Star RPG Starships and Planets

GM DemonMoose

STARFINDER
COMPATIBLE

Star RPG Starships and Planets I
By GM DemonMoose

Included in this document:

24 Starships of CR ½ to CR 5

Six Planets with descriptions, lifeforms, dangers and adventure hooks:

-Tarsyx-8, a desert world that used to have a bustling resort metropolis
-Sorull, a swamp world with all manner of tentacle beasts and the cult of Halzithoth
-Ashileth, a tundra moon, home to the Du'bari sound aliens and a floating Ascendancy stronghold
-Heteos, a ringed planet similar to Earth where the Skull Beasts roam
-Karnast, a crater-filled wasteland world where devils and other extraplanar creatures are pulled from other planes
-Verdain, a lush green world, home to the Seeds of the First Synthesis, plant aliens learning how to manipulate technology

*Please notify me of any errors, typos and other comments at Justicemoose@gmail.com. Your messages are appreciated.

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STARSHIPS

PLANETS

Ertraes Seeker						
Tier 2 Medium Explorer						
Speed	8	**Maneuverability**		Good (turn 1)	**Hyperspace**	1
AC	13	**TL**	12			
HP	55	**DT**	-	**CT**	11	
Shields	basic shields 20 (forward 5, port 5, starboard 5, aft 5)					
Attack (Forward)	light emp cannon (Special)					
Attack (Port)	light laser cannon (2d4)					
Attack (Starboard)	light laser cannon (2d4)					
Attack (Turret)	light laser cannon (2d4)					
Power Core	Pulse Green (150 PCU)	**Hyperspace Engine**		Signal Basic (75 PCU min.)		
Expansion Bays	arcane laboratory , cargo hold , guest quarters , science lab					
Modifiers	+1 to any 4 checks per round, +1 Piloting					
Complement	1-6					

CREW (if used by NPCs)
Captain gunnery +7, Intimidate+8 (2 ranks), Piloting +7 (2 ranks)
Engineer Engineering +8 (2 ranks)
Gunners (2) gunnery +7
Pilot Piloting +9 (2 ranks)
Science Officer Computers +9 (2 ranks)
AC 15, **TL** 14

Special
Vast Knowledge
The Ertraes Seeker has a vast repository of knowledge and information about the universe, though most of what is contained in the ship's databanks is primarily science information. When a crew member uses the physical science or life science skill they get a +2 to the roll while aboard the ship.

Missionary Ship
Once a missionary ship for Ertraes priests, the Seeker has an Artificial Intelligence that constantly reminds the crew about converting to the Goddess Ertraes's ministry and finding more knowledge about the universe.

The Ertraes Seeker was a missionary ship for Ertraes scientist priests until it was repurposed by adventurers. Some of its subroutines still remain, however, and its AI continues to search for new knowledge about the universe through scientific processes. As it collects this knowledge, it can connect it to the great Ertraes databanks located on GreenStar Station and Synth Alpha.

Blood N' Guts						
Tier 1 Medium Transport						
Speed	6	**Maneuverability**	Average (turn 2)		**Hyperspace**	1
AC	13	**TL**	12			
HP	70	**DT**	-	**CT**	14	
Shields	basic shields 40 (forward 10, port 10, starboard 10, aft 10)					
Attack (Forward)	light laser cannon (2d4)					
Attack (Aft)	light laser cannon (2d4)					
Attack (Turret)	coilgun (4d4), light torpedo launcher (2d8)					
Power Core	Arcus Heavy (130 PCU)	**Hyperspace Engine**	Signal Basic (75 PCU min.)			
Expansion Bays	cargo hold (3), recreation suite (trivid den) , smuggler compartment (dc 20)					
Modifiers	+2 Computers, +1 Piloting					
Complement	1-6					

CREW (if used by NPCs)
Captain gunnery +9, Intimidate+9 (1 rank), Piloting +9 (1 rank)
Engineer Engineering +7 (1 rank)
Gunners (2) gunnery +7
Pilot Piloting +8 (1 rank)
Science Officer Computers +7 (1 rank)
AC 14, **TL** 13

Special
Sneak Attack
Using cunning and a special combination of illegal technology, the Blood N' Guts can render itself harder to detect using scanners. When in a particularly dark part of space or concealed in a gaseous cloud and with its engines unpowered, the Blood N' Guts cannot be detected with scanners. However, it can still be seen via normal senses and detected with magical abilities.

Painted with blood and trailing a mass of cords from its many conquests, the Blood N' Guts is a notorious pirate ship hunted by security forces across the sector. Its tactics involves waiting in the darkness of space without any power until a weakly-defended tradeship crosses its path. While most of its crew are nothing special, its captain is particularly dangerous in his combat strategies. Rumor says that Captain Karshaz was a human pirate captain from ancient times, that found a magical elixir granting him immortality.

Yanda's Arc					
Tier 3 Medium Explorer					
Speed	8	**Maneuverability**	Good (turn 1)	**Hyperspace**	1
AC	13	**TL**	13		
HP	55	**DT**	-	**CT**	11
Shields	basic shields 30 (forward 8, port 7, starboard 7, aft 8)				
Attack (Forward)	light laser cannon (2d4)				
Attack (Port)	light laser cannon (2d4)				
Attack (Starboard)	light emp cannon (Special)				
Attack (Turret)	coilgun (4d4)				
Power Core	Pulse Green (150 PCU)	**Hyperspace Engine**	Signal Basic (75 PCU min.)		
Expansion Bays	arcane laboratory , cargo hold (2), science lab				
Modifiers	+4 to any 1 check per round, +1 Piloting				
Complement	1-6				

CREW (if used by NPCs)
Captain gunnery +8, Intimidate+8 (2 ranks), Piloting +10 (2 ranks)
Engineer Engineering +12 (3 ranks)
Gunners (2) gunnery +8
Pilot Piloting +10 (3 ranks)
Science Officer Computers +12 (3 ranks)
AC 16, **TL** 16

Yanda's Arc is a major ship of the Mark of Singularity, piloted by the android technomancer Myel 23. It usually contains mechanical parts of the fallen Goddess Singularity or remnants of her AI, en route to various Singularity settlements for repair or reintegration. The rest of the crew is composed of other Mark of Singularity constructs, robots that have gained some semblance of sentience from Singularity remnants. For most encounters, the Arc tends to avoid battle, unless it needs to recover a fragment of its Goddess from an enemy ship or installation.

Black Bioship						
Tier 2 Small Light Freighter						
Speed	10	**Maneuverability**	Good (turn 1)	**Hyperspace**	2	
AC	14	**TL**	15			
HP	40	**DT**	-	**CT**	8	
Shields	basic shields 40 (forward 10, port 10, starboard 10, aft 10)					
Attack (Forward)	gyrolaser (1d8), coilgun (4d4)					
Attack (Port)	light laser cannon (2d4)					
Attack (Starboard)	light laser cannon (2d4)					
Power Core	Pulse White (140 PCU)	**Hyperspace Engine**	Signal Booster (100 PCU min.)			
Expansion Bays	cargo hold , escape pods , science lab					
Modifiers	+2 to any 1 check per round, +1 Piloting					
Complement	1-6					

CREW (if used by NPCs)
Captain gunnery +8, Intimidate+11 (2 ranks), Piloting +8 (2 ranks)
Engineer Engineering +12 (2 ranks)
Gunners (2) gunnery +8
Pilot Piloting +9 (2 ranks)
Science Officer Computers +12 (2 ranks)
AC 16, **TL** 17

Special
Improved Hyperspace
With its strange technological configurations, the Black Bioship takes less time to travel in Hyperspace. When a travel roll is made to determine Hyperspace travel, subtract 1 from the result.
Nourishment Sludge
A strange violet paste can be excreted from tubes found in the quarters of the ship. This unknown material is edible, tasteless and provides the nutrients for a full day's nourishment. Each day the ship provides 1 pound of this material in each of its six room quarters, with each pound acting as a single serving.

After Zolos Company recovered this floating black ship from space, their teams of scientists worked day and night to uncover its mysteries. The bioship is a fusion of living flesh and technological equipment somehow working in tandem in a functional ship. Scholars claim that the strange runes on its body belong to the entirely alien Empire Beyond, nightmarish creatures with ties to the outer gods. With major modifications, the interior of the starship was remodeled for regular humanoid crews including living quarters and standard equipment. Afterwards, Zolos company and all its galaxy holdings disappeared without a trace.

Ascendancy Fighter					
Tier ½ Tiny Fighter					
Speed	8	**Maneuverability**	Good (turn 1)	**Hyperspace**	1
AC	13	**TL**	14		
HP	35	**DT** -	**CT**	7	
Shields	basic shields 30 (forward 8, port 7, starboard 7, aft 8)				
Attack (Forward)	light laser cannon (2d4), light torpedo launcher (2d8)				
Attack (Aft)	light laser cannon (2d4)				
Power Core	Pulse Gray (100 PCU)	**Hyperspace Engine**	Signal Basic (75 PCU min.)		
Expansion Bays	N/A				
Modifiers	+1 Piloting				
Complement	1-2				

CREW (if used by NPCs)
Pilot gunnery +9, Piloting +7 (1 rank),
Computers +9(1 rank)
Gunner Gunnery +9
AC 14, **TL** 15

This starship is piloted by an novice technomancer from the Ascendancy, a group of arcanists that desire to hoard technology and magic for themselves. Assisting him or her is a simple targeting drone meant to use the aft laser cannon. As these technomancers are often disposable agents for the Ascendancy, the society's advanced technological and magical gadgets are not employed in this fighter ship. Ascendancy Fighters often protect space stations or carry technomancers who are sent on missions to gain actual standing in the faction. These ships are triangular in design, with a curved edge in their aft sections.

Ascendancy Cruiser						
Tier 3 Medium Transport						
Speed	8	**Maneuverability**	Average (turn 2)		**Hyperspace**	1
AC	13	**TL**	12			
HP	70	**DT**	-	**CT**	14	
Shields	basic shields 20 (forward 5, port 5, starboard 5, aft 5)					
Attack (Forward)	heavy laser cannon (4d8), gyrolaser (1d8)					
Attack (Aft)	light emp cannon (Special)					
Attack (Turret)	micromissile battery (2d6)					
Power Core	Pulse Green (150 PCU)	**Hyperspace Engine**	Signal Basic (75 PCU min.)			
Expansion Bays	arcane laboratory , cargo hold (2), synthesis bay , tech workshop					
Modifiers	+2 to any 3 checks per round, 0 Piloting					
Complement	1-6					

CREW (if used by NPCs)
Captain gunnery +8, Intimidate+8 (3 ranks),
Piloting +8 (3 ranks)
Engineer Engineering +10 (3 ranks)
Gunners (2) gunnery +11
Pilot Piloting +10 (3 ranks)
Science Officer Computers +12 (3 ranks)
AC 16, **TL** 15

When a lesser technomancer has proven some worth to the Ascendancy, they are given a starship equipped with the latest technology of the Core Worlds and a few gadgets from the organization's vaults. They are also granted use of a starship crew, enslaved drones and humanoid servants with space experience as most technomancers are inexperienced with the mundanity of spaceflight. A cruiser's main purpose like other smaller starships in the Ascendancy, is to escort arcanists to planets in order to appropriate technology and magic from ruins or undefended settlements.

