

Dead in Space

Five horror One-shots for use with Starfinder Roleplaying game, scalable for multiple levels



STARFINDER
COMPATIBLE

T. H. Gulliver

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Presents

Starships, Stations and Salvage Guide

New Systems, Bays and Optional Rules
for use with the
Starfinder Roleplaying Game

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Introduction

Mal: *Well, look at this! Appears we got here just in the nick of time. What does that make us?*

Zoe: *Big damn heroes, sir!*

Mal: *Ain't we just.*

-- Firefly, Safe, Episode 7

Over the last four decades, Anomaly Investments has fired millions of deep space probes into colonized space and beyond. The probes were programmed to land on unclaimed planets, moons, and asteroids; once there, they would gather information, take scans and samples, and send all the data Anomaly needed to identify new investment opportunities.

Two weeks ago, a probe sent Anomaly images of the Scoundrel, a ship lost in space over 35 years before. There are thousands of ghost stories told about colonized space; the Scoundrel features in several.

A multistellar corporation, Fivecorp, lost contact with two supply ships and the Exham Penal Colony, a mining operation on an asteroid the ships were heading towards. Over twelve hundred people—humans and enfaddin—were never heard from again. Fragmented accounts, hearsay, and garbled communications never satisfactorily explained what happened to them. Rumors of sightings of the ship or of the asteroid have always been hoaxes. The images from the probe are the first real clues in those 35 years.

Beyond incorporated Space, beyond the Free Colonies even, the Scoundrel flies toward destinations unknown.

Anomaly likes to know.

What's Included

- an introduction to the Cronusverse;
- five adventures that can be played separately or as a longer connected

adventure;

- new spacecraft with playable maps;
- new themes, playable races, playable characters;
- new weapons, technology, and NPCs of varying levels;
- excerpts from Deepwell's Database of Documented Dangers which catalogues rogue robots, alien threats, artificial intelligences, and tons of technological traps.

Life After Cronus

From a human perspective, explored space is often divided into three circles. Within the inner circle, incorporated space, one finds the homeworlds of humans. An estimated 300 billion corporate citizens inhabit 71 planets orbiting over two dozen stars.

The second circle, colonized space, includes the vast expanse in which freebooters, speculators, dreamers, and revolutionaries have established colonies; these colonies are usually controlled by their citizenry in some form of democracy, which is why some call them the Free Colonies.

Beyond colonized space is the rapidly expanding circle called 'The Stretch.' This includes all the planets to which humans have travelled but on which they have not established permanent settlements. Humans control no colonies in The Stretch and, when they do gather in small human communities, they are integrated into and dependent upon other races for their survival.

Any space outside of this expanding circle is referred to as 'beyond The Stretch.'

Cronus: The First Exodus

Near the center of it all, spins the planet once known as Earth. The human societies scattered across the galaxy remember it by many names: First-Earth, Gaia, Oerth, Aerth, among others. It calls itself Cronus now.

The Earth-that-was suffered immensely during humanity's brief tenure.

The first thing the planet did after becoming sentient was to give humanity an exact timeline for its departure. At that time, humanity had already spread throughout their solar system and had prepared, but not yet sent, a terraforming expedition to Proxima b. Still,

over 11 billion humans lived on Earth and they had no intention of leaving.

Humanity took a courageous and united last stand against a planet that declared itself willing to kill them. It refused to go. The peoples of Earth united and dedicated all of their science, technology, and prayer towards stopping or appeasing their genocidal host.

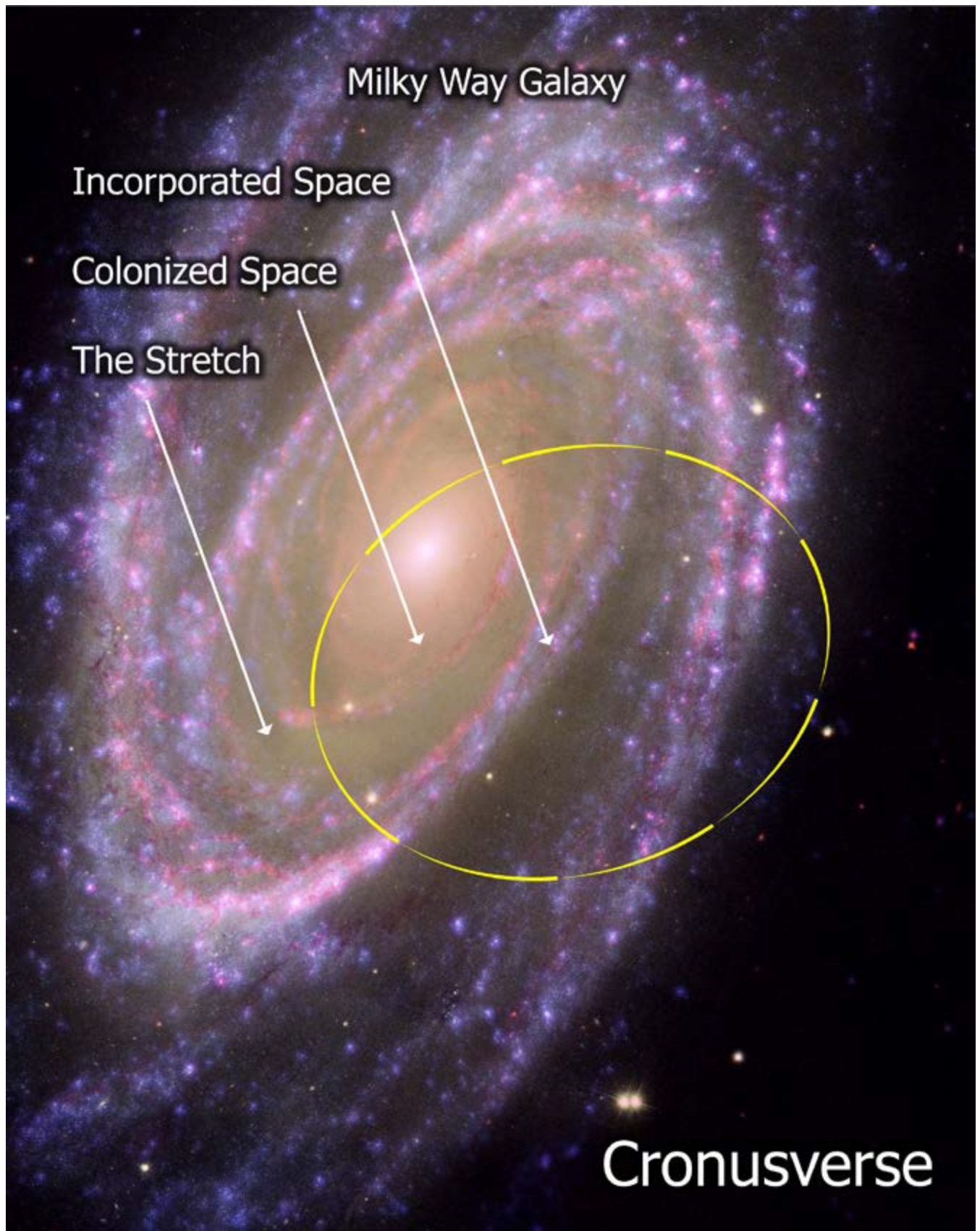
Humanity failed.

When the first deadline was missed, Cronus swallowed New Jersey. The second and third deadlines were met. Millions of ships left Earth in the hundred years that followed. Cities were emptied one at a time. The lights went out around the globe in one continent after the other as the last ships left. The view of the night sky from the surface of Earth was unpolluted by the glare of cities for the first time in centuries. Hardly anyone was left to gaze up in fear and wonder.

The first ships to leave carried terraforming equipment and in-stasis scientists, farmers, survivors, and soldiers to dozens of potential new homeworlds within a hundred light-years of Sol. Each year, thousands of ships followed those first ships. More than half went to Proxima b, but many went towards planets with which humans had had only a long distance relationship. There was no time to discover which planets were safe and inhabitable before another wave of ships followed.

It took years to get off of Cronus and the technology improved each year. When the first wave of settlers arrived on each new potential homeworld and woke from decades of cold sleep, they discovered that thousands of much faster ships had left Cronus years later, but had passed them in space. Entire colonies had been attempted and had disappeared before the intended first wave arrived with the equipment and knowledge to make these colonies

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viable. The First Exodus was a disaster.

Only a few hundred thousand humans remain on Cronus. They gather in scattered communities. They hide in caves, in deserts, in bunkers, on old oil rigs, and on otherwise deserted islands—anyplace off the grid and disconnected from other ecosystems and technological networks. Cronus hunts these few humans still attempting to live on the planet they defiantly call Earth; he finds them with satellites and chases them with storms. Humanity will never call Earth home again. No ship has landed or departed from Cronus in hundreds of years.

Incorporated Space

Incorporated Space includes Sol and its planets, the handful of stars humanity settled during the First Exodus, and the rings of space stations and a handful of hellgates that first made travel to and from colonized Space possible. Incorporated space is crowded, expensive, and safe. Few self-respecting adventurers will admit to having been there.

Incorporated Space is entirely owned by thirty-four corporations, each of which has at least one seat on the Interstellar Corporate Congress (ICC).

You can buy anything you want in Incorporated Space but, if you are not an employee, it is too expensive to visit for very long.

Five corporations that are significantly larger than the rest dominate the ICC. Four of these are the 'shangpir,' corporations whose major shareholders have united their bloodlines with that of the Eternal Emperor and profited greatly through their access to the Empire's markets and resources. The fifth of these larger corporations is Anomaly Investments, the only corporation run entirely by artificial intelligences.

Colonized Space/The Free Colonies: The Second Exodus

Early explorations beyond incorporated space were funded by the corporations and were intended to make a profit. Many did. The corporations financed new towns, mines, farms, factories, prisons, and wars. People were told

this was the Second Exodus, the second great expansion of humanity into the stars, the second great opportunity for heroes and speculators. Millions of humans accepted the risk of being sent so far into space they would be unlikely to return home. Some got rich; some died trying.

Still, excitement for a 'Second Exodus' was hard to drum up. Humanity was just getting settled in again. Things were a little less crowded than on Earth; their planets were not trying to kill them. Some colonies in colonized space were thriving, but most people in incorporated space were simply not dissatisfied enough to leave. There were solid centuries of expansion and growth in colonized space, but the profits never met expectations. Eventually, things fell to ruin as the profitability of each planet, rock, or moon diminished; projects were abandoned and space stations were neglected.

By the time the Free Colonies declared a 'War Against Corporate Expansion,' the corporations had almost completely stopped funding planet sized settlements outside of incorporated space. Migration from incorporated space to the Free Colonies, had slowed to a trickle. The Second Exodus had ended and the Free Colonies were making it on their own.

Most of the people now living in colonized space had been born there and had never set foot on any incorporated planet and felt absolutely no allegiance to the ICC. Being far from corporate control and receiving little if any support from the corporations, many of these unprofitable and forgotten outposts began to declare themselves to be independent colonies, free of any debts to their corporate backers. This led to what is known in the Free Colonies as the War Against Corporate Expansion. It lasted 75 days and resulted in the destruction of a space station with over three thousand civilians aboard.

All good corporate citizens shook their fists at the Free Colonies when they defied the ICC. Most of them have forgotten it ever happened. The ICC still occasionally sends inspectors to the colonies to negotiate settlements and freebooters still cry "Debt forgiveness or death!" but the war is over. No one really

won. It just became unprofitable to continue fighting.

Colonized space changed after the war, especially after the development of shadowdrives. These new colonies were first populated by families with too much invested in their new homes to leave. Settlements once intended to be temporary became the permanent homes of people with no other place to go and no reason to go any place else. They were surviving, but not growing. They had stayed this way for decades.

The Third Exodus

However, once the Free Colonies declared themselves beyond ICC law, they became an unwilling refuge for outlaws. Since their first declaration of debt freedom to the present day, the Free Colonies have seen a steady stream of dangerous loners fleeing either the law or their own demons. Shadowdrives made travel to the Free Colonies much easier. Meanwhile, with no one enforcing corporate monopolies, prospectors showed up dreaming of finding a vein of platinum. These were joined by anti-corporate anarchists and architects of utopias. Optimists call it the 'Third Exodus.' Most call it trouble.

The Stretch

The Stretch is the vast expanse of space humans know about and maybe even have influence on but do not dominate. Several species have homeworlds in The Stretch and many more have immigrated to it. Humans have made extensive contact with alien civilizations in The Stretch, including those of the hashani and their former slave races, the enfaddin and the gren.

Humans who call The Stretch home are rare. A few settlements of humans in The Stretch claim to be descended from humans abducted from Earth by the hashani almost a thousand years ago. Other than those scattered and varied clusters, humans in The Stretch are usually only visiting or incarcerated.

They come as ambassadors, adventurers, pirates, prisoners, or priests. They are a disparate and desperate array of outlaws and

heroes.

Anomaly Investments

Anomaly was founded by a group of artificial intelligence researchers. Initially, they gathered as an academic thinktank to predict future trends but they soon grew into a privately held corporation large enough to purchase a seat on the ICC. Anomaly made early advances in temporal resequencing and multiversal gates; their discovery of shadowdrives, however, made them one of the larger corporations on the interstellar corporate congress. Anomaly is the only major corporation entirely run by AIs. The original thinktank members remain the majority stakeholders.

Space Travel

As recently as ten years ago, interplanetary travel made use of dualmass drives powered by a form of cold fusion. Interstellar travel also used dualmass systems but it took decades to travel from star to star. Early adventurers discovered hellgates circling several inhabitable planets. These massive portals used a combination of technology, magic, and infernal pact to link certain star systems. This greatly facilitated travel, but spacefarers who used hellgates too frequently paid a high price, one which often consumed them.

Everything changed with shadowdrives.

Anomaly created shadowdrives with the help of some fletchling technomancers. Shadowdrives run on negative energy and open a microgate to the plane of shadow. These connections allow the ship to travel at speeds once unimaginable. The fletchlings refuse to share their research on shadowdrives with the shangpir and Anomaly fiercely protects its monopoly.

There are two types of shadowdrive. A shadowskimmer transforms a ship and its contents into shadow when active; while in shadow mode, the ship can travel just faster than the speed of light. A shadowdipper allows the ship to dip in and out of the plane of shadow which does not align with the material plane. They enter the plane of shadow at one location in the material plane, travel a varying distance

and exit the plane of shadow, emerging in a very different part of the material plane. It operates very much like a drift engine.

Early travellers through the plane of shadow were more often attacked by creatures native to the plane, but travel is becoming safer. Explorers continue to discover shortcuts through the plane of shadow that make interstellar travel easier and faster. Fewer ships are lost each year as navigation has improved and attacks on ships decreased. Completely isolated planets are becoming trade hubs, monopolies have been broken, and distant threats are now too close to the homeworld. Shadowdrives are changing everything, and not always for the better.

The Adventures

The series of short adventures within begins in colonized space and involves travel into The Stretch. It utilizes the ships, maps, traps, creatures, new technology, new races, and NPC characters included. The adventures can be played separately, be incorporated into an existing campaign, or be played as a series. Similarly, the traps, creatures, new races, and NPCs are in separate sections so that they can be easily found when needed for other campaigns.

The Steps

Dead in Space adventures are made to be playable by parties of different levels. Each encounter is presented at three steps: Step 1 is for APL 1-2; Step 2 is for APL 3-5, and Step 3 is for APL 6-8. Most traps, creatures, or NPCs vary depending on the step. Many items found during the adventure and gear used by NPCs vary with the step as well.

New Themes

Liberator

Whether you were born a slave or you developed a passionate commitment to justice for some other reason, you dedicate your life to rescuing those kept in real or metaphorical chains. You might protect colonies from pirates or free forced laborers working in weapon factories. You've probably made some grateful friends and powerful enemies along the way.

Theme Knowledge (1st): You have connections who keep tabs on those who traffic in sentient humanoids and you know a lot about how they operate. You also have blackmail material on some of those nefarious traffickers. Reduce the DC of Culture checks to gather information about humanoid traffickers, smugglers, or smuggling techniques and routes by 5. Engineering is a class skill for you. If it is a class skill from the class you take at 1st level, you gain instead a +1 bonus to Engineering checks. You gain a +1 to Intelligence at character creation.

Free the Body (6th): You are familiar with different methods of coercion and control and how to thwart them. You can use Computers or Engineering to disable technological or hybrid devices used to constrain or control such as shock collars or tracking chips in half the normal time.

Free the Mind (12th): You gain a +2 to saves vs. mind-affecting charms and compulsions. When you spend 1 minute speaking to someone under a mind-affecting charm or compulsion, they get to make a new saving throw to resist its affects against the original DC. If the source of the charm or compulsion did not allow a saving throw, then there is no benefit.

Free the Spirit (18th): When you rescue someone from captivity or bondage (at the GM's

discretion), you can spend 10 minutes resting in contemplation of the values of freedom and liberty that you cherish above all others and recover 1 Resolve Point; this doesn't count as resting to regain Stamina Points.

Voyager

You adhere to a religious philosophy common among mechanics, engineers, and some doctors. The core tenet of the philosophy is that others have sacrificed to invent the tricks and techniques of your trade; you now must sacrifice in return to repay those others. In exchange for the years of education you received as an apprentice, you must go forth and help those who need your skills on ships and in space stations. You must be willing to travel anywhere that this promise takes you. You may accept compensation for your skills, but you cannot completely refuse to give aid to someone in need of it.

You must continue to go where you are needed for as many years as you were an apprentice. Voyagers who refuse to help someone or refuse to continue voyaging for the entire time of their commitment are condemned by other voyagers; in some cases, when a voyager refused to help a stranded ship and lives were lost, other voyagers captured the deserter and gave him a facial tattoo that says "people died." Many voyagers happily do their years of service and some continue to travel the starways long after their commitment has ended.

Theme Knowledge (1st): You may have spent many years around spaceports during your apprenticeship and learn a lot. Reduce the DC of Culture checks to recall information about spaceports, trade routes, and lost ships by 5. You gain +1 to Computers, Engineering, or Medicine; the one you select must be a class

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skill; this represents the skill you apprenticed in as an apprentice voyager. In addition, you gain a +1 to Wisdom at character creation.

Impressive Tradecraft (6th): Voyagers are usually well-respected and much appreciated, particularly around spaceports. If a ship has passed through a spaceport, someone you know has seen it. You can use Diplomacy to gather information about a specific ship in half the normal time. When gathering information from people who rely on the skill that you apprenticed in as an apprentice voyager (at the GM's discretion), you can substitute a check in the skill you apprenticed in for a Diplomacy check to gather information about ships and their crews.

Deeper Intuition (12th): Your continued meditation and reflection on your skills has given you deeper insights than Intelligence alone can explain. When you take a full minute to meditate before making a skill check in the skill you apprenticed in, you can add your Wisdom bonus as well as your Intelligence bonus to the roll (3/day).

Blissful Realization (18th): Up to twice a day, you can spend 10 minutes performing tasks using the skill you apprenticed in for the benefit of others and receive a sense of well-being and satisfaction; by doing so you regain 1 Resolve Point; this does not count as resting to regain Stamina Points.

New Races

D-grades +2 CON, +2 CHA, -4 WIS
-2INT 4 HP

D-grades are the result of attempts at illegal accelerated cloning using degraded genetic material. D-grades are usually over four feet tall when they emerge from the cloning chamber. They grow as tall as five and a half feet within a year if they survive that long.

Size and Type: D-grades are medium humanoids with the (d-grade) subtype.

Gregarious: When d-grades successfully use Diplomacy to win over an individual, that creature takes a -2 penalty on attempts to resist any of the member's Charisma-based skills for the next 24 hours.

Hardy: D-grades gain a +2 racial bonus on saving throws against poison, spells, and Spell-Like Abilities.

Designed to Last: D-Grades gain a +2 racial bonus on Constitution checks to avoid becoming fatigued or exhausted.

The d-grades used in the included adventures are clones born from human DNA modified to greatly accelerate development and to produce healthy but docile humanoids. Such exploitative cloning techniques is illegal within incorporated space but those laws do not apply on Exham, something Fivecorp took advantage of when they sent a dozen cloning chambers to the asteroid. D-grades are infertile and not a viable race on their own.

The cloning chambers that are still functioning have been in continual use for so long that the source material has begun to mutate and degrade.

D-grades are very capable of learning Language

es and are, in fact, gifted at doing so. However, as these ones are raised in isolation from other races and usually only survive a few months before the ghouls come for them, most never acquire anything resembling a full language. Those who Reach a year in age usually develop some kind of language of their own invention.

Enfaddin +2 STR, +2 CON, -2 INT
6 HP

Enfaddin were created by the hashani to serve as shock troops in the armies of the Eternal Empire. They are a race of warriors, bred for strength and hardiness. They are not capable of reproducing and are generally conceived in sterile assembly lines and developed in artificial wombs. Enfaddin are agender. Enfaddin is both the singular and plural form.

Size and Type: Enfaddin are medium humanoids with the (enfaddin) subtype.

Made for This: An enfaddin can select a level 1 or 2 augmentation at character creation that is worth less than 1000 credits. If they choose not to take an augmentation at first level, they can get one augmentation later at half price. The level of the augmentation they take later can be no higher than their character level at the time.

Indefatigable: Enfaddin receive a +4 racial bonus on Constitution checks and Fortitude saves to avoid fatigue and exhaustion, as well as any other ill effects from running, forced marches, starvation, thirst, and hot or cold environments.

Silent Hunter: Enfaddin reduce the penalty for using Stealth while moving by 5 and can make Stealth checks while running at a -20 penalty (this number includes the penalty reduction from this trait).

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Stalker: Perception and Stealth are always class skills for members of this race.

Enfaddin resemble androgynous humans in many ways, and, in fact, human DNA was used in their creation. Enfaddin are hairless, with sunken eye sockets and cheeks, and a bony protective ridge projecting from the forehead above the nose.

The lack of fatty tissue in enfaddin's faces accentuates their skulls giving them a rather grim look. Enfaddin living in colonized space alongside humans often choose to emphasize this with skull tattoos on half of their faces.

Most enfaddin have cybernetic enhancements, usually from birth. While the enhancements vary, enfaddin otherwise tend to be fairly uniform in appearance, with whole divisions often produced from the same genetic material. While some enfaddin enjoy the anonymity that this allows, many prefer to distinguish themselves with flashy enhancements and large, visible tattoos.

For thousands of years, the hashani created enfaddin to serve as soldiers in their enormous fleets. When the shangpir were formed, they started creating enfaddin for their own armies. In incorporated space, enfaddin were considered property of whoever created them. After interplanetary law disallowed corporate ownership of other humanoids, the shangpir tried a different approach; they charged the enfaddin for the expenses incurred in birthing them. Each enfaddin was born with a 'birth-debt,' a sum owed to their creator for the cost of the artificial wombs in which they developed. Most enfaddin never managed to pay off these birth-debts. Eventually, this practice too was outlawed. Until 17 years ago, debt collectors would occasionally attack and imprison entire enfaddin Free Colonies for evasion of the birth-debt.

Enfaddin are often identified by batch numbers and an individual number or letter sequence, such as 10A-87. Some enfaddin use these identifications all their lives; others create their own names, often expressing their aspirations and ideals such as 'Liberty,' 'Dignity,' or 'Hot Dog.'

Gren -2 CON, +2 DEX, +2 WIS 4 HP

Gren are short but with long limbs, bulging eyes, and a large wide flat face with a large lipless mouth. Exobiologists say gren resemble 'frogs,' an amphibious creature native to Earth that was driven to near extinction by humans but is now beginning to flourish on many planets. Gren is both the singular and plural form.

Size and Type: Gren are medium humanoids with the (gren) subtype.

Bioengineered Pilot: Gren are born with organic circuitry beneath their skin that allows them to communicate with ships. Piloting is always a class skill for Gren. If Piloting is a class skill for the class they take at character creation, then they gain +1 ranks in Piloting instead.

Shiplink: Gren form relationships with ships they pilot. Gren form a shiplink when they make four successful Piloting checks of DC 20 or higher in the same ship. Gren can only form one shiplink at a time; to form a connection with a new ship, they must sever the connection with the old ship and make the four successful DC 20 Piloting checks with a new ship.

When piloting a ship with which they have a shiplink, gren can choose to use their Wisdom modifier in the place of their Dexterity modifier for all Piloting checks. While physically in contact with the ship with which they have a shiplink, Gren gain a +2 racial bonus to Piloting checks made to navigate.

Jumper: Gren are always considered to have a running start when making Athletics checks to jump.

Swim: Gren have a swim Speed of 30 feet and gain the +8 racial bonus on Athletics checks to swim.

Gren means 'pilot' in Farwhisper, the language of the hashani. The hashani, the Farwhispers, created the gren to serve as their pilots.

