

LEGENDARY PLANET



LEGENDARY WORLDS: **CARSIS**

BY ANTHONY ADAM

STARFINDER
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LEGENDARY WORLDS: **CARSIS**

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APG = *Pathfinder Roleplaying Game Advanced Player's Guide*

CRB = *Pathfinder Roleplaying Game Core Rulebook*

GMG = *Pathfinder Roleplaying Game Gamemastery Guide*

TG = Companion softcover guide to technology.

UE = *Pathfinder Roleplaying Game Ultimate Equipment*



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- Jason Nelson



CARSIS

Beautiful Chaos

Diameter: $\times 100$; **Mass:** $\times 1.4$; **Gravity:** $\times 1.2$

Atmosphere: Standard; **Orbit:** 1.2 years

Sixteen hundred years ago, Carsis was subjected to a cosmic event that forever altered its ecology and the path of its evolution. A rogue moon, now referred to as the Heart of Carsis, plunged through the ethers of space directly into Carsis itself. The cataclysmic impact shattered the world into splintered shards, throwing the polar masses out into the void where they became new moons, captured by the wildly changing gravities of the impact. The Heart of Carsis buried itself into the center of the broken world, absorbed into the exposed molten core. There it lies, shrouded in flame, holding the shards of a shattered world in its gravitational embrace. Its passage through the shell of the now shattered world left behind a swirling maelstrom of roiling clouds and debris.

Life on Carsis was effectively reset, new life spawning from the remnants of that which was snuffed out by the explosive forces of the shattering. Life was dormant for the first eight hundred years following the impact. Then gradually, vegetation formed, life sprang forth from the remaining waters. The skies cleared, as the last of shattering dusts settled to the ground, and the warmth of its neighboring sun once again caressed the lands with life giving light, energy and heat.

Although there are many landmasses suspended around the Heart of Carsis, there are just 5 major landmasses capable of supporting life, each supporting a thin atmospheric veil, each a rotating pyramidal fragment of Carsis suspended in orbit around the new heart of the world.

Each landmass now supports a wider surface area capable of supporting life. The lower half of each pyramid now sports young verdant growth, warmed and lit by the heat and light from the Heart of Carsis in much the same way as the surface area is heated from the sun that Carsis orbits. The only difference here is that the heat and light is constant, there is no night and there are no changes to the seasons, resulting in very strange and vibrant life evolving in these strange new lands. As each landmass rotates on its own axis in addition to orbiting the core, each provides its own gravitation field which means you can simply walk off the edge of the surface of the landmass and continue to walk down its sides to explore these strange new lands.

Ananse, Carsis' original moon escaped the destruction of the impact, only suffering a small change to the orbital path it followed. Now Ananse orbits around the equator. In dual synchronous orbit around the poles, two new moons now orbit. These moons, Issis and Thessus, formed from the polar landmasses thrown out from the shattering, chase each other endlessly. They complete an orbit of Carsis once every two weeks as they are much closer to Carsis than Ananse which still retains a monthly orbit.

With such a chaotic event, it is not just nature that is affected, the energies, even the spirit, of a planet are altered beyond comprehension. The result is that each of the landmasses of Carsis has a distinct flavor, almost recognizable as aspects of anger, love, hate, envy, joy, compassion, cruelty and so on. Chaos abounds everywhere, even the weave of magic, whether arcane or divine are subject to the whims of the shattering.

Each of the five major landmasses exhibits one of more of these facets to greater extents than their sister landmasses. Each orbit five to seven miles above the core, separated from each other by intervening voids ranging from 1 to 10 miles across. The interstellar winds have long since anchored to the exposed Heart of Carsis resulting in Carsis becoming a major crossroads in interstellar travel, and a center point of trade and diplomatic contact throughout the system. This has accelerated the development of the Carsian civilization, a strange and heady blending of technology with insect like biology. The buildings are grown from the land itself rather than being constructed in more traditional means.

A Carsian is a creature of ethereal beauty filled with a great joy for life. Their lives, their mannerisms, even their appearance are truly reflective of surviving, prospering and growing within an ever changing chaotic and dangerous environment. They view all new encounters with great wonder and delight, acknowledging simply being alive and being able to experience something new every moment of their lives.

With so much devastation, life on Carsis is still relatively young and vibrant, much of the landmasses still unexplored. Who knows what secrets of pre-shattering life are to be found, what once great civilizations now lay buried among the rubble of a shattered world still healing? Life on Carsis consists of divergent political boundaries, lost knowledge and hidden depths. Once every fifty years, two planetary landmasses will almost touch as they slowly rotate on their axis. This event lasts for a single week only, allowing a momentary transition between the landmasses with but a single step.



ADVENTURING ON CAR SIS

Carsis is a world of diversity, providing players the chance to step back in time to the age of dinosaurs, to partake in political intrigues and courtly ministrations, to gape at the wonders of a city at its height, to enter lands devoid of life and prolific with undead, to experience traditional medieval life at the same time as having access to futuristic space faring encounters and technologies. It is a launching point to the stars and destination for those who seek to explore the unexplored, to seek forbidden or lost knowledge, to truly experience the wonder of the unknown and delight in discovery.