Alchemin Smuggler Ship							
Tier 1 Small Shuttle							
Speed	12		**Maneuverability**	Perfect (turn 0)		**Hyperspace**	1
AC	13	**TL**	13				
HP	35	**DT**	-	**CT**	7		
Shields	basic shields 40 (forward 10, port 10, starboard 10, aft 10)						
Attack (Forward)		coilgun (4d4)					
Power Core		Pulse Brown (90 PCU)		**Hyperspace Engine**	Signal Basic (75 PCU min.)		
Expansion Bays		cargo hold (2), smuggler compartment (dc 20)					
Modifiers		+1 Piloting					
Complement		1-4					

<u>CREW (if used by NPCs)</u>
Captain gunnery +8, Intimidate+8 (1 rank),
Piloting +10 (1 rank)
Engineer Engineering +10 (1 rank)
Gunners (1) gunnery +9
Science Officer Computers +12 (1 rank)
AC 14, **TL** 14

Alchemin Corporation hires crews of smugglers to collect valuable resources, such as endangered flora and fauna, and to transport illegal items. These smuggler ships, of course, do not have any symbols connecting them to the large interstellar company. Tactically, smugglers pretend to be simple cargo vessels or even merchants traveling the starlanes, rather than fight against enemy ships, and will quickly flee from confrontation when given the chance. Alchemin ships are ovular in shape with extendable curved wings to help them turn.

Alchemin Laboratory Ship						
Tier 3 Small Light Freighter						
Speed	8		**Maneuverability**	Good (turn 1)	**Hyperspace**	1
AC	14	**TL**	12			
HP	40	**DT**	-	**CT**	8	
Shields	basic shields 40 (forward 10, port 10, starboard 10, aft 10)					
Attack (Forward)		flak thrower (3d4), light emp cannon (Special)				
Attack (Port)	light laser cannon (2d4)					
Attack (Starboard)		light laser cannon (2d4)				
Power Core		Pulse Gray (100 PCU)		**Hyperspace Engine**	Signal Basic (75 PCU min.)	
Expansion Bays		science lab , sealed environment chamber (2)				
Modifiers		+0 Computers, +1 Piloting				
Complement	1-6					

CREW (if used by NPCs)
Captain gunnery +10, Intimidate+12 (3 ranks),
Piloting +11 (3 ranks)
Engineer Engineering +10 (3 ranks)
Gunners (3) gunnery +11
Science Officer Computers +12 (3 ranks)
AC 17, **TL** 15

Laboratory ships are equipped with a science
lab to provide rudimentary experimentation on
acquired specimens. Usually these are
employed and used in orbit of a very dangerous
planet, whether due to its climate, environment
or the hostile natives. The ships are also
equipped with sealed environment chambers to
make sure their acquisitions remain fresh, and
do not contaminate the crew. Alchemin ships are
marked with the blue-upturned flask corporate
symbol, and often have the correct transponder
data signatures to show their legitimacy as an
upstanding business.

House Zaiure Cutter						
Tier ½ Tiny Fighter						
Speed	10	**Maneuverability**		Good (turn 1)	**Hyperspace**	0
AC	14	**TL**	14			
HP	35	**DT**	-	**CT**	7	
Shields	basic shields 40 (forward 10, port 10, starboard 10, aft 10)					
Attack (Forward)	flak thrower (3d4), light torpedo launcher (2d8)					
Attack (Aft)	light laser cannon (2d4)					
Power Core	Micron Heavy (70 PCU)		**Hyperspace Engine**			
Expansion Bays	N/A					
Modifiers	+1 Piloting					
Complement	1-2					

CREW (if used by NPCs)
Pilot gunnery +9, Piloting +9 (1 rank),
Computers +7(1 rank)
Gunner Gunnery +9
AC 15, **TL** 15

House Zaiure cutters are the drow house's first line of defense against other houses, summoned demons and opportunists wishing to steal their magical knowledge or manufactured weaponry. Hundreds of these pointed ships remain within orbit of Drowgaust, a drow planet, their pilots and gunners able to fly impressively against enemies and shoot them down with honed precision. Usually a pair of drow operate a single vessel, though there are some piloted by an enslaved Denibrean demon. Cutters look like serrated short knives, with extra pieces of sharpened curved metal forming their wings.

House Zaiure Abyss Frame						
Tier 2 Tiny Fighter						
Speed	10	**Maneuverability**	Good (turn 1)		**Hyperspace**	0
AC	14	**TL**	15			
HP	35	**DT**	-	**CT**	7	
Shields	light shields 70 (forward 18, port 17, starboard 17, aft 18)					
Attack (Forward)	light plasma cannon (2d12), tactical nuclear missile launcher (5d8)					
Attack (Aft)	light plasma cannon (2d12)					
Power Core	Pulse Gray (100 PCU)		**Hyperspace Engine**			
Expansion Bays	N/A					
Modifiers	+1 to any 2 checks per round, +0 Computers, +1 Piloting					
Complement	1-2					

CREW (if used by NPCs)
Pilot gunnery +12, Piloting +12 (2 ranks),
Computers +10(2 ranks)
Gunner Gunnery +12
AC 16, **TL** 17

Abyss Frames are stronger versions of the
Zaiure Cutters, equipped with plasma cannon
weaponry, and a tactical nuclear missile
launcher. They are often piloted by veteran drow
servants and obedient demon slaves. Their
sharper, sleeker designs and thin mono-layered
wings, provide its pilots with improved precision
in flight, aerial and suborbital combat.

House Zaiure Channeler						
Tier 5 Medium Transport						
Speed	4	**Maneuverability**	Average (turn 2)		**Hyperspace**	2
AC	13	**TL**	12			
HP	85	**DT**	-	**CT**	17	
Shields	light shields 50 (forward 13, port 12, starboard 12, aft 13)					
Attack (Forward)	railgun (8d4), flak thrower (3d4)					
Attack (Aft)	coilgun (4d4)					
Attack (Turret)	light plasma cannon (2d12), light plasma torpedo launcher (3d8)					
Power Core	Arcus Ultra (150 PCU)		**Hyperspace Engine**	Signal Booster (100 PCU min.)		
Expansion Bays	cargo hold (2), science lab , sealed environment chamber (2)					
Modifiers	+2 to any 1 check per round, +2 Computers, +2 Piloting					
Complement	1-6					

CREW (if used by NPCs)
Captain gunnery +14, Intimidate+14 (5 ranks), Piloting +14 (5 ranks)
Engineer Engineering +12 (5 ranks)
Gunners (2) gunnery +15
Pilot Piloting +14 (5 ranks)
Science Officer Computers +12 (5 ranks)
AC 18, **TL** 17

Special
Demonic Connection
When a Zaiure Channeler makes a connection to Hyperspace and attracts extraplanar entities, they have a 75% chance that those pulled are demons.

This vessel's purpose is to create Hyperspace portals for the capture of Denibrean demon slaves. This method, while significantly more dangerous than magical summoning, is more efficient in the amount of demons it can bring to the material plane. The channeler is staffed with mystics and Zaiure guards with arcane protections against lesser demons, though occasionally a powerful extraplanar creature that is not demonic appears instead. Swift advancements to arcane technological gadgets are making such unfortunate occurrences less frequent. Channelers resemble flattened crustaceans with excessive blades coming out its carapace, very different from the smaller, sharper and sleeker design of its fighters.

Slayer Longbow						
Tier 5 Medium Transport						
Speed	8		**Maneuverability**	Average (turn 2)	**Hyperspace**	1
AC	15	**TL**	11			
HP	85	**DT**	-	**CT**	17	
Shields	light shields 50 (forward 13, port 12, starboard 12, aft 13)					
Attack (Forward)		particle beam (8d6), light laser cannon (2d4)				
Attack (Aft)		light laser cannon (2d4)				
Attack (Turret)		coilgun (4d4), light plasma torpedo launcher (3d8)				
Power Core		Arcus Ultra (150 PCU)	**Hyperspace Engine**	Signal Basic (75 PCU min.)		
Systems	L-flame rifle					
Expansion Bays		cargo hold (2), medical bay , recreation suite (gym) , sealed environment chamber				
Modifiers		+2 Computers, 0 Piloting				
Complement	1-6					

CREW (if used by NPCs)
Captain gunnery +15, Intimidate+13 (5 ranks), Piloting +15 (5 ranks)
Engineer Engineering +11 (5 ranks)
Gunners (2) gunnery +15
Pilot Piloting +15 (5 ranks)
Science Officer Computers +11 (5 ranks)
AC 20, **TL** 16

Slayer Longbows are the ships of the Slayers of the Skull Hunt, various hunters tasked with eliminating the deadly Skull Beasts. While many of these creatures are found on the planet Heteos, there have been reports of several on other worlds. Whether these creatures have some means of interstellar travel, or were placed there by some other species, is unknown. Longbows are communal spaces where slayers can trade knowledge, share their hunting histories, and even hone their physical statures. Finally, in order to deter poachers and groups like the Alchemin Corporation from taking any Skull Beast biomatter, each Longbow is equipped with an array of powerful weaponry. Longbows do resemble their namesake, though its limb and "string" are much broader and made of starship metal. Three corridors bridge the limb and "string" providing more passageways than the connection points.

Vindicator Defender					
Tier 3 Medium Transport					
Speed	8	**Maneuverability** Average (turn 2)		**Hyperspace**	1
AC	13	**TL**	13		
HP	70	**DT**	-	**CT**	14
Shields	basic shields 30 (forward 8, port 7, starboard 7, aft 8)				
Attack (Forward)	heavy laser cannon (4d8), light torpedo launcher (2d8)				
Attack (Aft)	light laser cannon (2d4)				
Attack (Turret)	laser net (2d6), light laser cannon (2d4)				
Power Core	Arcus Heavy (130 PCU)	**Hyperspace Engine**	Signal Basic (75 PCU min.)		
Expansion Bays	cargo hold , guest quarters , life boats , medical bay , passenger seating				
Modifiers	+2 Computers, 0 Piloting				
Complement	1-6				

CREW (if used by NPCs)
Captain gunnery +13, Intimidate+12 (3 ranks), Piloting +12 (3 ranks)
Engineer Engineering +10 (3 ranks)
Gunners (2) gunnery +13
Pilot Piloting +12 (3 ranks)
Science Officer Computers +10 (3 ranks)
AC 16, **TL** 16

The Vindicators of the Stellar Wind make it their main goal to protect pilgrims on their way to solar colonies. Whether this is to the Stellar Wind's Star in the core worlds, or to another star entirely is not important. Pilgrims bound to the Goddess of the Stellar Wind are often compassionate, kind and incapable of defending themselves from the evils of slavers, pirates, and alien entities, unlike the Vindicators. Its crews are made up of both light and void subfactions and only function during periods when there is no star battle occurring. It resembles a stylized star on its front half, with a single extended point making up its aft section.