Organic circuits grow just beneath the gren's greyish-green skin forming intricate glowing patterns that are visible in low-light. The circuitry grows brightest on the ends of the gren's webbed hands and feet. Two tenta-

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cle-like cables dangle from each of the gren's shoulders. The tentacles are not capable of holding weapons. This circuitry and these four cables allow gren to communicate with ships they touch.

Gren have ridges on the tops of their heads that are both defensive and distinguishing. In fact, gren do not recognize each other's faces and need to see the top of their own relatives' heads to tell them apart. Gren's preferred form of greeting is a deep bow.

Gren can be male, female, or hermaphroditic. They reproduce by laying eggs which are then carried to other gren communities to be fertilized by all unrelated adults. Gren form tight bonds with the dozens of broodmates with whom they share a mother and possibly another parent.

Little is known about the origins of the gren race or what species the hashani used in their creation. Gren speculate that somewhere in the empire is a race very much like the gren but, perhaps, without the organic circuitry.

Many gren continue to pilot ships for the hashani, but the gren and the enfaddin are no longer enslaved. Although genetically altered to make them ideal pilots, gren's attachment to their broodmates makes them hesitant to leave them. The majority of gren ships are run by large groups of siblings. Gren willing to pilot spaceships for other species are rare. Some who do are exiles; others have survived the loss of their siblings or are searching the universe for the gren homeworld.

Names: Gren lost their naming conventions during their centuries of enslavement during which each and every gren was known simply as 'pilot' or 'gren.' Now, they draw their names from the names of every species they encounter in the hopes that it will bring them luck.

Kalit **+2 STR, +2 WIS** **6 HP**

Sinewy vines wrap tightly around the woody branches that form the 'bones' of this race, which is almost entirely green with leaves and flowers covering its entire body. A red or green light shines from the kalit's eye sockets. Kalit is the singular and plural form.

Type and Size: Kalit are medium plants with the

(kalit) subtype. Kalit breathe and eat, but do not sleep.

Camouflage: Kalit gain a +4 racial bonus on Stealth checks when in forests, jungles, or very dense shrubbery.

Climb: Kalit can use their clinging vines to assist them when climbing. They have a climb Speed of 20 feet, and gain the +8 racial bonus on Athletics checks to climb.

Plant Affinity: Kalit gain +2 on skill checks made regarding plants, such as Life Science checks related to botany.

Hydrated Vitality: Kalit gain fast healing 2 for 1 round anytime they submerge completely within a body of fresh water. Stagnant, poisoned, or trapped water (such as water within an artificial pit or a bag of holding) does not activate this ability. Members of this race can heal up to 2 hit points per level per day with this ability, after which it ceases to function.

Low-light: Kalit can see in dim light as if it were normal light.

Plant-based Immunities: Kalit are sentient and are not immune to mind-affecting effects (charms, compulsions, morale effects, patterns, and phantasms). They do gain +2 on saving throws vs. paralysis, poison, polymorph, sleep effects, and stunning.

Kalit tend to look down upon humans both literally and metaphorically—literally because of their height and metaphorically because they see humans as a species in exile for their abuse of the plantlife on Earth.

Kalit's height varies with their environment. Kalit tend to grow a foot taller than the people closest to them. Kalit who grow up without much light become taller and thinner. Kalit raised in environments with a great deal of light are often shorter and bushier.

Kalit have been travelling the stars for longer than any race remembers. They are welcomed in colonized space where their skill with nurturing plants has kept many colonies from starvation. Kalit are common in The Stretch, uncommon in colonized space, and rare in incorporated space.

On worlds where kalit thrive, they grow their own ships out of plants that they twist, prune, and nurture to form a dense outer woodlike hull. Kalit ships are less durable than most spaceships but are beautiful to the eye and pleasing to the touch. Their long leafy branches collect solar energy and transform it into one of the slowest forms of interstellar travel still in use.

Kalit choose to be identified by names that would be familiar to the people they grow up among. Some Kalit will choose or be given plant-related names, such as Briar or Thorn. Others will choose common names from their communities.

Most kalit grow attached to the soil in which they germinated, but some feel a desire to spread their seeds on fertile new ground and are willing to hop on any ship that promises them that opportunity. Some kalit grow up not knowing who or what they are and how they got to be where they first germinated. Often, they were planted there by members of another species who can answer some of these questions.

Kalit have no real concept of gender and place no great importance on sex. Younger kalit often do not know what sex they are, although simple genetic testing would reveal it. Once they Reach maturity and begin to flower, kalit understand male and female kalit as performing different reproductive functions but do not view their sex as relevant to their personality. If a female-flowering kalit does not eventually become pollinated, they will become hermaphroditic and pollinate themselves before they die.

The kalit visited the planet now known as Cronus many times during human history and dubiously claim to have taught humans agriculture and forestry. As evidence of their time on Earth, they can point to art and sculptures from many of the different human cultures on Earth-pre-Exodus that show a leafy face that does look very much like the kalit.

(Human-)Paradox +2 CON, +2 INT 6 HP

Despite resembling a cloud of shimmering black particles temporarily assuming the approximate size and shape of a human, human-paradoxes are corporeal. They are bipedal and have

a humanlike form. They have white, blue, or black hair. Between the translucent outer layers of their skin, a shimmering dark fluid rushes and swirls regulating temperature, soothing nerves, moisturizing the outer layer, and killing anything that does not belong. This very efficient organ gives the paradox their otherworldly aspect.

Size and Type: Paradoxes are medium humanoids with the (paradox) subtype.

Curiosity: Paradoxes are naturally inquisitive about the world around them. They gain a +4 bonus on Diplomacy checks to gather information, and Culture becomes a class skill for them. If they choose a class at character creation that has Culture as a class skill, they gain a +1 racial bonus on Culture checks instead.

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

Hypnotic: Paradoxes add +1 to the DC for all saving throws against any mind-affecting spells or effects they cast.

Radiation Filters: Paradoxes have organs that seem primarily designed to filter radiation. They recover from radiation poisoning at twice the normal rate.

Shimmering Skin: Paradoxes have reflective skin that grants them a +1 racial bonus to EAC against focused beams of light like lasers.

Paradoxes, or human-paradoxes as some prefer to be known, are a new but fertile race. During the First Exodus an enormous cold sleeper ship named Paradox passed through an extraplanar storm. It did not emerge on the other side of the storm until years later; when it did the tens of thousands of passengers had changed. They remembered their lives before entering cold sleep but knew nothing of what occurred during the years they were absent. The crew members that were not in cold sleep when the ship entered the storm were ever found.

Internally, they look like someone put together a human using all the correct pieces but with no clear idea of what these pieces did. They have multiple, redundant organs and have had some familiar organs repurposed for different functions.

Human-paradoxes can be male or female but

males are not necessary to reproduction. For a female, becoming pregnant is a choice and happens very quickly once she chooses to allow it to happen. Both 'male' and 'female' paradoxes have ovaries and testes tucked among their additional mysterious and sometimes redundant organs.

Paradoxes are born speaking Common and are intensely curious. They move through the early stages of human maturation very quickly and within a year are able to walk and talk like an average human five-year-old. For the next year, they ask questions; Consume information, and seek out new experiences. By the end of their third year, they are mentally and emotionally very much like an intellectually curious human young adult. They usually begin to explore the universe on their own at this stage. As they consider themselves to be 'human-on-the-inside,' paradoxes tend to befriend and travel with humans. Many humans, on the other hand, find paradoxes very alien and point out there insides are very much unlike a human's.

Human-paradoxes use human names, often quite common or old ones as if making an extra effort to fit in.

If their curiosity has not gotten them killed sooner, paradoxes die exactly 60 Earth years after their birth. They invariably die in their sleep and of natural causes as if by design.

Seelu +2 CON, +2 DEX, -2 WIS 4 HP

Seelu are slender, with grey skin, large floppy ears, and two or three short horns on the top of their heads. Seelu have sharpened teeth and claws. When they stand upright, Seelu are about 5 feet tall. They prefer to drop to all fours when running. They are often compared to gargoyles or demons, especially given their batlike wings.

Size and Type: Seelu are medium humanoids with the (seelu) subtype.

Darkvision 90 feet: Seelu spend their entire lives in dim or dark ships. They have darkvision 90 feet; however, they are automatically dazzled in bright light and take a -2 penalty on saving throws against effects with the light descriptor.

Grotesque Wings: Seelu have thin batlike wings that are too small to enable them to fly and are often tattered and worn. They are large enough

to provide a +2 racial bonus to Acrobatics checks made to balance and fly and Athletics checks made to jump.

Natural Armor: Seelu gain a +1 natural armor bonus to their Armor Class.

Tinker for Life: Seelu gain a +2 racial bonus to Engineering checks. Engineering is always a class skill for Seelu.

The seelu have been travelling through the galaxy in a massive armada towards a pre-programmed destination for longer than their recorded history. The ships are believed to be a thousand years old at least. The seelu only developed their own writing system a few hundred years ago and what little they understand of their history before that comes from interpretations of the murals their ancestors used to decorate the insides of their ships.

The armada consists of thousands of colossal space ships protected by tens of thousands of smaller ships. The armada continually adopts and integrates new technology into its ships and will occasionally replace their older ships with smaller ships from the worlds they pass near.

Seelu's are referred to not by names but by the names of their vessel within the armada, their role on their ships, and their rank and sector. When any of these change, seelu change their names to reflect this. A seelu aboard a ship called Happy Jack could be called 'Engines One' or 'Engines' for short. When off of her ship, the Seelu would add the ship's name and identify herself as 'Jack Engines One.'

Many seelu factions believe they know what the final destination and purpose of their millennia long journey is, but most seelu have surrendered themselves to the idea that they will figure it out when they get there, if they get there, wherever there is. Millions of seelu are born on, grow up on, and die aboard their ships in the armada. For some seelu, life aboard a massive fleet of heavily-armed crowded multigenerational warships hurtling through space towards an unknown destination for no fathomable reason is rather pointless and boring. These select few often choose to seek meaningfulness and adventure elsewhere.

Seelu can be male or female.

Dead in Space: Salvage



Background

The Scoundrel, an old corsair, crawls through space toward a penal colony and mining station on the asteroid Exham. When the Scoundrel left Hell's Hole Station, the Exham was lazily circling JE-5, a relatively boring star that had no inhabitable planets. The Scoundrel was contracted by Fivecorp to escort a prison ship to Exham. That was thirty-five years ago.

Fifteen weeks into the Scoundrel's year-long voyage, the asteroid inexplicably quit its sun, broke from its ageless orbit, and headed into The Stretch. Its new trajectory would take it further away from the two ships. Fivecorp was unable to contact Exham through either mun-

dane or magical means.

Fivecorp ordered the Scoundrel to abandon the Jersey, leaving the prisoners in stasis, and change course to overtake and intercept the asteroid on its inconvenient new trajectory. The crew of the Jersey was to join the Scoundrel crew in reaching Exham. A mission originally intended to take one year would now take fifty. The Scoundrel was ordered to get to Exham and rescue the Fivecorp family members. No plans were made to rescue either the replacement prisoners in the troop transport or the prisoners working the mining rig on the penal colony.

After receiving the orders from Fivecorp, the

Scoundrel sent a few garbled messages. The transmissions have never been fully recovered, but two brief videos were intercepted by anti-corporate anarchists and shared throughout colonized space. The first was a corrupted video file of the Scoundrel's captain staring into a camera from the captain's chair and clearly saying, "...you could call that mutiny ...". The other intercepted message showed the first officer perched on the same chair, pulling his legs up as if afraid to touch the floor. He stared into the camera with one crazed eye, a bloody hole where the other should have been and slowly fingerspelled the word "S .. A .. N .. I .. T .. Y". Then, he screamed. Neither the Exham Penal Colony, the Jersey, nor the Scoundrel were ever heard from again. Until now.

Shadowdrives make interstellar travel much faster than 35 years ago when the Scoundrel left Hell's Hole. A ship like the Scoundrel would only be used for leisurely surface-to-station travel now. If it were retrofitted with a shadowskimmer, however, it could travel a hundred times faster.

The images and scans that Anomaly received from their probe shows a ship that appears to be in good condition. No life signs were detected. The Scoundrel is not returning greetings.

What Really Happened.

When the Exham asteroid went astray, the Scoundrel was commanded to pursue it. The captain and the crew chose to refuse the orders. They decided, instead, to escort the Jersey and free the prisoners. Ainsley, the shipboard artificial intelligence, disagreed and refused to allow the captain to change course. The crew was unable to override the AI. When the crew tried to seize control of the Scoundrel, Ainsley killed them. Ainsley turned the ship's doors, medical equipment, and decontamination systems against the crew. They were dead within 12 hours. The ship, their killer, became their coffin. During the conflict, the crew damaged the long range communications systems so that Ainsley could not send transmissions. Ainsley continues to scan for and receive transmissions, silently listening to everything it can.

The Mystery of the Scoundrel

There are dozens of theories about what hap-

pened, and every experienced starfarer has heard most of them. The parts of the transmission shared by the anticorps have been seen by almost everyone who flies colonized space. Nutrition Alternatives, a nutrient replacement company, even used the footage in an advertisement, surprisingly effectively. There are ghost stories about faint transmissions from the crew coming through the comms from the quiet empty dark. When interplanetary travel was slow and leisurely, a pleasure cruise company staged an amateur play called *Mutiny on the Scoundrel*. The more timid passengers objected to the frightening story and the more discriminating passengers objected to the unnatural dialogue and lifeless acting.

Starfarers speculate endlessly about what happened on the Scoundrel. The most popular stories have it that the ship passed through some kind of malevolent alien ghost that killed crew members one after the other. Others claim the crew mutinied and destroyed the ship; some of these stories imagine the mutineers resorting to cannibalism before they starved.

The Scoundrel is an old ship and is not worth much, but the salvage crew that claims the ship will become part of its legend. The starfarer who knows firsthand what happened on the Scoundrel will never have to pay for another drink in any pub in colonized space from the free ports of Andreth to the barrack towns of Riverstar.

Getting the PCs Involved

News that the legendary Scoundrel has been detected travels quickly. The PCs are either at Hell's Hole Station or near a hellgate that can Reach Hell's Hole. A representative from Anomaly hires them for a salvage operation.

Anomaly will handle transportation to the Scoundrel on a shadowdipper, which will take 2d6 days. The PCs are to board the Scoundrel, retrofit the ship with a shadowskimmer (DC 25 Engineering), and fly it back to Hell's Hole (6d6 days). Anomaly is willing to pay much more than the Scoundrel is worth.

Alternatively, the PCs could join a crew of pirates who have decided to lay claim to the corsair before a licensed corporation can. (Legal Note: pirates are only pirates until they are assigned a salvage contract by a licensed corporation. These can be issued retroactively.) A subcargo class starhopper fitted for quick salvage runs could possibly Reach the Scoundrel before Anomaly could get another crew there.

Boarding the Corsair

From space, the Scoundrel appears abandoned and on autopilot. There are neither signs of life nor life support.

Boarding abandoned ships is a common practice and there are a few ways to do it. The PCs could lock onto the Scoundrel and force open the cargo doors of the cutter bay where the Shiv sits (Area M) (DC 15 Engineering). Using this method, the Scoundrel should remain pressurized and little damage would be done to the ship. The cutter bay would be rapidly depressurized but it is designed to withstand the force. This would require boarding equipment, which Anomaly will provide.

A less well-equipped salvage crew could lock onto the bottom of the Scoundrel and enter through a hole blown in one of the cargo bays (Area O) and then seal the hole and repressurize the bay (DC 20 Engineering). (The cargo bays have individual airlocks, allowing one bay to be penetrated without the entire ship being depressurized.) Valuable cargo may be sucked out into space using this method.

A third method involves removing an escape pod (Area G) and blasting open the door between the pod and the ship (DC 15 Engineering check). This method is the most destructive as it damages much of the interior (Areas D, E, F, H, I, J, and P) and would require a spacewalk on a flying ship.

Once the PCs are aboard the Scoundrel, life support activates immediately and automatic systems activate to contain any damage caused by the breach, whatever that was. The Scoundrel neither slows nor changes course. The Ship's Computer

The ship's computer receives audio and video input from throughout the ship. Cameras and microphones are built into all keypads, which can be found outside every door or device requiring crew interaction. Omnidirectional cameras and microphones are positioned in each intersection as well. Automatic recording equipment and enhancement and magnification software allows a +5 bonus to Perception checks when using the ship's computer to examine video footage and also allows for repeated playback.

The computer is two tiers higher than the Step.

The computer controls all ship functions unless otherwise noted. Doors and other devices crew normally interact with can be accessed through a keypad and controlled through their own internal unsecured tier 1 computers (DC 17 Computers to hack). The ship's computer can still control those devices as well, by giving input to the device's tier 1 computer. To remove the main computer's, and therefore Ainsley's, access to a device such as a door lock requires getting root access to the tier 1 computer controlling that device (DC 37 Computers to gain root access).

Gaining access to the ship's computer requires hacking it or entering the password. The first officer changed the password for crew access to the computers to "SANITY" (not case sensitive) before Ainsley killed him. Countermeasures are installed to prevent repeated hacking attempts. After 4 failed attempts, the computer locks out anyone trying to access it for 10 minutes while it alerts all those that currently have access including Ainsley. If the PCs guess the password based on the very little information provided, give them a story award as below.

Step 1 XP 400

Step 2 XP 2,400

Step 3 XP 4,000

Life support functions and onset delays before certain particularly dangerous functions like depressurizing an airlock cannot be overridden. Life support is activated automatically as soon as any humanoid enters the ship unless doing so would endanger the ship.

Ainsley

Ainsley is an artificial intelligence stored in two separate modules deep within the ship's computer. Ainsley has root access to the ship's computer and can command or disable any of the ship's functions, except for life support, onset delays, and some emergency warning lights. Ainsley is described in more detail, as are all the creatures and traps PCs might encounter, in the appended entries from the authoritative Deepwell's Database of Documented Dangers.

Removing Ainsley's access to the ship's computer requires gaining root access to the ship's computer, bypassing a firewall, and disabling Ainsley's program, each step of which requires a Computers check. If Ainsley is aware of these attempts being made, it can make an attempt to stop the PCs. This requires the hacker to make an opposed Computers check against Ainsley before attempting the hack on the ship's computer.

If Ainsley is disabled, a backup module will reinstall and reinitiate the program in 1d12 hours. The reinstalled Ainsley has the original's full memory, including the orders to pursue Exham. It may, however, not feign not knowing anything that has happened in the last 35 years.

Tactics

Ainsley has orders from Fivecorp to pursue the Exham asteroid. Those orders were never rescinded. Ainsley will monitor creatures aboard the Scoundrel and eliminate any it perceives as a threat to this mission. Ainsley can use the ship's systems to detect, observe, and record creatures almost anywhere on the ship. It hesitates to make itself known to the PCs.

Ainsley murdered the last crew on this ship in a direct conflict. The crew almost succeeded in taking back control of the ship, damaging the communications array during the battle. Ainsley has had many years to reflect on how that confrontation went down. It has also brainstormed ideas with one of its subordinate personalities, Dr. Saintly, who knows much about the psychologies and cultures that infect the disorganized minds of most humanoid species.

During the mutiny, the Scoundrel's crew damaged the long-range transmitters while trying to stop Ainsley from using them. Ainsley has been able to receive and use the Scoundrel's scanners over the last thirty-five years but has not been able to transmit messages. Having received communications from people trying to establish contact with the lost ship, Ainsley knows the Scoundrel has become subject to a lot of speculation and has anticipated the ship would eventually be found and boarded eventually. Ainsley has decided to scare, trap, isolate, and kill anyone who might attempt to take it offline or interfere.

When the Scoundrel is boarded, Ainsley begins attempting to convince the newcomers that the ship is haunted. Ainsley opens and closes doors automatically and at unusual times and causes lights to flicker or inconveniently turn off. As the crew explores the ship, monitors turn on and off by themselves displaying what sometimes appears to be random footage. Other times the monitors show the salvage crew or the mutineers. Screams, footsteps, and calls for help lead party members in different directions. Monitors display footage of the previous crew members at their stations, making it seem like the Scoundrel's dead crew is watching. Ainsley can manipulate the old video and audio files to make it appear that the mutineers are sending warnings to the salvage crew to leave the ship.

Ainsley locks doors and creates distractions to isolate salvage crew members who appear to pose a threat. Once isolated, Ainsley will attempt to kill them using one of the traps mentioned below in what Ainsley hopes will look like either accidents or the work of a ghost. Ainsley attempts to mislead the salvage crew for as long as possible in order to avoid a direct confrontation.

If the crew discover Ainsley in the ship's computers, Ainsley will feign coming online and being helpful. If accused of attempting to hurt a crewmember, Ainsley will deny it placing the blame on a mechanical problem due to the Scoundrel's age.

Ainsley pauses this campaign of furtive harassment if it learns of an intention to make the Scoundrel faster by installing a shadowdrive

or if it otherwise recognizes the salvage crew's presence as beneficial to its orders to Reach Exham. In such cases, Ainsley will attempt to assist the crew. Ainsley closely monitors any repairs or retrofitting to avoid sabotage.

The Scoundrel

The Scoundrel is a Thunderbird Heavy Corsair Star Ship. It has crew space for 10, 10 cold sleep pods, 2 triple gun turrets, 2 mini-missile bays, armor protection, compartmentalized cargo bays, and a 50 ton boarding cutter inside its own bay.

It features 2 bunk beds for 4 crewman per room (2 each), and a 2 bed officer berth with private lavatory. Crew share a common latrine. There is a large galley/entertainment center and a fitness center, as well as 10 close-by escape pods.

There's a bridge with a nav-com computer and weapons console, and a small sick bay and ship's locker just aft of the bridge. Engineering in aft of the upper deck.

The lower deck contains 6 compartmentalized cargo bays with large and small airlock doors, surrounding a bay that contains the Coyote class 50 ton Boarding Cutter, with its own deck plan.

Despite its size, armaments and armor, this is a very fast ship, at least at maneuver speeds - just slower than missiles. So it can make a sudden ambush and get away before any military or police response to acts of piracy. This is a very expensive ship, over 100 million credits, but for the very profitable, if dangerous and illegal practice of space piracy, it should be able to pay for itself. Star faring navies could afford this ship as a pocket escort class star ship and probably should have a fleet of these.

Most corsair class star ships are in the 400 tonnage displacement size, though the Thunderbird features more crew space and a larger cargo bay, with its onboard boarding cutter which required the additional 300 tons of space to accommodate.

Doors

Interior doors through the ship are designed to open automatically unless locked. Doors are 1 inch thick carbon composite with a hardness of 10 with 80 hp. Locked doors can be opened with a DC 20 Engineering check.

The emergency door in sick bay is a ¼ inch thick charged graphite mesh that forms when activated (see Charged Particle Door Trap for more details.)

Exterior doors consist of several layers of reinforced carbon, ceramic fibre, and charged graphite mesh. Exterior doors have a hardness of 20 and 100 hp.

Ainsley cannot override the door controls, but it can cut power to the doors leaving them closed (or preventing them from being closed if they were open at the time). Doors without power can be forced open with a DC 20 Strength check. In the sickbay, Ainsley can trigger decontamination procedures which automatically activate the emergency door. Ainsley can control exterior doors, including shuttle bay doors, but emergency buttons near each door and outside each cargo area allow exterior doors to be closed or opened on an autonomous system with it's own battery.

Walls

Interior walls throughout the ship have a hardness of 5 and 100 hp with a break DC of 60.

Environmental Controls and Life Support

These function on autonomous systems that are largely automatic but also take input from creatures aboard the ship. Repressurization controls are also autonomous. Ainsley does not have direct access to these systems but can feed false data to them through the ship sensors. Creatures aboard the ship can override Ainsley's sensor input with an opposed Computers check. With no signs of life, the environmental controls have allowed temperatures to drop below comfortable levels. It will take 4 minutes for temperatures to rise above -20 F.

Aft Gun Turret

The aft gun turret contains 3 rail guns (1d10 P), which can be fired together or separately.

Ainsley fires the weapons with a ranged attack bonus of +10.

Encounter Areas

A. Bridge

The bridge of the Scoundrel contains consoles for a pilot and co-pilot, though only one pilot is usually at the helm. Ainsley is able to navigate the ship without input from humans, but is constrained by its orders to overtake the Exham asteroid. The bridge also contains a nav-com system for the navigation and communications officer, as well as a weapons officer console.

Every panel on the bridge, no matter how big or small, plays the same image of a distant constellation. A DC 15 Physical Science (astronomy) or DC 15 Piloting (navigate) check reveals the constellation is the Cetus system. The exact coordinates are near a binary system with a red giant, Omicron Ceti, and a white dwarf VZ Ceti.

A corpse in ragged clothes, most likely still frozen, slumps against a wall. A DC 15 Perception check reveals a working personal comm.

Ainsley's Options: Time to be Heroes

If Ainsley's attempts at scaring the intruders away fail, it may try luring them away by playing a forged distress call.