The shattered world has resulted in a vast array of cultures, including a great metropolis born from space travel and the strange entities and cultures encountered. It is recommended that your first visit starts with their arrival at Akeelan – a great city and obvious launch point into the wilder lands of Carsis. This would allow the normal sequence of play to gradually introduce the players to each land. Take advantage of the governing body, the Triad, having them make use of disposable adventuring parties.

When populating your adventure sites, bear in mind the chaotic nature of this world, taking on the idea of pockets of behavior within the landmasses. These scattered pockets operating out of the norm, maybe magic doesn't work there, maybe you cannot contact your deities, or, maybe time works at a different pace. Such pockets should defy scientific laws, containing any number of environments, from tiny tropical seas a few miles wide to vast arctic snowfields, their expanses often cutting off cleanly in impossibly sharp-edged borders.

CARSIS GAZETTEER

There are two sections here, the first detailing the inhabitable landmasses of Carsis, the second detailing the moons and the Heart of Carsis.

CARSIS' MAJOR LAND MASSES

The five major landmasses of this shattered world follow:

AKEELAN

Akeelan has come to epitomize the order necessary to rebuild a world, exhibiting great beauty within an ordered society.

Over the last eight hundred years, this landmass has developed into a single great spacefaring city, the wilds tamed and now bounded by walls. The city sports vast gardens, zoos and city parks, all well nurtured and tendered, some water based, some tropical; this land is truly a horticulturist's dream. The buildings and alleyways show an open and welcoming view of life, one based on exploration, contemplation and discovery.

The community spent a hundred years growing what would become the Carsis Spaceport. This spaceport facilitated greater contact and integration with interstellar travelers, resulting in the growth and organization of the incredible city. This then facilitated the expansion of the city, grown with a strange mix of technology and chitinous growths inspired by the carsian view of heaven.

The heart of the city of Akeelan is situated on an outcropping of crystalized rock that traverses through the landmass, down and exposed to the Heart of Carsis. The result is the city has no night, when it would be night; the city is lit with light of the Heart of Carsis, the light traversing this crystal core to the city bounds. The light pulsates with oranges and reds, making the city seem alive with an eternally beating heart. Many of the minarets and towers sport crystal spires in simulation of the crystal core, some even mimicking the great spaceport with diaphanous wings of shifting colors. These crystal edifices further release the pulsing light of the Heart of Carsis, creating a permanent rainbow haloing the city, brightest during night hours, but still visible during the day.

When a Carsian speaks of Akeelan, they no longer speak of the land and simply refer to the city.

Now, trade is the order of the day, followed closely by travel. It is here that eager visitors take their first footfall on Carsis. It is here that they meet, plan, and arrange their forays into peril filled lands and strange distant worlds. It is also here that the Triad holds court with representatives of the three landmasses with organized societies: Akeelan, Milone, and Narash.

HERKOR

The smallest of the inhabitable landmasses, Herkor epitomizes the wake of death and destruction, a constant reminder of how Carsis almost became a dead world.

It is totally devoid of life-giving water and covered with the dust and sands of the shattering deeply enough to conceal mountains. These buried lands harboring deep running tunnels and caves. The surface of Herkor blazes a brilliant yellow during the day, appearing to be formed of powdered gold, but as night falls, this wondrous color fades to a dull grey, uniform and life less. The extreme heat of the day



coupled with the bone chilling freezing temperatures of the night have dissuaded exploration.

Although there is no life here, the land abounds with the dead. The restless spirits of the shattering and undead seeking a home away from the living have taken this land as their own. Hiding from casual observation, the tunnels and caverns teem with undead. Kingdoms and principalities have formed as the more powerful undead have assumed the roles of guides, leaders, overlords and kings.

In the darkness beneath this dead land lies a cavern lit with the green glow of luminescent lichen. The sloping walls stagger in steps, forming an underground coliseum where the greatest of the undead meet and discuss their plans for Carasis. This place is known simply as the Dead Court, a mockery of civilized government. It is here that the undead land is partitioned; it is here that laws are made and enforced; it is here that an otherworldly undead civilization exists.

MILONE

Milone is a land that has clung to its traditions. It has evolved with romantic legends, barons raising castles with spires and pennants ablaze, regular jousting tourneys to entertain the serfdom and the privileged alike. Magic and philosophy is celebrated above technology, many denizens following the paths of mystics and even solarians.

The very landscapes shimmer with an ethereal quality, the essence of magic echoing through every leaf, every stream, and every animal. Mystics truly hold the power in this land, their power waxing and waning with each sunrise and sunset. Nighttime is especially wild for the caster, where one spell may be boosted, the next being suppressed.

During the day or when on the underside of Milone constantly illuminated by the Heart of Carasis, mystics can cast their connection spells without expending a spell slot. When they do, they must attempt a Wisdom check with DC equal to 10 + twice the spell's level. If they fail, they lose access to their connection spells until they next prepare spells.

During the night of Milone, whenever a mystic casts a variable-level spell, they roll 1d6. On a 1, the spell takes effects as though it were cast using a slot one level lower (the spell fails if it is the lowest version). On a 6, it takes effect as though it were one level higher instead.

Although technology is distrusted across Milone and even illegal in some areas, an underground network known as the Circuit deals in technologies that mimic low-tech solutions or appear magical. These engineers and technomancers usually disguise themselves as travelling traders or hedge wizards, supplying tools and weapons to wealthy nobles and pro-modernization forces alike.

