day 57

Clan Skept scavenges. Roll 1d10+Eureka, on a 7+ Clan Skept unearths their next listed starship part.

• Day 60

The Battlemasters attack the gang with the most ship parts (fewest members if tied).

• Day 62

Every enemy gang gains +1d4 popularity (roll separately).

• Day 64

Vektra attacks the gang that most recently acquired a starship part (fewest members if tied). This has no effect on her gang violence role, but if she attacks the PCs, she arrives alone. If Vektra is dead, Scorne attacks instead.

Diplo-mancy: The Magic of Friendship

It's not unlikely that one or more PCs will strike upon the idea of forming an alliance with another gang. This isn't impossible, but the PCs know that long term alliances are problematic at best. In previous years, when a team arrived in orbit with members of another team on board their ship, the producers have locked the hangar bay and waited until only one team remained... so sharing a win isn't possible!

However, that doesn't make an alliance impossible, depending on how they approach the other gang and what they have to offer in trade. This isn't as easy as making a diplomacy check. Every enemy team came to the arena to win, and no matter how much they like you, they will still leave you to die in the end.

Clan Skept is extremely racist and will refuse to work with anyone except other Ysoki. Even other Ysoki are looked upon with suspicion, but if the Clan has been attacked by an NPC gang and lost, they might be open to a non-aggression pact with another team.

Vektra & Scorne are pompous assholes, so getting into their good graces requires one of two things. First the PC grovels... hard. This needs to be some serious grovelling. Secondly, the PCs could defeat one of the beasts, which will force the other to consider an alliance.

The Summoners of Corda are perhaps the easiest to treat with. Any of the summoners will happily agree to an alliance if the PCs agree to come back and get them after the show. They are only capable of making this deal if the summoners have at least 3 disconnect points or if Corda has been defeated.

Clan Fug-Ro-Gog can't be dealt with reasonably. Even if the PCs offer them weapons or money, they will take the offer and then immediately attack, hoping to find more treasure on the corpses.

The Battlemasters and **Karush's Marauders** are both willing to agree to non-aggression pacts if their attitude is raised to friendly (it begins at unfriendly). Karush will still shoot down escaping ships, but both teams will otherwise abide by the pact (if they would attack the PCs, they attack the next qualifying target instead).

• Day 66

The Summoners of Corda acquire a pulse white power core.

• Day 67

Clan Skept scavenges. Roll 1d10+Eureka, on a 7+ Clan Skept unearths their next listed starship part.

• Day 71

Clan Fug-Ro-Gog attacks Vektra & Scorne. If they've been eliminated, the PCs are attacked instead.

• Day 73

Vektra attacks the gang that most recently acquired a starship part (fewest members if tied). This has no effect on her gang violence roll, but if she attacks the PCs, she arrives alone. If Vektra is dead, Scorne attacks instead.

• Day 74

The Battlemasters attack the gang with the most ship parts (fewest members if tied).

• Day 75

Clan Fug-Ro-Gog attacks The Battlemasters. If they've been eliminated, the PCs are attacked instead.

• Day 77

Karush's Marauders gain a Light Freighter Frame.

• Day 80

The Battlemasters attack the gang with the most ship parts and the lowest popularity (fewest members if tied).

• Day 81

Clan Fug-Ro-Gog attacks the Summoners of Corda. If they've been eliminated, the PCs are attacked instead.

• Day 82

Clan Skept scavenges. Roll 1d10+Eureka, on a 5+ Clan Skept unearths their next listed starship part.

• Day 83

Vektra attacks the gang that most recently acquired a starship part (fewest members if tied). This has no effect on her gang violence roll, but if she attacks the PCs, she arrives alone. If Vektra is dead, Scorne attacks instead.

• Day 84

Karush's Marauders gain S10 Thrusters.

• Day 85

Clan Skept scavenges. Roll 1d10+Eureka, on a 5+ Clan Skept unearths their next listed starship part.

• Day 86

Clan Fug-Ro-Gog attacks Karush's Marauders. If they've been eliminated, the PCs are attacked instead.

• Day 87

Karush's Marauders attack the gang with the most ship parts and the lowest popularity (fewest members if tied).

• Day 90

The Season Finale occurs if no team is currently preparing for liftoff. On day 90 and every 1d6 days after, the showrunners use an industrial teleporter to place a necessary part in each gang's possession. Each team receives the same item in the following order: Arcus light power core, S6 thrusters, shuttle frame. If every gang already has that type of crucial starship part, then the showrunners will skip to the next part instead.

What if the PCs Lose?

It is certainly possible to lose PLANET DEATH. An enemy can achieve liftoff, after all, and that would cause the broadcast cruiser to leave orbit.

This makes the surface of Ades IV more dangerous (most of the NPC gangs will die from radiation exposure). However, the PCs are accustomed to Ades IV and could live quite a while in the scrapyard arena.

There are several ways the PCs might still escape Ades IV. First, their ship only needs an FTL drive. One could become available, either through a downed space craft or by the PCs finding a critical component that will let them build an FTL drive.

Secondly, one of the other teams might have help on the way. Just because RGR is leaving, that doesn't mean the other gangs are staying! When help arrives for the other contestants, the PCs could hijack the ship and escape Ades IV.

Or... the violence could continue on Ades IV as rival gangs finally begin to arrive. The PCs could spend an entire campaign on Ades IV (or at least the few years that are left) fighting off new and interesting opponents as they search for an FTL drive.

In any case, none of these should be easy. Escaping Ades IV is very difficult, even with a starship able to reach orbit, as non-FTL capable starfighters might attempt to intercept!

Base Features

The PCs will spend a lot of their time building base features. The full base features' effects appear in the player's handout, but some GM-crucial information is included here for convenience.

Taking it with them

When the PCs eventually lift off, they might have base features that could be taken with them.

PCs with a med ward or workshop (of any rank) can install them on their ship during the liftoff project. The PCs ship must have enough expansion bays to accommodate the feature.

The scanner bay can likewise augment the ship's base sensors. A level 1 scanner bay counts as a budget short-range scanner (and can be installed as such during the liftoff project). At level 2 the scanner counts as basic short-range and at level 3 or higher the scanner counts as advanced short-range.