Vindicator Shiv						
Tier 3 Medium Explorer						
Speed	10	**Maneuverability**	Good (turn 1)		**Hyperspace**	1
AC	13	**TL**	13			
HP	55	**DT**	-	**CT**	11	
Shields	basic shields 40 (forward 10, port 10, starboard 10, aft 10)					
Attack (Forward)		coilgun (4d4)				
Attack (Port)	coilgun (4d4)					
Attack (Starboard)		coilgun (4d4)				
Attack (Turret)		coilgun (4d4)				
Power Core	Pulse Green (150 PCU)	**Hyperspace Engine**	Signal Basic (75 PCU min.)			
Systems	Biometric locks					
Expansion Bays	cargo hold (2), smuggler compartment (dc 20) , tech workshop					
Modifiers	+1 to any 1 check per round, +2 Computers, +1 Piloting					
Complement	1-6					

CREW (if used by NPCs)
Captain gunnery +13, Intimidate+13 (3 ranks), Piloting +13 (3 ranks)
Engineer Engineering +9 (3 ranks)
Gunners (2) gunnery +13
Pilot Piloting +13 (3 ranks)
Science Officer Computers +11 (3 ranks)
AC 16, **TL** 16

Vindicator Shivs escort Tranquil Blades for assassination missions against the most reprehensible aliens and creatures in the cosmos. When a Stellar Wind monastery locates a threat to their pilgrims and the Goddess Arialle, a Tranquil Blade is sent to silence them, often permanently. A shiv is made to appear as a Vindicator Defender, complete with its thicker plates and bulkier frame and also crewed with novices and light faction Vindicators. In times of trouble, however, its external plates can be shunted into space, revealing a more maneuverable starship.

Vindicator Chaos Star						
Tier 5 Medium Explorer						
Speed	8	**Maneuverability**	Good (turn 1)		**Hyperspace**	2
AC	14	**TL**	14			
HP	65	**DT**	-	**CT**	13	
Shields	light shields 50 (forward 13, port 12, starboard 12, aft 13)					
Attack (Forward)	chain cannon (6d4)					
Attack (Port)	light particle beam (3d6)					
Attack (Starboard)	coilgun (4d4)					
Attack (Turret)	high explosive missile launcher (4d8)					
Power Core	Arcus Maximum (200 PCU)		**Hyperspace Engine**	Signal Booster (100 PCU min.)		
Systems	Biometric Locks					
Expansion Bays	cargo hold , medical bay , science lab , tech workshop					
Modifiers	+2 to any 1 check per round, +2 Computers, +1 Piloting					
Complement	1-6					

CREW (if used by NPCs)
Captain gunnery +15, Intimidate+13 (5 ranks), Piloting +15 (5 ranks)
Engineer Engineering +10 (5 ranks)
Gunners (2) gunnery +15
Pilot Piloting +15 (5 ranks)
Science Officer Computers +12 (5 ranks)
AC 19, **TL** 19

Chaos Stars are only deployed by the void faction of the Vindicators of the Stellar Wind. During a star battle, when the Vindicators fight over a star, or when a monastery is threatened, a Chaos Star starship appears seemingly from the void of space to wreak vengeance on its enemies. They are covered in a reflective black surface that mirrors the emptiness of space, save for the glowing violet core at its center. These ships are crewed by Eclipse Knights, Void Mystics and Vindicator Novices that have a connection to the Goddess Arialle's entropic domain.

Vindicator Bright Star						
Tier 5 Medium Explorer						
Speed	8	**Maneuverability**	Good (turn 1)		**Hyperspace**	2
AC	15	**TL**	14			
HP	65	**DT**	-	**CT**	13	
Shields	light shields 80 (forward 20, port 20, starboard 20, aft 20)					
Attack (Forward)	light plasma cannon (2d12)					
Attack (Port)	gyrolaser (1d8)					
Attack (Starboard)	gyrolaser (1d8)					
Attack (Turret)	light particle beam (3d6)					
Power Core	Pulse Green (150 PCU)	**Hyperspace Engine**	Signal Booster (100 PCU min.)			
Expansion Bays	cargo hold , guest quarters , life boats , medical bay					
Modifiers	+0 Computers, +1 Piloting					
Complement	1-6					

CREW (if used by NPCs)
Captain gunnery +15, Intimidate+12 (5 ranks), Piloting +15 (5 ranks)
Engineer Engineering +10 (5 ranks)
Gunners (2) gunnery +15
Pilot Piloting +15 (5 ranks)
Science Officer Computers +10 (5 ranks)
AC 20, **TL** 19

The Bright Star resembles its darker half, the Chaos Star, shaped as a multi-point star with a much longer back point. Unlike the void factions' main ship, the Bright Stars are covered in a radiant material that makes them appear as brilliant as light itself. These vessels are focused on protecting monasteries and defeating the void faction of the Vindicators in a star battle, using its suite of weapons to disable and destroy enemy ships.

Providence					
Tier 5 Medium Explorer					
Speed	12	**Maneuverability**	Good (turn 1)	**Hyperspace**	1
AC	15	**TL**	14		
HP	65	**DT**	-	**CT**	13
Shields	light shields 50 (forward 13, port 12, starboard 12, aft 13)				
Attack (Forward)	light plasma cannon (2d12)				
Attack (Port)	light laser cannon (2d4)				
Attack (Starboard)	light laser cannon (2d4)				
Attack (Turret)	light plasma cannon (2d12)				
Power Core	Pulse Red (175 PCU)		**Hyperspace Engine**	Signal Basic (75 PCU min.)	
Systems	Antihacking x1, Shock Grid x1				
Expansion Bays	cargo hold (2), guest quarters , medical bay				
Modifiers	+2 to any 1 check per round, +2 Computers, 0 Piloting				
Complement	1-6				

CREW (if used by NPCs)
Captain gunnery +15, Intimidate+15 (5 ranks), Piloting +15 (5 ranks)
Engineer Engineering +15 (5 ranks)
Gunners (2) gunnery +15
Pilot Piloting +15 (3 ranks)
Science Officer Computers +15 (5 ranks)
AC 20, **TL** 19

Special
Warp Defenders
When leaving Hyperspace, the Providence inexplicably appears in the midst of a space battle between at least two different starships. If piloted by adventurers, the Providence may stay in the area after the battle, otherwise, the Providence immediately creates a Hyperspace portal to another destination.

When adventuring starships are threatened by larger enemies, the Providence often appears from the darkness of space to lend its assistance. Then, as quickly as it appears, it vanishes again, never to celebrate with those it supports. Some say the Providence has a friendly crew that serves to help those in need, others believe that it is an automated ship created by some unknown benefactor. Still others believe the crew is cursed and forced to fight in starship combat after starship combat until they are eventually defeated. The Providence is shaped like a reversed feather, with various wing modules sprouting its arms.

Synthesis Seedship						
Tier 1 Small Light Freighter						
Speed	6		**Maneuverability**	Good (turn 1)	**Hyperspace**	1
AC	14	**TL**	14			
HP	40	**DT**	-	**CT**	8	
Shields	basic shields 10 (forward 3, port 2, starboard 2, aft 3)					
Attack (Forward)	light laser cannon (2d4), light laser cannon (2d4)					
Attack (Port)	flak thrower (3d4)					
Attack (Starboard)	flak thrower (3d4)					
Power Core	Arcus Light (75 PCU)		**Hyperspace Engine**	Signal Basic (75 PCU min.)		
Expansion Bays	cargo hold , science lab , tech workshop					
Modifiers	+0 Computers, +2 Piloting					
Complement	1-6					

CREW (if used by NPCs)
Captain gunnery +9, Intimidate+6 (1 ranks), Piloting +7 (1 ranks)
Engineer Engineering +8 (1 ranks)
Gunners (2) gunnery +9
Pilot Piloting +7 (3 ranks)
Science Officer Computers +8 (1 ranks)
AC 15, **TL** 15

After gaining sentience and sudden understanding of technology, the race known as the Seeds of the Final Synthesis seek to leave their planet and learn more about this new culture. It took several decades for them to create a working ship, even with the knowledge of Hyperspace travel. Their Seedship is based on their first attempt at space travel, an almond shaped dense-center with several orbiting rings. Even though their race has only recently evolved with the idea of technology, they have advanced at a steady pace and will soon be expanding their culture in new and fascinating ways.

Synthesis Sporeship							
Tier 3 Medium Explorer							
Speed	6		**Maneuverability**	Good (turn 1)		**Hyperspace**	1
AC	15	**TL**	12				
HP	55	**DT**	-	**CT**	11		
Shields	light shields 50 (forward 13, port 12, starboard 12, aft 13)						
Attack (Forward)		tactical nuclear missile launcher (5d8)					
Attack (Port)	coilgun (4d4)						
Attack (Starboard)		coilgun (4d4)					
Attack (Turret)		light plasma torpedo launcher (3d8)					
Power Core	Arcus Heavy (130 PCU)		**Hyperspace Engine**	Signal Basic (75 PCU min.)			
Expansion Bays	cargo hold (2), science lab , tech workshop						
Modifiers	+0 Computers, +2 Piloting						
Complement	1-6						

CREW (if used by NPCs)
Captain gunnery +13, Intimidate+11 (3 ranks), Piloting +10 (3 ranks)
Engineer Engineering +10 (3 ranks)
Gunners (2) gunnery +13
Pilot Piloting +10 (3 ranks)
Science Officer Computers +10 (3 ranks)
AC 18, **TL** 15

The Seeds of the First Synthesis' early attempts at cultural exchange did not end in peaceful conversations. Many hostile alien creatures were confused by the plant creatures' appearance and immediately fired upon the Synthesis' ships. Because of this, the Seeds have upgraded their exploratory ships, adding weapon systems and stronger defensive plating in order to protect their fledgling race. Sporeships are longer and larger seedships with several revolving rings of hardened metal plating.