NARASH

This landmass depicts a carefree even playful life on Carsis. The inhabitants seem to live for the moment, fully understanding that life is fleeting and may be snuffed out by cataclysmic events beyond their control or prediction. They live life to the full, reveling in the simplest of pleasures.

The humanoid denizens of the land spend their lives in a blissful haze of contentment and freedom. Their lustful antics and freedoms of body and mind both revile and intrigue the more staid lands. When asked about Narash, they will shake their heads decrying a lack of moral fiber and portray an image of disgust. What they will not tell the enquirer though is that they often take or dream of taking time to visit this wild land.

This land attracts the fey and other mischievous creatures of legend. Even creatures who temper this mischief with spite find themselves welcome. After all, even misfortune is an experience to savor and enjoy.

The land is temperate and full of meandering rivers and villages. Travel takes an age, not a straight road to be found, not even in the towns and cities of the land. After all, why rush between places when there is so much beauty to be enjoyed along the way? Many visit the land as a chance for light relief between difficult jobs. Even many off-worlders visit Narash, bringing their own strange customs and intoxicants.

This land above all celebrates anything worth celebrating — tourneys and circus trains constantly moving from village to town to city and back again. Everywhere visitors travel they will find a celebration or event taking place within a week of their arrival simply because they have arrived.

The fey rulers of the land select emissaries to the Triune in Akeelan, but their methods of choosing representatives vary from absurd contests to impossible quests. Those who seek to manipulate the Triune often make their way to Narash to participate in this contests and quests, but it rarely turns out how they'd expected.

TERRUM

The largest of the inhabitable landmasses, Terrum embodies the struggle for life, epitomizing the rebirth of Carsis into a vibrant world. Its surface, covered with verdant jungle growth, has reclaimed and hidden the civilizations of the past and is now a wild and dangerous land of hidden depths and great danger.

The creatures dwelling on Terrum have one over-riding passion — to live, to prosper, and to be abundant. The Carsians living here are more primordial in social behaviors. Survival instincts are, once more, the central overriding factor determining the behavior of the living. Beasts are naturally more aggressive, eager to defend their hunting grounds, growing to sizes not recorded anywhere else. On this land dinosaurs have prospered. Creatures that would be referred to as giant are the norm here, and the giants here can be regarded as the living embodiment of the titans of yore.

Carsians the world over can trace their descendants back to this land. It is here the seven-foot tall sentient mantis species evolved. It is from here they spread across Carsis, becoming the predominant indigenous species. Originating from this land also explains their species zest for life and joy for new experiences.

Everywhere on Terrum, the waters support urgent life. Rivers near the edge of the landmass stream over and down the sides. The Carsians here have developed winged boats that allow them to sail such rivers, picking up incredible speeds launching the boat into the air, allowing them to sail from one landmass, across the gap to a neighboring landmass.

Verdant growth and thick jungles have sprung up along these rivers on the sides of Terrum. These jungles more vibrant than similar areas on the other landmasses, but as in all areas, they cover exposed subterranean passageways and caverns, giving cover to the creatures of the deep who may have survived the rending of their world.

At the center of this landmass is a land-locked ocean teeming with prehistoric life. It hides and protects the greatest and oldest of pre-shattering cities, the city of Terrania. Today, it is home to the amphibian creatures, growing strong from the knowledge and discoveries they make as they take more of the city as their own. Do they seek some greater knowledge hidden deep in the bowels of this once great city? Do they view the surface world with avarice and need? Or, are they simply claiming available homes and desiring only peace?

CARSIS' MOONS, CORE AND HEARTS PASSAGE

All three moons orbiting shattered Carsis are life supporting, its core, the Heart of Carsis is also unique in offering to this planetary setting. A brief description of each follows:

ANANSE

Covered in jungles of poisonous foliage and oceans nearly white with salt, Ananse nonetheless teems with life that would struggle to exist elsewhere. The fearsome beasts that thrive here are kept in check by the highly organized efforts of the indigenous carsians.

Dense rainforests with thick canopies of deep blues and blacks cover the entirety of the moon surface. Miles-wide rivers flow under the canopy from a handful of massive mountains, with other peaks worn down by eras of violent, near-constant storms. The nations making there homes here have largely circumvented the prevalent weather extremes through extensive tunnels that spider throughout the moon.

POLLICE

A solid ball of ice, formed from the North Pole of Carsis being thrown into orbit simultaneously with the South Pole being similarly thrown to orbit.

Deep within this ice ball live the ice elementals that originally made the pole their own. The surface smothered with vast colonies of penguins and celebrations of polar bears. Those few molten surface areas that face the sun support a myriad of sea life now lost to the lands below, not least of which are the great schools of whales and sea lions that hunt these unmolested waters.

VARTICE

Formed of the ice thrown out of the South Pole, this moon is much like Pollice with one notable exception. Great vents issue steam all over this moon, melting the nearby ice sheets, heating the small oceans they create. Something lives within the center of this moon, something hot, and something from the pre-shattering world of Carsis.

Many carsians believe that one day this creature will awaken, spelling doom and disaster for those now living on Carsis. So often mutter a prayer when seeing this moon rise above their land, praying that it remains aloft, never to descend to the surface world again.

HEART OF CARSIS

A rogue moon that crashed into Carsis has become the core of the shattered world. It is now wholly consumed within what was the molten core of Carsis.