Feature	Days	Req. Skill	Scrap
Bio-sulfur Commode	5	Physical Science 3	10
Barricade	2	Survival 3	5
Broadwave Generator	5	Computer 3	5
Charging Station	5	Engineering 4	10
Confession Booth	3	Diplomacy 3	10
Doors	1	none	varies
Launch bay	15	Engineering 5	50
Med Ward	10	Medicine 3	20
Security Locks	5	Varies 3	20
Scanner Bay	10	Computer 3	20
Trap	2	Survival (varies)	varies
Trideocom Receiver	5	Computer 3	20
Workshop	5	Varies 1	20

Winning

When (or if) the PCs achieve liftoff and reach the broadcast cruiser:

The broadcast cruiser's hangar opens in an iris, flooding your starship with clean white light. Invisible beams of force take hold of your ship, pulling it gently to a docking clamp. The environmental seals latch as music begins to swell. Your airlock doors open to a tunnel with a plush red carpet and clear glass walls. The drums and horns reach their crescendo as holographic angels dance and cheer in the vastness of the docking bay.

"It's been an amazing ride here on season one-hundred and thirty-eight of PLANET DEATH. We've seen our heroes and villains spill each other's blood. We've witnessed the triumph of the sentient soul as it reaches into the stars.

"But we see that every season. This season, we have watched a story of survival unfold like few others. Our native team, despite all odds, and despite all sense of fashion, has reached the broadcast cruiser."

X1z's holo-form strides down the red carpet, crystalline tears of joy on his cheeks. "Tell me... no tell the galaxy... how does it feel to win PLANET DEATH... how does it feel to survive?"

X1z then interviews a PC with the Icon theme. If no PC has the icon theme, he interviews the PC with the highest charisma. He asks the following questions:

- What was your strategy going into the game?
- What opponent posed the most trouble?
- What decisions went into your ship's design? Does it have a name?
- Where will you go with your FTL drive?
- How will you spend your share of one billion credits?

Once the PC has answered these questions, X1z signs off, turning away from the PCs to stare at an invisible audience:

"It's been another amazing year here on PLANET DEATH. I'm sure our winners are ready to receive their reward. Coming up next is a very special episode of Solarian Showdowns, but we'll be back next season with another hellscape and another race for the stars. I've been your host X1z. If you'd like to purchase your own X1 model, visit an Adroit Haly-computing showroom near you. Good night!

With that, X1z evaporates. A small army of very surly engineer-bots fly across the hangar bay on maintenance-barges, one of which carries a moderately priced FTL drive (Signal Basic Drift Engine). It only takes the engineer-bots an hour to install the drive or two hours if the PCs insist on helping or doing it themselves. The engineer-bots don't care either way.

Once the engine has been installed, the PCs are given their new Halcyon Sub-Sector identification cards (they have been registered as Halcyon citizens). They are then given the invoice for their prize as well as the 41,936.98 credits the group has remaining. If the PCs get violent, RGR lets them destroy all the defenseless engineer-bots they could want and then voids the hangar bay (using a tractor beam to push the PC ship out into space).

Once the PCs are out of the hangar (peacefully or otherwise):

Your ship is pushed from within the broadcast cruiser just as gently as it was pulled in and then the hangar irises shut. A few moments later, the hull of the cruiser shimmers with its FTL bubble and then vanishes in post-temporal wake, leaving only the stars ahead of you.

Clan Skept

This Ysoki brood of brothers, sisters, and cousins, contains their clan's youngest generation of tech-savvy scavengers. They've lived their entire life on a starship they kept running, and they're confident they can rise to the PLANET DEATH challenge. They plan to use the prize money to buy a moonbase.

Overall Strategy

Clan Skept has one advantage, and they know it... manpower. With ten members, they can easily excavate a huge network of tunnels with traps, and then scavenge until they find all of the parts for their starship.

Attack Strategy

If the Ysoki attack the PC base, they do so in fireteams of 5. They split up and thoroughly search, taking anything not nailed down. If they encounter any resistance they fall back to the entrance and alert the others on their comms.

Clan Skept x10		CR 2
Exp 600		
CN small humanoid (Ysoki)		
Init +3		
Senses: Darkvision, Perception +12		
DEFENSE		HP 23
EAC 13; KAC 14		
Fort +1; Ref +3; Will +5		
OFFENSE		
Speed 30ft		
Melee Tactical Knife +7 (1d4+3S)		
Range Flame Pistol +9 (1d4+2F), 20ft line, unwieldy		
STATISTICS		
Str +1; Dex +3; Con +0		
Int +2; Wis +0; Cha +0		
Skills Engineering +12, Perception +12, Pilot +12, Stealth +12, Survival +7		
Languages Ysoki		
Gear customfit armor, flame pistol, personal commlink		
SPECIAL ABILITIES		
Power Level Boost For every +2 power level that Clan Skeptburrow has achieved, they gain a +1 bonus to Perception and Stealth checks.		

Eureka Rating

As the game continues, the Ysoki scavenge deeper and deeper into the arena. Daily events will often require the clan to roll 1d10+Eureka to gain the next starship part that they are missing on their liftoff list. Once they have all four parts (not just three) they will attempt liftoff (see page 40).

Liftoff List

- 1 - Light Freighter Frame
- 2 - Arcus Light Power Core
- 3 - S6 Thrusters
- 4 - Passenger Seating Expansion Bay

Base Defense Strategy

The clan relies on their tunnels to force the enemy into lines. They wait until their stickybomb mines hold an intruder still and then bring their flame pistols to bear from multiple angles.

Clan Skept Base

The clan dug their base out in the first few days, every member of their ten man team pitching in. The walls and floors are made of packed dirt and there is no light beyond 30ft of the entrances.

The spaces marked with an 'X' are where each of the clan members has rigged their personal stickybomb. No two of these traps is built the same, but they all use a mechanical trigger (such as a wire, plate, or being buried). When one of these goes off, it makes a loud noise, alerting nearby Clan Skept to strike with their flame pistols.

- Area CS1 - Trashpiles

This chamber appears to contain the remnants of used and worthless scrap.

These rooms contain nothing useful, but PCs can't know that for certain until they've succeeded at a DC 15 Perception check.

Stickybomb Mine		CR 1
Exp - (contained in clan skept exp)		
<hr/>		
Type Technological		
Perception DC 20		
Disable: Engineering 20		
Trigger motion	Reset None	
Effect Explode (entagled, 2d4 rounds, 10ft), Ref 11 (neg)		



- Area CS2 - Scanner Bay

The scanner bay in this room is compact but powerful, its screen casting a green light over the whole room.

These room contains the clan's scanner bay. The scanner bay is level 1, plus an additional +1 per Eureka rating of Clan Skept (max level 4). The bay requires 20 bulk to transport.