Purity Purger						
Tier 5 Medium Transport						
Speed	6		**Maneuverability**	Average (turn 2)	**Hyperspace**	1
AC	14	**TL**	13			
HP	85	**DT**	-	**CT**	17	
Shields	basic shields 40 (forward 10, port 10, starboard 10, aft 10)					
Attack (Forward)	heavy emp cannon (Special), light emp cannon (Special)					
Attack (Aft)	high explosive missile launcher (4d8)					
Attack (Turret)	coilgun (4d4), coilgun (4d4)					
Power Core	Pulse Red (175 PCU)		**Hyperspace Engine**	Signal Basic (75 PCU min.)		
Systems	H-shock caster, static					
Expansion Bays	cargo hold (2), science lab , sealed environment chamber , smuggler compartment (dc 20)					
Modifiers	+1 to any 1 check per round, +0 Computers, +1 Piloting					
Complement	1-6					

CREW (if used by NPCs)
Captain gunnery +14, Intimidate+13 (3 ranks), Piloting +13 (3 ranks)
Engineer Engineering +13 (3 ranks)
Gunners (2) gunnery +13
Pilot Piloting +13 (3 ranks)
Science Officer Computers +13 (3 ranks)
AC 17, **TL** 16

Special
Synthetic Tracker
When scanning another ship, a Purger can precisely pinpoint any synthetic lifeforms such as androids, robots, artificial intelligences and drones.

Purity of Flesh is a radical group that believes synthetic life should be cleansed from the universe. In order to accomplish this, the organization uses enslaved artificial intelligence and synthetic creatures to hunt down others of their kind. Purger starships are equipped with EMP weaponry to do increased damage against constructs, and also special scanners that can locate and identify synthetics regardless of any camouflage or concealment.

Karnast Blazer						
Tier 2 Tiny Fighter						
Speed	8		**Maneuverability**	Good (turn 1)	**Hyperspace**	0
AC	15	**TL**	17			
HP	35	**DT**	-	**CT**	7	
Shields	light shields 60 (forward 15, port 15, starboard 15, aft 15)					
Attack (Forward)	light plasma cannon (2d12), light plasma torpedo launcher (3d8)					
Attack (Aft)	light particle beam (3d6)					
Power Core	Arcus Light (75 PCU)		**Hyperspace Engine**	N/A		
Modifiers	+2 Computers, +1 Piloting					
Complement	1-2					

CREW (if used by NPCs)
Pilot gunnery +11, Piloting +11 (2 ranks), Computers +11(2 ranks)
Gunner Gunnery +11
AC 17, **TL** 19

Special
Volatile Energies
The hell energy that supplies power to the starship is incredibly volatile and prone to large explosions. When a Karnast Blazer reaches 0 Hit Points, or if its power core becomes wrecked, it explodes in a conflagration dealing 5d6 fire damage to all ships and creatures in adjacent hexes.

Pulled from hellish planes by some unknown device, the Karnast Devils have learned quickly to adapt to the new and changing universe. Luckily the planet that they arrived on was technologically advanced, they simply had to defeat its somewhat docile inhabitants and claim their technology for themselves. Enslaving some of the Fawar aliens, the Karnast Devils took control of the defeated race's weapons. Some Karnast Devils are searching for a means to return to Hell, while others are content to continue exploring new worlds and enslaving its inhabitants.

The Karnast Blazer was originally a Fawar starship, now equipped with once-defensive armaments. It is shaped like a curved V with a crimson glow from the hellish magic that energizes its power core.

Bloodclaw Stabber						
Tier 2 Tiny Fighter						
Speed	10	**Maneuverability**	Good (turn 1)		**Hyperspace**	0
AC	18	**TL**	16			
HP	35	**DT**	-	**CT**	7	
Shields	basic shields 40 (forward 10, port 10, starboard 10, aft 10)					
Attack (Forward)	light plasma cannon (2d12), high explosive missile launcher (4d8)					
Attack (Aft)	light plasma cannon (2d12)					
Power Core	Micron Ultra (80 PCU)		**Hyperspace Engine**			
Modifiers	-2 Computers, +1 Piloting					
Complement	1-2					

CREW (if used by NPCs)
Pilot gunnery +13, Piloting +12 (2 ranks), Computers +10(2 ranks)
Gunner Gunnery +10
AC 20, **TL** 18

Special
Crude Tech
Bloodclaw Stabbers manage to travel through space by sheer luck, but are prone to malfunctions. On each round of starship combat, roll a d100. On a 50% or lower, one of its weapons or other systems becomes glitched. If a system or weapon is glitched again, it instead malfunctions, and if it it glitches again then it becomes wrecked.

One of the many scourges of stellar travel is the Bloodclaw Orcs, ruthless piratical raiders that target any starship flying through the void. Stabbers are crude vessels cobbled together with all sorts of scavenged technology, usually from recently raided starships. Their ships are kept space-worthy by space goblins who function as engineers and maintenance crews.

Bloodclaw Heavy Stabber					
Tier 5 Large Destroyer					
Speed	4	**Maneuverability**	Average (turn 2)	**Hyperspace**	1
AC	14	**TL**	13		
HP	170	**DT**	-	**CT**	34
Shields	basic shields 40 (forward 10, port 10, starboard 10, aft 10)				
Attack (Forward)	heavy laser cannon (4d8), heavy laser cannon (4d8)				
Attack (Port)	flak thrower (3d4)				
Attack (Starboard)	flak thrower (3d4)				
Attack (Aft)	flak thrower (3d4)				
Attack (Turret)	high explosive missile launcher (4d8)				
Power Core	Arcus Ultra (150 PCU)	**Hyperspace Engine**	Signal Basic (75 PCU min.)		
Expansion Bays	cargo hold (3), recreation suite (trivid den)				
Modifiers	-2 Computers, +2 Piloting				
Complement	6-20				

CREW (if used by NPCs)
Captain gunnery +15, Intimidate+15 (5 ranks), Piloting +15 (5 ranks)
Engineer Engineering +13 (5 ranks)
**Gunners** (4) gunnery +15
Pilot Piloting +15 (5 ranks)
Science Officer Computers +12 (5 ranks)
AC 19, **TL** 18

Special
Crude Tech Mk 2
Bloodclaw Heavy Stabbers manage to travel through space by sheer luck, but are prone to malfunctions. On each round of starship combat, roll a d100. On a 25% or lower, one of its weapons or other systems becomes glitched. If a system or weapon is glitched again, it instead malfunctions. If it becomes glitched again then it becomes wrecked.

Forced Docking
Up to two Bloodclaw Stabbers can dock into a Bloodclaw Heavy Stabber. This reduces its speed to 2, and the smaller ships cannot be targeted by enemy fire. The Stabbers can safely attach to and detach from the main ship with a Piloting DC 15 check, the Heavy Stabber takes 2d6 damage on a failure.

Bloodclaw Heavy Stabbers are larger ships in the Bloodclaw fleets capable of house a pair of smaller Stabber starships at a cost. It has extra goblin engineers that work tirelessly to repair any damage, making it less likely for its systems to malfunction. Sporting a few flak launchers, it uses hastily looted material from raided starships as weapon fuel. Heavy Stabbers resemble clawed gauntlets with extra blades sprouting from the sides. They are also crewed by successful Bloodclaw raiders, orcs and other aliens that have defeated dozens of other enemy ships.

Blue Phalanx					
Tier 5 Medium Explorer					
Speed	8	**Maneuverability**	Good (turn 1)	**Hyperspace**	2
AC	15	**TL**	14		
HP	65	**DT**	-	**CT**	13
Shields	basic shields 40 (forward 10, port 10, starboard 10, aft 10)				
Attack (Forward)	chain cannon (6d4)				
Attack (Port)	gyrolaser (1d8)				
Attack (Starboard)	gyrolaser (1d8)				
Attack (Turret)	light particle beam (3d6)				
Power Core	Arcus Ultra (150 PCU)		**Hyperspace Engine**	Signal Booster (100 PCU min.)	
Expansion Bays	arcane laboratory , cargo hold , synthesis bay , tech workshop				
Modifiers	+3 to any 1 check per round, +2 Computers, +1 Piloting				
Complement	1-6				

CREW (if used by NPCs)
Captain gunnery +13, Intimidate+11 (5 ranks), Piloting +15 (5 ranks)
Engineer Engineering +14 (5 ranks)
Gunners (2) gunnery +13
Pilot Piloting +15 (5 ranks)
Science Officer Computers +14 (5 ranks)
AC 20, **TL** 19

This merchant vessel, Blue Phalanx, is crewed by djinn and other genie-folk. It makes its rounds through space often waiting near dangerous planets for adventurers to offload their undesired loot, to sell its own acquisitions through barter, and to provide a few crafting stations for friendly parties. This starship can also be hired to support other starships in battle, coming to others' aid when preparing for smaller skirmishes. The Blue Phalanx resembles a pointed shield, with curved wings angled at its sides.

Desert World, Tarsyx-8

Once a major resort metropolis, Tarsyx-8 was blanketed by massive sandstorms until the casinos and hotels were covered under miles of sand. Treasure hunters search its ruins for credits and anything else they can salvage, while avoiding its desert creatures, malfunctioning robots, and evolver beasts.
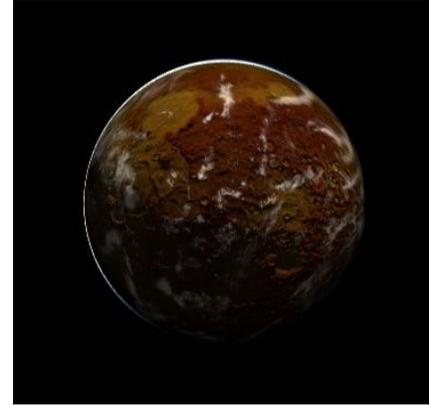
Notable Locations

Aether Skies Casino

One of the major casino resorts on the planet, the Aether Skies Casino managed to survive mostly intact, though buried heavily under sand after the giant sandstorms and earthquakes conquered the desert. While treasure hunters are drawn to the huge amount of credsticks and other valuables on its casino and hotel floors, rumors persist of super secure vaults filled with technological and magical artifacts on its basement levels guarded by malfunctioning guard robots. A few of the motifs that make up the casino include heavenly skies, starlit vistas and even a Hell-inspired area complete with increased heat.

FreezR Cryo Spa

Atop one of the major casinos on the planet is FreezR Cryo Spa, a division of Alchemin Corporation. Many celebrities would flock to this locale in order to feel newer and actually be newer. Its state of the art cryo technology, coupled with rare alchemical science, could increase clients' lifespans, remove pesky diseases and rejuvenate their bodies. Unfortunately, when one of the larger earthquakes hit, many of its clients were unable to be extracted from secure safety-sealing doors.

Great Knight Resort

Another casino resort on Tarsyx-8, the Great Knight Resort was modeled and built to look like a real castle from ancient times. Much of it is ruined, buried under sand and hidden beneath the surface of the planet. Due to some scheduling error, a group of galaxy defending space knights, the Royal Order, stayed at the resort. During one of the planet's major earthquakes, these knights remained behind to protect evacuating citizens and were all killed from the natural disaster. Their ghosts still remain affixed to the location, until their spirits can be convinced that there are no more survivors left to rescue.