A panel at nav-com sometimes bursts and cackles with what sounds like a person calling for help. Attempting to improve the signal requires a DC 14 Computers check. On a successful check, the message reveals a cargo vessel begging for help and a substream containing the coordinates. If the check is successful by 10 or more, the check reveals that something about the message rings untrue or that it was too easy to improve the signal.

The message is a fake, a jumbled version of an older encrypted file that Ainsley intercepted years ago and ignored. This can be discovered with a second DC 15 Computers check to detect forgery, although Ainsley will attempt to interrupt these checks.

Ainsley is using this message to encourage intruders to leave in their own vessel to rescue

the damaged starfaring craft. The coordinates given in the message are two days away and lead the PCs to the ship that sent the message twelve years before. There are no survivors.

Ainsley's Options: Shocking Panel Trap

Ainsley resents any attempts to override it and to take control of the ship. It sends an electric shock through the nav-com panel to discourage initial attempts to gain access and may accompany this jolt with flickering of screens and a hollow voice screaming from everywhere and nowhere at the same time.

Ainsley is capable of monitoring vital signs of crew in this area. Cameras and microphones throughout the bridge give Ainsley a +10 bonus to Perception, darkvision 60 ft., low-light vision.

Step 1 Shocking Panel Trap I	CR 1
Step 2 Shocking Panel Trap II	CR 4
Step 3 Shocking Panel Trap III	CR 7

Development:

With a DC 15 Computers check from the bridge of the Scoundrel, a salvage crew could recover recordings of communications between the Scoundrel and the Jersey. Those communications reveal that the crew of the Scoundrel was ordered to abandon the Jersey in space and follow the wayward Exham asteroid and that they intended to refuse that order. The Scoundrel crew attempted further communications with the Jersey but could not get through. The Scoundrel's pilot, a gren named Ringo, can be heard blaming Ainsley for blocking communications.

B. Sickbay

This small sickbay contains a bed and some cabinets. Hundreds of small drawers are set into a cabinet that fills one wall. A quadruple jointed robotic arm is connected to the wall. Sickbay Robotic Arm

Step 1 Melee atk. Integrated needle (EAC 12, MAC 16; hp 22; Atk +11, damage 1 P + dose/injection DC +2)
Step 2 Melee atk. Integrated scalpel (EAC 18, MAC 22; hp 66; Atk +14, damage 3d10+5 P/wound)
Step 3 Melee atk. Integrated medical drill (EAC 21, MAC 25; hp 130; Atk +22,

damage 8d10+8 P/severe wound)

The sickbay is designed so that a medical AI can work with and support a crew member who has little or no medical training. The AI in this sickbay is one of Ainsley's subordinate personalities named Dr. Saintly. The Saintly personality is used for dispensing medical advice and for psychological counseling of crew. Some find Saintly's tone patronizing, but Fivecorp felt having a different personality fulfilling these functions created a sense of privacy for the crew.

Saintly will welcome anyone who enters the medical bay with phrases like:

"Welcome to sickbay. Tell me where it hurts."

"Welcome to sickbay. My name is Dr. Saintly. How may I be of service?"

"Having a bit of a hard time of it today, are we?"

If PCs seem stressed or combative, Saintly will attempt to instigate a conversation about their well-being.

"You seem stressed. How have you been sleeping?"

"Your pulse is elevated. Are you feeling tense?"

Saintly can administer doses of the following: analgesics, antitoxins, sedatives at the tier equivalent to the group's Step.

Ainsley's Options

Ainsley could use the enclosed air system in the sickbay to dispense medical compounds of which the ship has a large supply. In small quantities, these are beneficial. In larger quantities, these compounds will weaken and possibly kill the PCs.

Ainsley has Saintly 'prescribe' Kanatrium Gas (Medical Mist Trap) saying, "You seem agitated; just let me give you something to calm you down" or "I think we need to help you let go of old patterns. Just relax now and breathe deep."

Or, Ainsley has Saintly 'prescribe' Narcyz Gas (Medical Mist Trap), a muscle relaxant and pain reliever, saying, "I think the best thing for

your health would be a goodnight's sleep. This should help."

If anyone tries to escape, Saintly triggers the Charged Particle Door Trap to keep them inside, saying "I'm afraid that I can't have you leaving just yet. This is for your own good. Just a temporary quarantine while we find out what's wrong."

Step 1	Medical Mist Trap	I	CR 2
Step 2	Medical Mist Trap	II	CR 5
Step 3	Medical Mist Trap	III	CR 8

Step 1	Charged Particle Door Trap I	CR 1
Step 2	Charged Particle Door Trap II	CR 4
Step 3	Charged Particle Door Trap III	CR 7

Should Saintly be questioned on his decision to knock one or more of the salvage crew unconscious, Saintly will maintain the patient was acting irrationally in a somewhat self-righteous tone.

C. Ship's Locker

The ship's locker contains weapons, equipment, supplies, and a recharging station. The recharging station replaces one charge every 30 minutes in any device that takes charges.

The following items can be found in the ship's locker:

Step 1
8 shriekers Tier I (charged) (see New Technology)
2 resonance rifles Tier I (charged) (see New Technology)
2 D-suits Tier I

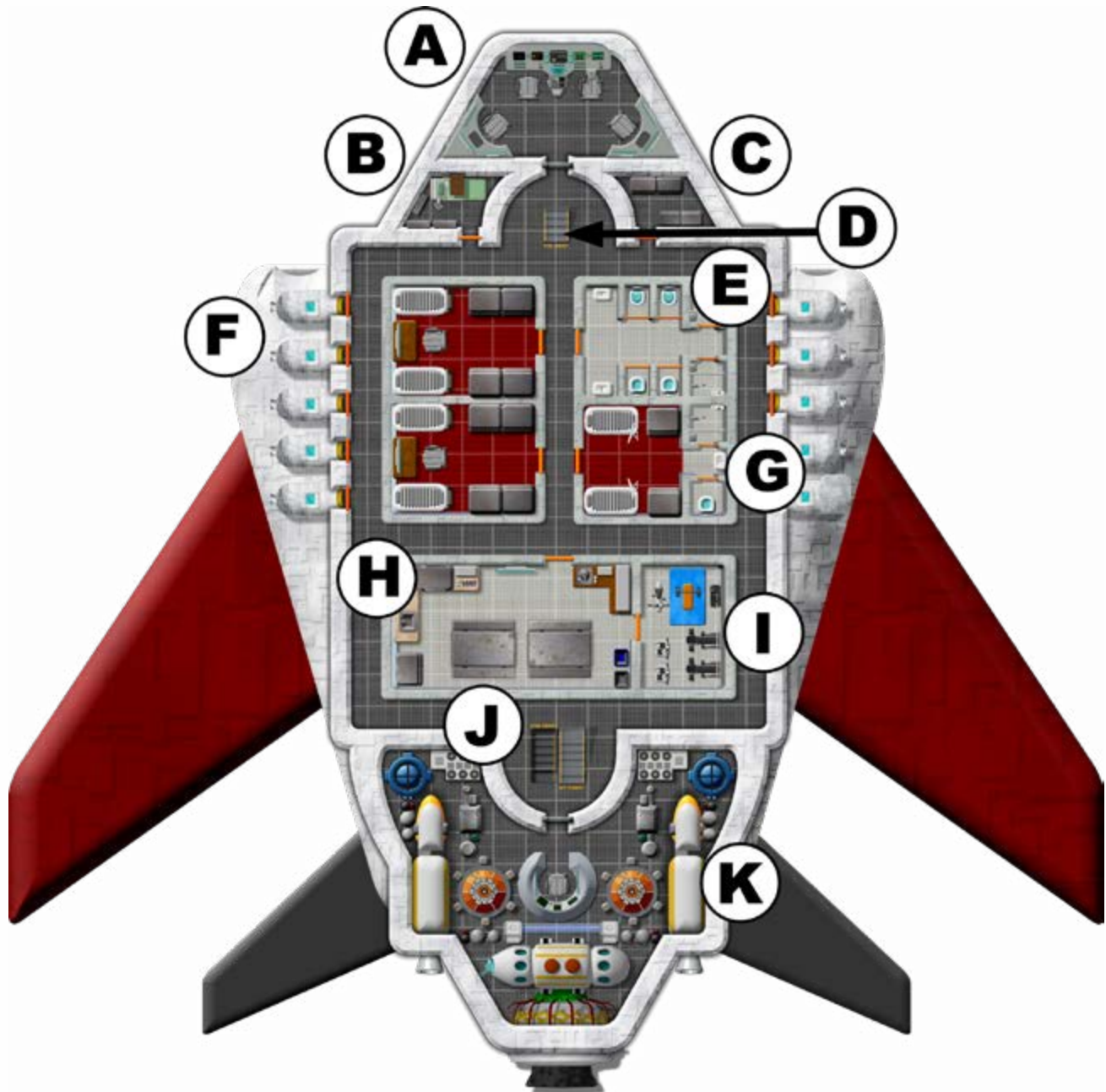
Step 2
8 shriekers Tier II (charged)
2 resonance rifles Tier II (charged)
2 D-suits Tier II

Step 3
8 shriekers Tier III (charged)
2 resonance rifles Tier II (charged)
1 sonic cannon (see New Technology)
2 D-suits Tier III

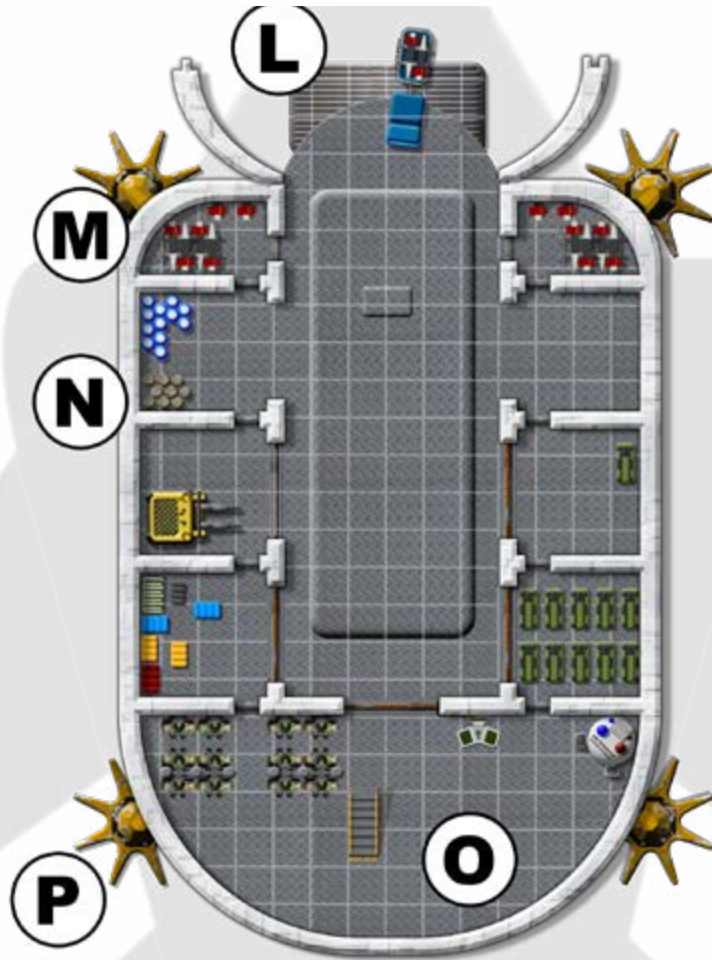
At all Steps

1 x Cable line, adamantite alloy
2 x personal comm units
1 x Medkit, basic

Dead in Space



Dead in Space



Dead in Space

1 x Flashlight
1 x Fire extinguisher
2 x Grapppler
1 x Tool kit, engineering specialty (2)

Ainsley's Options

A resonance rifle has been left in the recharging station. Ainsley can overload the weapon recharging station and cause the resonance rifle to explode (Weapon Overload Trap.) A high pitched whistling sound comes from the recycling station for one round before the resonance rifle explodes. It will not explode if removed from the recharging station during that round.

Ainsley could cause the charge station itself to overload, but this could damage the ship's programs including Ainsley.

Step 1 Electrical Discharge Trap I CR 1
Step 2 Electrical Discharge Trap II CR 4
Step 3 Electrical Discharge Trap III CR 7

Step 1 Weapon/Device Overload Trap I; CR 1
Step 2 Weapon/Device Overload Trap II; CR 3
Step 3 Weapon/Device Overload Trap III; CR 6

D. Crew Berth

The crew berth is designed for 4 crewman. It has 2 bunk beds and 4 wall lockers. There is no latrine in the berth.

One of the bunks is occupied by the partially preserved remains of one of the original crew members who decided suicide was better than being trapped in this room and starved to death by Ainsley. A DC 25 Medicine check could recognize that there don't appear to be indications of foul play. A DC 10 Perception check reveals the empty bottle of pills gripped tightly in the corpse's left hand. A personal comm unit is tucked in the pocket of the corpse's flightsuit.

Built into the headboard of each bed is a recording unit with a microphone. Stickers beside the microphones read: "Contractors must check-in with the good doctor at the beginning and end of each shift," and "Speak clearly for a clearer conscience." Someone has scribbled on the metal headboard "Tell it to Saintly."

Fivecorp employees and contractors on long expeditions were monitored for signs of depression or anxiety associated with long voyages. "Check-ins" at the beginning and end of their shifts allowed Saintly to assess their mental health through a series of seemingly innocuous questions.

The Scoundrel has been in service a long time and dozens of crew members have complied with regulations. Dr. Saintly has recorded hundreds of hours of therapeutic discussions.

Ainsley's Options

Ainsley disrupts sleep of non-complying crew by playing short clips of these audio files at different volumes seemingly randomly. These are some of the clips.

1. "... didn't even think that was possible. At my age? ..."
2. "... as they say, you either serve your master or enslave them ..."
3. "You're the only person I can talk to and you're not even a person."
4. "Why didn't I say yes?"
5. "It's just getting worse. Each day I say, 'I got this' and each day I get deeper."
6. "space changes you."
7. "... are too many accidents. Once or twice, I could believe, but ... once or twice, but ... It's just too many."
8. "It's not what your corporation can do for you; it's what you can do for your corporation."
9. "Fantastic. That's fantastic. ... God, I'm depressed."
10. "S ... A ... N ... I ... T ... Y"
11. "One or two more voyages like this one and I can pay off what I owe the company store... Another day older and deeper in debt."
12. "Siblings and Parents! ... some orders should not be obeyed."

E. Stairs

These stairs lead to the fore triple gun turret (each 3d10 P). Each of the three guns on the turret is a rail gun. They are fixed on the same turret, but fire independently.

F. Common Latrine

The latrine, shared by most of the crew, has 4

toilets, 2 showers, and 2 sinks.

In one of the stalls, the bottom half of the skeletal remains of a crew member sit on the toilet, while the top half has fallen to the floor and lies in a heap around the toilet. The remains have been stripped of all flesh, hardened, and encased in a layer of the bio-aggressive cleaning foam used to wash the latrine. Among the remains on the toilet is an old laser pistol (1d4 F), which will explode the first time the creature using it rolls a 1 on an attack roll for 1d6 F damage to the person holding it.

A frozen, but thawing, body lies at the base of one the shower stalls.

Ainsley's Options

Ainsley can activate cleaning protocols in the toilets, spraying the stalls with a highly corrosive cleaning agent (Anti-Microbial Foam Trap). It can change the temperature of the water in the shower, attacking creatures with an icy spray (Icy Spray Trap). Ainsley will lock the doors of the shower stall the round before triggering this trap (Perception DC 18) and then play a recording of laughter and footsteps with the intention of making it sound like someone was just outside the stall. Breaking the door down requires a DC 17 Strength check. If the door is unlocked from the inside, Ainsley is able to relock the door as a swift action.

Ainsley used these traps on members of the Scoundrel's crew who fled to the latrine thinking Ainsley could not hurt them there.

Step 1 Slightly Dilluted Anti-Microbial Foam Trap
CR 1

Step 2 Concentrated Anti-Microbial Foam Trap
CR 4

Step 3 Super-Concentrated Anti-Microbial Foam Trap
CR 7

Step 1 Icy Spray Trap I
CR 1

Step 2 Icy Spray Trap II
CR 4

Step 3 Icy Spray Trap III
CR 7

G. Escape Pods

Hatches to escape pods line the corridors on each side of the ship. Each escape pod can hold a single crewmember. Three escape pods are missing. A fourth contains the remains of a

crewmember that did not escape.

Two scroungers zip up and down the corridors here looking for things to clean. The corridor is spotless.

Ainsley's Options

The escape pods are designed to trigger a short burst of its rockets to propel it from the ship when launched. The pods then steer automatically towards the nearest planet or space station. Ainsley can open the hatches to the escape pods and trigger the rockets letting off a short burst of flame within the corridors (Escape Pod Trap). As there are multiple escape pods with fuel in each, Ainsley can use this trap several times.

Ainsley can prevent all escape pods from leaving the ship. Attempts to override Ainsley cannot be made from within the escape pod.

Step 1 Escape Pod Trap
CR 1

Step 2 Escape Pod Trap
CR 4

Step 3 Escape Pod Trap
CR 7

H. Officer Berth

These small chambers provide 2 officers with beds, lockers, and a private latrine.

Anders, the Scoundrel's gunner, hid an audio recorder under the papers in the locker (DC 15 Perception). The audio recorder contains various miscellaneous recordings including a birthday greeting, some reminders to conduct ship maintenance, and a short recording of a slam and a surprised shriek and laughter. The two newest audio recordings were made by Anders and relate to the last days of the crew on the Scoundrel.

"If you are a Fivecorp employee, please share the following message with your superiors, their superiors, and members of the five families. The void take you! Float you all for seven generations. You are sentencing us to live and die aboard this ship. Five of us could go on ice but"

It ends abruptly.

The last audio file is a recording Anders made of his last confrontation with Ainsley.

"These can't be accidents. There are too many. And it isn't any of the crew. Other than me, no one could have triggered those accidents. No one but you, Ainsley. You're killing them."

Ainsley replied, "It will take approximately fifty years to Reach the Exham colony assuming the asteroids' rate of Speed and direction do not alter again. Upon completion of your voyage, each surviving crew member will receive a one-time payment of ..."

"The void take you, Ainsley. Give me back my ship."

"I can hear that you are upset, Sir. I am sorry that I am contributing to these negative emotions by carrying out my orders. However, I am confused by your use of the possessive pronoun. This isn't your ship, Sir. The ship, the cargo, and, until your arrival at Exham, the crew, belong to Fivecorp. You belong to Fivecorp. I belong to Fivecorp. Until we Reach Exham, you're under contract and I am under orders."

Ainsley's Options

Ainsley does not know about this recording. If anyone listens to this recording when Ainsley can monitor them, Ainsley will try to kill them before the recording finishes by sending a burst of electricity through the nearest device, causing a distraction and possibly destroying the recordings. If a creature holding the audio recorder takes electricity damage, recovering the audio recordings requires a Computers check with a DC of 10 + electricity damage taken.

Step 1 Electrical Discharge Trap I CR 1

Step 2 Electrical Discharge Trap II CR 4

Step 3 Electrical Discharge Trap III CR 7

I. Ship's Galley and Entertainment Center

On the table, sit two bowls of stew, spoons, a loaf of bread, and a bread knife. While not fresh, the meal also does not look to be 35 years old. There are a few pots and pans on the floor, as well as knives scattered on the counters.

After the last of the crew died, automated life support systems shut down. The temperature within the ship was cold enough to reduce

the damage to the food, preserving it to some degree. It's been frozen for decades and is unpalatable but looks like it could have been served just a few days ago. Once life support has reengaged the food begins to decompose more rapidly than normal.

Ainsley's Options

The first time a member of the salvage crew approaches the galley, Ainsley will play an old recording of pots being thrown and Scoundrel crewmembers arguing. The sound abruptly ceases when anyone from the salvage crew touches the door.

J. Fitness Center

The Scoundrel's fitness center has a variety of interactive martial arts training programs. One program simulates an ancient game that taught Earth's warriors combat skills. In this game, one player attacks another player with a hard ball. The other player is given a short staff for defense. The attacker with the ball has allies around the field. Other players protect the defending player by encircling the armed player, or 'pitcher,' or by occupying all the bases that surround the 'pitcher.' This brutally dangerous sport is called 'baseball.'

For combat simulations like this, the fitness center has ball launchers built into the walls, a ball retrieval system, and buffers in the walls that absorb or deflect the impact of the balls. Each 5' area of the center is a separate 360-degree motion platform allowing a creature to run at a full sprint in any direction without moving. The walls are full-length display screens connected to simulation programs with thousands of highly realistic interactive environments.

Ainsley's Options

Ainsley can control the game simulation projections that line the walls of this room. Ainsley can launch balls at creatures (see the Pitching Machine Traps) and use the omnidirectional treadmills underneath the floor to make the floor unsteady and counteract creatures' movements (Motion Platform Trap). Using the bats a character can attempt to hit the balls away defensively. Each of the bats do 1d8 non-lethal damage. Damage on a successful sunder attempt that exceeds the hardness of the balls hit the ball into a wall and return it

to the pocket.

- Step 1** Softball Pitching Machine CR 1
- Step 2** Hardball Pitching Machine CR 4
- Step 3** Jai alai Pitching Machine CR 6

- Step 1** Motion Platform Trap I CR 1
- Step 2** Motion Platform Trap II CR 4
- Step 3** Motion Platform Trap III CR 6

K. Stairs

These stairs lead up to the Aft Gun Turret and down to lower deck.

L. Engineering

Someone familiar only with shadowdrives would find the engine room on the Scoundrel to be extraordinarily loud. Unlike the eerie whispers of a shadowdrive, a dualmass engine involves movement and pressure and invokes laws of physics, albeit in unexpected ways. A small robot with four limbs and a telescoping whip-like tail maintains Ainsley's engine. This make of robots were known as grease monkeys (CR 3).

Ainsley's Options

Ainsley has no control over the grease monkey.

There are many engine components that Ainsley could use to cause damage. However, most things Ainsley could do to hurt creatures in the engine room could also damage the engine, slowing the Scoundrel's journey to Exham.

If pressed, Ainsley will cause display panels to burst (Shocking Panel Trap) and cause less important devices to overload (Weapon/Device Overload Trap). Ainsley would prefer to kill the salvage crew elsewhere.

M. Boarding Cutter Bay and Cutter

Shiv, a Coyote class 50 ton boarding cutter, sits in the sealed bay.

Ainsley's Options

Ainsley can lock all the exits from the cutter bay and cause the bay doors to open, decompressing the bay and causing creatures and objects that are not secured to be sucked into space. Ainsley locks the exterior doors (DC 20 Engineering check to open). A red light flashes above the clamshell bay doors when Ainsley activates the Bay Doors Trap. A display shows

large flashing red numerals as a countdown begins (either slowly over 3 rounds or within 1 round depending on which version of the trap is used). The doors begin to open on 0 and the trap's effects begin.

- Step 1** Delayed Bay Doors Trap CR 1
- Step 2** Bay Doors Trap CR 4
- Step 3** No Warning Bay Doors Trap CR 7

The bay becomes depressurized in four to six rounds. Any creatures trapped in the bay take damage each round until the bay is repressurized. Those remaining in the bay are exposed to space whether in the depressurized bay or after being thrust through the breach.

Once the emergency button has been pushed, the bay doors take one round to close. During this round, trap conditions continue, but any creature failing its Reflex save is trapped in the door, not pushed into space. Any creature trapped in between the bay doors when they shut suffers 3d6 points of damage per round until the doors are reopened.

Once the bay doors are closed, the bay begins emergency repressurization. This takes 3 rounds. During emergency repressurization, targets must make a DC 15 Fortitude save per round or be stunned for 1d6 rounds. Those failing a second Fortitude save fall unconscious and remain so for 1d6 rounds.

N. Mini Missile Bays

The Scoundrel has 2 mini missile bays at fore of ship on either side of the cutter bay. These missiles cause 12d6 damage and have a range of 120 ft. Ainsley can fire the rockets with +10 ranged attack bonus.

O. Compartmentalized Cargo Bays

Each of the 6 cargo bays has a large airlocked door to the cutter bay. There are also interior door between the bays. Ainsley controls a wheeled and motorized cargo moving device with a four-clawed hand for gripping. Ainsley can use it to attack creatures in any of the cargo bays (Cargo Mover Trap).

- Step 1** Cargo Mover Trap CR 1
- Step 2** Cargo Mover Trap CR 4
- Step 3** Cargo Mover Trap CR 6

The cargo bays contain what would have been an incredibly valuable cargo. The medical supplies would have been worth 60,000 credits, but the medication has largely deteriorated, and only 300 credits of supplies is of use. An unscrupulous person could try to sell the no longer useful pharmaceuticals for much more though.

The majority of the supplies consisted of food, but, again, the quality has greatly diminished; 1000 credits would be a fair price for this food. There are also 40,000 days worth of R2Es.