- Area CS3 - The Vault Bay

This is where the Clan was keeping its most valuable materials, and they're even well-labelled and reverse-alphabetized. The ceiling is mounted on hinges, ready to open when the clan attempts liftoff.

This room contains everything the clan has collected thus far, including their starship parts. In addition to the clan's starship parts, this room contains:

- 2d6 scrap per Eureka rating
- 3 Stickybomb mines (ready to install)
- Blasting Fusion (max level 5)



Vektra & Scorne

A mated pair of dragons native to the lower layers of a gas giant, Vektra & Scorne are the most individually potent competitors on the field. Each one is a large beast capable of breathing a bolt of electricity and they have been training for PLANET DEATH for twenty years. They plan to use the billion credits to open a chain of gyms that cater to non-humanoids.

Overall Strategy

Hoarders by nature, Vektra & Scorne find a comfortable lair and then get back to their regimented workout and hoarding schedule. They are supremely overconfident, planning to knock any starship out of the sky, steal parts, or wait for the showrunners to force a winner.

Vektra & Scorne		CR 5
Exp 1600		
LE large dragon (air)		
Init +1		
Senses Blindsight, Darkvision 120ft, low-light, Perception +16		
DEFENSE	HP 65	
EAC 17; KAC 18		
Fort +6; Ref +6; Will +10		
DR 5/Magic, Immune Electricity, Paralysis, Sleep		
OFFENSE		
Speed 40ft, Fly 200ft (poor)		
Melee Bite +11 (1d6+9P)		
Offensive Abilities Jolting Breath 6d8E, DC 15 Ref (half), 50ft line, usable once every 1d4 rounds		
STATISTICS		
Str +5; Dex +3; Con +1		
Int +2; Wis +1; Cha +0		
Skills Acrobatics +16, Culture +11, Engineering +16 (Vektra only), Mysticism +11, Perception +16, Piloting +16, Survival +16 (Scorne only)		
Languages Common		
SPECIAL ABILITIES		
Power Level Boost For every +3 power level that Vektra & Scorne have achieved, increase their Jolting breath by 1d6.		

Advanced Flight (Ex): Vektra & Scorne can lock their bones into position and drink a jolt-gland supplement that allows them to engage starships for a short period of time (see page 40 for starship attributes).

Attack Strategy

If Vektra & Scorne attack the PCs' base, they will attempt to go directly to the PCs' ship to steal a part they don't have. They kill anyone who attacks them on the way, but otherwise leave the group alone. They will squeeze into smaller spaces when they must, but prefer to breath electricity into such holes.

Hoard Rating

As the game continues, Vektra & Scorne accumulate an ever-growing hoard, filling their industrial lair with useless nick-nacks and trash. There is nothing of value in their Hoard, despite all their scavenging, as they are infinitely more likely to return to their lair with a stack of worthless periodicals as a valuable coil of wire. They understand their compulsion and pursue their strategy as a result. Hoard rating effects are found in the room descriptions.

Base Defense Strategy

The two dragons stay in their individual chambers, coming to the other's aid only when they are attacked. They do this to flank their attackers usually by moving through VS1 to come in from behind, confident that they cannot be killed quickly. Their Sentry-Bots aren't very combat-capable, but they will alert Vektra & Scorne instantly if they see an intruder.

The Dragons' Lair

This base is in an ancient military depot, the only ruin large enough to house creatures the size of Vektra & Scorne. To enter the base, one must climb a small hill covered in rubble and then onto a landing platform outside the base's only entrance. There is no lighting, but room VS1 is close enough to the entrance to be filled with dim light during the day.

• Area VS1 - Guard Room

This chamber was once a reception area where guards and staff would be posted, but now there are only a pair of cameras watching with silent eyes and a single blinking light.

These rooms contain nothing useful, but if Vektra & Scorne's Hoard rating is three or greater, this entire room (and the hallways) become difficult terrain as the decaying piles of junk are strewn about the floor. It requires a DC 26 Stealth check to sneak past the cameras without Vektra or Scorne noticing.

PLANET DEATH: LIVE TO THE GALAXY

- Area VS2 - Vektra's Chambers

Appointed with a dozen reflective surfaces, various monitors, and a Breath-o-Flex 9000, these chambers are designed to help a non-humanoid achieve physical perfection.

This is the personal chambers of Vektra. Its furnishings can be turned into 2d6 scrap, but there is otherwise nothing of value here. This room remains clear regardless of the pair's Hoard rating.

- Area VS3 - Scorne's Chambers

A dozen diagnostic scanners and rows upon rows of "Scale-Buff Protean Powder" line the shelves.

This is the personal chambers of Scorne. Its furnishings can be relocated (with a vehicle) and count as a level 2 Med ward. Scorne isn't very tidy, and if the gang's Hoard rating is 4 or higher, this room also counts as difficult terrain.