REgreen Terraformer Project

Settled several miles from any major resort hub, the REgreen Terraformer Project was built to create more habitable settings for Tarsyx-8's populace. Several species of alien plant was brought to this locale in secure trans-light globes. Each of the many globes has its own environmental settings, from tundra landscapes to forest biomes and even micro-deserts. However, the project failed inexplicably before the major storms and earthquakes hit Tarsyx-8, leaving some of the globes dormant and its small groups of settlers ignorant of the outside disasters.

Bone Dunes

Large jutting ivory bones spear the sands in the Bone Dunes, the remains of these massive skeletons serve as a living ecosystem. Large sandworms and other giant beasts are drawn to the dunes when their lifespans near their ends, also attracting various carrion feeders, from giant vulture-like birds to equally

giant maggot-like creatures. Lurking underneath the dunes is a large colony of evolver beasts, which sends out its young and mature specimens to hunt for nourishment.

Tarsyx spaceport
The largest and only spaceport on Tarsyx-8, Tarsyx Spaceport's automatic functions no longer assist landing starships entry or escape from the planet. Many derelict ships have been abandoned, mostly due to pilots and crew unable to return during the disasters. The spaceport is a veritable treasure trove of mechanical and technological parts, not only from the stranded ships, but also from the Tarsyx mechanics bay and the various weapons and armor businesses that made up much of the spaceport's auxiliary income.

<u>**Lifeforms**</u>
Evolver Beasts
One of the major creature species that make up Tarsyx-8's ecosystem is the evolver beasts. These creatures take on many forms, and have two intrinsic abilities. The first is their ability to burrow in the sand, a standard for many desert dwelling creatures. Their other ability is to rapidly evolve into other forms, usually ones better suited for their terrain and climate. Their basic form, the young and mature hydraloch, are serpentine with sharp claws and range-throwing spines, however, with some time and food material, they can transform into winged creatures, beasts sprouting thick plates and myriad spikes, and other stranger forms.

Mark of Singularity
When Singlularity, an ancient technological goddess, was defeated, her artificial intelligence code and machinery was scattered across the galaxy, preventing her regeneration. During the current age, these pieces have revived and are granting nearby synthetic life a new sentience, a desire to explore the galaxy, to discover their purpose in life, and to rebuild the fallen goddess. Robots and androids that have been affected by the Mark have altered their abilities to better serve themselves and Singularity, protecting other synthetics and scouring ruins and settlements for the myriad pieces.

Desert Creatures
Hundreds of different desert creatures make up their home in Tarsyx-8, from giant leviathan sandworms, to flying sand fish and spiny lizards. Many live near the Bone Dunes, but others are buried underground, cresting the upper sand only to hunt for prey. Blackened emaciated vultures, human-sized maggots, packs of hyenas, various snakes, insects and evolver beasts, are only a few of the creatures residing on the planet.

Old Servitor Constructs
Many of the resorts and casinos were automated with constructs, including guard robots, casino hosts, and even medical drones. Over time many of these have depowered due to lack of maintenance and energy systems, while others have malfunctioned and serve their purpose in other ways. Still others continue to wait for customers and hotel residents in order to continue their labors. The Mark of Singularity tries to bring all of these constructs back to their clandestine settlements, away from the prying eyes and interference of adventurers and treasure hunters.

<u>**Dangers**</u>
-Earthquakes and sandstorms
-Falling buildings and debris

Adventure Hooks

-Within a desert valley, or deserted science facility, or the Bone Dunes, a malfunctioning trans-emitter's waves are causing the evolver beasts to become more vicious and organized. A scientist would like you to study their new patterns and bring one back for further experimentation. Or, a company wants you to recover the trans-emitter, so that it can reverse engineer its waves and possibly create a device that pacifies the creatures instead.

-Search the Aether Skies Casino for a mass of credits, or its fabled vault treasure. This can either be to bring back the treasure to a wealthy benefactor, or a member of the party may have received coordinates of where the vault is.

-Find the lost person at the FreezR Cryo Spa. A client wants you to search for their relative at the Cryo Spa and bring them back, alive or their remains if they have already perished. Along the way, the party becomes trapped and has to fight their way against strange abominations and released victims of the spa.

-Uncover the history of the REgreen Terraformer Project. A science group planning on terraforming other planets, or the original company, wants you to discover the reason that the project failed. You are to recover pieces of evidence, data from data consoles, science pads, computers, etc., to determine why it no longer operates properly. Also, you should avoid/make note of any settlers that are still residing in the domes.

-The Mark of Singularity is searching for a relic of their lost goddess. If a party member is an android or synthetic, or if the party is trustworthy, they may be contacted by a member of the Singularity settlement. Recent reports suggest that the relic is lost in the Great Knight Resort, or perhaps the Bone Dunes, and they would like the party to recover it for them. The party will have to deal with the ghosts of the Royal Order, and any malfunctioning servitor robots that guard the area.

Swamp World, Sorull

Far away from the core worlds lies the swamp world of Sorull, a mostly single habitat of different kinds of swamp and wetland, filled with fish and tentacle creatures. The planet has remained mostly uninhabited by aliens from the core worlds, due to the hostility of its native flora and fauna. A few scattered humanoid settlements calling themselves the Children of Halzithoth, make up the only surface dwelling inhabitants. On certain nights, Sorull casts an eerie crimson glow from space, though its nearby sun remains a bright yellow.
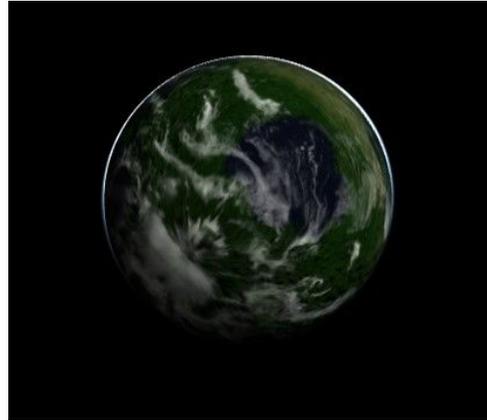
Locations

Village of Ichor

One of the few humanoid settlements on Sorull, the Village of Ichor is filled with people calling themselves the Children of Halzithoth, the Blood God. These settlers wear robes of white stained crimson, and live plain simple lives in the swamp land. The village is particularly low tech, while its inhabitants are very hospitable. Visitors often end up joining the Children, or disappearing completely.

Alchemin Laboratory 312

Alchemin Corporation has always been accused of going too far with its experiments, participating in illegal activities, stealing endangered species, etc, but there has been no such evidence of their nefarious acts. Laboratory 312 is their only science facility on the planet where it is rumored all sorts of experiments are done on the native creatures of Sorull. Recently, an explosion in one of its smaller laboratories has caused further rumors into what could be transpiring within its confines.

Kavaresh Marsh

This area is very thick with shrubs, cattails, dead trees, vines and other plant life. Wanderers that enter this place often report movement out of the corners of their eyes, but cannot seem to find any creatures that could contribute to it. Instead, they notice that their surroundings have moved, or that they no longer remember what path they traveled from. The swamp water in the marsh is noticeably warmer than in other parts of the planet, and are quick to bubble and release gasses.

Lake of Stillness

This lake is unnaturally placid, despite the many creatures living under its surface. Surrounding it are miles of salt flats, that filter residue into the waters. A tribe of bipedal fish creatures the size of humans reside in the lake. The few scientists that have researched this believe that they have no known language or means of communicating with each other. Other sea creatures live within the depths of the lake, though few explorers have seen this sea-life.

Temple of Nai'thule

This temple structure is mostly intact but covered in masses of thick vines. It has various snakes as its motif, with a giant winged snake statue guarding its main entrance. Preliminary exploration of the building reveals several areas submerged in water and a constant hissing noise that echoes from its corridors. Researchers have also noticed humanoid snake creatures but are unable to initiate contact. Legends deciphered from stone tablets mention a highly advanced alien race that rejected its technological gifts and instead retreated beneath the temple.

Lifeforms

Fish People of Lake of Stillness
The fish people living in the Lake of Stillness are as varied as the different fish species in most aquatic environments. Researchers have tried to make contact but are unable to communicate with the species, using magical or technological means. These sea creatures carry primitive weapons like tridents and spears, but have not been hostile to attempts at communication.

Tentacled Beasts
All manner of tentacled beast reside in the swamps of Sorull, from tree creatures, squid and octopi, and other somewhat terrifying aberrations. Some slither from hollowed out rocks, or swim through the murky, muddy waters, or cling onto dead tree trunks. The appearance of these creatures is likely due to the outer god Halzithoth's presence on the planet.

Nai'thuleans
Nai'thuleans are elusive snake humanoid creatures that brandish analog weaponry, such as staves, polearms and axes. They have an extra pair of eyes beneath their main eyes, which blink in rhythm. Rumors say that these creatures have forsaken their ancient advanced technology for more mundane lifestyles, but friendly contact between them and explorers has been sparse. These snake creatures also have stump-like growths that poke out of their upper backs.

First Wave of Halzithoth
The majority of Halzithoth's minions on Sorull are the Children of Halzithoth, cultists of all races that worship the outer god of blood. However, when the blood moon appears and the swamp world is covered in red light, Halzithoth's other children appear. Tentacled, horned, spiked and many-eyed creatures that resemble star shapes, and that constantly ooze blood number as some of his first wave, the beginning of the outer god's invasion into our reality.

Alchemin Corporation
Scientists, alchemists and corporate workers of the infamously rumored Alchemin Corporation have several laboratories on the planet's surface. These very secure locations are policed by guards and men and women wearing contamination suits. Workers take plant, animal and other biomatter into these labs to conduct experiments, extracting useful and sometimes illegal pharmaceuticals and elixirs. Their facilities are closed to all visitors, resistance to leave met with violence and sometimes planetary extradition or worse.

Dangers

-Whirlpools sometimes appear in the swamp or the lake, pulling adventurers or other creatures down into the depths. These are sometimes caused by large predators, but also generated by the environment on occasion.
-Acidic rainfall sometimes falls down during very cloudy weather. This is partly due to Alchemin Corporation's experiments, but also due to strange nutrients in the swamp water.
-The Blood Moon appears frequently every odd number of days, casting the planet in a strange sanguine glow. While Sorull does have a moon, the tundra moon Ashileth, it is still visible in the night sky when the

red satellite appears. People that survive this strange phenomenon report memories of intense confusion and insanity as their bodies seemingly move and act on their own.

Adventure Hooks

-Stop the experiments of Alchemin Corporation at Laboratory 312. A rival corporation or do-gooder association wants you to stop the heinous experimentation at Lab 312. You can do this be destroying the facility through self destruction or arming supplied explosives, eliminating the scientists in the building, or sabotaging the experimental samples contained within.