It is home to fire elementals and magma creatures, many yet to be seen and identified by mortal eyes. It provides a source of warmth and light that supplements the sun, and allows the undersides of the split landmasses to bear life themselves.

The elementals calling this place home often look up with greedy eyes, seeing beautiful and bounteous lands ripe for plunder above. Their avaricious designs making their mouths slaver in anticipation of the war they know is coming.

HEART'S PASSAGE

When the Heart of Carsis crashed into the side of the planet, that point of impact vaporized the lands and seas, allowing the Heart Passage to the core of the world. This has left behind a maelstrom of shattered asteroids and mists formed of the boiling oceans caught in the wild gravity fluctuations from the passage of the Heart of Carsis. And so it was named after this event, Heart's Passage.

It is truly the most unexplored region of Carsis due to the dangers of navigation, no obvious large landmasses, and the roiling mists. All forays to explore this region have never returned.

CARSIS SPACEPORT

Situated at the heart of the Akeelan, this strange and beautiful spaceport glows with rainbow hues that light the skies and the surrounding city. The spaceport has grown centrally over the exposed crystal that runs through this landmass, the landing platforms dispersing the light thrown out from the crystal into a dazzling display. It is this pulsating rainbow hue that lights the skies over the whole city.

Like the city, the structures that form the spaceport buildings have grown from the land itself. Warped and shaped by carsian engineers, the spaceport is most reminiscent of a bee hive on a massive scale.

Forming a spiral around the central hive, translucent wing-like platforms have grown outward. The veins visible in these platforms are part of the fuel lines used to recharge landing craft. At the sides of these platforms are long mantis-



like arms ending in claws of three elongated boney fingers. These arms stretch out and grasp ships that are too large to land on the platform, allowing the spaceport to be a central travel hub for interstellar vessels and not just planetary vehicles.

The lowest levels of the spaceport handle planetary air traffic. It is from here the law enforcement vehicles, the emergency service vehicles, and the planetary tourism and travel craft operate. Then above these are the levels that handle travel throughout the Carsian system. Above these, the interstellar platforms and areas are to be found, including areas that are sealable, able to be filled with whatever atmosphere and conditions are required of interstellar visitors. At the very top, the leading dignitaries, private services and the craft of the rich and famous are to be found.

The layout of the grounds is roughly circular, around the perimeter of which are the smaller storage hives, reflecting in smaller scale the central airport hive. Here can be found the construction yards where new craft are grown and where damaged vehicles are healed. Storage facilities for export and the unloading of imported goods abound around. Crane-like structures growing from the ground or the sides of the warehousing hives mimic the arms of the spaceport landing pads.

On entering the main spaceport, the visitor is created by a central honeycomb structure inside a hollow shell. The central structure houses the waiting areas, staffing rooms, shops, and recreational areas of the spaceport. Connecting the central core with the external shell and the platforms outside are a dizzying array of vein-like tubing. The tubes consist of the veins of the growth of the spaceport, once filled with sap, they now are filled with passengers and flight staff coming home or leaving to worlds distant.

A large number of the vein corridors are translucent, especially those connecting with the wing like platforms outside. The light hitting those platforms is caught and channeled into the corridor providing a natural radiance through the corridors, lighting the inside of the spaceport during the day.

At night, the inside of the spaceport becomes a wonder. Nodes and growth abound, each giving off a luminescence sufficient to see by, yet at the same time appearing to be miniature constellations, stars and suns lighting the dark night sky. To the close observer, it is apparent that this visual treat is an accurate star map of the constellation in which they currently reside.

RACE: CARSIAN

This is the indigenous species of the planet, a species that has evolved symbiotically with their planet and its environs. The creature is presented as a bestiary entry representing those carsians that might be met whilst adventuring in the wild and uncivilized lands of Carsis; however, details for using carsians as a racial choice for a player character or non-player character are also provided.

Standing close to seven feet tall, this creature has the appearance of a mantis with diaphanous webbing between each pair of its four arms. Its scaly back sports translucent, variegated tail wings. Each arm ends not in claws but with paws, each with three opposable digits reminiscent of large, fat maggots.

CARSIAN		CR 7
XP 3,200		
N Medium aberration		
Init +4; Senses darkvision 60 ft.; Perception +19		
DEFENSE		HP 105
EAC 19; KAC 21		
Fort +9; Ref +9; Will +7		
OFFENSE		
Speed 30 ft.; ablating glide		
Melee claw +17 (2d6+9 S plus grab)		
Multiattack 4 claws +11 (1d6+9 S plus grab)		
Ranged red star plasma pistol +14 (1d8+7 E & F; critical burn 1d8)		
Space 5 ft.; Reach 5 ft. (10 ft. with lunge)		
Offensive Abilities gliding lunge, lunge, sudden strike		
STATISTICS		
Str +2; Dex +4; Con +1; Int +5; Wis -1; Cha -1		
Skills Acrobatics +14, Athletics +14, Stealth +6 (+14 in forest terrain)		
Languages Carsian, Common		
Gear d-suit II, red star plasma pistol with 1 high-capacity battery (40 charges)		
ECOLOGY		
Environment temperate forests and jungles		
Organization solitary, pod (4–6), swarm (100–200), or hive (1,000 or more)		
Treasure none		
SPECIAL ABILITIES		
Abating Glide (Ex) When a carsian falls, their reactions and gliding wings can abate the damage of an unexpected fall. A carsian takes full falling damage from unexpected falls of up to 20 feet. They reduce falling damage by 10 feet when falling up to 50 feet. Any fall greater than 50 feet provides sufficient time for the carsian to begin gliding. If a carsian can prepare for a fall, they can glide immediately as they jump into the fall. This ability provides a carsian the ability to leap between landmasses no more than 100 feet apart.		