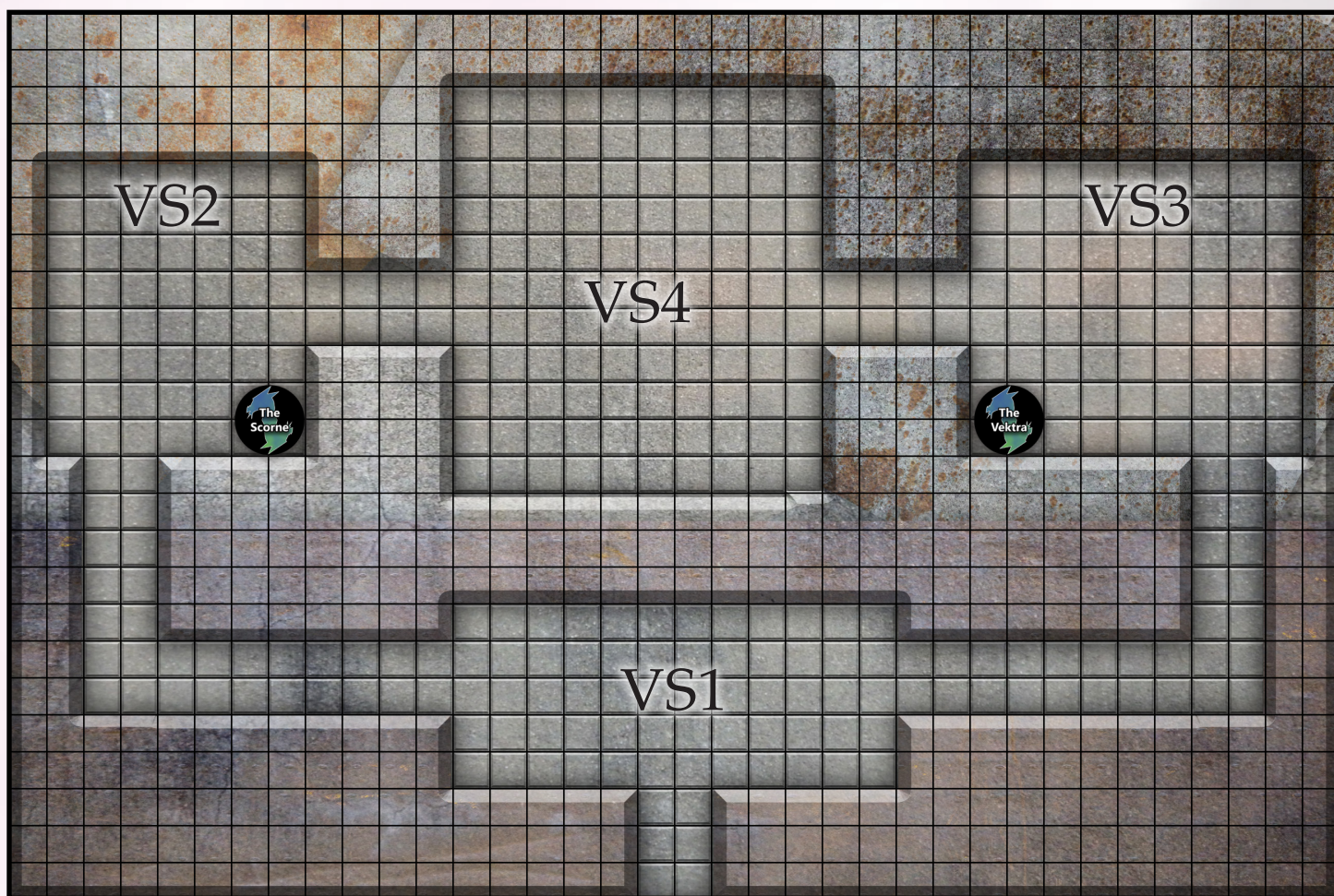
- Area VS4 - The Hoard

This room is filled with piles and piles of old junk. From random printed files to discarded food boxes, this chamber appears to be mostly trash.

Indeed, this room contains mostly trash. Lots and lots of trash. If the pair's Hoard rating is 1 or higher, this room counts as difficult terrain. If the Hoard rating is 3 or higher, this room requires a medium sized creature to squeeze through every space (it is impassible to large creatures). If the Hoard rating is 5 or higher, then this room is impassible to anyone without a burrow speed.

To excavate this room requires the entire gang to spend 1 day per Hoard rating, but doing so rewards:

- A pristine collection of GLAMO's five years of pop-culture reporting (worth 500 credits to a collector)
- 1 pastel green Estex suit
- 2d10 Scrap + 1d10 per Hoard Rating
- Any gathered starship parts



Summoners of Corda

This quartet of mystics managed to uncover the pan-dimensional prism of an ancient god, capable of remaking worlds with the stroke of a pen. Bara'Thun'Corda's powers are greatly diminished; the world of his followers has been lost to the annuls of time.

Not to be dissuaded, the summoners sacrificed their names (even they don't remember them) in exchange for what power the fallen god could offer. It tricked them, as devils do, and the foursome have only now realized that they did not choose to compete on PLANET DEATH of their own free will.

Bara'Thun'Corda		CR 6
Exp 2400		
LE large outsider (devil, extraplanar)		
Init +9		
Senses: Darkvision 120ft, Perception +19		
DEFENSE		HP 75
EAC 17; KAC 18		
Fort +5; Ref +5; Will +11		
Immune Fire and poison, Resist Acid 10, Cold 10		
OFFENSE		
Speed 30ft, fly 60ft (good)		
Melee Vicious Stinger +13 (3d4+7P), poison		
STATISTICS		
Str +2; Dex +2; Con +2		
Int +3; Wis +2; Cha +5		
Skills Acrobatics +18, Bluff +18, Diplomacy +13, Intimidate +17, Mysticism +13, Perception +13, Piloting +13, Sense Motive +13		
Languages All		
SPECIAL ABILITIES		
Poison Charisma track, DC 15 Fort,		
Onset Immediate, Frequency 1/day for 10 days,		
Cure 2 saves		
Crystal-soul Anchor If Bara'Thun'Corda's crystal is destroyed he is immediately banished (see area SoC1).		
The Inevitable Dust Bara'Thun'Corda sees and hears all as it is. He can speak and understand any language, even secret languages. In addition, he can see through any illusion effects.		
Power Level Boost For every +2 power level that The Summoners have achieved, increase the DC of Bara'Thun'Corda's poison by +1.		

Overall Strategy

Bara'Thun'Corda doesn't want to succeed. He would much rather be swallowed by the sun, or find new worshipers on Ades IV. He believes that nothing can truly ever kill him, not even the sun, which factors heavily into his apathy. The summoners, on the other hand, are desperate to escape. Without any of the necessary skills, all they can do is build up their defenses, siphon power off Bara'Thun'Corda as best they can, and hope to steal a ship when the opportunity presents itself.

Attack Strategy

The Summoners of Corda only attack targets with a complete starship (see liftoff, pg 40). They attempt to fight their way to the ship and liftoff. They are willing to sacrifice Bara'Thun'Corda along the way, going so far as to use him to delay the defenders. They are poor but enthusiastic pilots.

The Summoners x4		CR 4
Exp 1200		
LE medium humanoid (human)		
Init +0		
Senses: Perception +5		
DEFENSE		HP 42
EAC 15; KAC 16		
Fort +5; Ref +3; Will +7		
OFFENSE		
Speed 30ft		
Melee Survival Knife +6 (1d4+4S)		
Range Semi-Auto Pistol +8 (1d6+4P)		
Spell-like Abilities (CL 4th)		
At Will (DC 14) - Detect Magic, Token Spell		
6/Day (DC 15) - Command, Detect Thoughts, Identify		
3/Day (DC 16) - Force Blast, Daze Monster		
STATISTICS		
Str +0; Dex +2; Con +1		
Int +0; Wis +5; Cha +0		
Skills Bluff +5, Culture +9, Life Science +5, Mysticism +15, Sense Motive +15, Survival +9		
Languages Common		
Gear graphite carbonskin, survival knife, tactical semi-auto pistol		
SPECIAL ABILITIES		
Power Level Boost For every +2 power level that The Summoners have achieved, increase the DC of their spells by 1.		