-Make diplomatic contact with the fish people at the Lake of Stillness. A missionary or envoy has asked the party to connect with the fish people, deep underneath the lake's surface. In order to do so, they must travel through an underwater cave, or use equipment that allows them to dive deep under the water, or go into a whirlpool. Fighting the many underwater denizens, the party gains passage to one of the fishfolks underwater villages. In order to gain their trust, the party may need to save fish citizens that have gone missing in a different, darker and more dangerous part of the lake.

-Explore the Temple of Nai'thule and gain evidence of the Nai'thuleans. A scholar or archaeologists requests that the party discover the purpose of the temple, and whether it follows the legends they have uncovered. The party will need special gear, such as water-breathing apparatuses and recording devices. Nai'thuleans should not appear early on, but rather serpent and aquatic creatures that are hostile to the party. Afterwards, the Nai'thuleans may be hostile, as they have breached their sanctum.

-Escape the Village of Ichor and the madness of Halzithoth. After crash-landing on Sorull, the party is saved by the Children of Halzithoth at taken to the Village of Ichor. Despite any attempts at leaving, the party is pampered and forbidden from escape until they make a full recovery. They witness a sacrificial ritual and also the strange effects of the Blood Moon.

-Recover a lost cache of alchemical resources in Kavaresh Marsh for Alchemin Corporation. A dangerous package of resources has been lost in the marsh, which has contaminated the wildlife therein. Plant creatures become sentient and hostile to the party, making retrieval difficult. A rival group of Alchemin Co. or other raiders may be trying to secure the cache before the party can.

Tundra Moon, Ashileth

Orbiting the swamp world of Sorull is the tundra moon, Ashileth. Unlike its planet, the moon is a mono-habitat of snow and ice. Hovering between the moon and the planet is an Ascendancy mini-station that the organization uses to launch magical relic and technological gadget acquiring expeditions. This suborbital station also violates the planet with technological runoff, mutating its lifeforms with strange alterations in their biological chemistry. The majority of its native populace are the furry humanoid Du'bari, creatures that shun technology but are able to harness sonic energy simply called the Bari.
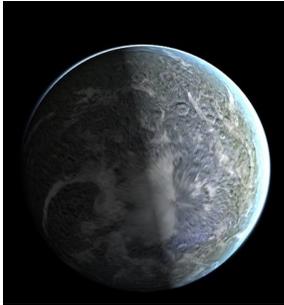
Locations

Ascendancy Sub-Orbital Mini-station, Excel
Technomancers and arcanists have a powerful base filled with advanced technological equipment. From this location they make forays down into Ashileth, trying to uncover the mysteries of the Bari weapon and its Du'bari masters. Excel constantly leaks streams of dangerous technological runoff, which greatly affects the lifeforms with a host of different mutations.

Du'bari Villages
Several primitive villages dot the landscape of the barren snow and ice, filled with the amphibian Du'bari. These creatures, while smart enough to understand a manipulate technology, instead shun progress. They hold onto the Bari tradition by harnessing a powerful artifact located in a secluded location, the Altar of Bari. Here Du'bari gain the ability to channel sound as a weapon, focusing their voices into a powerful ranged blast. Their hostilities towards the Ascendancy only make them more antagonistic towards others that wield technology, though there have been young exiled Du'bari who would rather take to the stars and learn new things.

Tower of Elziona
This ancient tower belonged to a long dead mage buried deep underneath the snow. Elziona's experiments focused on curing an incurable disease, through magic, old technology and alchemical concoctions. But her desire to cure the disease became an obsession. First, she began to take Du'bari and creatures from other worlds in her experiments, imprisoning them in magical cryo-stasis units. Then she would infect those unfortunate souls with the disease, creating more fresh subjects for analysis. The tower also contains her planar portal, a magical device that links to other worlds and realms. When she passed away from hundreds of years of failure, her hideout remains a place of roaming test subjects carriers of this horrible disease.

Caves of Daruuma
A set of underground caverns that link the various Du'bari villages. The Du'bari youth, prior to their pilgrimage to the Altar of Bari, practice survival training in these dangerous warrens. Dark and dangerous things live in the caves, including oozes, weird strains of bats, and lurking predators. The pathways branch repeatedly and are labyrinthine, adventurers that travel the caves may find their exit at the opposite ends of Ashileth. Hidden even further within the caves is a single shrine to their ancient god, Daruuma, the Sound Maker.

Challenge Slates
Scattered across the planet by an infamous pirate, the challenge slates, large monuments of starmetal, provide a hint to a miraculous treasure hidden somewhere on the planet. Each of the slates details a difficult task that sometimes involves traveling to another difficult-to-reach point on the planet, bringing back some material or fragment of starmetal, and even donating an amount of credits. Treasure hunters speculate that the treasure may be the pirate Kortaz's starship, the Willmaker, or the the Crowns of the Defeated Scions, or a prototype weapon.

Altar of Bari
In a hidden location, young Du'Bari partake in a ritual in order to gain the power of the Bari, a weapon of sound that comes from within their bodies. The altar is located in a large temple complex, deep underground at a point where the Fount and the Caves of Daruuma intersect. Older Du'bari also make pilgrimages here after years of meditation and practice, often evolving their vocal weaponry into thunderous cacophonies.

The Fount
The Fount is a gigantic lake and the rivers that link to it, providing pure water to the villages of the Du'bari. It constantly refills regardless of rainfall or snow meltage, and seems to have other rejuvenative properties. Some scientists believe that a combination of the water, the Du'bari's physiology and the vibrational frequencies of the Altar of Bari, allow them primitive race to gain their natural sound weaponry. At empty villages of Du'bari, Ascendancy agents have set up Arcane laboratories to study the water, and try to gain Bari for themselves.

Lifeforms
Snow and ice creatures make up some of the creatures found on Ashileth. Some were created by the mage Elziona, and others produced by the technomagical runoff from the Ascendancy space station. The Ascendancy keeps a major presence on the orbital station, Excel, and frequently sends survey teams planetside to search for clues to acquiring the Bari. The amphibian Du'bari are the greatest native humanoids of the planet, scattered across the whole of Ashileth. Finally, various types of wolves and arctic creatures roam the wilderness, such as boars, bears and snow leopards. Some of these have mutated from drinking technomagical runoff.

Dangers
The temperature of Ashileth can suddenly dip below freezing, and instant blizzards can appear shrouding the landscape with harsh snow and wind. Also certain water sources and plants have been contaminated by Excel's pollution.

Adventure Hooks
-Scattered across the planet are the Challenge Slates, large monuments of starmetal that give hints at the location of a legendary pirate treasure. The crew is hired by a treasure hunter who believes he or she has finally found the answers to the Slates and only needs a group of trustworthy adventurers to claim it. Unfortunately, the treasure hunter is being trailed by a criminal syndicate that wants the treasure for themselves.

-A diplomat from the core worlds has made significant progress in communications with the Du'bari, who may offer friendly adventurers stay and hospitality in their villages. The final step to cement this alliance,

however, is to destroy or take over the Ascendancy mini-station Excel that hovers in the sky, and remove its technomancers from the planet.

-Explore the Tower of Elziona and procure its scientific research. The Alchemin Corporation has hired the adventurers to search this mysterious location for any useful technological and magic items, including Elziona's magical cryo-stasis machines, the disease, or any leftover victims. Tissue samples are required as well as any scanning technology. Adventurers can also tamper with her planar portal, extracting all manner of extraplanar creatures, aliens, or otherworldly creatures. They must also find a means of traveling through the thick snow that has covered the tower, and surviving the sub-zero temperatures of the location.

-The Ascendancy is attacking the Du'bari villages, and planning on acquiring the power of sound. After making planetfall, the adventurers are contacted by Du'bari villagers who ask the players for help. In order to help the amphibian race, the adventurers must free captured villages and eliminate the Ascendancy task force before they can find the Altar of Bari.

-Strange creatures are appearing from the Fount, threatening to contaminate the whole of the Du'bari's water source. Likely the Ascendancy's tampering, or one of Elziona's experiments, is the cause. If the creatures and the cause is not stopped, the Du'bari themselves could mutate from the contaminant. Adventurers are led to the Fount, and can explore the origin of the strange creatures by traveling underwater, or using the Caverns of Daruuma as another access point.

Heteos, Land of the Skull Beasts

The planet Heteos resembles a standard planet of multiple terrains and climates. Surrounding it is a thin ring that may be the remains of a small moon, with portions of these rocks containing starmetals. Mining companies have not been able to gather these materials yet, as the Slayers on the planet below have prevented any entry, orbital or planetary, by corporate entities.

<u>**Locations**</u>
Slayer Villages
Many Slayer villages are scattered across the planet in its various climates, harnessing the wildness and ferocity of the weather and locations to strengthen their minds, bodies and spirits. While each of these villages appears fairly primitive, small pockets of technology is visible, especially when Slayers prepare for the hunt. These villages are not defended by any kind of defensive structures except for simple walls and palisades, instead its people rely on the many Slayers that take up residence.

Valley of Skull Beasts
Every manner of Skull Beast is attracted to this place, often fighting amongst each other to display their superiority and consuming the defeated. While some Slayers have tried to vanquish the creatures here, they have been unsuccessful due to the sheer volume of monsters. The victorious continue to grow and mutate, and various altered species of Skull Beast can be found here. The valley's climate seems to change depending on the current champion monster, as though the place itself were alive.

Seven falls
Within the Valley of Skull Beasts is a tropical locale of massive waterfalls that combine into a large lake. Behind each of the falls are passageways that lead out to underwater openings and undersea caves. The Orpos, small ferret-like scavengers make their homes here, often scrounging the landscape for Skull Beast remains to fashion into primitive weapons and armor, or food. They are pacificists only because of the sheer power of each of the Skull Beasts, only practicing basic styles of fighting in order to enhance their ability to run away.

Coast of Ysael
The Coast of Ysael is the longest coast on the planet, bridging its arctic, desert and tropical climates. Occasionally, the strong waves proffered by the ocean carry along washed-up fish and undersea creatures. This seafood is quickly consumed by larjilacs, aqualzunes and other Skull Beasts that live in the area. Also, in the past decade, a large starship has crashed here, its inhabitants forming a crude village, instead of taking the steps to return to space.

Corahti mountains
Like sharpened teeth, the Corahti mountains jut upwards into the clouds. This rugged area is particularly dangerous in the sudden steep drops, and amount of cliffs that fall into the valley below. Each mountain is filled with several caves that house Skull Beasts and lesser predators, like wildcats, trolls and other lurkers. Adventurers and slayers alike can find deposits of starmetal within the caves, to sell for profit, or hone and amplify their weapons.

The Fissure

In the distant past, some kind of magical or technological experiment took place in this location, causing all manner of elemental creature to appear. These elementals remain within the vicinity of this spot, and will instantly attack any other creatures that enter this spot, working together and harnessing their energies. It is unclear if the cause was some technological device that was trying to harness hyperspace, or a magical ritual that connected Heteos with various elemental planes.