Gliding Lunge (Ex) When a carsian is 20 feet or more above their prey, they leap out towards their prey, unfurling their wings and gliding silently on approach. As they pass their prey, they are able to make a lunge attack to grapple it and continue with the glide to land 30 feet away from the prey's original position. If the carsian grapples a larger creature, the glide stops rather than continuing.

Lunge (Ex) A carsian's limbs are capable of reaching much farther than normal for a creature of its size. When using its multiattack ability, a carsian can increase its natural reach by 5 feet, but can make only 2 claw attacks when it does so. When lunging in this manner, it gains a +4 bonus on both attack rolls. This extended reach does not increase its threatened area.

Sudden Strike (Ex) A carsian is particularly adept at moving quickly when its foes are surprised. During a surprise round, they can take a full turn's worth of actions, rather than just a single standard or move action.

Carsians evolved after Carsis shattered, becoming the first species able to traverse the space between landmasses and naturally sail the stellar winds. It does this by leaping and gliding to the target landing point. Carsians have webbed membranes between each pair of arms, and wings down their back but they are unable to fly. A carsian cannot fly because its wings have neither the strength nor structure to provide the lift required, however, they do slow descent to a safe and gentle speed. The back and tail wings are used to direct the descent allowing a controlled and safe descent to be performed.

When using its abating glide to traverse between landmasses, carsians hold the air they need to breathe in a specially reinforced set of lungs.

Virtually invisible when hunting in forests and jungles, wild carsians is greatly feared by those travelling through such lands. A hunting carsian is almost preternaturally patient, waiting for days for a target to pass by. Making a gliding lunge as an ambush tactic, many wagons are found with no trace of riders or occupants anywhere. Wild carsians hunt individually or in hunting parties often consisting of the family pod.

Carsians range in height from 6 to 8 feet tall, and weigh from 250 to 350 pounds.



PC RACIAL TRAITS

Ability Adjustments: +2 Dex, +2 Int, -2 Wis. Carsians are agile of mind and body, but easily distracted by new wonders.

Hit Points: 4

Size and Type: Carsians are Medium aberrations.

Darkvision: Carsians can see in the dark up to 60 feet.

Ablative Glide: See above.

Four-Armed: Carsians have four arms, which allows them to wield and hold up to four hands' worth of weapons and equipment. While their multiple arms increase the number of items they can have at the ready, it doesn't increase the number of attacks they can make during combat.

Skilled: Carsians have a +2 racial bonus to Acrobatics, Perception and Stealth checks.

Languages: Carsians begin play speaking Common and Carsian. Carsians with high Intelligence scores can choose any bonus language with the discretion of the GM and the available setting languages.

ADVENTURE HOOKS

Presented here are several adventure hooks for Carsis for the gamemaster to expand upon and kick start their adventures and campaigns set on Carsis.

Riding the Leap – The party boards a ship that sails from Akeelan, jumping them to Terrum. However, a miscalculation by the ship's pilot lands them in the great ocean thousands of miles from civilization and directly above the mysterious sunken city.

Crash Landing on Herkor – A fault in their ship spirals the party to the barren surface of this desolate land and so begins an epic horror survival story. The only civilization that might be able to help them return to Akeelam is the Dead Court, deep beneath the dusty surface of Herkor.

Love's Infatuation – While the party is visiting Narash, a monster of the night falls hopelessly and totally in love with a player character. How do they react and, if they spurn the creature, how bad can the wrath of a spurned monster be?

Triad Summons – Whilst abroad in Akeelan, the PCs are summoned before the Triad to engage in an investigation of a network of off-world spies infiltrating Carsis. The spies have already established bases on several landmasses and

seek to insert their own members into the Triad. They may already have succeeded.

Assault on Ananse – Residents of Ananse have long desired a seat on the Triad, but a new leader has driven the conflict to the boiling point. The carsians of Ananse and their tamed beasts attack the Triad buildings along with the governments of its members. During the chaos, the PCs may take the battle back to Ananse or even discover evidence that the invasion is being timed with an attack of mysterious forces from the Heart of Carsis.

ENCOUNTER: SPAWNING OF THE GRIZZAT

This encounter is designed for a party of 4–6 player characters of 4th or 5th level.

For parties of 2nd to 3rd level, remove one of the swarms from the part of the encounter that takes place in the open air and ensure the party has grenades or other means to attack swarms.

For parties of 6th to 7th level, add a fourth swarm bursting from the tunnel mouth that leads to the egg chamber below ground. This extra swarm should follow the last character out of the chamber into the open, and so is the most immediate threat.

PLACING THE ENCOUNTER

The type of encounter presented is a transitional one. It is used when the player characters are traversing the jungles of Ananse or Terrum. The grizzat have even begun to spread to the thick forests of Milone and Narrash.

APPROACHING THE CLEARING

If the players are flying over a forested area, the pilot spots the grizzat mounds on route. Fortunately, nearby is a larger clearing providing a safe landing place, from which trails can be seen leading to the clearing with the grizzat mounds. The GM could even use the smoke of the crashed hunter ship escaping the canopy as the draw to get the PCs to investigate.