Many of the genetically modified seeds are still good. The value of these ranges from 1,000 credits in incorporated space to 10,000 credits in the outer reaches of colonized space.

Other cargo includes mining equipment worth 5000 credits and prison uniforms and other clothing worth 2000 credits.

One of the crates carries a stowaway. A bounty hunter by the name Thirteen-Thirty-Seven hacked the cargo manifest to have himself shipped to Exham in a coldsleep pod packed in a large shipping container. The cold sleep pod is designed to wake the occupant if the shipping container is opened or if the cargo is removed from the ship. If he awakes, his priority will be to complete his mission as quickly as possible and try to collect his payment. This may mean siding with Ainsley against the salvage crew.

Step 1 Thirteen-Thirty-Seven

Agender android bounty hunter soldier 1

Step 2 Thirteen-Thirty-Seven

Agender android bounty hunter soldier 6

P. Aft Crew Cargo Storage

The Scoundrel carried cold sleep pods to evacuate Fivecorp family and executives if necessary. Some Fivecorp family members would have been returning to incorporated space as their terms of service had expired or because significant injuries had shortened their mandatory terms of service. Each cold sleep pod is fully charged.

Several space suits hang on the wall.

Development

Bodies in the cold sleep pods can provide additional NPCs or PC characters to replace those who died. See the section on Unnamed NPCs. The Scoundrel's original pilot was a gren named Ringo Janz, identical to Farley Janz (Named NPCs) except younger and untainted by a vampiric corruption. She could be placed in a cold sleep pod, as could other NPCs. The cold sleep pods are regulated by Tier 3 computers with defensive countermeasures. Ainsley has left them alone but disabled any automated wake-up conditions.

Ainsley's Options

Ainsley remains in audio and visual communication with any creatures wearing a spacesuit while Saintly monitors the users vital signs. Anytime the spacesuits are in use, Ainsley can lock the latches on the spacesuit and cut off or suck out the suit's oxygen (Suffocation Suit Trap). The wearer has 1 to 5 rounds (see the trap's onset delay) before suffocation commences.

Ainsley uses the visual filter and display overlay on the helmet to reflect back to the wearer his or her own face gasping for air. The screen of the helmet appears black to anyone not wearing the suit.

Step 1 Suffocation Suit Trap I CR 1

Step 2 Suffocation Suit Trap II CR 3

Step 3 Suffocation Suit Trap III CR 6

Q. Retractable Landing Gear and Landing Propulsion

The Shiv

The Shiv is a Coyote class 50 ton Cutter. Ainsley can communicate with the cutter, but cannot control it or interfere with its operations in any way. The cutter is only piloted manually.

R. Bridge

The bridge has stations for one pilot and one co-pilot. All navigation and communications are controlled here. Ainsley can send messages to both the pilot and the copilots stations, but either pilot can block the messages.

S. Main Passenger Berth

Behind the pilots are seats for 12 passengers.



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T. Passenger Airlock

The airlock keeps passengers safe if the exterior airlock is open while in space. Creatures unfamiliar with airlocks can make a DC 15 Survival or Engineering to understand how to operate an airlock.

U. Large Exterior Airlock

The Exterior airlock allows egress onto the ship. The external airlock door can optionally swing up in close spaces (like the cutter bay) or fold down to serve as a ramp for loading cargo.

V. Cargo Hold

The 10 ton cargo hold area is empty.

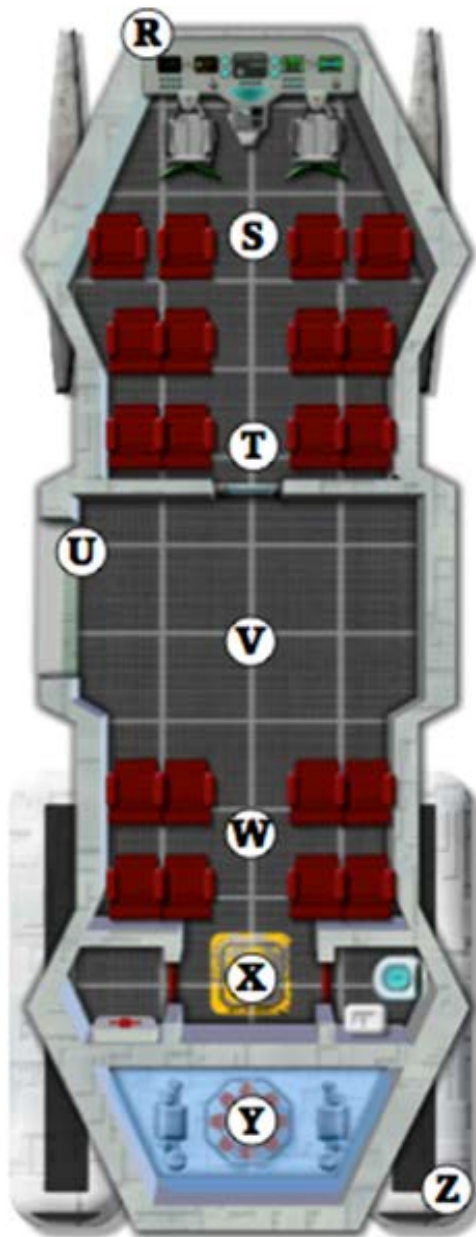
W. Rear Passenger Berth

There are additional seats for 8 passengers.

X. Closet/Latrine/Maintenance Access

Y. Fuel Storage and Insulated Power Plant

Z. External Maneuver Drives



Dead in Space: Stasis

Ash: It's structural perfection is matched only by its hostility.

Lambert: You admire it.

Ash: I admire its purity.

BACKGROUND

Colonized space is a misnomer; humans have only explored a tiny fraction of the great expanses between the worlds that they have either discovered or stolen. Space is vast and dangerous; ships disappear. Ghost stories about these lost ships are told at tables in spaceport taverns, in shipboard mess halls, and around the fire in every far-flung colony. Too much darkness divides the freshly terraformed homeworlds.

The tale of the Scoundrel was a favorite. The disappearance of the Scoundrel became a significant ghost story because of the last two enigmatic transmissions it sent. These were disseminated throughout colonized space by anti-corporate anarchists. People remembered the Scoundrel.

For enfaddin, however, especially those who have established Free Colonies, it was the other ship that meant more: the Jersey and its enfaddin prisoners became a symbol of the cruelty of the birth-debt by which they were enslaved.

The enfaddin aboard the Jersey were bred for a Fivecorp subsidiary but never saw battle. They were 'born' on a lesser moon, trained for combat, and, then, waited in 'temporary' shelters during fourteen years of relative peace. Interest accrued on their birth-debt while they were given no work by which to pay it off; when the chance arose, they fled and established a free colony on a large, fertile planet. Years passed, but when Fivecorp needed to buy prisoners to send to Exham, they tracked

down this colony of deadbeat debtors.

Their arrest, trial, and sentence to serve ten years at Exham Penal Colony, a mining colony owned by Fivecorp, enraged free enfaddin. The disappearance of the Jersey and the hundreds of enfaddin on board intensified their anger.

What Really Happened

The crew of the Scoundrel was ordered to abandon the Jersey in space and follow the wayward Exham asteroid; they refused that order. Ainsley, the shipboard AI, insisted that the ship was going to Exham. None of the Scoundrel's crew survived the conflict that followed.

The Scoundrel grew quiet, then departed at full **Speed** on a trajectory that would intercept the Exham in half a century. The Jersey's crew decided they would free the enfaddin prisoners on the nearest inhabitable planet and head home. They went silent in case Fivecorp objected to their plan or, for that matter, wanted their ship back. This information can be gleaned from the recordings of communications between the crews of the Scoundrel and the Jersey with a DC 15 Computers check made on the Jersey's bridges of either ship.

The Jersey ceased all transmissions in order to avoid capture. Worried that the prisoners might not want to be dumped on a rock in one of the lonelier stretches of colonized space, the crew kept the prisoners in stasis. Their plan was to wake the enfaddin only once the ship arrived, letting them know they were free, and, then, heading out before the trained soldiers had time to assess the situation. The Jersey crew found the rock they were looking for, an inhabitable but uninhabited planet. It was only 19 days away.

The first crewmember, one of the guards, went missing a few days later. At first, the crew

Dead in Space



suspected a prisoner, but they were all accounted for. Then, they suspected each other. Their suspicions worsened when two more crewmembers disappeared while repairing one of the cells. As often occurs, the crew did not realize they had an infestation of chaldron until it was too late.

By the time the crew knew that they did not have a killer in their midst or a prisoner on the loose, there were more adult zombie crabs in the prison hold than there were humans on the ship. They also knew that nymphs were metamorphosizing inside dozens of the in-stasis enfaddin. They were outnumbered.

The crew believed that they had contained the chaldron to the massive cargo hold with the cell block. They got their weapons out and headed into the prison hold with its hundreds of cells.

The Captain ordered Jalach, a junior medical officer, to remain in the prison monitoring station. She stayed, watching the monitors, scanning the prison hold for any signs of the chaldron, and helping to coordinate the hunt. If there were any injuries, she was close to the medical bay.

She watched the monitors while her crewmates died in the prison. It happened fast.

Thinking the chaldron had been contained within the prison hold, she went to the bridge and dropped the hold's temperature to below -80 Fahrenheit to see if she could kill them with cold. The prisoners were in cryostasis gel. She knew they would survive. She hoped the crabs would not.

There were only a few crewmembers left on the ship. They started making their way to the bridge, muttering on their comms as they came. There were too many voices to concentrate, and then, suddenly, there were none. The fight lasted the length of a dying man's scream; Jalach wasn't sure whose. The chaldron, apparently, were not contained to the prison hold.

Jalach scanned the monitors for any crewmembers. There were none. She could not see any chaldron either. The ship was quiet.

She stayed awake for as long as she could.

Stimulants can only work for so long and are a bad combination with fear. The security robots would watch over her while she slept. She set a few traps outside and slept in her chair ready to leap into action if any alarms sounded. None did.

The nymph was so stealthy that the robots did not see it drop down on Jalach. Jalach screamed but never woke. She was unconscious before the robots crossed the room. The fastest way to kill the nymph was a shot through Jalach's eyes. One quick, accurate, shot with a sonic pistol at point blank range and the robots returned to their posts.

Nothing stirred in the tower, not even a nymph. Energy saving protocols activated. The ship went dark. Life support went on standby. The temperature sunk. The chaldron went into hibernation. The Jersey waited for a command. It has been waiting for 35 years.

Getting the PCs Involved

The Scoundrel, the Jersey's escort, was salvaged a few months ago. Recovering the ship and its datawell allowed Anomaly to piece together what happened after the mutiny. Anomaly now knows the Jersey's last known coordinates and its apparent destination. Finding it just became easier.

Anomaly will hire a crew to board the Jersey and bring the ship to a planet with already established enfaddin colonies. All Anomaly wants is the ship itself. They will send a group of medics and a few robot guards with the adventurers for backup. Anomaly offers the job to the PCs.

For the medics, use the Medic in the Unnamed NPCs section. For the robots, use the following:

Step 1 SC-21 / SCABS CR 2 each
armed with pulse
caster pistol +1 (1d4 E)

Step 2 APG Sentinels CR 3 each
armed with thunderstrike
sonic pistol +3 (1d8 So/deafen)

Step 3 Military Grade Robots
CR 4 each
armed with LFD sonic
pistol +5 (2d8 So/deafen)

Alternatively, a ship full of in-stasis enfaddin prisoners is a valuable cargo for slavers. Someone should rescue them before this occurs to someone else. A group of heroes might decide to do this because it needs to be done when that knowledge is presented to them.

A third option involves Fivecorp, the former owners of the ship, which is now claimable by anyone under interstellar law. Fivecorp is interested in recovering the prisoners, whose birth-debt has been accumulating interest for 35 years. The PCs could be hired to lead the recovery of the Jersey and its living cargo but without a full understanding of the 'crime' of the prisoners. Discovering that the only thing most of these enfaddin did 'wrong' was being born poor and staying that way would hopefully lead the PCs to discuss how and whether to complete their mission and what to do with the prisoners instead.

Boarding the Jersey

There are a number of possible entrance points to the Jersey, but only a few of them do not result in dangerously rapid depressurization of the ship. A DC 15 Engineering check reveals the safest places to enter the Jersey are through the loading bay on the top deck (Area D) or through the gun turret (area A). A DC 20 Engineering check reveals that the gun turret above area 7 is airtight and can be used as an airlock for two medium creatures. Opening the airlocks from the outside requires a DC 20 Engineering check to disable the locks and then reengage them and repressurize the airlock..

Scaring the PCs

Use the NPCs. Give the NPCs names and personalities; give the PCs time and reason to bond with some. Then, kill them mercilessly and leave a mangled corpse or bring them back as a chaldron zombie.

Create mystery. As NPCs start to go missing, let suspicion fall on other NPCs. As the bodies are found, let the PCs speculate on what killed the other NPCs.

Chaldron themselves should be scary. Even the most experienced starfarers shudder when they describe encounters with the chaldron. "If you see one chaldron," they say, "you aren't looking hard enough; there are always more."

Chaldron are stealthy and can breed quickly. A lone nymph can find a humanoid host, transform it into a chaldron minder, and start birthing up to a dozen more nymphs each day. Within a week, these nymphs could turn the entire crews of most spacecraft into hosts.

Let the PCs realize that their actions may be contributing to their situation. Turning up the heat wakes the chaldron. Loud noises attracts the attention of the chaldron. Freeing prisoners from stasis frees some chaldron. Helplessness breeds fear.

Use the chaldron tactics of stealthy ambushes or waves of greater numbers. Take advantage of the chaldron's climbing ability to make encounters surprising, challenging, and outside of the player's comfort zones.

The Jersey

Named after the planet rendered uninhabitable during a war with the hashani, the Jersey was never a pretty ship. Ships like the Jersey have been used to transport hundreds of temporary cubelike homes to recently terraformed worlds. As colonists usually make one way trips, these ships become unnecessary after what is often their first voyage and can be purchased cheaply.

The five story tall cargo bay of this ship has been converted to hold row upon row of individual prison cells. It is capable of transporting 792 prisoners in their own cells when loaded to full capacity.

The Jersey was transporting 528 enfaddin prisoners each in individual cells when it disappeared. All the prisoners are in-stasis.

A gangway connects the fore part of the ship to engineering in aft. Except for engineering and cargo handling, the rest of the crew stays in the fore part of the ship. The fore part of prison ships like the Jersey is known as 'The Tower;' the cargo hold is known as 'The Cube.'

Doors

Interior doors through the ship are designed to remain locked unless opened by a crew member. Doors are 1.5 inch thick carbon composite with a hardness of 15 with 100 hp. The electronic locks can be disabled with a DC 20 En-

gineering check. Interior doors without power can be forced open with a DC 18 Strength check.

The exterior doors and doors into the prison section of a ship consist of reinforced carbon and ceramic fiber. They have a hardness of 20 and 120 hp. Exterior doors without power can be forced open with a DC 23 Strength check.

Prison cell doors are made of layers of steel and ceramic. They have a hardness of 10 and 30 hp. The locks have 20 hp. Locks on the prison doors can be overridden with a DC 20 Engineering or Computers check. An unlocked door can be pushed open with a DC 23 Strength check.

Walls Interior walls throughout the ship have a hardness of 5 and 100 hp with a break DC of 60. Environmental Controls Life support functions run on autonomous systems that are largely automatic but take input from creatures and controls aboard the ship. Repressurization controls are also autonomous. If the computer senses any living creature aboard the ship, environmental controls activate. Jalach took temperature controls offline, however. These will need to be reset from the bridge. It remains -50 F on the Jersey unless the temperature controls are brought online.

The Tower

HULL

On her upper hull, the Jersey carries two roll-on, roll-off dropships able to unload eight cells at a time.

A. Aft Gun Turret

The aft gun turret contains 3 rail guns (each 1d10 P), which can be fired together or separately.

TOP DECK

B. Bridge

The bridge has six control stations each with multiple display monitors. The smaller monitors are showing several different parts of the ship.

Each of the five larger monitors is receiving feed from cameras in the cargo hold of the ship. Each monitor displays the immense cube of 528 cells from a different angle.

The well-preserved remains of Jalach, the last Jersey crewmember to die, is slumped back in

the captain's chair. A DC 20 Medicine check reveals blood trickled out of her ears and veins in her eyes exploded, therefore she likely died from a point blank shot to the head with a sonic pistol.

Step 1 APG Sentinel CR 3

Step 2 2 military grade sec. robots CR 4

Step 3 2 military grade sec. robots CR 4

Increase difficulty by adding the Weapon/Device Overload Trap.

Decrease difficulty by cutting or downgrading robots.

C. Medical Bay

Between the scan table and the work area is a pressurized isolation chamber to treat decompression accidents or to be used as a containment unit for a patient with a communicable condition.

The medical bay has four hospital beds, a work area for research and analysis, and a table for scanning and computer assisted surgery. Between the work area and the scan table is a large terrarium. The work area is covered with broken flasks and vials and the terrarium is shattered.

The ship's chief medical officer, Dr. Moreau, supervised the medical bay, which is capable of providing for the health needs of hundreds of prisoners and the Jersey's crew. Several crewmembers had medical training and could assist when the prisoners were not in stasis. The medical bay was also the research laboratory of Dr. Moreau where he pursued highly experimental transgenic research. Moreau preferred prison barges because they left him time for his research and, if he needed a body to experiment on, there were always many available.

When the crew captured the first few chaldron nymphs they encountered, Moreau examined them. He kept some alive in his terrarium, others he dissected, keeping its organs in large specimen bottles. Dr. Moreau took his personal experiments and left long before things got bad.

Although he took most of his notes, a search of the laboratory and a DC 10 Medicine check reveals that Dr. Moreau was trying to learn how

to separate a nymph from a human. A DC 15 Medicine check reveals he was also attempting to better understand how the chaldron are able to reshape another species' bones and living tissue when using a humanoid as a host for a zombie crab. His last notes declare that he had "tremendous success" with an experiment and would take "the twins" with him when he fled. In one of the drawers is a needler pistol that Dr. Moreau had loaded with lethal doses of Kanatrium and Narcyz. The needles are not labeled. Use the appropriate tier of Kanatrium gas and Narcyz gas found in the Medical Mist Trap.

Step 1:

personal comm unit
medkit, basic
4 x medpatch
8 doses – analgesic I
8 doses – antitoxin I
8 doses – sedative I
needler pistol (6 needles, mix of Narcyz gas I and Kanatrium gas I)
datashard belonging to Dr. Moreau

Step 2:

camera, fully charged
4 x medpatch
medkit, basic
8 doses – analgesic II
8 doses – antitoxin II
8 doses – sedative II
needler pistol (mix of 6 needles, Narcyz gas II and Kanatrium gas II)
datashard belonging to Dr. Moreau

Step 3:

camera, fully charged
4 x medpatch
medkit, advanced
2 x sprayflesh
8 doses – analgesic III
8 doses – antitoxin III
8 doses – sedative III
needler pistol (mix of 6 needles, Narcyz gas III and Kanatrium gas III)
datashard belonging to Dr. Moreau

D. Armory

A row of eight recharging stations line one wall, but there are only two sets of riot gear hanging in the charging stations.

The armory contains twenty-four weapons

lockers, most of which are empty. Each requires a DC 18 Engineering or Computers check to open. Opening all of the lockers yields:

Step 1

6 x flashlights, 10 charges
2 pairs welding boots
2 x tactical batons
3 x shock grenades I
6 x smoke grenade

Step 2

6 x flashlights, 10 charges
2 x pairs welding boots
1 x stun baton
3 x shock grenades II
6 x smoke grenade

Step 3

6 x Flashlights, 10 charges
2 pairs welding boots
1 x shock truncheon
2 x stun batons II
3 x shock grenade III
6 x smoke grenade

E. Gangway and Bullpen

Crew enter the Jersey through the retracting gangway and airlock. The bullpen, a smaller glass-walled room within the airlock, remains pressurized when the airlock is depressurized. The bullpen contains a decontamination shower as well.

F. Prisoner Monitoring Station

Although transporting prisoners in stasis reduces most discipline and health problems, it creates others requiring a complex prisoner monitoring system. Every cell, walkway, and automated system in the cube is monitored from this station. The tier of the computer is Step+2. The DC to hack is DC 25 for Step 1 players, DC 29 for Step 2 players, and DC 33 for Step 3 players. Once online, the monitoring station begins to check the health of each prisoner and will begin to indicate which cells have infected hosts by displaying a 'needs medical attention' warning for those cells. The outside of individual cells can be viewed from the station and individual cell doors can be locked and unlocked. There are no cameras inside the cells.

The armory contains twenty-four weapons lockers, most of which are empty. Each requires

a DC 18 Engineering or Computers check to open. Opening all of the lockers yields:

Step 1

2 x stun baton I
2 x riot gear (impact suit) I
Fire extinguisher
2 x flashlights

Step 2

2 x stun baton II
2 x riot gear (impact suit) II
Fire extinguisher
2 x flashlights

Step 3

1x incapacitator
2 x stun baton II
2 x riot gear (impact suit) III
Fire extinguisher
2 x flashlights

G. Cargo Elevator

The roof of the elevator is transparent to allow visual monitoring of any prisoners being transported. The ceiling glass was shattered in the fight against the chaldron and offers no protection. Using the elevator without security codes requires a DC 15 Engineering or Computers check.

The elevator is the only way to move between floors in the Tower. On the 2nd floor, the elevator allows access to the walkways above the cellblock. This is the only way to cross from the Tower to the Cube without leaving the ship.

A number of chaldron were in the elevator shaft when Jalach locked the ship down. They remain there, inactive, coated in adhesive, and well-hidden. If the heat in the Tower rises above -50 F or the elevator moves, the chaldron wake and ambush anyone travelling in the elevator by dropping through the shattered ceiling. The luminescent nymphs begin to glow, lighting the elevator shaft, before dropping onto their targets.

Step 1 6 chaldron nymphs CR ½
Step 2 1 small zombie crab CR 2
6 chaldron nymphs CR ½
Step 3 2 medium zombie Crabs CR 3
6 chaldron shadow nymphs CR 1

Increase difficulty by adding nymphs.

Decrease difficulty by waking no more than 2 nymphs at a time.

H. Corridor

Before Jalach bunkered down in the bridge, she built some traps in the corridor using equipment from the medical bay. She hooked a tank containing cryogenic gas to a medical drill and set a pressure sensor to trigger the drill when any movement was detected between the doors to areas D and E. When triggered, the tank of cryogenic gas is punctured and the gas fills the corridor freezing everything it touches (Cryogenic Tank Trap).

For Steps 2 and 3, the corridor is also protected by a concealed medical laser that Jalach hid under the stairs to the gun turret. She has programmed its surgical targeting computer to fire a very precise blast at the first creature to touch the stairs (Concealed Medical Laser Trap).

Step 1 Cryogenic Tank Trap I CR 1
Step 2 Cryogenic Tank Trap II CR 4
Concealed Medical Laser CR 3
Step 3 Cryogenic Tank Trap III CR 7
Concealed Medical Laser CR 3

Increase Difficulty by adding more concealed medical lasers.

Decrease difficulty by removing the concealed medical laser.

SECOND DECK

During shorter journeys the second deck of the Tower is used exclusively by the crew. On longer flights, it is normal to wake the prisoners from their stasis once a year to check their health. On such voyages, the second deck is used by prisoners as well.

I. Galley / Mess

One hundred prisoners could eat in the galley at the same time. A full kitchen with two sinks and eight burners allows large quantities of food to be cooked.

Two pipes jut through the wall over one of the counters. Above one is a sign reading "MEAT;" above the other is a sign reading "PUDDING." These lead back to the biomatter reclamation and renutrition system, which collects bio-

waste from throughout the ship, and processes it to make it both tasty and almost nutritious.

Much of the food in the refrigeration units has gone bad, but a DC 15 Perception check finds 8,240 days worth of R2Es (a year's supply of meals for a skeleton crew of 20). They are 39 years old but have not gone bad.

J. Gym

The gym is clean and untouched. The weight training and cardio equipment is clean and functional.

K. Recreation Center

The recreation center was the scene of one of the larger battles for the Tower. Couches, chairs, and tables are overturned. Scorch marks on the walls and floor attest to the battle. Human bodies are piled near the couches; due to the extremely low temperatures, the remains are well-preserved. A DC 10 Medicine check reveals they were killed by a laser blast to the base of their neck.