Bloodbreaker, Bloodscar ship

A giant crashed ship, the Bloodbreaker, is found on the Coast of Ysael, its orc and other inhabitants have rendered it its own village. These Bloodscar raiders avoid the Skull Beasts, and instead make piratical runs against the Slayer village. This prompts the latter group to practice its humanoid fighting styles and send more scouts into the wilderness to prepare for such assaults. While the repairs seem plausible for its crew to complete, it seems they would rather stay planetside and harass the Slayers instead.

Lifeforms
Skull Beasts

The major lifeforms on Heteos are the Skull Beasts, large creatures with elemental properties and cunning intellects. These monsters have been designated as such by the Slayers of the Hunt, and usually attack the various settlements on the planet. The amount of biomass that they consume seems to be more than what they require, and would cause ecological damage on other planets. However, Heteos is a savage world, and its plant life seems to thrive regardless. Various stronger strains of Skull Beasts rarely appear, often gaining increased elemental attacks, stronger bodies, or employing altogether different tactics.

Slayers of the Skull Hunt

The Slayers of the Skull Hunt are humanoids and aliens from other planets that have taken the creed to eliminate any Skull Beasts they encounter and protect environments from their depredations. Often, a Slayer was raised from another world, where an encounter with a Skull Beast ravaged their small community, and left them as sole survivors. Utilizing Heteos' fierce landscapes and climates, Slayers hone their bodies and live fairly simple lives, but have also trained with technological equipment for the purpose of eliminating their hated foes. Their armor and weaponry is adorned with the skulls of many defeated Skull Beasts, a sign of their bravery, skill and valor.

Elementals

Pulled from hyperspace or extraplanar areas, the elementals of the Fissure, are all manner of elemental and combined creature. Tigers made of lightning, turtles of pure blue flame, and giant slugs of water, are only a few of the many strange creatures that reside on Heteos. Some researchers have theorized that the elementals are connected to the Skull Beasts in some way, whereas the Skull Beasts are beasts with elemental properties, the elementals instead are elementals with bestial properties.

Bloodclaw Orcs

Hundreds of orcs, goblins and other Bloodclaw raiders crashed their massive ship, the Bloodbreaker, on the Coast of Ysael. Though they have the means of leaving the planet, their leader has decided that they would stay and attack the local populace. The orcs normally focus on pillaging starships and technological gadgets, but the ones stranded on Heteos enjoy fighting the Slayers in some act of deciding superiority. Its goblins, on the other hand, make attempts to trade with the Orpos, or take want they want outright from the pacifistic ferret creatures.

Orpos
These small ferret like creatures are natural born scavengers. They survive the harsh climate and landscape of Heteos with tenacity and a natural stealth. Wearing the bones, fangs, claws and horns of Skull Beast remains, they attempt to bluff their opponents with their "hunting" skills. However, their negative dealings with the Bloodscar goblins has been inciting them into actually fighting against their enemies, instead of fleeing with their quick feet.

Dangers
Small pieces from the ring will suddenly be pulled down to the planet as fiery meteors. These particles vary in size from small rocks to boulders, and sometimes contain chunks of starmetal which prevent them from easily burning up in the atmosphere. At certain points, showers of these ring pieces with strike the planet, leaving small pockmarked craters.
The savageness of the wilderness has caused many of the plants to become poisonous. All assortment of different poisons and toxins can be found, making the eating of fruits and plants to be a very risky proposition.

Adventure Hooks
-Help fledgling Slayers earn their first skull. While visiting a Slayer village, the adventurers come across a group of Slayers. After rounds of boasting and bragging, the adventurers are forced to help a group of novices slay their first Skull Beast, and prove their own skills. The group heads to one of the lands in Heteos, like the Corahti Mountains or the Coast of Ysael, and begin the hunt.

-A phenomenon called the Fissure is bringing elementals into the world. The adventurers are hired to discover the source of the Fissure by a world defender group, or a scientist association, and collect samples or even close it. They find a combination of magical and technological equipment, much of which is malfunctioning, and must brave a host of elemental defenders that want to stop them.

-A Bloodscar ship is attacking Slayer villages. The Slayers, unaccustomed to fighting human-sized opponents, has requested that the adventurers parley with the Bloodscars to stop attacking their settlements. Fighting happens, the party is captured, and is forced to escape the ship and stop the Bloodscars once and for all.

-Explore the Seven Falls for an ancient relic. Hidden deep within the falls, through subterranean and undersea passages is a powerful magical relic, or mechanical portion of Singularity, an ancient Goddess of Technology. The adventurers are hired by a magical association, or the Mark of Singularity, synthetics that want to revive Singularity by collecting her parts, to recover the relic. The tight confines, the wide open spaces of the underground, the Skull Beasts, and the other dark predators are all dangers they have to contend with while traversing the falls and beyond.

-Skull Beasts are being riled by some foreign technology. A new crashed ship by the Ascendancy, or a science corporation, is causing nearby Skull Beasts to become more feral and antagonistic towards Slayers and settlers of Heteos. In addition, a powerful Skull Beast is organizing them into a powerful force, blending their different elemental skills into a small army. The adventurers must deactivate the device, and defeat the Skull Beast leader to bring the planet back to its natural order.

Karnast

This violet-tinged world is a wasteland of hyperspace-pulled devils and hell-infused creatures. Its native species, the Fawar, are advanced technological humanoids that were attacked by their envious planetary neighbor, the Zigall. Now the Fawar must contend with devils, an ancient shadow dragon and other nightmares, with their limited knowledge of offensive weaponry.

Locations
House Zaiure Outpost, Zaidorn

A group of House Zaiure drow have created an outpost on Karnast to see if their abilities in demon summoning translate to devils. Preliminary tests have so far been successful in pulling creatures from hyperspace, however, their mystics have been unable to control these fiends. The "native" devils on Karnast are even more resistant to such enslavement, perhaps as a side effect of being pulled through hyperspace, or the strange device that brought them to the planet. The outpost itself is a small stronghold armed with House Zaiure's weaponsmiths and anti-demonic guards.

Plains of the Fallen

While most of the creatures brought to Karnast via the Hyperspace Prime Translocator are devils, rarely another extraplanar being arrives instead. These angels, eidolons, proteans, demons, or other beings are instantly defeated by the Karnastian devils and enslaved. The Fawar often attempt rescue of possible beings that might actually work with them, instead of enslaving or killing them. Good-aligned extraplanar creatures are more likely to aid the besieged Fawar, and provide a staunch bulwark against the encroaching hellish threat. Non-extraplanar creatures that manage to survive in the area are twisted by the hellish energies that permeate the ground and flora, quickly becoming manifestations of Hell itself.

Hells' Abandon

The primary fortress of the Karnastian devils, Hells' Abandon is a nightmarish creation of bone and living flesh contoured to the shape of a gigantic castle structure. Hellish technofusion weapons sit atop its walls ready to fire any would-be heroes that try to besiege it, while enslaved Fawar toil endlessly to provide the Karnastian devils with improved weapons and armor. Parapets lined with eyes and belch a foul smoke act as watch posts for the Karnastian defensive structure.

Meymondar's Lair

The ancient shadowy dragon, Meymondar, makes his lair beneath the earth of hell-infused Karnast. Arriving from a portal generated by the Hyperspace Prime Translocator itself, he quickly escaped the devils' clutches and set up his own base to prey upon devil and Fawar alike. Unwilling to learn about technology due to his arrogance, Memondar instead creates a horde of undead to combat the devils and Fawar, summoning a small elite group of kobolds to serve him in administrative duties. He takes it as a challenge to conquer this planet, eventually continue his dominion on other worlds in the same manner.

Fawar Villages

The Fawar villages that survived the initial activation of the Hyperspace Prime Translocator and the devil invasion quickly bolstered their remaining settlements with extra-durable energy-shielding. Their knowledge of the jealous Zigall attack did not prevent them from being devastated by the devil menace, and instead they fight a tripartite conflict between the devils and Meymondar. Before all the chaos, the

Fawar had constructed an object that shielded the entire planet from external dangers, but alien forces and saboteurs rendered it inoperable.

Hyperspace Prime Translocator

The neighboring Zigall could not penetrate the Fawar shielding, so they enacted a plan that would help them destroy their technologically superior foe. Noticing that hyperspace portals could pierce the humongous shield, they allowed devils to enter the technological veil and instructed them to create a device that would summon more devils into Karnast. After years of building in a clandestine clearing, the Karnastian devils completed the Hyperspace Prime Translocator, a gigantic building that interfered with the planetary shielding and created a mile-wide temporary hyperspace portal. The translocator no longer can create massive portals, but every day makes several small portals linked to extraplanar realms.

Dangers

Random Hyperspace portals appear due to the Hyperspace Prime Translocator. These summon random extraplanar creatures, though most are devils. Also, the majority of these portals are created in the Plains of the Fallen, but a few can appear anywhere from inside Fawar settlements, underground, and even miles above the surface.

Because of the devil invasion, Karnast has become a desolate world. Large swaths of land are no longer able to be used to sustain life, as they are devoid of edible plants and drinkable water. However, with Melmondar's arrival and the increasing amount of undead and devils, this is hardly a problem.

Lifeforms

Fawar

The Fawar, the native humanoid race on Karnast, are humanoid creatures with slick skin, that resemble humans, iris-less eyes, small antenna, and large conical shells that cover their upper backs. They have gained an advanced knowledge of technology but are apprehensive to use weaponry themselves. Instead, they create bastions and defensive centers that use automated systems, harnessing incredibly durable energy shielding and electrical stun lasers. The Fawar are fighting a losing war against both the Karnastian devils and Meymondar's undead legions.

Karnast Devils

Brought from different layers of Hell via the Hyperspace Prime Translocator, the devils have quickly become the most populous race on Karnast, if not the dominant one. Enslaving the Fawar and extraplanar creatures that come from hyperspace portals, the devils are able to increase their knowledge of technology, and gain disposable creatures. Worse still is their near immortality. When slain in battle, instead of returning to Hell, the devils are instead brought back to the Plains of the Fallen. Too many deaths, however, results in them eventually being destroyed completely. Some of these devils would rather return to Hell to further their fiendish ambitions, but most are content with the current state of affairs.

Drow

A small outpost of Drow, Zaidorn, makes up the primary holdings of House Zaiure on the planet. Largely ignored by the three factions on the planet, they are able to continue their attempts to enslave devils to their purposes. Similarly, House Zaiure ignores the plight of the Fawar and the threat of the shadow dragon, Melmondar, seeing them as distractions from their goal.

Meymondar's Minions
The ancient shadow dragon, Meymondar, imported many summoning artifacts when he was himself transported to Karnast. Using these he materialized all kinds of minions, including kobolds and undead. These creatures have managed to multiply at an alarming rate. Although he unleashes a portion of these to the surface at intervals, the majority are kept underground to be released all at once in a massive horde.