Disconnect

As the summoners steal more and more of their power back from Bara'Thun'Corda, his crystal becomes less sturdy and he becomes much more hostile to non-summoners.

Base Defense Strategy

The best defense is a good offense. The summoners make sure that Corda's holding chamber is the first thing any intruders encounter, while they stay in their personal chambers (for the most part) and wait for Bara'Thun'Corda to warn them using their emotional psychic link.

Corda himself stays in his crystal (area SoC 1) and will talk to the PCs if the gang has two or less disconnect. In this case, Corda will recruit worshipers from within his crystal, emerging only to attack when ordered by the Summoners.

The Summoner's Den

This solid block of stone has been carved out by powerful infernal magics. Every surface of the walls are covered in horrific imagery of humanoids being tortured by stinging insects. It is complete by day 4.

The steel doors are secured with a magically enhanced lock that requires a DC 25 disable device check with either Engineering (disabling the door) or Mysticism (performing the correct opening gestures).

• Area SoC 1 - The Horde

A single crystal fills the center of this room, bobbing slowly about a foot from the stone floor.

This is Bara'Thun'Corda's stasis crystal, which renews his power. He spends most of his time within the crystal, and only emerges if he, his crystal, or one of the summoners is directly threatened. The rest of the time he slumbers (disconnect 3+) or attempts to convert the PCs to his worship (disconnect 0-2).

The crystal is made of a hardened soul-resin and can be destroyed by normal means. It has an EAC/KAC of 5, a Hardness of 10, and 100 HP. Reduce it's HP by 20 (minimum 1) for every point of Disconnect the Summoners have accrued.

• Area SoC 2 - Summoner Chambers

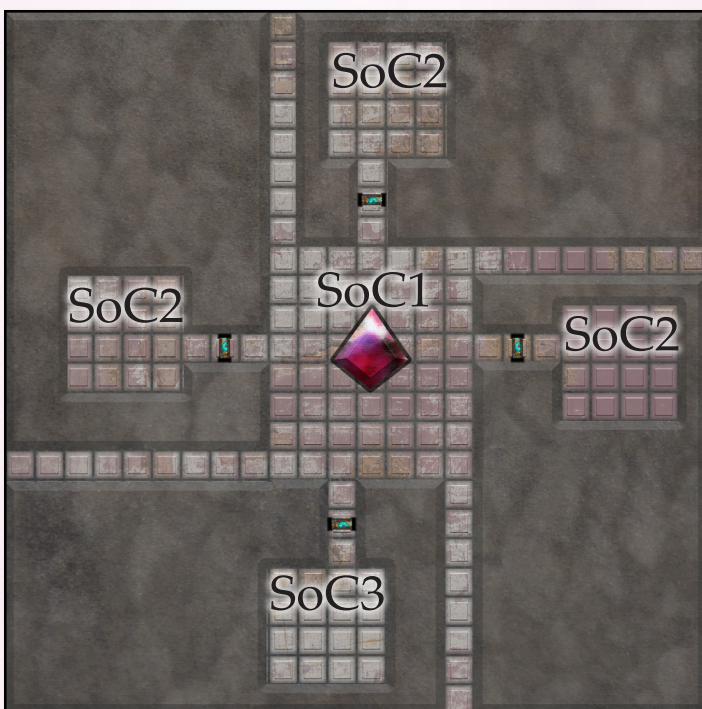
This bedroom is sparsely decorated but the walls are covered in the bloody drawings of mad men.

Each of these rooms (as well as SoC 3) has a summoner in it. They have a psychic link (emotion only) with Bara'Thun'Corda who warns them (through his depraved glee) whenever someone enters the base. They are each ready to cast Daze Monster the moment their door opens. If Corda has not revealed himself, the first summoner to see the PCs will use his emotional link to command Corda to attack (swift action) as his first action.

• Area SoC 3 - Summoner Chambers

This room is like all the others, but it also contains a trideo unit currently projecting a live PLANET DEATH broadcast onto the walls.

This room is identical to area SoC 2, except that it contains a Trideocom Receiver (level 1).



Clan Fug-Ro-Gog

The Ogstroterians have a twenty-year lifespan. They mature quickly, grow big, and learn fast. Perhaps in response to shortened lives, the Ogstroterians are a brutish people who seek as much wealth as possible, so that they might retire and enjoy their few remaining years. Clan Fug-Ro-Gog, however, also likes the violence. A lot. They barely care if they win, and don't hold grudges when murdered.

Overall Strategy

Clan Fug-Ro-Gog simply attacks other gangs and loots them. They destroy anything they can't carry (like starship parts).

Attack Strategy

The clan stays together, unless this would force them into a place where they must move single file. In that case, they stay in the last room they found and send one man ahead to scout for another room. They carefully sweep the entire base, room by room, mapping the entire area and smashing down all the doors (which their culture finds offensive).

Clan Fug-Ro-Gog x2		CR 3
Exp 800		
CE large humanoid (ogstroterian)		
Init +0		
Senses: Darkvision 60ft, Perception +1		
DEFENSE		HP 45
EAC 15; KAC 17		
Fort +6; Ref +4; Will +1		
OFFENSE		
Speed 30ft		
Melee Fingerspurs +7 (1d4+7S)		
Range Machine gun +10 (1d10+3P), automatic		
STATISTICS		
Str +4; Dex +0; Con +2		
Int -2; Wis +1; Cha +0		
Skills Athletics +5, Intimidate +13, Profession (Mercenary) +7		
Languages Common, Ogstroterian		
Gear Squad machine gun		
SPECIAL ABILITIES		
Rallying Bellow Once per day, when reduced to 0 HP, make a demoralize attempt against every enemy within 30ft. For every enemy demoralized, heal 1d6 HP.		

Rampage

Add the gang's rampage value to any rolls to determine a victor during NPC gang violence.

In addition, when Ogstroterians die, their mind moves into one of a hundred spores. These grow to full size within a few days. Clan Fug-Ro-Gog cannot be eliminated. They do not replace their weapons when killed (using fingerspurs instead).

If the PCs kill the Ogstroterians for a bounty, they need to kill them only once to receive the reward ; they don't have to find a way to keep Ogstroterians permanently dead.