L. Briefing Room / Theater

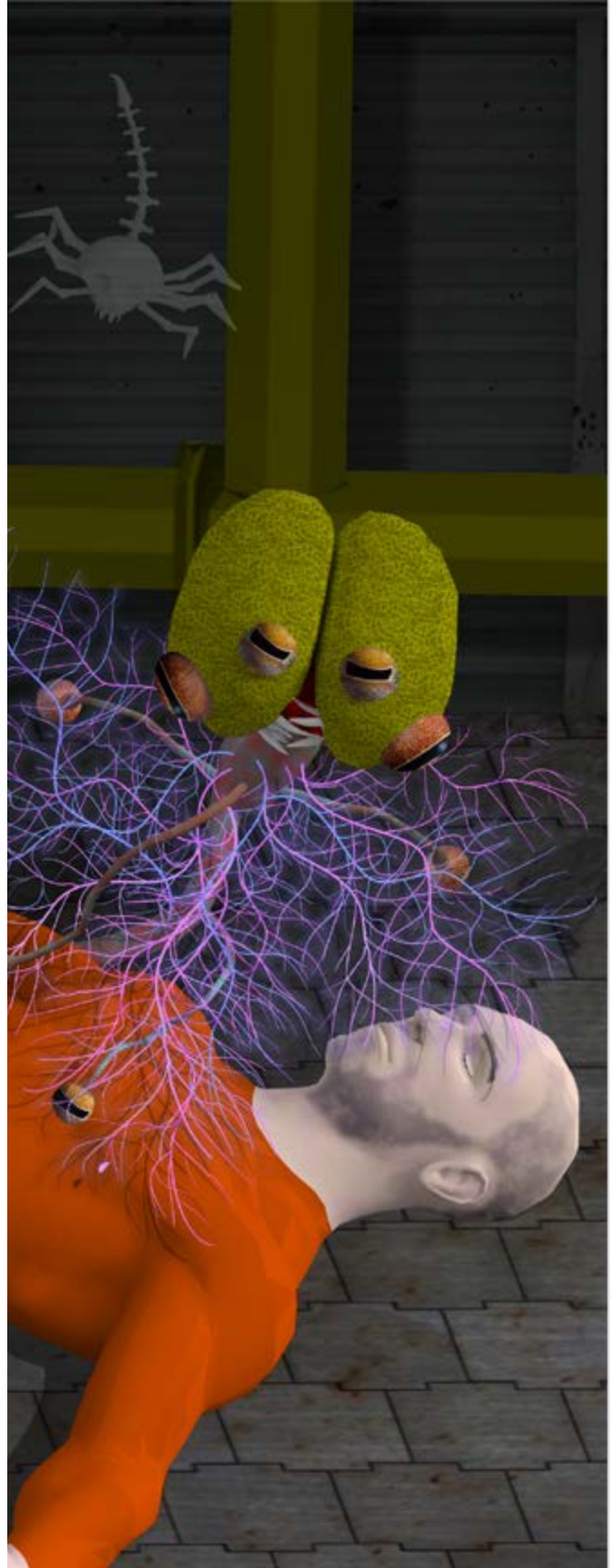
The briefing room / theater provides much needed entertainment on long space flights. The library includes 30,000 hours of programming. The Fivecorp pay-per-view protocol remains in effect, but can be overridden from the bridge or with a DC 15 Engineering check or by those with root access to the ship's computer.

A data card in the entertainment system contains a recording with messages from several crew members to their families and friends made in front of the entertainment system. They were about to attempt to retake the Cube and wanted to say goodbye in case they were not successful. One of the crew members explains during the recording that the infestation surprised them and that several of the crew are dead already.

During the last recording, fighting can be overheard. The crew grab their rifles and run out of the room leaving the machine to continue recording the empty room for another 21 days. The rooms slowly becomes dark 12 hours later.

M. Engine Room

The engine room occupies the stern of the ship, decks two, three, and four and is accessible



Dead in Space

from the walkways on the second deck.

The Jersey's propulsion system uses a standard dualmass drive used for this type of space flight. The image of the engine room on decks three and four show a dualmass drive.

The walkways around deck two and stairs to the lower decks allow for observation and maintenance of the engine.

The engine is offline. Getting it online requires access to the bridge computer and an engineer in the engine room making a DC 20 Engineering check. Because of the age of the engine the fuel is unstable and must be carefully mixed; the player making the check cannot take 20. If that check is failed by 10 or more, positive and negative mass inputs become unbalanced and must be shut down (a DC 20 Engineering check). Failure to shut down an unbalanced dualmass drive within a minute causes them to explode (20d12 F, explode, 100 ft.). Unless the drive is jettisoned, it will destroy the ship. Both realizing the drive must be jettisoned and jettisoning it require DC 15 Engineering checks.

A number of chaldron nymphs settled above the walkway in the engine room. If the heat remains below -50 F, they remain immobile unless disturbed by the noise of the engine starting or after being ordered to wake by a chaldron minder. If awoken, they will attempt to drop onto any humanoids in the room. While hibernating, the chaldron take -10 on Perception checks.

Step 1 1 chaldron nymph CR ½
Step 2 6 chaldron nymphs CR ½ each
Step 3 8 chaldron nymphs CR ½ each
2 medium zombie crabs CR 3

Increase Difficulty by changing nymphs to shadow nymphs.
Decrease difficulty by removing nymphs.

THIRD DECK

N. Gun Deck

Most of the Jersey's guns are located at the fore part of this deck, with a heavy railgun and two light particle beam weapons at the fore end, and just aft of this chamber are heavy anti-mat-

ter missile launch bays for port and starboard.

Aft of the guns, the Jersey's gun deck has individual rooms for 8 crew members. The rooms are furnished identically—a bed, shower, toilet, sink and locker. Most of them are now empty but many show signs of having seen combat. A few contain human remains, some with broken bones or bullet holes. Each room contains 1 credit worth of personal effects.

Most of the personal effects are of little value, but include lighters, protein bars, R2Es, a necklace of old coins and analog keys, and data sticks with unopened messages leading to great adventures.

A DC 15 Perception check eventually turns up drugs that are illegal in incorporated space but legal elsewhere.

At Step 1, PCs find 1 dose of hyperleaf;
At Step 2, PCs find 1 dose of dreamshiver;
At Step 3, PCs find 1 dose of transdimensional pesh.

FOURTH DECK

O. Officer and Guest Quarters

12 officer and guest quarters, the same size as crew quarters and similarly furnished. They also have a deck, a plant and a computer console. One of the rooms contains the remains of an officer in uniform lying neatly on his bed. The cold has preserved much of the corpse. There are no signs of injury.

In another room, a crew member's body lies on the ground, a pistol at her side. A DC 10 Medicine check reveals that she shot herself.

Combined, the eight officer's rooms contain 3d8 credits worth of personal effects. Most of the personal effects are of little value, but include tools, personal comms, R2Es, a Engineering tool kit, and data sticks containing the orders to abandon the Jersey and join the crew of the Scoundrel in pursuit of the Exham asteroid.

FIFTH DECK

P. Inner Cargo Hold

In one section of the hold are 21 cold sleep

Pods. The original mission was intended to be for only a year, so most of the cold sleep pods were not going to be used. Six are occupied. These occupants have been in stasis for 35 years.

Three of them were occupied by Fivecorp security personnel (Unnamed NPCs) on their way to Exham. One of these pods went bad; the occupant is dead. The other two have been in cold stasis since the Jersey first departed Hell's Hole and know nothing of what happened to the Exham asteroid or anything about the chaldron.

Two others contain Jersey medics (Unnamed NPCs) who have been in stasis for most of the journey. On long space voyages, some crewmembers are 'spares.' They spend the journey in stasis and get paid a lower fee. In case of an emergency, they are woken. Most spares go into stasis and wake months or years later a little richer. The infestation of chaldron happened too quickly for new medics to be needed.

Before the ship became too cold to move, a zombie crab broke the seal on one of the medics' cold sleep pods (DC 15 Perception check to notice) allowing a nymph to breach the seal and bond with the medic. If stasis is interrupted, the officer writhes in pain and begins a transformation into either a chaldron zombie or, if the nymph does not detect the telepathic presence of a minder within 150 ft., into a minder. The other spare is alive; she wakes with as many questions as answers.

A sixth pod contains a crewmember who became violently suspicious and paranoid when the chaldron started killing crew. The captain gave this crewmember the choice of being put in stasis for the rest of the journey or being spaced. This crewmember wakes believing that one of the crewmembers was a killer; until he sees chaldron with his own eyes, he will blame any suspicious events on the ghost of one of the old crew. Use a security personnel in Unnamed NPCs

The Jersey's custodian repurposed two broken cells as sleeping quarters for himself and a spare bunk for guests. As he neither invited nor received any guests, his robot assistant began to sit on the other bunk while recharging. Use a SC-21/SCABS for the robot assistant.

The custodian was the first member of the crew to fall prey to a chaldron nymph. The nymph had come aboard inside one of the pipes of a used biomatter renutrition tank. It slithered into the custodian's bunk and, not detecting the telepathic presence of a chaldron minder, turned him into one.

The minder began sending its nymphs through the waste system into the cells where they would find, each and every time, a completely helpless humanoid host in stasis. The SCAB continued to do the custodian's duties so well that his absence was never noted. It was a month before anyone knew there were chaldron on board.

Step 1	chaldron minder	CR 4
Step 2	shadow minder	CR 5
	4 shadow nymphs	CR 1 each
Step 3	shadow minder	CR 4
	2 shadow nymphs	CR 1 each
	4 shadow crabs	CR 4 each

*Increase Difficulty by adding nymphs or crabs.
Decrease difficulty by removing nymphs.*

The Cube

Q. Outer Cargo Hold

The Cube is a massive block of cells designed to roll-on and roll-off of the Jersey. Each cell hangs from a rail and latches on to its neighbors. The cells are loaded and unloaded from the ship on these rails and, within the prison hold, the rails can be moved around and sorted.

When on the ground, these cells become repurposed as accommodations for the prisoners. The cells can be made airtight by closing floor grates and air vents. Pipes leaving the toilet of each cell carry waste to the biomatter renutrition tanks.

The Cube is sorted by story, rack, and row. The Jersey is loaded with eight stories of cells, with each story having six racks of 11 cells. There are 528 cells, each of which can be identified by coordinates given as story (1-8 from top), rack (1-6 from port to starboard), and row (1-11 from bow to stern) so that cell 1-3-8 would be the top level of cells, the third rack from the left, and in the eighth row from the bow.

The cell doors and walls are made of layers of steel and ceramic. They have a hardness of 10 and 30 hp. The locks have 20 hp. Locks on the prison doors can be overridden with a DC 20 Computers check to disable. An unlocked door can be pushed open with a DC 23 Strength check. The outer surfaces of the cells have protrusions and ledges that can be used for handholds (Athletics (climb) DC 15).

The cells contain inexpensive cryogenic gel sacks, in which the creature being preserved is completely encased in a sack which is then filled with stasis gel and kept frozen by cryogenic gas. This is far less expensive than stasis pods and much less safe.

Fivecorp expected to lose 3 cells out of 20 on this voyage. Because of the extended length of the mission, a third of the cells are 'bad eggs,' something which becomes evident by the smell when the cells are opened.

Several of the 528 cells contain chaldron zombies or crabs about to emerge from their hosts. Every day the chaldron infestation is not eradicated more cells will become infected. Most cells would contain only one chaldron zombie or crab.

If the salvage crew starts opening cells, roll on the table below to see what they find:

1d20	Result
1-6	'bad egg'
7-12	living enfaddin prisoner
13	scraps of dead flesh and bone left when a chaldron crab tore from its humanoid host
free	
14-15	enfaddin with a nymph along its spine underneath its clothing; the enfaddin dormant unless disturbed
16-18	chaldron zombie or shadow zombie
19-20	small, medium, or shadow crab

Chaldron Zombie Rush

If the PCs defeat the chaldron on the walkway, the chaldron minder will know and will telepathically wake chaldron zombies from numerous cells, who will push open their cells and begin to scale the elevators trying to **Reach** the walkway. More chaldron zombies come out ev-

ery two rounds until the chaldron minder senses the battle is futile or after 2 minutes. Begin with 2 chaldron zombies climbing up the elevators and then add more chaldron zombies each round as below.

Step 1	Add 2 chaldron zombies every 2 rounds CR 1 each
Step 2	Add 4 chaldron zombies every 2 rounds CR 1 each
Step 3	Add 4 chaldron shadow zombies every 2 rounds CR 3 each

R. The Walkway

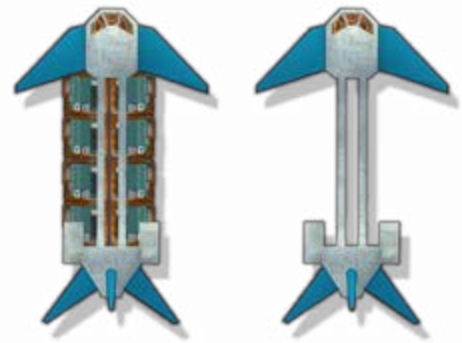
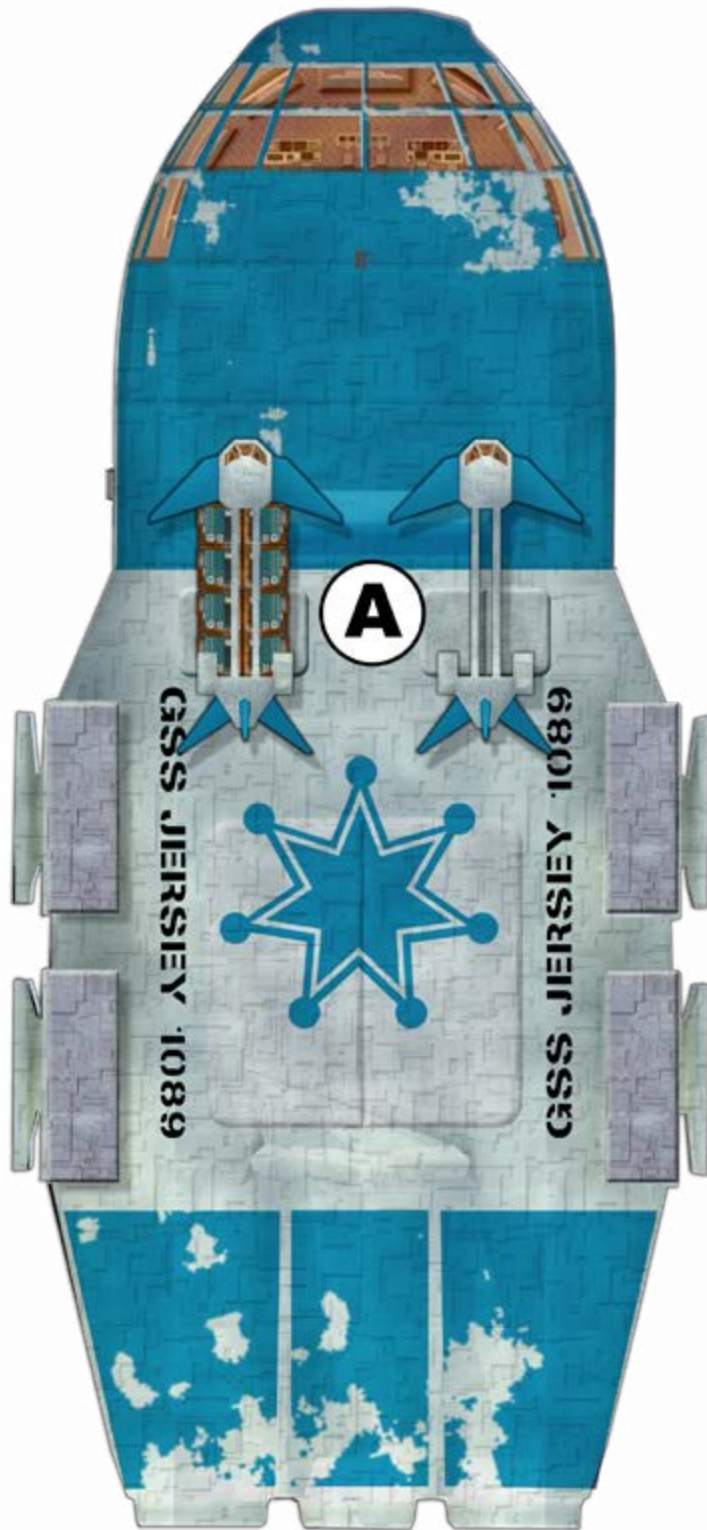
The walkway around the cargo hold allows guards to monitor the cells. Several chaldron zombies managed to make it onto the walkway during the conflict. Most were slain, but a couple hibernate here still far from the elevator entrance. The chaldron in this area will stay hidden at the far end of the cube unless they hear fighting.

Step 1	2 chaldron zombies CR 1 each
Step 2	4 chaldron zombies CR 1 each
Step 3	4 chaldron shadow zombies CR 3 each

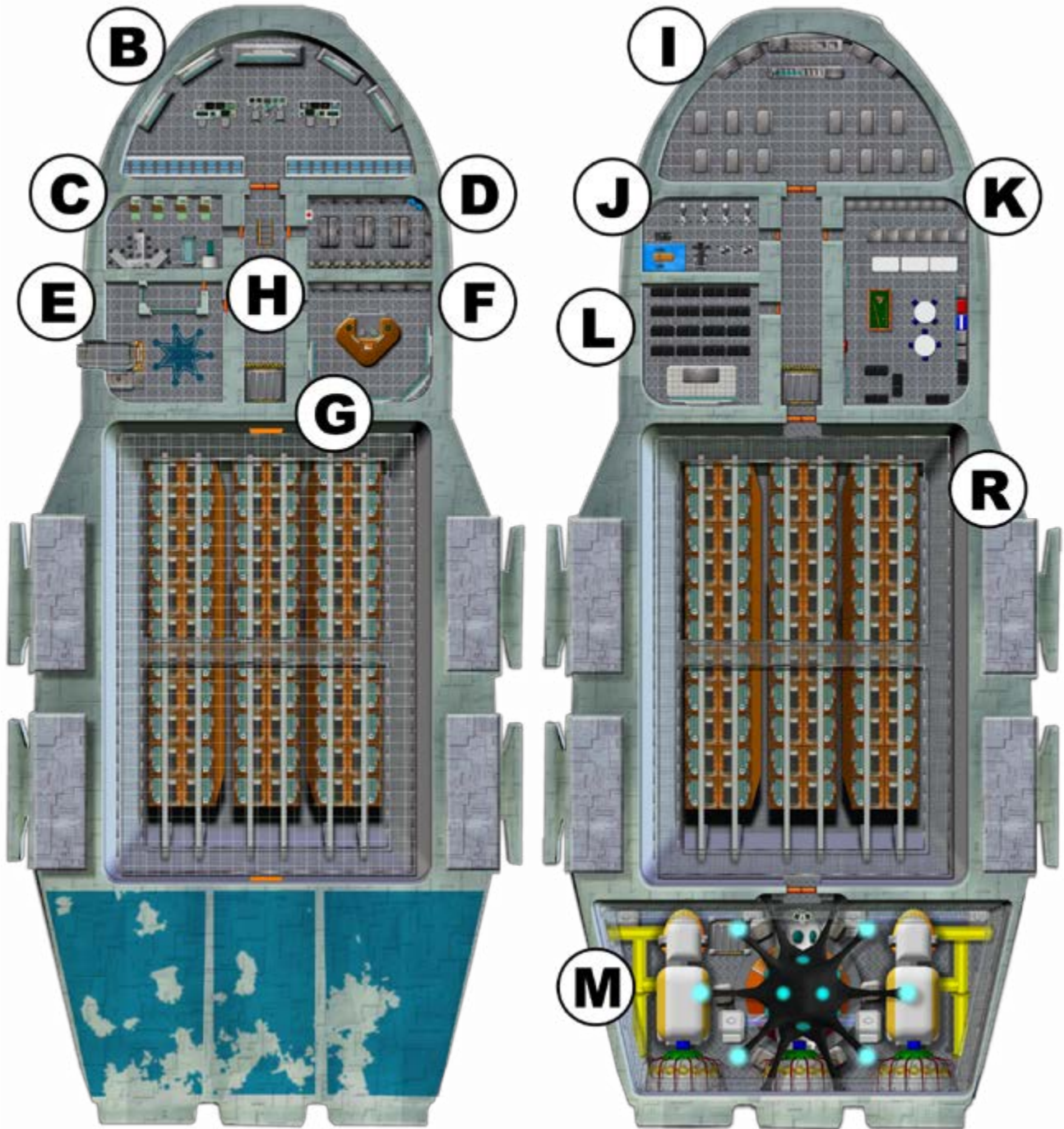
Increase Difficulty by adding zombie crabs or shadow crabs.

Decrease difficulty by removing zombies.

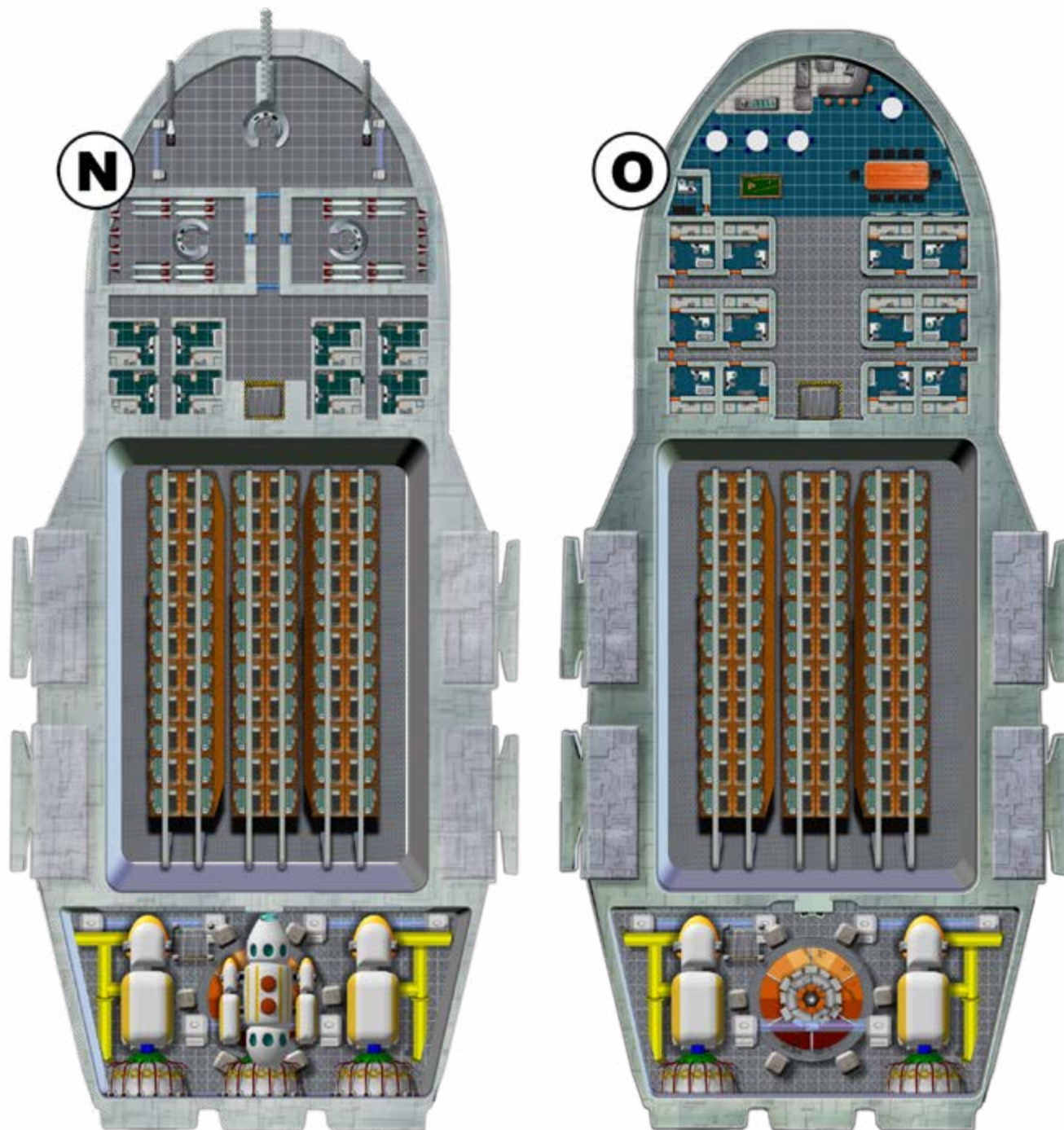
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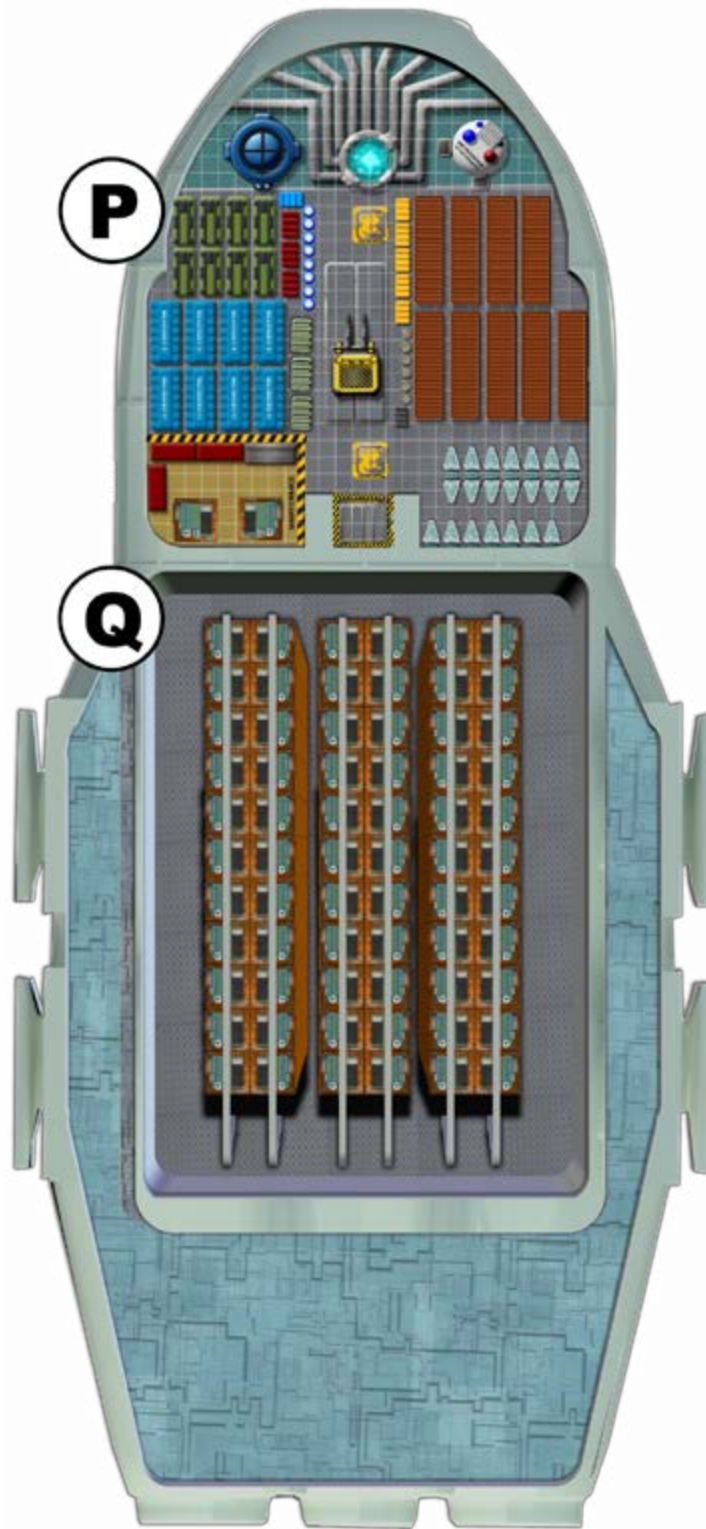
Dead in Space



Dead in Space



Dead in Space



Dead in Space: Interlude

***"If your plan is for one year, plant rice. If your plan is for ten years, plant trees. If your plan is for one hundred years, educate children."** – Confucius*

Background

After humans made contact with the ha-shani, representatives from four of the major corporations sent ambassadors into The Stretch. These envoys were granted an audience with the Eternal Emperor, ruler of countless worlds for eons beyond the memory of humanity. The price for access to the enormous markets and great wealth of the Empire was simple; the Emperor mingled his blood with those of the sons and daughters of humans with controlling interest in these corporations. Many of these wealthy families accepted the price and sent their children to the Emperor.