If any of the player characters are Carsians, they will recognize the grizzat mounds as an invasive form of life

spreading from the moon Ananse and rewards from the Triune have been posted to help stop their spread. Otherwise a DC 15 Life Science check should be allowed to identify the potential threat the players approach and to allow them some preparation for encountering a swarm.

If the PCs are approaching on foot as part of wilderness travel in your story, then it is even easier to slot the encounter into your ongoing storyline. The GM can foreshadow the encounter by mentioning the smell of smoke on the air or even the buzz of wings above the treetops. The encounter is presented from this vantage point because the players will have to use some small amount of foot travel along a trail to enter the clearing.

Should your player characters throw a spanner in the works - for example, by dropping into the clearing from a hovering vehicle - you should jump straight to the clearing below adjusting the entry description appropriately.

THE TRAIL

When the players are approaching by the trail, feel free to read aloud or paraphrase the following:

The trail is chokingly thick and overgrown, evidence of its lack of use over recent weeks, forcing you to continue in single file. The air you breathe into your labored lungs is both humid and stifling. It has a gritty taste and is full of the aroma of burning metals.

Hacking through the dense undergrowth across, the trail suddenly parts wide into the dazzling light of a clearing, with flames flickering from the wreckage of a Carsian flier that has crashed into a small clearing.

Should the players ask, the vehicle is a Carsian hunter class ship - a small one-person craft designed to hunt down dangerous wildlife and, using their front-mounted arsenal, destroy them. It has a range of 100 miles and is not equipped for flight outside the atmosphere. The front-mounted arsenal of this ship has been completely destroyed by the craft's nose down impact at the crash site.

PCs closely examining the nearby vegetation (Perception DC 15) notice that the leaves seem to have been torn and ripped and the bark of nearby trees seems to have large chunks ripped off. This is the evidence of the recent passage of the parent nesting grizzat. The sap has resealed these plant wounds, marking the passage as having occurred approximately two weeks ago. A DC 15 Life Science check allows the player to discern that a number of creatures, a small pack passed by, however there is no evidence to specifically identify the grizzat at this point. If the check is made by a player and the required DC is not achieved, report to the player that the trail marking has arisen due to a small dinosaur pack passing by approximately a week ago.



THE CLEARING

As you enter the clearing, to your left lies the crashed insect-like vehicle, its port engine slightly ablaze. Dotted around the clearing are a number of animal skeletons of various sizes, each picked clean of any flesh. Drawing your eye though are three towering insect mounds surrounding a gaping dark maw to the world below.

The crashed vehicle is a common design used for hunting and destroying grizzat nests. It fell foul of very aggressive and protective grizzat mothers. As it approached the nest site, the mothers burst forth from the ground leaving the tunnel in their wake. Flying up to attack the invading vehicle, they got sucked into its engine ports, stalling the engine and causing the crash.

The Carsian pilot is dead over the controls, the weaponry completely destroyed in the nosedive. The fire of the side engine is easily extinguished. On doing so, they players should notice red and black mottled flesh amongst the cinders and ash of the burning. There is little that remains, but a DC 20 Life Science will identify them as adult grizzat.

The grizzat mounds are 20 to 25 foot tall, each sporting a central vent that is releasing heat into the air from a chamber below ground. The disturbed earth around the tunnel entrance is evidence that whatever made the tunnel burst forth to the surface world. The tunnel radiates a warm musty heat and descends at a steep angle into the darkness below.

Numerous animal skeletons around the whole clearing show this to be a predatory lair of some sort. Closer examinations of the skeletons show that they died in terrible agony whilst fighting their assailant. A DC 17 Life Science check or a DC 19 Medicine check successfully identifies that the creatures were eaten alive.

Both the ship and the skeletons are less obvious treasure as detailed in the conclusion section of this encounter.

ENTERING THE EGG CHAMBER

The earthen tunnel extends 30 feet into the ground, forcing taller characters to crouch. At the far end, the tunnel opens into a chamber 70 by 50 feet wide that resembles a crystal geode, but rather than crystals the walls, floor, and ceiling are encrusted with thousands of mottled red and black mottled, each the size of a human child's fist and stuck fast in a honeycomb-like lattice.

A successful DC 15 Life Science check confirms the eggs as grizzat eggs. The player succeeding this check will know of the threat these creatures pose should they be allowed to spawn, and that standard practice when grizzat nests are found is to wipe out the mature swarms and destroy all eggs before they hatch. Close examination (Perception DC 15) reveals that the eggs are warm and reactive to touch. A DC 15 Life Science check reveals that the eggs here are viable and likely to hatch soon. The egg chamber temperature is usually moderated via the venting of the termite-like mounds above, and those should have been sealed to protect the eggs. It is likely that the mother or mothers were the remains found in the engines of the crashed ship above, bursting forth to create the tunnel to attack the vehicle in order to protect their eggs.



The chamber cannot be thoroughly explored without stepping on and likely breaking the eggs on the surface, whether by walking or climbing. If any of the eggs are broken, or within a few rounds of a creature entering the chamber even if flying or otherwise not touching the eggs, the swarm begins to hatch. Ideally this encounter should occur after multiple creatures have entered the chamber, but feel free to begin it if players spend too much time at the entrance discussing possibilities.