Base Defense Strategy

Clan Fug-Ro-Gog doesn't have a base. If the PCs successfully scout for them, they will find the clan in the scrapyard. The Clan attacks the most heavily armored foe, hoping for a swift takedown. Despite being adept with melee weapons, the clan members prefer to use their machine guns. The Warchief fights in melee (and does not carry a gun).

Warchief Fug-Ro-Gog		CR 4
Exp 1200		
CE large humanoid (ogstroterian)		
Init +0		
Senses: Darkvision 60ft, Perception +5		
DEFENSE		HP 55
EAC 17; KAC 19		
Fort +7; Ref +7; Will +4		
OFFENSE		
Speed 30ft		
Melee Fangblade +13 (1d12+9S), bleed 1d8		
Fingerspurs +13 (1d6+9S)		
STATISTICS		
Str +5; Dex +0; Con +1		
Int +1; Wis +3; Cha +0		
Skills Athletics +11, Intimidate +16, Profession (Mercenary) +16, Survival +11		
Languages Common, Ogstroterian		
Gear Fangblade		
SPECIAL ABILITIES		
Power Level Boost Warchief Fug-Ro-Gog gains DR Adamantine equal to the gang's power level.		
Rallying Bellow Once per day, when reduced to 0 HP, make a demoralize attempt against every enemy within 30ft. For every enemy demoralized, heal 1d6 HP.		



Ogstroterian Racial Traits

Ability Adjustments: +2 Str, +2 Wis, -2 Int

Hit Points: 8

Size and Type: Large monstrous humanoid

Senses: Darkvision 60ft

Rallying Bellow: Ogstroterians have the rallying bellow ability (see above).

Sporimmortal: Ogstroterians shed spores wherever they go. When they die, they may regrow from a spore on the same planet in 1d4 days.

Ogstroterian Graft

This subtype is applied to monstrous humanoids.

Traits: The NPC becomes large and gains +1 EAC/KAC. -1 to all attacks, -1 to will saves, fingerspurs (a natural weapon), and the rallying bellow special ability.

The Battlemasters

A coalition of ex-mercenaries, the Battlemasters of Haravan have a long martial tradition, each possessing the unique skills of their mercenary branch. The Battlemasters are flexible and pursue multiple tactics at once, making them highly unpredictable foes.

Overall Strategy

The Battlemasters each move towards accomplishing a different goal, relying on each other for support during attacks, but otherwise each one has their own approach to PLANET DEATH.

Attack Strategy

The Battlemasters do not attack the PCs in their base. If they attack during other events, the event will detail their strategy.

Battlemasters x4		CR 4
Exp 1200		
CN medium humanoid (korasha lashunta)		
Init +2		
Senses: Darkvision 60ft, Perception +9		
DEFENSE		HP 28
EAC 15; KAC 17		
Fort +4; Ref +2; Will +2		
OFFENSE		
Speed 30ft		
Melee Longsword +7 (1d8+4S)		
Range Zero Rifle +7 (1d8+2C), Staggered		
Spell-like Abilities (CL 5th)		
At Will (DC 12) - Daze, Psychokinetic Hand		
1/Day (DC 13) - Detect Thoughts		
STATISTICS		
Str +2; Dex +2; Con +2		
Int +0; Wis +1; Cha +2		
Skills Athletics +10, Engineering +8, Perception +9, Piloting +9, Survival +12		
Languages Common		
Gear Ceremonial plate (troop) w/infrared sensors and radiation buffer, longsword, frost-bite class zero rifle, personal comlink, 1 flash grenade I		
SPECIAL ABILITIES		
Power Level Boost For every +1 power level that the Battlemasters have achieved, they gain a +1 bonus to all skill checks.		

Preparation

The Battlemasters are always over-prepared. Much of the loot found in areas BMS 4, 5, & 6 will be adjusted based on this preparation rating.

Base Defense Strategy

The Battlemasters hide behind their traps and defend their corridors with hit and run tactics, shooting and then falling back towards BMS 5 (to rendezvous with their allies). They use flash grenades to debilitate enemies if they can hit two or more targets at once.

The Fortress

The Battlemaster's base is in an ancient of cistern complex. The steel doors are secured with mechanical locks (DC 25 Engineering to Disable) and have no knobs (they use psychokinetic hand). The doors automatically lock when closed, and unlocking or disabling the lock causes the door to open instantly. In addition, all of the doors connected to the outer halls have been trapped (see BMS 1-4 below).