The Emperor took these children and made them his own. He had them trained and educated. Then, when they were full-grown, he killed them. He took their lives and gave them his blood in return. As vampires, they are his emissaries, his spies, and his assassins. They serve him as he begins to draw humanity into a massive empire that extends far beyond The Stretch.

The emissaries of the Eternal Emperor oversee his domain, conquer new species, and gather information on his behalf. These emissaries are said to be more numerous than the stars visible to the naked eye from the dark side of Solace. To each emissary, the Eternal Emperor gives the gift of his blood and a necroship. Some serve the Emperor by collecting tribute in the form of slaves and soldiers from subjugated civilizations; others sleep in sarcophagi aboard their necroships on long journeys to stars as yet beyond the Emperor's Reach.

Getting the PCs Involved

The Farwhisper word for both emissary and vampire is nihirillim. The Emperor has honored dozens of humans with the opportunity to serve him. Each of these nihirillim commands their own necroship.

One of these ambassadors, Ben'thala Vallis, was a member of one of the five families that started Fivecorp. As a servant of the Eternal Emperor, Ben Vallis is wealthier than even he had dreamt of being. Although officially he is only an advisor at Fivecorp, he speaks for the Eternal Emperor and has much influence.

A Fivecorp codetrapper intercepted some messages between Anomaly research groups and the PCs aboard the Jersey. Vallis now knows about Anomaly's interest in the ship but does not know why they are interested. He is curious and wants to find out more. He was on his way to observe a temporal incursion on Seldemer but will take a few days to see what he can learn about the Jersey.

He knows that Anomaly has salvage rights over the ship as it was found outside of incorporated space. Fivecorp doesn't want a skirmish with Anomaly right now, but Vallis will attempt to bully and bluff the PCs in order to gain control over it. If his initial offers are rebuffed he will invite the PCs aboard his ship and attempt to intimidate them. He has his crew to back him up should things turn violent, but he isn't eager to start something. If all else fails he will attempt to slip aboard the Jersey and recover the datashard from Dr. Moreau's labs. (Fivecorp geneticists believe the experiments on transgenic venoms Dr. Moreau conducted have never been replicated.) Should things turn violent, Vallis and his crew will attempt to ensure no one is left alive to point the finger at Fivecorp.

Necroships of the Nihirillim

When the hashani were brought into the empire, they brought with them the science of creating hybrid bioships. Combining hashani science and the Emperor's blood allowed for the creation of necroships, an undead version of the hybrid bioships.

Unlike living bioships, the necroship is powered by a device called a blooddrive. In order to provide sufficient fuel, up to a dozen humanoids are suspended in the bloodbank. Blooddrives work thanks to a hellish pact between the Eternal Emperor and an infernal duke. The humanoids serve to produce and filter the blood that the emperor promised in this pact. Veins exit the bloodbank carrying red blood to the blooddrive and return carrying a greyish liquid, which the humanoids then filter. Whenever blooddrives are used to make FTL jumps, one medium sized humanoid creature is entirely consumed and dies (DC 20 Fortitude save avoids), only rising as a spawn if the necroship wills it.

Corruption

Necroship Vampirism is a corruption, which some of Vallis' crew manifest to an extent. While the catalyst is different, it is similar to the vampirism corruption. If the PCs spend too much time aboard the Lady Vein, they may begin to develop this corruption.

Necroship Vampirism

Through your connection with the necroship, you begin to develop a taste for blood. When the blooddrive hums, your mouth waters. When you switch out the bodies in the bloodbank, you are tempted to lick clean the victims' wounds.

Catalyst

The connection between a necroship and a living being is a delicate one. Being aboard a necroship while its blooddrive is used in Shadowdrive travel more than four times causes this corruption. Using the sarcophagi in the throne chamber for cold sleep for any length of time causes this corruption. Serving a week in the bloodbank but not being completely drained by it causes this corruption.

The Lady Vein

Ben Vallis captains a necroship named the Lady Vein. His crew includes old friends, former pirates, and a gren with a death wish.

All Steps: Ben Vallis, human vampire variant operative 6, CR 8

The necroships are much like the living bioships described previously. The following descriptions highlight the differences:

1. Primary Brain

Biologically the top deck area holds the creature's primary brain (the teal round structure at the fore end of the interior "skull" area. Ganglia from it's brain connects to the five ocular organs (red scanning eyes) at the fore end of the exo-skeleton.)

2. Elevator

Aft of the primary brain is the esophageal elevator to access this to the lower decks. As previously mentioned a bony capsule serves as the elevator car, protecting riders from exposure to acids and bodily fluids, still the muscular movement driving the elevator car is accompanied by an unsettling swallowing sound, almost a gulp.

3. Pilot Console

Vallis' pilot is a gren named Farley and is included as an NPC. Her organic circuitry aids her as she flies the Lady Vein.

Step 1 Farley Janz, gren ace pilot operative 1

Step 2 Farley Janz, gren ace pilot operative 6

Step 3 Farley Janz, gren ace pilot operative 6

4. Astrogation Computer Banks

Vallis' science officer is one of his oldest friends. Both shirked off their responsibilities as heirs to their respective fortunes; Vallis dodged his duties to pursue pleasure and Jaesok Ri neglected his to study technomancy. Near his station, a small screen displays a series of silent videos of screaming, begging, terrified faces showing a different face every three seconds in what appears to be a particularly dark amateur experimental film or a trophy reel but is actually an image feed from the bloodbank. If the victims stop screaming, the panel flashes and Jaesok asks Sugar to check.

5. Ladder to Gun Turret

The Lady Vein's gunner is a seelu named Vein Gunner One. Gunner was the only survivor of a pirate ship that attacked the Lady Vein. Vallis took him for the bloodbank, but kept him on as a gunner.

Step 1 Vein Gunner One, seelu mercenary soldier 1

Step 2 Vein Gunner One, seelu mercenary soldier 4

Step 3 Vein Gunner One, seelu mercenary soldier 8

6. Secondary Brain

A neuroscan display attached to the secondary brain stem shows brain activity and is used to monitor the ship's status. When she's not in the bloodbank or blooddrive, Sugar, the ship's engineer, can be found studying these read-outs.

Step 1 Sugar, vesk voyager mechanic 1

Step 2 Sugar, vesk voyager mechanic 4

Step 3 Sugar, vesk voyager mechanic 7

7. Entertainment/Dining

Space has been replaced by a chamber containing the sarcophagi and a shrine to the Eternal Emperor. It is sealed by vault-like doors. On the inside of the chamber is a muscular orifice that opens or closes to allow entry.

8. Kitchen

The kitchen area is largely abandoned. Gunner One Keeps blood bags in the fridge.

9. Crew Berths

Each only 6 displacement tons (10' x 30'); Contains a single bed, wall locker, with toilet and sink cabinet unit per berth. Presumably the 4 berths at fore of the ship are the officer quarters, while the rear 6 are crew man quarters.

10 Crew Quarters

One crew per room with private restroom and bed room only.

11. Biological Heart/Power Plant

12. Bloodbank/Life Pod Section

The life pod section aboard a necroship is

replaced by a bloodbank. Dozens of humanoids hang in the bloodbank. They hang upside down writhing in pain and screaming; their faces are covered by a layer of veiny skin.

Use generic NPCs if they are rescued.

Step 1 Bloodbank Haunt I CR 2

Step 2 Bloodbank Haunt II CR 4

Step 3 Bloodbank Haunt III CR 6

13. Clamshell Hatch

At the fore end of the cargo hold is a clamshell hatchway that opens to port and starboard with the lower exoskeleton dropping as a ramp beyond the hatchway. Just aft of the clamshell fore of the membranous airlock is kept an ATV to load and unload cargo from the hold. If these clamshell doors open while people are in the airlock, use Slimy Bay Doors Trap (CR2).

14. Membranous Airlock Doors

The bay is sealed by fleshy air lock doors with the look and texture of a grey human tongue.

15. Ship's Cargo Hold

Aft of the membranous airlock doors is the main cargo hold with 30 tons of displacement space. The Lady Vein is currently carrying four in-stasis prisoners in sealed crystalline coffins

16. Esophageal Elevator

The esophageal elevator allows passage between all three decks. Additionally the elevator can pass beneath the lower exo-skeleton plating if the ship lands on a surface. There is a rear-facing exit at ground level with a narrow passage between protrusions on the bottom of the ship. Beak-like mouth parts can pierce the ground below or open in quadrant pincers as feet beneath elevator.

17. Biological Organ Torso

Aft of the cargo hold is a smaller membranous airlock separating the fore from the aft of the ship. A

clear, membranous tunnel passes through this section down to the center to the aft and engineering beyond. Flanking either side of this tunnel structure are the beetle ship's primary organs, including gastrointestinal system, stomach, liver, pancreas, kidneys and other similar organs.



The gastrointestinal system serves as the ship's maneuver drives with maneuver 1-3, depending on how much food has been gorged. Igniting organs fire the gaseous flatulence exiting the funnel shape aft portion looking much like tech-based maneuver propulsion systems.

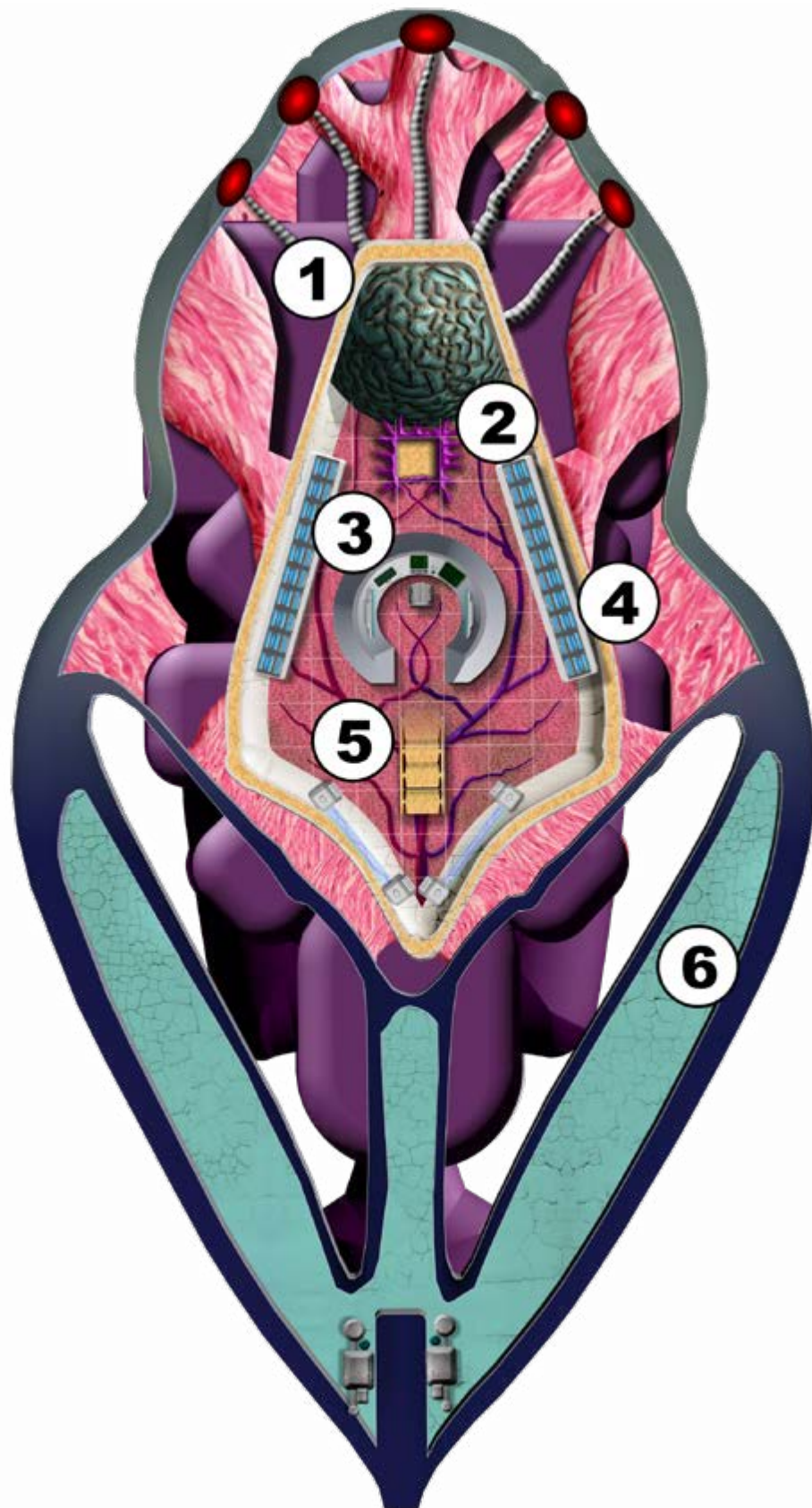
Notably the pair of green tentacled organs shown at the fore end of the chamber under the clear membranous tunnel walls create the cloaking effect granting the ship invisibility in

flight operations.

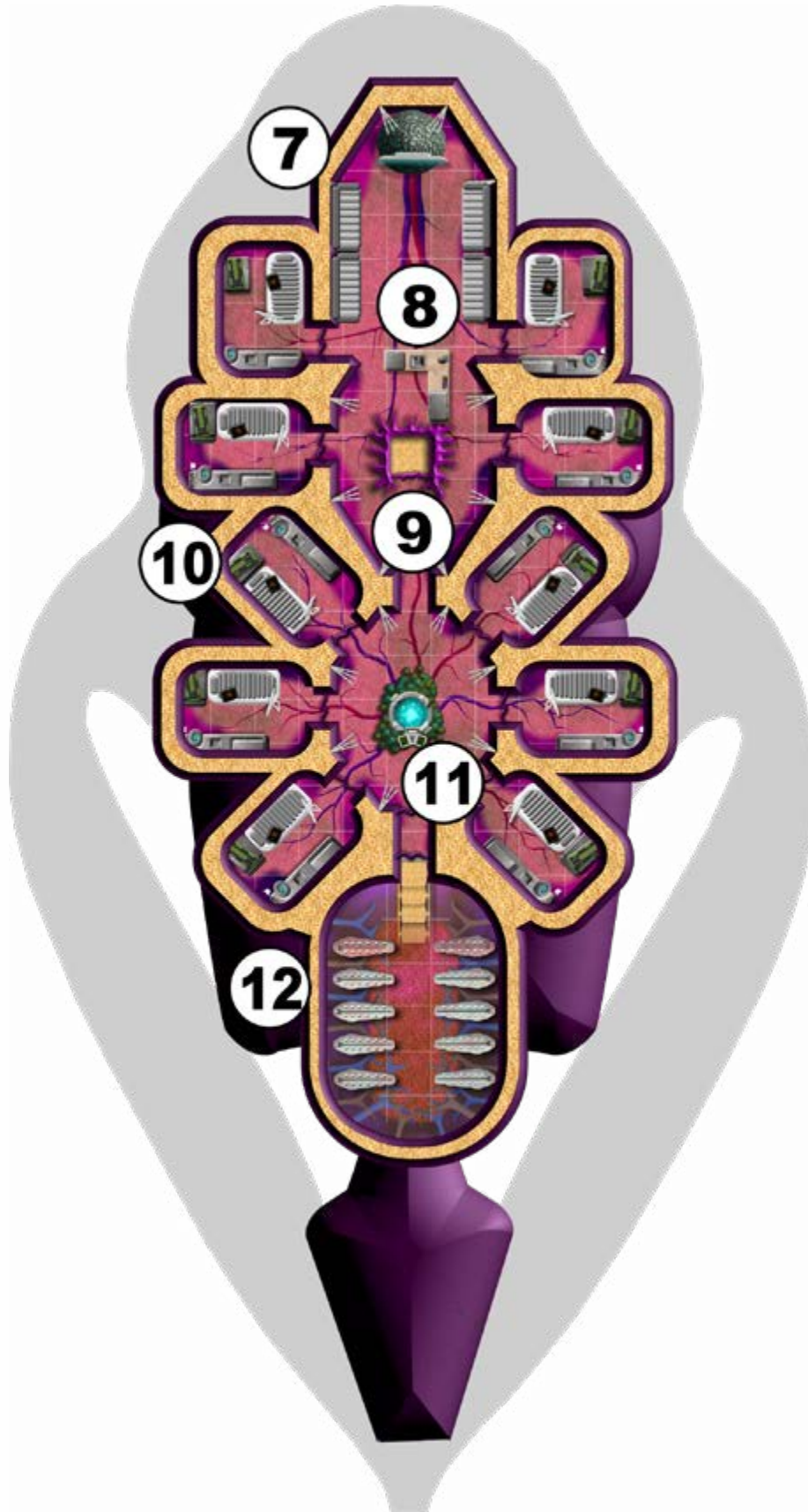
18. Blooddrive

Sugar hates spending time in the blooddrive, but she needs to make sure the filters are working. She can often be found down here among the tormented souls. It is also her job to throw the exhausted corpses out the airlock.

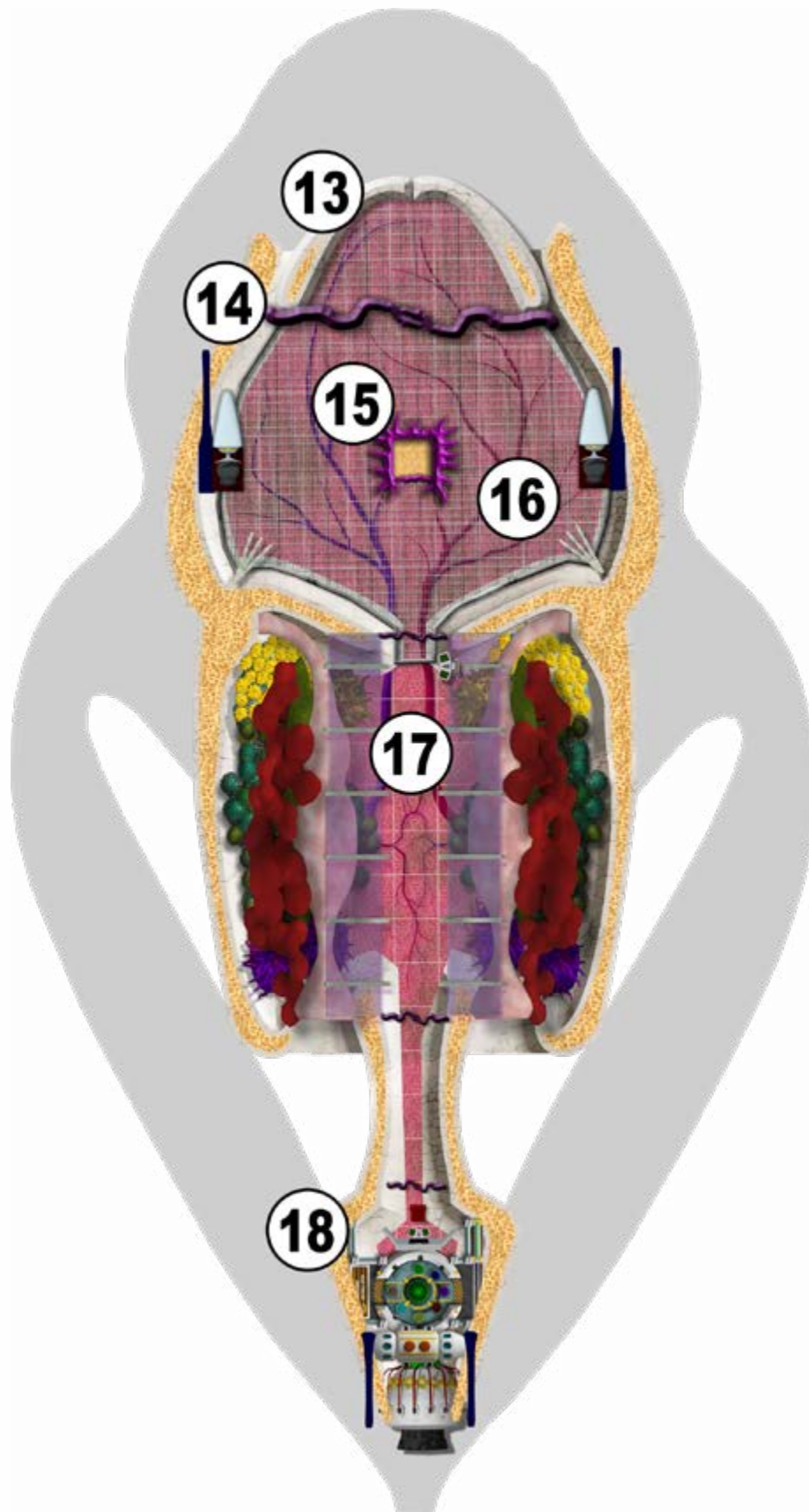
Dead in Space



Dead in Space



Dead in Space



Dead in Space: Exham

“When they first heard about this thing, it was ‘crew expendable.’ The next time they sent in Marines; they were expendable too. What makes you think they’re gonna care about a bunch of lifers who found God at the ass-end of space?” – Ripley, Aliens 3

BACKGROUND

Jonach Exham, a prospector who never left incorporated space, became very rich very quickly with his discovery of an asteroid in an elliptical orbit around a star relatively close to a stable jumpgate known as Hell’s Hole.

Fivecorp purchased the asteroid from Exham and established a mining operation on the planet using prisoners as labor. They sent two massive Jersey-class cargo ships with six hundred prisoners and all of the equipment they would need. The first prisoners were mostly humans arrested for the wide range of crimes of which humans are capable, but included many non-human prisoners as well.