SWARM BIRTH (CR 9)

A ripple of sound begins to echo throughout the chamber, beginning with scattered soft snaps of eggshells and a wet popping of and pops before cascading in a torrent of cracking eggs all around you. Bursting out from their embryonic prisons is an armada of inch-long red and black insects that immediately swarm towards you like a buzzing cloud of death.

All players in the chamber who are within 10 feet of the floor, walls, or ceiling (including within 10 feet of the mouth of the tunnel) are considered to be within the area of the grizzat swarm at the beginning of combat when initiative is rolled, taking 2d6 piercing damage and subjected to the swarm's cling, consume, and distraction abilities. During this time, the swarm is also considered to occupy all such areas for the purpose of being attacked. Roll initiative normally for the grizzat swarms; once their turn begins in the initiative order, they coalesce into four normal grizzat swarms around (or as near as possible to) intruding creatures in the chamber or tunnel. If any creature leaves the affected area, the grizzats cling to him, and any damage taken by the swarm as a whole (including damage from its cling ability) is divided evenly among the swarms.

GRIZZAT SWARMS (4)

CR 5

XP 1,600 each

HP 65 each

Development: Because of the continuous flood of grizzats emerging from their eggs, the swarms gain fast healing 10 as long as at least part of the swarm remains in the egg chamber. Heroes dealing damage to the swarms can observe how their numbers are being replenished by new hatchlings inside the chamber and may well choose to flee the chamber to even the odds.

Depending on party composition, you may choose for the mass of grizzat larvae to form into only two or three swarms, in order to properly challenge your PCs and their capabilities.

ESCAPE TO THE SURFACE

If the heroes return to the surface, the swarms emerge to pursue them. One swarm follows them out of the access tunnel, while the other three pour forth from the termite mounds above, with each swarm emerging from a separate mound. The swarms fight to the death because they are newly born and do not have the experience to flee into the forest when things go badly for them. If the heroes try to flee, the swarms pursue relentlessly until they lose sight to their prey, usually within 1d4 rounds of venturing into the undergrowth. If you wish to maintain the tension, the PCs may see or hear the swarms buzzing nearby, with primitive monstrous roars echoing in the background.

CONCLUSION

The grizzats keep no treasure as such, though the wreck of the Carsian ship may provide the opportunity for salvage of goods and gear. Allow the PCs to each attempt a DC 15 Engineering check. If they all fail, they recover nothing of value from the wreck. For each successful check, however, they can recover 1d4 x 200 credits' worth of salvageable parts. For every 5 points by which the best result exceeds the DC, they recover an additional 1d4 x 200 credits of parts. As long as at least one PC succeeded, they are also able to detach a jetpack armor upgrade from the pilot's destroyed armor and restore it to function.

If any of the PCs reach DC 30 on their Engineering check, you might allow them to repair the craft enough to reactivate its flight controls and enable it to limp back to civilization before falling apart. However, even if they cannot return the vehicle, they may receive a reward from the nearest authorities for reporting the location of the abandoned hulk.

If the PCs allow any of the swarms to escape without destroying them, they may be asked by local authorities to hunt them down before they can breed and lay a new creche of eggs. Utterly destroying the hive is worth 2,000 credits per swarm to the agents of the Triune and may lead to future contracts.

BESTIARY

Herein you will find the creatures central to the encounter. The first entry details the full-grown version of the base creature that forms the swarm. This provides you with the full ecology of a danger inherent to life on Carsis.

GRIZZAT

A bulbous red and black creature just nearly two feet long hovers on thrumming wings. Six-inch-long legs ending in pincers tread the air. Sprouting from the top of the brain-like body are six hairy eye stalks, each ending in a bulbous black eye like a spider's. In the center of its body, an overly large maw opens and closes, filled with miniature serrated teeth.

GRIZZAT

CR 3

XP 800

N Small vermin

Init +1; Senses darkvision 60 ft.; Perception +13

DEFENSE

HP 42

EAC 14; KAC 16

Fort +8; Ref +3; Will +3

Immunities mind-affecting effects

OFFENSE

Speed 20 ft., fly 60 ft. (Ex, good)

Melee bite +1 (1d6+3 P plus 1d4 bleed; critical wound [DC 12])

Offensive Abilities

STATISTICS

Str +4; Dex +1; Con +2; Int —; Wis –1; Cha –2

Skills Acrobatics +8, Athletics +8

Other Abilities mindless

ECOLOGY

Environment tropical forests

Organization solitary, group (2–6), or nest (7–12)

This creature evolved from the need to survive harsh extremes, short brief seasons requiring rapid growth, an urgency to living, and a life cycle that spawns multitudes in the hope that the strongest few survive. They begin their life as part of a swarm of young bursting forth from subterranean egg chambers. Once born, the swarm moves off like a plague of locust, devouring everything in its path.

After just seven days, the stronger members of the swarm have grown to adulthood. Growing from a thumb sized insect to a 2-foot-tall, 10-pound adult, they group with fellow adults in small numbers, detaching themselves from their birthing swarm to become a nesting group.

Nesting groups seek appropriate clearings, to maximize their exposure to the warmth of the sun, and preferably with soft earth into which they burrow and hollow out their egg chamber. This creates a termite mound above ground per adult in the nesting group. The mound is both hollow and tall, its intent is to be the exit for the newly hatched swarm, releasing the swarm high into the air and so avoiding ground predators at the moment of birth.