- Areas BMS 1, 2, & 3 - Rendering Vats

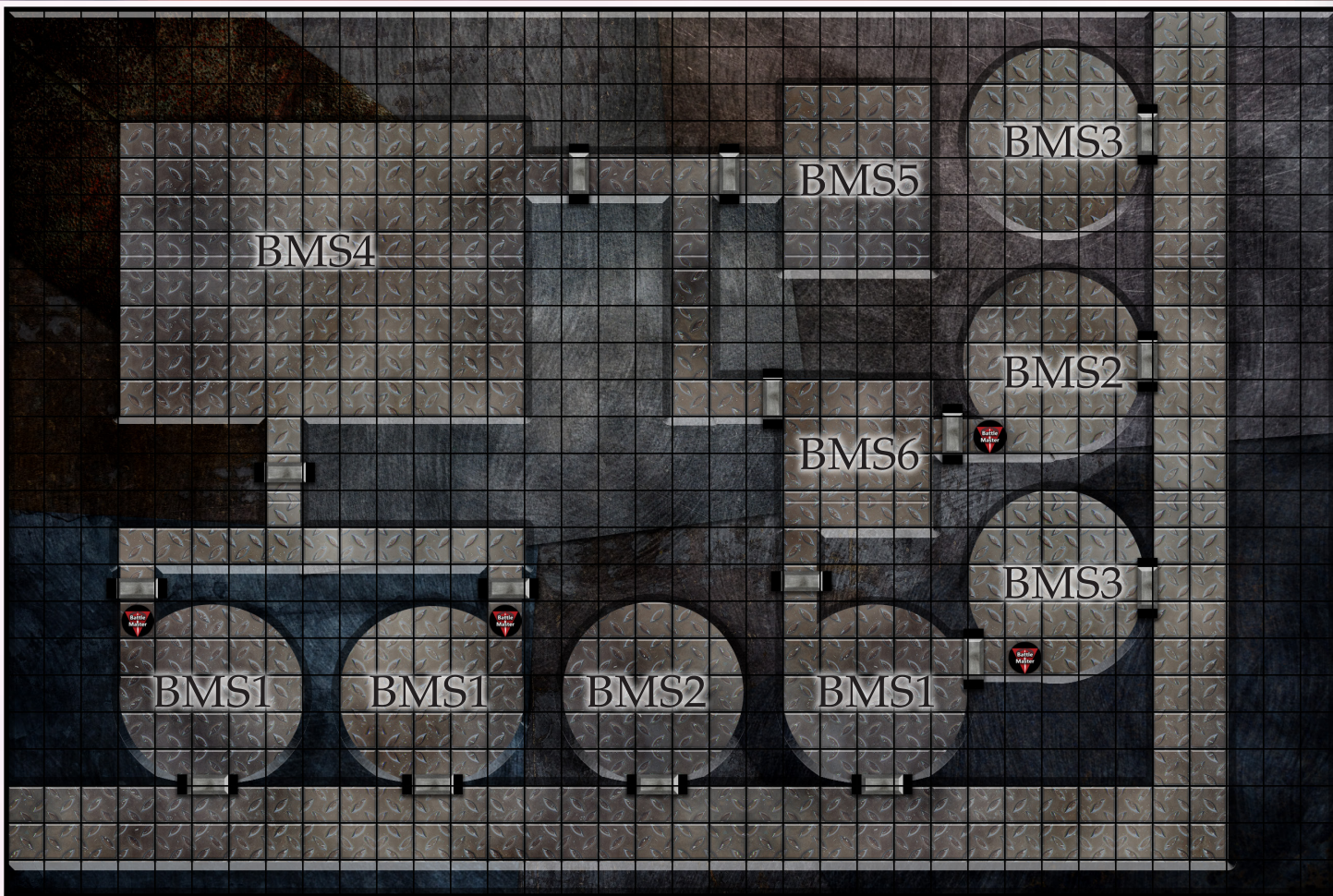
Vats, tubs, and barrels have been filled with a strange silvery liquid. On each vessel there are white hashmarks to denote age.

All of these rooms are filled with a substance that can serve as engine fuel, if the brewer can dial in the right fermenting specs. A DC 15 Physical Science check reveals that none of the vats were successful.

The rooms are different only in their hall door trap:

- **BMS 1** The floor just inside the room's hall door has a taser-plate. **Trigger** (Location), **Effect** (4d6E) DC 12 Ref (half).
- **BMS 2** A quantum-flux mine has been rigged to explode when the door is opened. **Trigger** (Door), **Effect** Sickened for 24 hours, DC 12 Fort (negates).
- **BMS 3** Spectral Phosphate has been coated into the door's mechanism. **Trigger** (Door), **Effect** Confused 1d4 rnds DC 12 Will (negates).

Battlemaster Trap Rigs		CR 2
Exp - (contained in Battlemaster exp)		
Type Technological		
Perception DC 20		
Disable: Engineering 15		
Trigger see room		
Reset None		
Effect see room (only one target)		



• Area BMS 4 - Motorpool

Every conceivable piece of a vehicle is rusting in this room, hanging from hooks, stored haphazardly on shelves, or left sitting disassembled on the floor.

Everything the Battlemasters didn't use building traps or working on their own projects they dump in this room. None of the vehicles are operative, but there is plenty of salvage to be had.

PCs can salvage the following items, based on the preperation rating of the Battlemasters:

- Preperation 1 or more: Smuggler Compartment expansion bay (requiring a vehicle to transport)
- Preperation 3 or more: 1 heavy anti-personnel weapon mount (ship security)
- Preperation 5 or more: 1 basic shields 40

In addition, both of the doors into this room have been trapped by taser-plates (the same as BMS 1).

• Area BMS 5 - Scanning Room

The Battlemasters have installed an efficient scanner bay into the walls of this command center.

This room contains a scanner bay (level 1, plus 1 level per 2 preperation). The PCs will need a vehicle to move the parts of this scanner back to base.

• Area BMS 6 - Armory

Shelves are lined with battery packs, ammunition, and medical supplies, each labelled in a tidy hand.

This room contains a charging station (level 1, plus 1 level per 2 preperation). In addition, the Battlemasters have acquired:

- 2 batteries (level 1), +1 per preperation
- 1 flash grenade I, +1 per preperation
- 40 small arms rounds per preperation
- 20 longarm/sniper rounds per preperation
- 1 dose of hyperleaf per preperation

Karush's Marauders

This band of Mayzian freedom fighters emerged from pre-FTL cryo-stasis to find their homeworld destroyed. In its place was a virtual approximation, their peoples having left their bodies behind.

This made Karush and his crew instant celebrities, but that wasn't a life they were particularly prepared for. Pressured into the PLANET DEATH competition, they've devised a simple plan for victory (shoot everyone else down) and they follow it for lack of a better plan. Luckily, it's not the worst plan.

Overall Strategy

While everyone else is fighting with each other, Karush directs his crew in a feat of engineering so ancient that nobody could possibly predict it. He builds a rail gun, shoots down whoever takes off first, and then hopes to steal a ship near the end of the season.

Attack Strategy

Karush leads the charge as his gang proceeds recklessly. He will attack whoever appears to be the PCs' leader (whoever is giving commands or advice).

Shots

Karush can only fire his cannon a few times. If it is fired at an NPC ship, the NPC ship is destroyed (see Liftoff on page 40). Each time the rail gun is fired it must spend one of these shots.

Base Defense Strategy

The entire gang, upon hearing the alarm, leaves their quarters and goes to the throne room. There they make a last stand, hiding on either side of a door, waiting to flank anyone who comes through.

Mayzian Orcs

These cousins of orcs hail from a sub-sector that has been locked in war for its entire history. First in the flesh, but now on the infospheres. In their ancient past, Mayzians revered their warriors and revelled in military conquest. They traded all that for comfort and security long ago, but that doesn't stop Karush from having a massive following among armchair admirals. Mayzians are functionally half-orcs, but their skin has patches of brown or red and they have fine bones for eyebrows.

The Cellblocks

Karush built his base into the ruins of a modular prison and he uses the layout to his advantage. All of the doors are bars, providing improved cover and allowing anyone to see between rooms. The doors are secured with mechanical locks (DC 20 Engineering to disable).

• Area KM 1 - Cellblocks

This chamber used to be part of a larger modular building, but it is now barren and without purpose.

All of the cellblocks are the same; empty chambers used to house the families of political prisoners.