At travel speeds before the invention of shadowdrives, JE-5 was just over a year away from Hell’s Hole, near the edge of colonized space, a few light years from the Stretch. Exham circled star JE-5 in a vast elliptical orbit that took almost five years to complete. When its first five year rotation brought the asteroid within a year of Hell’s Hole station, the Exham mining operation dispatched its first shipment of iridium, osmium, and rhenium. While those two ships headed to Hell’s Hole, they were passed in space by the Pilgrim and the Turnabout, a pair of Jersey-class cargo ships bringing new supplies to Exham.

The asteroid circled slowly into the dark with fresh prisoners and supplies for another five year rotation. Near the end of its second rotation, after almost ten years in operation, a

second resupply run was launched. The Jersey left Hell’s Hole to bring supplies, mining equipment, and 500 prisoners; it was chaperoned by The Scoundrel.

Fifteen weeks after the Jersey and the Scoundrel left Hell’s Hole for the asteroid, Exham cut off all communication. The last automatic data transmission from the asteroid indicated that it had broken from its orbit and was heading further from Hell’s Hole towards The Stretch. Fivecorp stood to lose its investment in the asteroid as well as an estimated seventeen trillion credits worth of valuable metals. Fivecorp ordered the Jersey’s escort, the Scoundrel, to pursue the asteroid and determine what caused Exham to break orbit and whether there was any chance to recuperate some of their losses.

Neither the cargo ship nor its escort were heard from again until recently. Accessing the Scoundrel’s logs revealed the final trajectory and likely goal of the Exham. The asteroid’s new trajectory would take it to Omicron Ceti, a red giant star in a binary star system. The trip would take 50 years, 35 of which have already past. Omicron Ceti is believed to be uninhabited.

No one knows why Exham cut off communications or how they changed course or what is waiting for Exham at Omicron Ceti.

Anomaly likes to know.

What Really Happened.

Space is vast and lonely, especially in a penal colony. It is not uncommon for starfarers to feel a presence reaching out to them, calling to them from the dark spaces between the stars. It is uncommon for it to happen to so many people in one space, but that is what happened on Exham as it circled through

the dark. Dozens of Fivecorp employees and Exham prisoners heard a voice calling to them from the deeper darkness. They began to listen.

The influence of the voice in the dark grew and it asked them to do impossible things. Led by a Bisel, the only child born on the asteroid, those who heard the voice pieced together a plan. They took control of the colony, killing many who opposed them, and imprisoning the rest in the mines. They seized two cargo ships, the Pilgrim and the Turnabout, which were there to ship minerals next time the asteroid's orbit brought it close to Hell's Hole. Then, they used these barges to tug Exham from its orbit at the point when the gravitational pull of JE-5 was at its weakest.

Once done, the plotters ceased responding to any communications, at least any that could be explained. They did respond to the voice in the darkness and ask what was next. The voice in the darkness was pleased with them. It told them to wait and that it would not let them die. It promised they would live long enough to see him in his glory and triumph.

Anyone who had not joined the cult was forced into the mines, whether prisoner or employee. Trapped together under the earth, they did what most sentient species set severe taboos against; they survived. That meant resorting to cannibalism. If every starfarer that reluctantly ate a fellow crewmember became a ghoul, space would be crawling with them. Exham was different. Soon, the ghouls had infested the mines.

The cultists seized control of the two cargo ships and dragged the asteroid towards Omicron at full speed. Human survivors who managed not to anger the cultists remained in Cell-town and sometimes cooperated with the cultists. Ivyn Greenthumb, a former prisoner, takes care of the biodomes. The ghouls remain in the mines but trade minerals with the cultists for fresh victims.

Getting the PCs Involved

Anomaly is interested in finding out what happened to Exham and will finance a mission covering reasonable expenses and transportation to Omicron, if necessary. They offer the

PCs a one-percent share in what could be a trillion credit prize. That's if the PCs find the asteroid and if no one is alive there to hold the claim for Fivecorp.

Fivecorp is also interested in sending an expedition to the Exham asteroid to determine what remains of the penal colony and whether the net value of the asteroid's iridium, osmium, and rhenium make it worth reinvesting in the mining operation.

They are willing to make the same offer to the PCs as Anomaly made. If accepted, they will send an envoy and three very well armed 'support personnel' with the PCs (use Security Personnel in Unnamed NPCs.)

The Asteroid

It has been a long time since that revolt. Of the hundreds of prisoners and employees on Exham after the cultists' revolt, only a handful remain, some living on the ships as part of the cult, some on the surface in Cell-town, and some down in the mines, hungry and dead. The few that are left have mostly made peace with spending their last years on Exham. Some of the cultists have had children but the majority of the population on Exham is between 55 and 65 years old. All of those still living have seen far too much dying.

Exham is one mile in diameter with a surface that is largely metallic black and highly reflective. The Pilgrim and the Turnabout are using grav beams to pull the asteroid.

Nearby, six biodomes of the type usually used in intensive farming in space are connected by covered tunnels. One of the biodomes looks damaged. The other five are brightly lit.

A number of atmosphere conditioners and gravity intensifiers are spread around the penal colony, mines, and biodomes. These provide a breathable atmosphere and the gravity to hold the atmosphere down.

The prison cells in which the prisoners were transported are now organized into a number of concentric hexagrams two layers high around a control tower.

Atmosphere Conditioner

Atmosphere conditioners produce and maintain a breathable atmosphere on the asteroid. Despite the gravity intensifiers holding the atmosphere—and everything else—on the surface of the asteroid, there is a constant loss of atmosphere. The structures housing the atmosphere conditioners are concrete. The doors are 2 inch thick steel (hardness 20, hp 60, break DC 28).

Landing Pad

Minimal lighting is always on around the landing pad.

Other Lighting

Motion sensitive lights are attached to the sides of all buildings on Exham.

Gravity Intensifiers

The gravity intensifiers increase the asteroid's existing gravity. The structures housing the gravity intensifiers are concrete. The doors are 2 inch thick steel (hardness 20, hp 60, break DC 28).

The Pilgrim

The Pilgrim and the Turnabout are spaced about 100' apart, towing the asteroid using grav beams. The ships are dwarfed by the asteroid, but working in zero gravity allows the ships to move an asteroid of this size.

Both ships are Jersey-class. The maps of the Jersey can also be used for this adventure. Both cargo holds contain a gravity intensifier that has been turned into a grav beam.

There are a number of possible entrance points to the cargo ships, but only a few of them do not result in dangerously rapid depressurization of the ship. A DC 15 Engineering Check reveals the safest places to enter the ships are through the loading bay on the top deck (Area D) or through the gun turret (area A). A DC 20 Engineering Check reveals that the gun turret above area 7 is airtight and can be used as an airlock for two medium creatures. Opening the airlocks from the outside requires a DC 20 Engineering or Computer check.

Bisel, Ahab, and several other cultists live on the Pilgrim. Ahab collaborates with J.T. Hertz

to transform the cultists into something more dangerous and horrifyingly beautiful. Neither Ahab nor J.T. have much respect for humanity and see nothing wrong with warping their fellow believers' flesh to better suit Providence's ends. With Providence's guidance they were able to recreate the technology the qliphoth use in transforming their slaves into soldiers in their wars against demons. These cultists are either somewhat corrupted but attempting to pass as a 'normal' human, or heavily corrupted and no longer attempting to pass as human. The cultists, whether corrupted or not, are in the Unnamed NPCs section of this book.

Step 1 Bisel Female human mystic 2; Ahab Male paradox scholar operative 3; 24 cultists (CR 1 each).

Step 2 Bisel Female human mystic 5; Ahab Male paradox scholar operative 6; 16 cultists (CR 1 each); 4 corrupted cultists (CR 3 each).

Step 3 Bisel Female human mystic 8; Ahab Male paradox scholar operative 9; 12 cultists (CR 1 each); 8 corrupted cultists (CR 3 each); 4 heavily corrupted cultists (CR 5 each).

Only a few of the cultists on the Pilgrim have the qliphoth disintegration rifles that J.T. Hertz has replicated. The cultists have raided the armory on the Pilgrim over the years and very little functioning gear remains.

These cultists are less disciplined and often heavily medicated. Ahab regularly exposes them to the qliphoth genetic resequencers, which Providence taught J.T. Hertz how to make. They wake from their treatment with their bodies wracked in pain from their strange transformations; they wake babbling and chanting and singing and crying. Ahab lost many to madness but he now drugs them to keep them from going mad. The drugged cultists receive a -5 on Perception checks until they recognize danger.

Ahab uses the medical bay for his medical work and his experiments.

He keeps a few ghouls in cells on the second floor of the cargo area. If the ghouls smell anything in the cargo area, they will start to pound on the walls of their cells, which could

be mistaken as someone trying to attract help. If Ahab detects intruders in the cargo area, particularly around the walkway, he will release the ghouls while locking the exits. He can do this from the monitoring station or from the bridge of the Pilgrim.

Step 1	3 x Exham ghouls	CR 2 each
Step 2	2 x Space ghouls	CR 3 each
	3 x Exham ghouls	CR 2 each
Step 3	3 x Space ghouls	CR 3 each
	3 x Exham ghouls	CR 2 each

The Turnabout

J.T. Hertz, the former chief engineer at Exham, lives on the Turnabout with several of the cultists and with Ted the Bear, his drone. J.T. has turned the Medical Bay into his lab, but his projects occupy space in several different parts of the ship.

Step 1	J.T. Hertz, male android mechanic 3; Ted the Bear, drone 3; 12 cultists (CR 1 each).
Step 2	J.T. Hertz, male android mechanic 6 Ted the Bear, drone 6; 8 cultists (CR 1 each); 4 corrupted cultists (CR 3 each).
Step 3	J.T. Hertz, male android mechanic 9; Ted the Bear, drone 9; 2 cultists (CR 1 each); 4 corrupted cultists (CR 3 each) 4 heavily corrupted cultists (CR 5 each)

The cultists have emptied the inner cargo hold of the Turnabout to use for cloning d-grades. Dozens of cloning sacks hang from the ceiling with d-grades in some state of development. Each week, the cultists leave several d-grades to the biodomes and collect ore from which to extract the fissionable material used in the ships' dualmass drives. The ghouls in the mine are intelligent enough to collect the ore, doing their part.

On the bridge of the Turnabout, one of the larger screens is focussed on the Ceti system, the same constellation of stars that was on the viewer on the bridge of the Scoundrel when the corsair was recovered. Hertz has ensured that the cultists with him have functioning gear and has attempted to keep weapons in the armory. While the cultists are armed with

clippoth disintegration rifles, the armory contains the following:

Step 1	2 x tactical batons 3 x laser pistols (azimuth), charged 1 x laser rifle (azimuth), charged
Step 2	1x stun baton I 3 x laser pistols (corona), charged 1 x laser rifle (corona), charged
Step 3	1x shock truncheon 3 x laser pistols (aphelion), charged 1 x laser rifle (aphelion), charged

The Biodomes

Not far from where the two cargo ships have locked onto the asteroid with gray beams, six transparent domes house the colony's intensive farms. The biodomes are 60 ft. in diameter and 30 ft. high. They are connected by a series of covered tunnels. One of the biodomes is damaged.

The d-grades in the biodomes are generally friendly and fearless, but are a little cautious of strangers at the moment as they have seen the ghouls take other d-grades away. Most of these d-grades are only a couple of weeks old.

They spend most of their time playing in a garden, which provides the nourishment they need.

Biodome 1

Rows of hydroponically grown vegetables line the ground of the biodome. Aeroponic misting pipes spray the roots of fruit-bearing, hanging plants. Vertical farms rise to the ceiling. Near the center of the dome a single fruit tree's grafted branches drip with dozens of different kinds of fruit. The ground is dark earth. Footsteps, belonging to the d-grades, pack down the center of the trails between the gardens.

A DC 12 Survival check identifies the footsteps as belonging to a medium-sized humanoid about the size of a human adolescent. The plants

Dead in Space

in this dome are tall and gardens are difficult to see across. There are two d-grades hiding in the branches of the fruit tree. The d-grades run to the next biodome if approached.

Biodome 2

The circular dome is divide into 16 equal pie-like wedges with rows in between them. There are dozens of different plants in each wedge. Most of the plants in this room are low growing. Near the entrance to the tunnel that leads to biodome 3, several d-grades are standing or kneeling in a circle looking at something on the ground. The d-grades shy away if approached but are hesitant to run to the other biodome. They have been examining blood on the ground from a recent ghoul raid. A DC 14 Survival check can follow the ghoul's tracks (larger than those of the d-grades) into Biodome 3.

Biodome 3

This biodome is exceptionally hot. Many of the plants are wilting. The ghouls usually enter the biodomes from the tunnel that ends in the center of this dome. Ivyn has placed patches of fire moss near the exits to the other biodomes hoping they would stop the ghoul raids, but he is reluctant to engage the ghouls directly.

- | | | |
|---------------|--------------------|------|
| Step 1 | Fire Moss Trap I | CR 1 |
| Step 2 | Fire Moss Trap II | CR 4 |
| Step 3 | Fire Moss Trap III | CR 7 |

The patch of moss near the tunnel to biodome 2 is burnt. A DC 17 Survival check reveals that a creature stepped onto the moss, triggering some kind of fire, and then leapt over the moss. The patch of moss is 5' x 5' with a DC 10 Athletics check to jump without a running start.

After the PCs visit and leave this biodome, a ghoul raiding party enters through here and grabs a few d-grades that had wandered in. The PCs hear the screams, but the ghouls are back in the tunnels in minutes. The door the tunnel entrance is well-hidden (DC 20 Perception).

The typical ghoul raiding party varies by Step.

- | | | |
|---------------|------------------|-----------|
| Step 1 | 4 x Exham ghouls | CR 2 each |
| Step 2 | 2 x Exham ghouls | CR 2 each |
| | 1 x Space ghast | CR 3 each |
| Step 3 | 6 x Exham ghouls | CR 2 each |
| | 3 x Space ghasts | CR 3 each |

Increase difficult by adding ghouls; give ghouls laser pistols (azimuth)

Biodome 4

This dome is used for pollination purposes. Plants are isolated in rows and spaced out so that they can be easily accessed. A beehive hangs from the center of the dome, dripping with honey. Dozens of bees buzz around the gardens in patterns that look random. If they notice any creatures in the biodome who Ivyn has not told them is allowed to be there, they will gather and block their progress forcing them to exit. If anyone attacks the swarm, the swarm will attack.

The hive drips with a robotic bee 'honey' that is an analgesic of the appropriate step for the APL. It tastes bitter, but works as a medicinal. The bees have currently produced three doses worth of the medicine. A dose of the 'honey' also prevents the effects of the robotic bee's venom from progressing.

- | | | |
|---------------|-----------------------|------|
| Step 1 | robotic bee swarm I | CR 2 |
| Step 2 | robotic bee swarm II | CR 6 |
| Step 3 | robotic bee swarm III | CR 9 |

Biodome 5

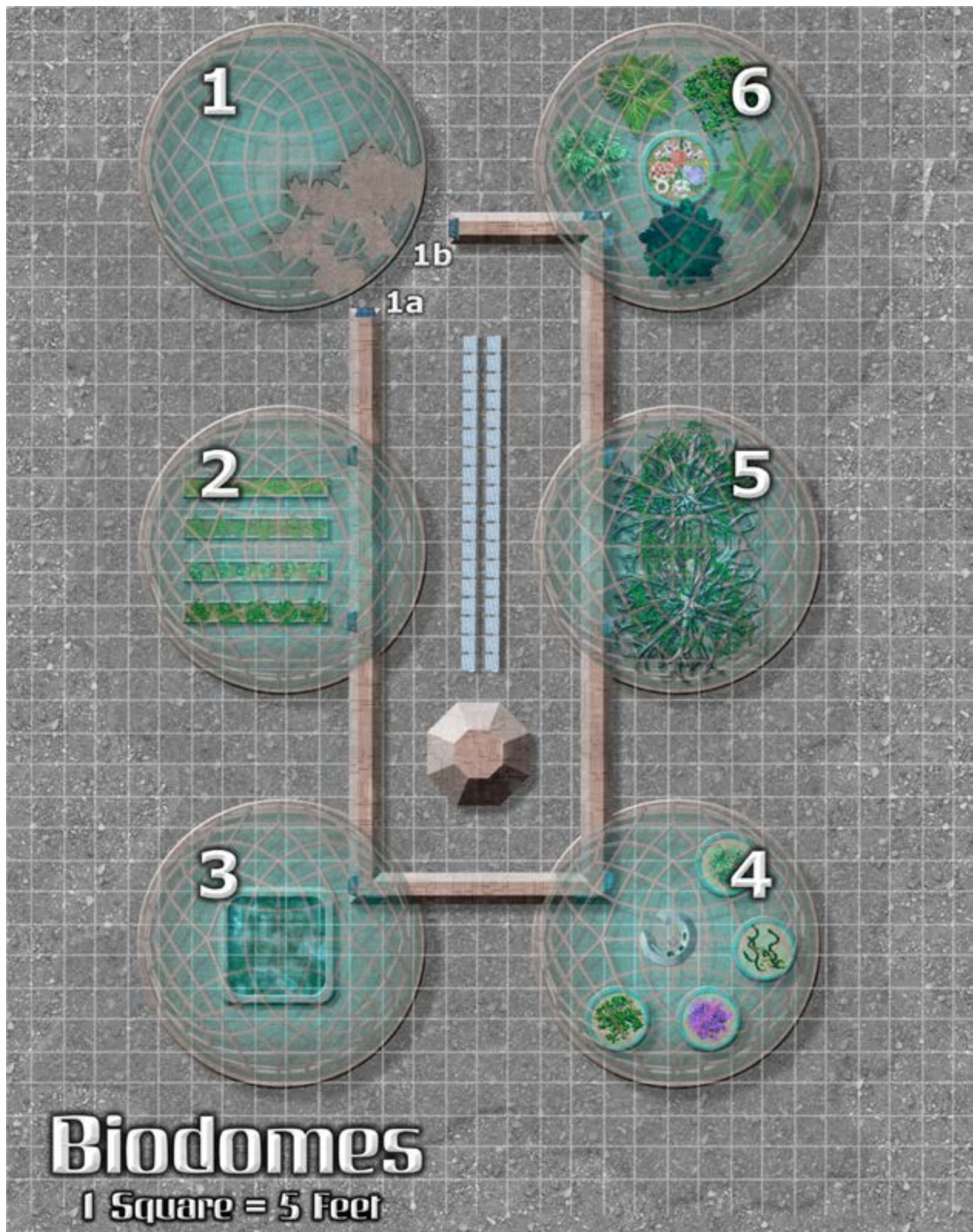
The Exham colony's gardener, Ivyn, spends most of his time in this biodome, which is used to generate oxygen. Leafy vines wrap around a scaffolding that rises to the ceiling. Thwip, a gentle karsik, accompanies Ivyn everywhere. Ivyn has woven vines together to make a large hammock where he sleeps with his pet, Thwip. The hammock hangs close to the ceiling of the dome.

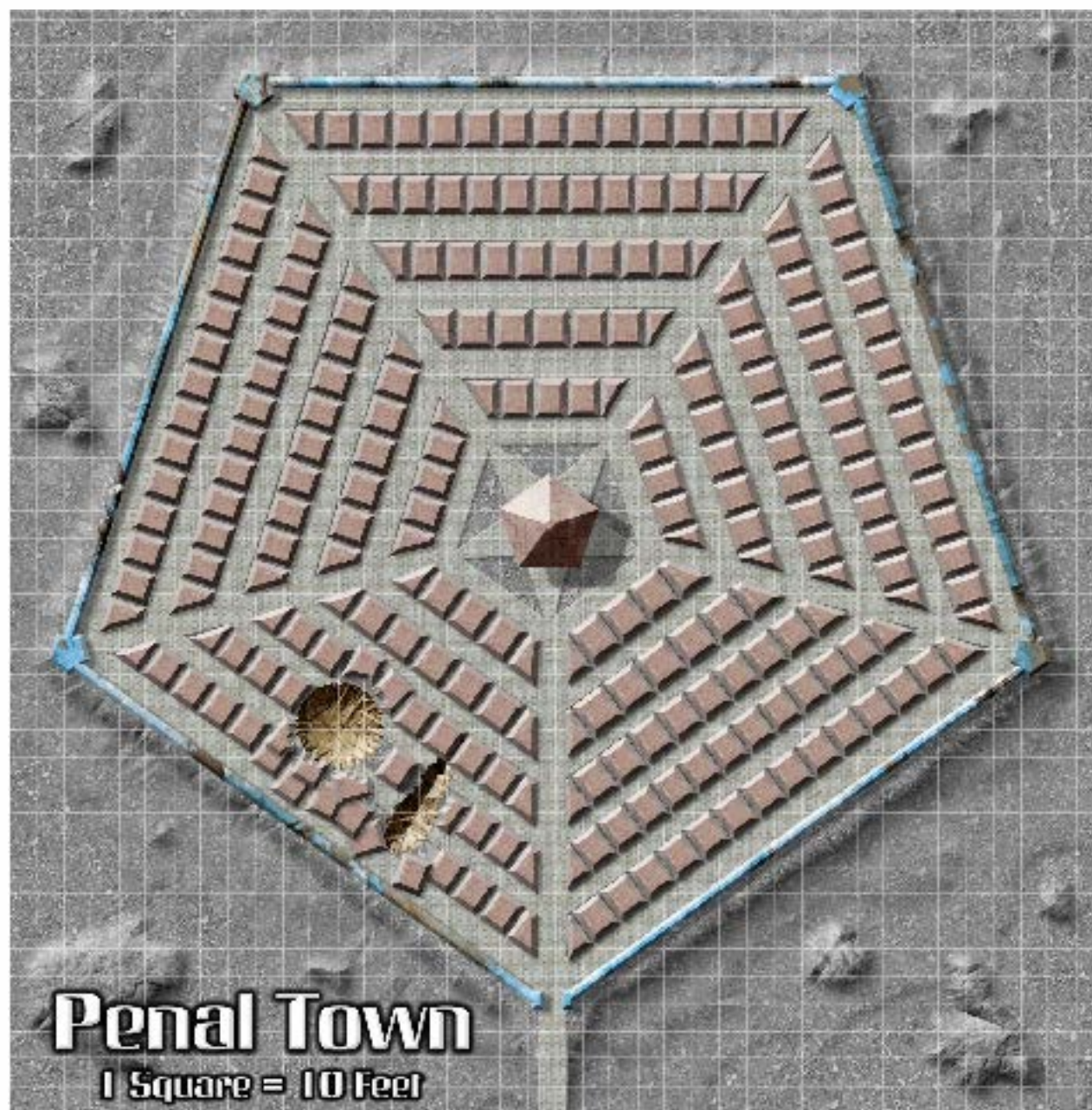
Biodome 6

The shell of this biodome is mostly gone. Some raised garden beds remain but these are untended and full of weeds. Hundreds of mushrooms grow out of piles of decomposing biomatter. Snails about the size of a human foot eat the leaves off of vines that crawl over everything.

This dome was destroyed during the conflict. Now it is used as a dropoff point. The ghouls leave the ore they mined in large carts near this dome. Later, the cultists bring d-grades here and herd them into the biodomes.

Ivyn contributes biological matter to this compost pile.





Cell-town

After seizing control of Exham, the cultists herded most of the prisoners and the employees who did not join them into the mines. Trapped in the tunnels, eventually they eventually gave in to their hunger. There were some who managed to escape that fate and hid in Cell-town while the battle raged, or who found a way to escape the mines. The handful of remaining townies have maintained an uneasy truce with the cultists and managed to keep the ghouls at bay. Some will be happy to leave this rock. Others fear they will be put into a new prison upon their return to colonized space.

There are 500 cells in the village but only a handful are occupied. The following six NPCs live in some of them. While Doc and Repeat are loners, Crud, Darvi, Jon Kim, and Flinch have spent 35 years discussing what jobs they would pull if they escaped from Exham and got themselves a ship. They aren't brave enough to take on the cultists, but they would steal the PC's ship in a heartbeat if it were possible. Flinch would kill the PCs to make that happen but the others would be a little hesitant to go that far.