As the oldest surviving creature from the shattering of the world, they have become a threat to the survival of all other species. Due to their prolific reproductive cycle, the intelligent species actively hunt these nests in order to exterminate this threat.

GRIZZAT SWARM

Thousands of thumb-sized crimson and black mottled brains on wings dance in the air as a bee swarm dances. Everything it passes over is stripped of edible matter by their ravenous mouths.

GRIZZAT SWARM

CR 5

XP 1,600

N Fine vermin (swarm)

Init +5; Senses darkvision 60 ft.; Perception +16

DEFENSE

HP 65

EAC 17; KAC 19

Fort +9; Ref +7; Will +4

Defensive Abilities swarm defenses; Immunities swarm immunities

OFFENSE

Speed 20 ft., fly 60 ft. (Ex, good)

Melee swarm (1d4+5 P plus 1 bleed and distraction)

Space 10 ft.; Reach 0 ft.

Offensive Abilities cling, distraction (DC 13)

STATISTICS

Str -4; Dex +5; Con +3; Int —; Wis +0; Cha +0

Other Abilities mindless

ECOLOGY

Environment tropical forests

Organization solitary, pair, nesting burst (3–6 swarms), or march (7–16 swarms)

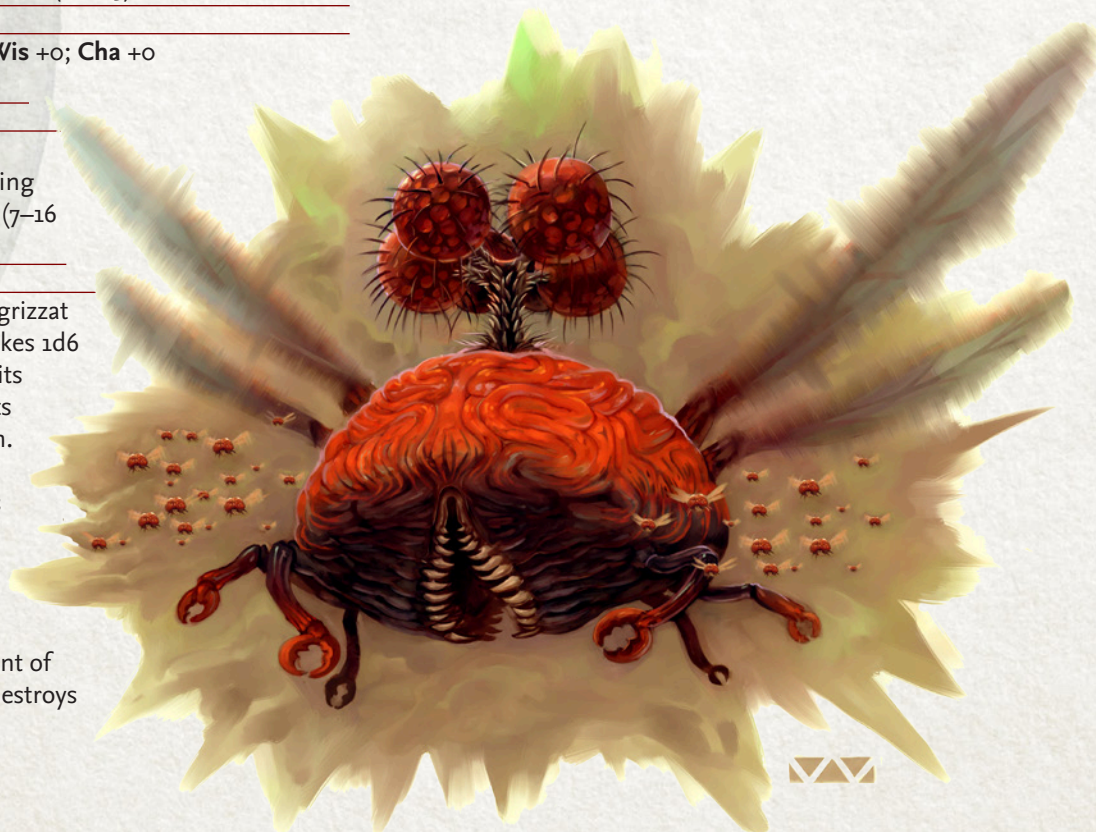
SPECIAL ABILITIES

Cling (Ex) If a creature leaves a grizzat swarm's square, the swarm takes 1d6 damage to reflect the loss of its numbers as the crawling pests cling tenaciously to the victim. A creature with constituent grizzats clinging to him takes 1d4 damage at the end of his turn each round. As a full action, he can remove the grizzats with a DC 13 Reflex save. High wind or any amount of damage from an area effect destroys all clinging grizzats.

Consume (Ex) A grizzat swarm can rapidly consume any creature it swarms over. Against helpless or nauseated targets, a grizzat swarm attack deals 2d6+5 damage plus 1d4 bleed damage if the target is not already affected.

A grizzat swarm is greatly feared on the planet Carsis, a relatively young world in the cosmos that is recovering from a cosmic disaster. The threat to the planetary recovery and native life posed by the voracious appetites of these swarms is the worst imaginable.

Constantly striving to spawn and spread, leaving behind a swath of devastation on plant life and the creatures encountering them.



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