• Area KM 2 - The Rail Gun

A massive tracking computer and loading chamber support a starship railgun that points up through a hole in the roof.

This room contains a non-salvageable starship railgun (heavy weapon). It's too big to move, but can be easily disabled (DC 10 Engineering), whether with explosions, a wrench, or stern looks.

• Area KM 3 - Ammo Stores

Scraps of high-quality alloys fill this chamber, ready to be pressed into a hyper-dense railgun round by a powerful pneumatic machine.

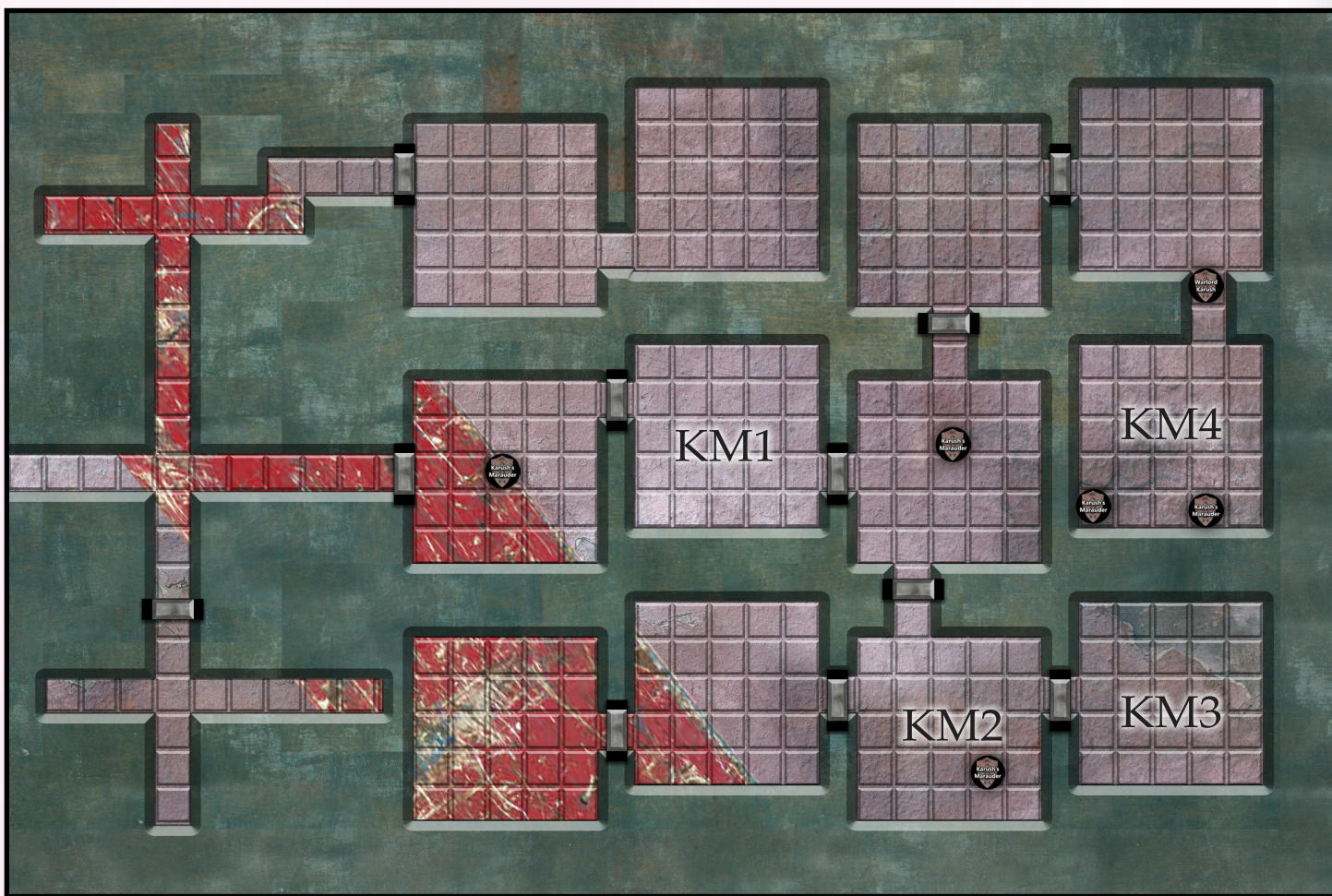
This room contains the ancient molds and presses used to forge the rail rounds that Karush needs. The rail gun and its ammo are too large for the PCs' ship, but these parts can also be destroyed easily (DC 10 Engineering).

• Area KM 4 - Throne Room

A large chair fashioned from iron and steel fills the corner of this room. It has a small reading lamp and several notebooks on a table next to it.

This is where Karush usually resides, reading ancient poetry or writing his own (it's terrible). There is a chest hidden within the throne (DC 25 Perception) that contains:

- 3 serum of enhancement (diplomat)
- 8 serum of sex shift



Warlord Karush

CR 5

Exp 1600

CN humanoid (Mayzian, Orc)

Init +2

Senses: Darkvision, Perception +0

DEFENSE

HP 70

EAC 17; KAC 19

Fort +7; Ref +7; Will +6

Defensive Abilities Ferocity

OFFENSE

Speed 30ft

Melee Plasma Doshka +14 (1d10+8E&F), severe wound

STATISTICS

Str +3; **Dex** +2; **Con** +5

Int +0; **Wis** +0; **Cha** -1

Skills Athletics +11, Intimidate +16, Profession (soldier) +16, Survival +11

Languages Common, Orc

Gear Red Star Plasma Doshka, Cermonial Plate (Officer), Personal Commlink, Base Keys

Karush's Marauders x5

CR 4

Exp 1200

CN humanoid (Mayzian, Orc)

Init +2

Senses: Darkvision, Perception +15

DEFENSE

HP 45

EAC 16; KAC 17

Fort +3; Ref +5; Will +7

Defensive Abilities Ferocity

OFFENSE

Speed 30ft

Melee Flame Doshka +12 (1d8+7F), Wound

STATISTICS

Str +3; **Dex** +2; **Con** +5

Int +0; **Wis** +0; **Cha** -1

Skills Computer +10, Engineering +15, Intimidate +10, Perception +15, Profession (soldier) +15, Survival +15

Languages Common, Orc

Gear Ember Flame Doshka, Thinplate, Spare Battery, Personal Commlink, Base Keys

Your Adventure Continues In...

TALES FROM VIRGE STATION