Hell-Infused Creatures
Not only do devils appear from the hyperspace portals, but also a thick miasma from Hell oozed through the artificial passages. This tainted substance converts the native flora and fauna into nightmarish creatures that consume life. Once docile and harmless life has now begin twisted by Hell's touch, further increasing the dangers of Karnastian living.

Adventure Hooks
-A Fawar village is under siege by Meymondar's minions. Swarms of undead and kobolds are attacking a Fawar village for some nefarious purpose. While they are unable to bypass the energy shielding of defensive placements, it is only a matter of time until their sheer numbers overwhelm it. The Fawar have contacted the adventurers to help them in their time of need. Should they defeat the swarms, and the leader of the assault, and are strong enough, they can continue their support by defeating Melmondar himself.

-House Zaiure is testing weapons against devils. Before they can manage to enslave a devil for their own purposes, House Zaiure needs weapons capable of subduing them. The dark elves have created prototype weapons to be tested against the Karnastian devils and have requested the heroes serve as guinea pigs to employ these tools. A group of Zaiure guards may tag along with the adventurers in order to record results and protect the prototypes.

-A holy creature has appeared in Karnast and cannot safely escape the devil world. While a powerful being on its own, this angel, empyreal or other extraplanar creature of good is unable to survive against the devil hunters that want to corrupt and enslave it. The adventurers must break into Hells' Abandon, and escort the holy creature to through the Fields of the Fallen and bring it aboard their starship in order to escape Karnast and free the creature.

-Shut down the Hyperspace Prime Translocator. In order to weaken reinforcements to the Karnastian devils, the adventurers can destroy or disable the Hyperspace Prime Translocator. They must contend with forces of devils, sneak past or conquer the fortress Hells' Abandon, and find a means of eliminating the threat of the HPT for good.

Green World, Verdain

A rich world of life, greenery and resources, Verdain was a paradise before a gigantic starship crashed into its ecosystem and changed its destiny. One of its major plant races gained sentience and technological understanding. This flora race, calling itself the Seeds of the Final Synthesis, desires to understand the universe and technology, using their newfound knowledge to create starships and advanced weapons.
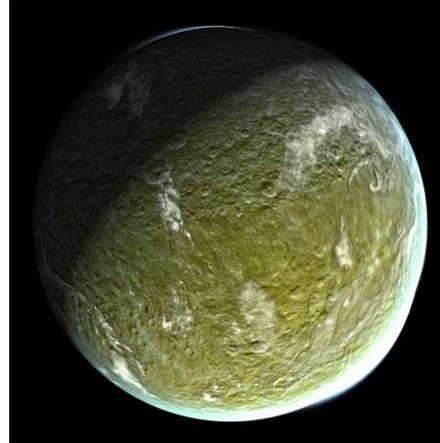
Locations

Village of Peace

This gigantic settlement, actually city-sized compared to most locations, is the main connection hub for any travelers visiting from outside the planet. Here the Seeds of the Final Synthesis engage in deep conversation with other races to learn more about technology and the rest of the galaxy. A melding of plant life and technology is evident here, with the natural twisting vines and gardens interspersed with consoles and machinery.

Rainbow Lake

This large lake is a harmful site to most travelers, but has no effects to the Seeds of the Final Synthesis' people. It funnels through aqueducts and other distribution centers, providing them with one form of nourishment. Natural plant-life and animals that drink from the water source, are mutated in various ways, including extra eyes, limbs or gaining new abilities. Alchemin Corporation has sampled some of this liquid, but the company has found its results too random to be of any use.

Purity of Flesh Camp

A major settlement of Verdain is the Purity of Flesh camp. These radicals believe that synthetic life is a danger to the rest of the galaxy, and should be eliminated at every sighting. They send ambassadors to the Village of Peace to advise the Seeds, who are purely organic, against the use of drones, robots, artificial intelligence, and androids. They also have set up concealed ships orbiting the planet to prevent any forms of synthetics to descend upon Verdain and contaminate the Seeds with their negative ideas.

Spire of Roots

Formed by an ancient druidic clan that tried to create a land with close ties to nature, the Spire of Roots may be the source of the fierce and hardy vegetation on Verdain. This mile high tangle of roots and other greenery is a magical building that energizes nearby plants. The spire itself is defended by natural guardians that are quick to prevent the entry of any synthetic life or technological device. Rumored to be hidden within the tower are various magical relics including life water that grants immortality, and ancient dew that can cause life to bloom on wasteland worlds.

Forest of the First

This strange forest is dotted with sigil-marked stones and covered in mist. Each tree and plant is gathered together in odd numbers, never even, and the pathways seem to turn and bend like a giant maze. Creatures that lead their party in one direction may end up following them soon after. The nearby gnome village, believes that capricious magic is at work, and that this forest is actually a major connection point to the fey plane. Sightings of other creatures lurking beyond the mist have been reported, but no one has

been able to get a clear description even when using technological vid-capture screens or magical visual spells.

Meadow of Euphoria
This idyllic meadow is filled with wild flowers and plants on first view. However, this location is likely the one of the most dangerous the planet has to offer. When non-vegetation enters this place, the plants release debilitating spores that can knock out even the largest of beasts. When subdued, larger plants appear from afar to feast upon the unconscious creatures. Humanoids that have been rescued from this treacherous place report having sweet, vivid dreams that they were unable to awaken from while asleep in the meadow.

Arsenth, Crashed Supership
The remains of this giant ship are halfway underground and aboveground, making an easily visible landmark on the lush world of Verdain. This ancient starship is the cause of the sudden technological advancement of the Seeds of the Final Synthesis. It carried refugees from a destroyed world, hoping to reestablish themselves on another vibrant planet. However, the crash killed them all off, and its systems began to search for other ways to keep the aliens' resurrection alive. Arsenth's artificial intelligence, Verdigris, infected the future Seeds with technological code, granting them the knowledge of its last alien masters. This perilous location is filled with malfunctioning robots, broken systems, sudden gravity shifts and automated defensive weaponry to prevent the remains of its aliens to be disturbed.

Lifeforms
Seeds of the Final Synthesis
This newly-changed race of plant life are diverse in their shape and form. Some resemble giant trees and move slowly, others are like humanoid dryads, and still others are tiny seed shaped creatures with branch like arms and legs. Regardless of their physical appearance, they share a desire for knowledge and exploration. The Seeds are fairly young in gaining their sentience, and lack a strong understanding of the ancient technology, but are quickly learning from their interactions with other races. Seeds are normally jovial and quick to trust others, but should that trust be broken, determined to hold eternal grudges.

Purity of Flesh
This radical group has entrenched itself on Verdain to make sure that the Seeds do not follow the wrong path of relying or manufacturing synthetic creatures. As they were one of the first positive contacts the Seeds encountered and because of their trusting nature, many members of the Final Synthesis agree with this belief. The Purity of Flesh is normally antagonistic against any synthetics, but to keep their advisory position with the Seeds, will hold back aggressive tendencies against newcomers. The Purity is armed with electrical energy weapons and EMPs to really damage their sworn enemies.

Flora and Fauna
While the beasts of Verdain are fierce and survivalistic, they are not the main predators of the planet. Bears, panthers, and armadillo-like calips, are prey for the monstrous vegetation, fly traps, choking vines and other plant monsters. Some of these plants even employ magic to entrap their foes, or have mutated further from consuming water from Rainbow Lake.

Constructs
While there are standard constructs within the Supership, strange designs are more prevalent. These constructs employ extra limbs, weapons or devices that are not seen on the core worlds, such as gravity control equipment, teleportation matrices, telekinetic focusers and matter conversion tools. As guardians

of the Supership they remain fixed to the Arsenth's coordinates, pacifying any other synthetics or technology-wielding humanoids. Controlled by the super AI Verdigris, the constructs of Arsenth's Supership's modus operandi is unknown.

Humanoid Races

A large gathering of gnomes have disembarked to Verdain in order to examine the Forest of the First. These gnomes are determined to learn more about their origins from the fey plane, and connect in any way with the place they once called home. Elves are also drawn to Verdain to regain their connection to nature, namely the wild forests and other wildernesses that the green planet offers. Many believe that the Seeds of the Final Synthesis are kindred spirits, creatures of the forest are also forced to adapt to the current times.

Dangers

Rainbow Lake and other sites of technological runoff are major sources of mutation to the lifeforms of Verdain. It can cause myriad transformations including extra limbs, shrinkage, enlargement, extra eyes, blindness and other conditions. Sometimes, rainfall is filled with this ecological contaminant, making the weather just as dangerous as the wildlife. Because it is a green world, the plant-life, whether sentient or not, is often carnivorous. These plants set up traps to consume the animals on the planet and have become the alpha predators.

Adventure Hooks

-The Final Synthesis need help constructing a starship. The Seeds have requested the adventurers grant them parts and technological know-how to construct a new starship similar to the ones the adventurers have. These parts can be found in the Supership, fuel can be taken from Rainbow Lake, and they can also purchase useful pieces from GreenStar Station or other settlements.

-Explore the Supership. The adventurers may have been asked by a research group, or decided to enter the crashed starship by themselves. The Supership is filled with technological artifacts with strange powers, many of which are glitched and have unseen properties. The party can enter through two passages, either via the upper part of the starship that is aboveground, or braving the Rainbow Lake and succumbing to some physical mutation. After defeating its scores of constructs, the party can meet with its advanced A.I., Verdigris, to gain knowledge about its ancient masters and its plans for Verdain.

-Stop the Purity of Flesh's machinations. The adventuring party may be against the Purity of Flesh's ideas, either attacked by them in a previous arc, having a mechanic or android character, or simply disagreeing with their advisory of the Seeds of the Final Synthesis. The Purity of Flesh may be causing irreparable damage to the Supership, or plotting in the ambassador's section of the Village of Peace. Depending on the threat, the adventurers could stop them at the Supership, attack their camp directly, or play a more political game in the village.

-Help the gnomes activate a portal to the fey plane. The gnomes have gathered from across space to learn more about their ancient home realm. By using mysticism and culture and solving the many riddles of the Forest of the First, the party can aid the gnomes and signal the fey, or generate a magical portal themselves. They may encounter dangerous flora and fauna, antagonist fey that do not want to be contacted, or extraplanar enemies accidently summoned.

-Gather the treasures in the Spire of Roots. The ancient druidic circle that created the Spire of the Roots collected many treasures with nature and life revitalizing powers. Storing it in such a place prevented

them from being used by evil, and allows those more worthy to obtain them. Adventurers or treasure hunters seeking to secure these treasures for good deeds or profit, must contend with the various natural golems, plant guardians and other defenders, while traveling deep down to the structure's roots to find the treasures.

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