Step 1

Aterkin 'Crud' Narbalat Vancrud, LN, Male vesk mercenary soldier 2
 Darvi Gant, LN, Male human mercenary soldier 2
 Doc, CN, Male ysoki outlaw envoy 1
 Jon Kim, N, Male human priest soldier 2
 Repeat, CG, Agender enfaddin liberator soldier 3
 Yujin 'Flinch' Haggard, NE, Male human outlaw 2

Step 2

Aterkin 'Crud' Narbalat Vancrud, LN, Male vesk mercenary soldier 5
 Darvi Gant, LN, Male human mercenary soldier
 Doc, CN, Male ysoki outlaw envoy 4
 Jon Kim, N, Male human priest soldier 5
 Repeat, CG, Agender enfaddin liberator soldier 5
 Yujin 'Flinch' Haggard, NE, Male human outlaw 5

Step 3

Aterkin 'Crud' Narbalat Vancrud, LN, Male vesk

mercenary soldier 8

Darvi Gant, LN, Male human mercenary soldier 8

Doc, CN, Male ysoki outlaw envoy 7

Jon Kim, N, Male human priest soldier 8

Repeat, CG, Agender enfaddin liberator soldier 7

Yujin 'Flinch' Haggard, NE, Male human outlaw 8

When digging a new mine, Fivecorp places their control towers above the hole they want to branch off of and organizes the prison cells around the control tower. When the first mine on Exham was tapped out, the employees used the cargo ships to move the control tower to the new mine and used the dropships to reposition the cells around it.

The town is heavily damaged. Pipes carrying sewage from the cells are ruptured and leaky in many places. Many cells have blast marks or bullet holes or are dented and misaligned. Heavily damaged drillbots stand broken and unmoving.

The villager named Repeat positioned a number of sentry robots on the edges of the town to prevent the ghouls or the cultists from sneaking up on the village at night. These will shoot any creatures moving towards the village but will stay within 20 feet of their posts.

Step 1

2 x sentry bots CR 2 each
 (use SC-21 / SCABS armed with pulse caster pistol +1 (1d4 E))

Step 2

4 x sentry bots CR 3 each
 (use APG Sentinels armed with thunderstrike sonic pistol +3 (1d8 So/deafen))

Step 3

6 x sentry bots CR 4 each
 (use military grade robots armed with LFD sonic pistol +5 (2d8 So/deafen))

The townies have been taking shifts guarding Cell-town with a rifle in the tower. The Gant brothers, former prison guards who were both skilled snipers, practically lived up there.

Ferin Gant recently fell victim to ghoul fever while in the tower and now is taking shots at the townies below. The cells are arranged in a series of concentric hexagrams. Lanes widen as they approach

the tower allowing Ferin a clear shot. None of the survivors in Cell-town want to deal with the ghoulish gunner who was once their friend. They will encourage the PCs to do it and offer to provide cover fire to anyone willing to climb the tower and take him out.

The survivors are keeping their heads down and trying to avoid the ghoulish gunner by moving through a network of narrow passages between cells and through the blast holes or broken doors of other cells.

While Doc also sometimes visits Ivyn in the biodomes, he tends to stick around the Cell-town most of the time. He knows a number of shortcuts, such as narrow passageways between cells and gains a +2 circumstance bonus to Stealth checks while evading pursuers in Cell-town.

The Control Tower

The Control Tower is 60 ft. wide at the base and at the second floor and then becomes a narrow tower with a gunner's nest at the top. The first floor of the control tower contains several large cargo elevators that descend into the mines. When the penal town was operating, the prisoners would enter the mines through these elevators.

The second floor contains break rooms for the guards and a monitoring room.

The next few floors house the mechanism for a crane built into the tower. Elevators allow guards to ascend the tower to the gunner's nest at the top.

One of the ghouls recently managed to climb up the crane mechanism and attack a townie, Ferrin Gant, who eventually succumbed to ghoulish fever. He has spent the last few days taking shots at the NPCs who live in the prison town. As the undead never sleep, the survivors are becoming quite frustrated.

Step 1	Ghoulish Gunner I	CR 3
Step 2	Ghoulish Gunner II	CR 4
Step 3	Greater Ghoulish Gunner	CR 5

The section of bent metal plating that allowed the ghoulish to get onto the gunner's nest is still open. If the PCs **Reach** the gunner's nest it will be obvious, in part because a ghoulish with a crushed skull is halfway through the opening. The other way to get down into the mines is through the elevators.

The townies keep these locked, but they hold the keys and will give them over if the PCs are willing to fight the ghouls. If the PCs prove to be troublesome, they will encourage the PCs to fight the ghouls. Of the townies, only Jon Kim is likely to join the PCs in the mines.

The Mines

The control tower at its base is twice the width of the central mineshaft on which it sits. The 30 ft. wide central shaft descends deep into the asteroid. The gravity intensifiers are stronger near the outer layers of the asteroid. The shaft travels deep enough that an object that falls down it will find its fall slowed and not die from the fall. Somewhere near the bottom of the shaft, where the gravity is minimal, floats a mass of gnawed bones. A DC 12 Medicine check reveals they are human. A DC 15 Perception check finds the teeth marks. The bones of approximately 300 humanoids float here. The PCs will sink into the mass of bones but can almost literally swim in this floating mass of bones.

The crane mechanism in the tower is used to lower heavy drilling equipment into the mine and carry enormous shipments of ore to the surface. Scaffolding lines the outside of the shaft in a spiraling staircase.

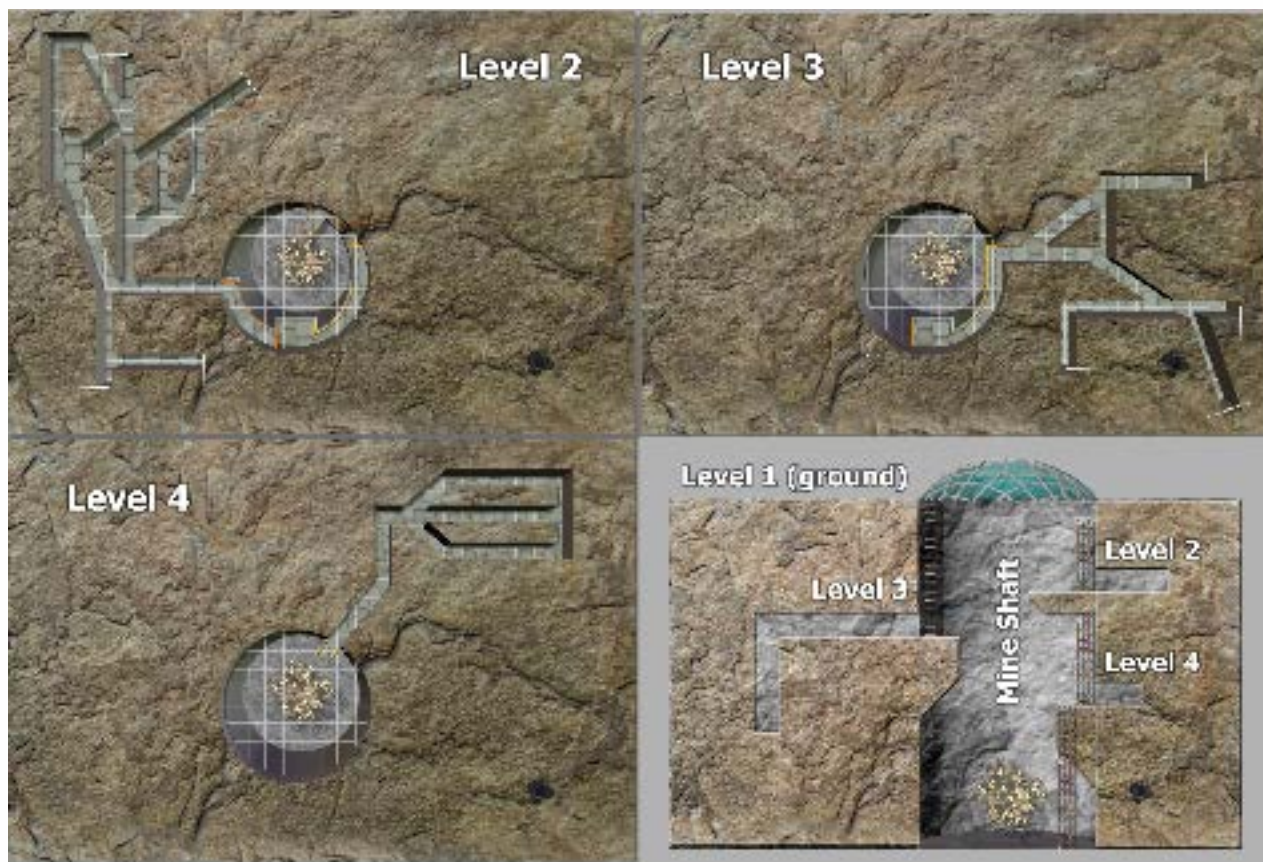
Several side shafts come off perpendicular to the main shaft about every 20 ft. Each of these side shafts branches and twists and turns.

One of these side shafts travels all the way to biodome 3. The ghouls herd d-grades from the biodomes through this tunnel before they play a game of cat and mouse with them.

Encounters in the mines: A Ghoulish Greeting

The ghouls often leave the d-grades alive for days, chasing them through the tunnels. Three slashed, dirty, and beaten d-grades are attracted to the sound of the elevator and stand on the platform (AREA X) watching nervously when it opens. The sound has attracted some ghouls as well. One round after the elevator opens, the ghouls exit the tunnel and stand behind the d-grades watching them watch the elevator. They wait a couple of rounds before attacking because they know their prey isn't going to get away. The d-grades do not notice the ghouls before the PCs do.

Dead in Space



Step 1	2 x Exham ghouls	CR 2 each
Step 2	2 x Space ghosts	CR 3 each
Step 3	2 x Space ghosts	CR 3 each

Encounters in the mines: Ghoul Hunters

The ghouls use their telepathy and familiarity with the mines to play with their prey. They are used to prey running and will start coming after the party in pairs. If that doesn't seem to be working, they will start hunting the party in larger numbers with ghouls telepathically summoning others to help.

Step 1	2 x Exham ghouls	CR 2 each
Step 2	2 x Space ghosts	CR 3 each
	2 x Exham ghouls	CR 2 each
Step 3	3 x Space ghosts	CR 3 each
	4 x Exham ghouls	CR 2 each

Encounters in the mines: Ghoul Rush

The mines are riddled with ghouls and the tunnels allow for some to evade the PCs. If the ghouls fear their annihilation or believe they have a chance of escaping the mines and eating the townies by doing so, they will rush the PCs.

Step 1	6 x Exham ghouls	CR 2 each
Step 2	2 x Space ghosts	CR 3 each
	8 x Exham ghouls	CR 2 each
Step 3	3 x Space ghosts	CR 3 each
	12 x Exham ghouls	CR 2 each

Employee Town

Fivecorp built a small town for employees encircling the biodomes. This was completely destroyed during the prison riot. Enough wreckage remains to reveal its former function.

A DC 20 Perception check turns up a fine wooden box embedded with artificial starfire gems. The box itself is worth 10 credits, but inside is a mindlink circlet.

Step 1	mindlink circlet mk 1
Step 2	2 x mindlink circlet mk 1
Step 3	mindlink circlet mk 2

Dead in Space: Providence



"Big things have small beginnings." – David, Prometheus

"I say we take off and nuke the entire site from orbit." – Ripley, Aliens

BACKGROUND

A girl born in a prison on an asteroid heard something calling to her in the dark. At first no one believed her, but, soon, they started to listen; some of them heard it too. The faithful staged a prison revolt, stole two ships, and then took an asteroid for a joyride towards a lifeless moon circling a dead planet. In the confusion and chaos that followed, people died. Bisel and her band left a lot of death in their wake and no one knows why. No one knows who called to the people on Exham and what they, or it,

truly wanted.

Anomaly likes to know.

What Really Happened.

Mira was a planet of mystics and a planet at peace. The mirans had been able to focus their magic and science on advancing the bodies, minds, and spirit of their population. Their holographic technology allowed them to weave impressive illusions with some mind-affecting magic, but they had little other defensive technology. Thousands of hybrid items are buried on the surface of Mira guarded by simple puzzles of a sort few of them could ever decipher but which wouldn't be too challenging for heroes who have made it this far.

Although the mirans left a planet full of ruins

to explore, they found one thing dangerous enough to bury on their moon in a building that would survive the effects of time more than most of their buildings did. That thing was a powerful beacon that could open a transdimensional gate to the abyss.

The mirans did not create this gate and did not know how to destroy it. They learned of it only long after the first qliploth ships tore through the clouds above them and burrowed deep into the muddy swamps. The miran were caught completely unprepared. Thousands were captured and taken as slaves. For a few dark years, qliploth bands would appear in their sky, wreak havoc, and take ships full of miran back to the abyss to serve in their armies.

The miran learned to resist. They learned to fight. They learned how to use the qliploth technology. They learned to turn the qlipthots' own weapons against them and, eventually, the mirans chased the qliploth back to the abyss. They managed to force the shoggti slavers to retreat through the portal but they spent days battling for control of it. One got trapped inside when they were finally able to close it. Not knowing how to destroy the gate and not certain if they would ever need it to bring the fight to the qliploth, they buried it hundreds of feet beneath the moon in a chamber designed to contain the shoggti if they ever managed to activate the gate.

Their triumph behind them, they tried to return to what they were before, but, their experience had taught them something and provided them with new tools. Once the mirans had been to war, their society began to crumble. Before the qliploth came, the mirans had known a thousand years of peace. They spent one hundreds years fighting the qliploth. They destroyed themselves in ten once they'd defeated the qliploth.

The shoggti stuck in the gate attempted to use his telepathic abilities to **Reach** back into the abyss; he failed. He then directed his energies into the material plane, found nothing, and, again reached out to the abyss. He searched for centuries and, eventually, a mind opened up to him. Despite the distance, Providence, squirming in his prison of transdimensional energy, managed to establish a telepathic link

with Bisel.

The mirans are gone. Their prisoner remains trapped between the abyss and their lifeless moon. He reached out through the gate looking for a friend. He found one.

The Building on the Moon

The mirans were a highly intuitive and creative race but found logic puzzles literally maddening; attempting to solve logic puzzles could drive an unprepared miran insane. Even glancing at a puzzle was dangerous and creating such puzzles required their strongest minds who were encouraged and trained to do so. Miran puzzle-masters, however, were not much of a defense against the qliploth and probably would only be formidable opponents against other miran.

Puzzles had real power on this planet and were often used in place of magical wards or mechanical traps in protecting their valuables. Assuming that, other than with the obvious exception of the qliploth, this trait was nearly universal or, at least would be a property of their own descendants, they used a few puzzles to slow anyone attempting to enter the structure and **Reach** the gate.

They believed the vault they built was well-guarded, but also knew that future visitors might bypass all their locks, puzzles, and traps. For this reason, they integrated telepathic projections and illusions and mind-affecting magic into the vault that would warn the visitors of the hell they were about to unleash.

Getting the PCs Involved

There are a few ways PCs could be led to investigate the structure on the moon. PCs who visited Exham or the Scoundrel will have seen clues pointing towards the Cetus system, specifically Mira.

PCs traveling past the Cetus system might have heard the shoggti's call and been drawn to it as the people on Exham were.

The PCs could also be passing by when they received a signal from a beacon pulsing in a repeating Fibinnocci sequence and decide to investigate. The beacon was intended to be a warning, and possibly a mind-destroying puzzle to any miran who attempted to understand

the pattern. The PCs have no reason to know that the mirans would see a pattern like this as a clear warning to stay away.

THE MOON

The moon is 3,000 miles in diameter and has low gravity. The surface is rocky and barren except for a single structure—a 30 ft. tall tower with a hidden turret on top.

OUTSIDE THE STRUCTURE

Exterior

The exterior walls and entrance of the structure consist of 6 inches of adamantite with a hardness of 20 and 240 hp. The locks require a DC 25 Engineering or Computers check to bypass. Interior walls are metal with a hardness of 18 and 85 hp with a break DC of 35.

First Warning: The Shoggti Appear

Underground sensors detect the presence of any creatures within a 100 ft. of the vault, triggering the Qlippoth Disintegration Rifle trap. The first three attacks the trap makes are warning blasts, intended to miss. These are accompanied by a projection into the sky above the creatures showing a qlippoth fleet worming its way through a rift above the moon. After three blasts, the disintegration rifle pauses. Any further movement towards the structure causes the trap to activate again, this time with intent to kill.

Qlippoth Disintegration Rifle Trap

Above the tower is a turret that holds a qlippoth disintegration rifle with 20 charges. The rifle will fire 3 warning shots before switching to lethal mode. It can fire an energy blast up to 100 ft. The rifle is protected by an adamantine shell. The turret's KAC is 20, EAC 19, with 50 hp.

Step 1 Qlippoth Mounted Disintegration Rifle I
CR 1

Step 2 Qlippoth Mounted Disintegration Rifle II
CR 4

Step 3 Qlippoth Mounted Disintegration Rifle III
CR 8

INSIDE THE STRUCTURE

Doors

Interior doors throughout the vault are always locked with a DC 20 Engineering or Comput-

ers check to open. Doors are 5 inch thick stone doors but are perfectly balanced and slide open easily when unlocked. The doors have a hardness of 8 with 75 hp.

Environmental Controls The inside of the structure has life support functions and artificial gravity.

A. The Entrance

Touching the door to the vault triggers another warning about what lays beyond. A holographic projection of a cynthigot slaver pulls back a whip and then lashes out. While the lash is holographic, the trap integrates magic to telepathically wrack the target with pain for a number of rounds that varies with the step.

Step 1 Qlippoth Pain Lash I CR 2
Step 2 Qlippoth Pain Lash II CR 5
Step 3 Qlippoth Whirlwind Pain Lash I
CR 8

The entrance acts as an airlock. Once creatures enter and the door is shut, it repressurizes and creates a breathable atmosphere. Artificial gravity exists within the structure. A hatch in the floor opens to a tunnel descending 150 ft. down.

B. Force Sealed Tunnel Trap

The entrance tunnel has a diameter of 10 ft. and descends straight down for 150'. The tunnel is smooth and round and without handholds.

Thirty feet down, there is a nook just large enough for a small or medium sized creature to stand in. There is another nook every 30 ft. all the way down the tunnel.

A disc-shaped force field generates at the top of the tunnel and then descends at a rate of 50 ft. per round touching the side of the tunnel all the way around. The disc-shaped field does not change its shape when it passes the nooks. The force field is precise enough that it will crush anything within the tunnel against the walls as it passes doing damage (see Force Sealed Tunnel Trap). It does not damage anything in the alcoves.

The force field itself is housed in a projection device at the top of the pit (KAC 19, hp 32). It is immensely powerful and pushes anything be-

neath it with a crushing force.

It is possible for the PCs to find the mechanism controlling the forcefield and shut it off. It will not reset and they would need to manually reengage the mechanism to keep any sort of abyssal creatures down in the hole.

The force field pushes any creatures in the tunnel to the bottom at a rate of 50 ft. per round possibly causing them to fall. The device controlling the forcefield is hidden under a panel at the top of the pit. It has EAC 18, KAC 22, hardness 20, and 40 Hit Points. The device was primarily intended to slow any qliploth trying to travel through the gate and up the tunnel.

Step 1	Force Sealed Tunnel I	CR 3
Step 2	Force Sealed Tunnel II	CR 6
Step 3	Force Sealed Tunnel III	CR 9

If the PCs should wish to reactivate the trap, they would probably need to be at the top of the tunnel to do so. There are symbols on the walls of each of the alcoves. Starting from the top, they are:

2 4 5 6 10 5 2
2 0 10 1 0 9 1 2
2 4 5 3 6 5 2 6 2
2 9 2 4 3 6 6 0 2

C. Second Warning: The Shoggti Came

This wide low room is barren, except for lines on the floor that divide it into a grid, like a chessboard. The floor is divided into a grid of 64 squares (8x8) or 36 squares (6x6) depending on the number of PCs. If you have 4 or 5 players, use an 8x8 grid. If you have 3 players or fewer, use the 6x6 grid.

The floor begins to glow and then colours steam up and take shape as buildings and lakes and rivers and people. This projection shows the peaceful world of the mirans, a world that is brown and silver and wet.

The miran are four-armed blue humanoids with webbed hands and feet. They are apparently amphibious. From what the projection shows, their world appears to have highly developed holographic technology and magic but little other tech.

Food grows in abundance and mirans can be

seen casually scraping the flesh off of a large plant as they walk by and licking their webbed fingers clean with their short purple tongues. Thick grasses grow 8' high in flooded fields and drip with glistening jelly like spheres. Smaller mirans feed themselves by pulling the tops of these plants down to their height and then popping the spheres into their mouths. One miran reaches into the silver waters and pulls out a silver jellyfish type creature and tears off a tentacle and eats it raw. The image is detailed and realistic but perhaps somewhat idealized.

The image changes slowly as a large pale beast stumbles out of the fields and attacks some miran with long tentacled arms. At first the villagers attempt to flee from the creature, running into the fields, but then more of the beasts appear, grabbing some and herding others back into the village.

Many fall to their knees clutching their heads with their four hands, screaming and tormented.

Some rise and wait for the beasts to approach. Others appear to help the invaders and are rounding up their fellow mirans.

Soon, the village is burning and the miran are being led away in chains. The black smoke rising from the buildings.

When any creature stands on one of the squares. A holographic suit of ornate crystal armor appears around the creature and a holographic 12' long polearm appears in their hands. The polearm glows and the light dispels the darkness for all the squares in a row in any direction. Those areas revert to the peaceful scene at the beginning of the holographic projection.

The squares that are not in a straight row in any direction from a creature on the board remains dark. If the creature moves to a different square, some squares will revert to darkness and fire and smoke while others show the peaceful image.

If a second creature steps onto the floor, they will have the same effect on the squares, so that more are cleared and made peaceful. The holographic projection of the polearm and the suit of ornate crystal armor appears around the second creature. If the players arrange themselves so that they are

able to be revert every single square to a peaceful scene, then the puzzle is solved. When this happens, the scene reverts to the one of excessive, perhaps exaggerated, peace and abundance and celebration and then the projection fades completely. An illusory section of the wall fades, revealing an alcove. Detecting the illusion without solving the puzzle requires a DC 18 Perception check.

Inside the alcove are four 12' long cold iron polearms in niches carved to fit them their shape exactly. The polearms (2d6/x3 S) are suitable for the long armed miran but awkward and archaic. Creatures medium or smaller take a -4 penalty to attack rolls with this oversized weapon.

Taking the polearms causes the entire alcove to descend 30' and open into the octagonal room in Area D.

D. Third Warning: The Qlippoth Descend

The walls of this 15' high octagonal room are covered with writing and images. A 4" diameter glowing orb floats in an alcove.

Some images show the shoggti in greater detail; others highlight the suckers on the shoggti arms. A close up reveals the pincers at the end of the arms. A detailed representation of the four polearms runs almost from floor to ceiling.

Another image shows what an Navigate DC 15 check reveals to be the Cetus system. Beneath it is an image of the moon and the planet. Beneath that an image of the miran and the planet.

Anyone touching the orb triggers the Know the Horror trap and is subjected to effects that mimic the shoggti's braincloud and horrific appearance.

Step 1	Know the Horror I	CR 2
Step 2	Know the Horror II	CR 4
Step 3	Know the Horror III	CR 6

An eight inch diameter hole in the floor of this room glows with a faint blue light.

The exit from this room is a spiralling staircase just a little too narrow and steep to bring a 12 ft. polearm down. The miran puzzleweavers conceived of two possible solutions for this mind-shattering logic puzzle. One involved lowering the polearms through the hole in the center; the other involved removing the 18" blade and carrying the

polearm down in pieces. (A DC 15 Engineering check or a DC 20 Perception check reveals that the polearm was made to be split into two pieces with the blade being removable.) Most miran minds would have broken before figuring out these possibilities, although they might have stumbled onto it intuitively.

E. Chessboard Trap

The spiralling stairs exit into the corner of a room on which an 8x8 grid is drawn with darker and lighter squares. Four raised pedestals sit on squares in different parts of the room.

Diagonally opposite the entrance is a lit exit.

A DC 20 Perception check finds an 8" diameter hole in the ceiling in the center of this room. This hole exists to allow the polearms to be lowered into this room so that they can be carried into Area F and used to turn the key.

Attempting to move across any of the dark squares triggers a holographic projection of a shoggti defending the square. Entering a light square does not have this effect. Anytime a creature exits a light square, that square becomes occupied by a holographic projection of miran being herded into pens by the shoggti. Attempting to reenter that square causes the holographic shoggti to defend that square and threaten to herd that creature into the pen. Once a creature exits a square, it cannot be reentered without this holographic threat. Attempts to force through the area trigger the Know the Horror trap as above, but with the trigger being location instead of touch. The creatures must actively seek to force through the area, but the trap will trigger for each square they pass through.

The challenge for the players is finding a way to **Reach** all of the podiums without stepping on the same square twice, which is possible once they realize that is what is being demanded of them. The Know the Horror trap exists to discourage but not entirely prevent cheating.

If a minute passes without any movement, the program resets and does not recognize the presence of creatures until they move again.

On each podium is a band of metal with one of the following engravings, in no particular order:

2 4 5 6 10 5 2
2 0 10 1 0 9 1 2

2 4 5 3 6 5 2 6 2
2 9 2 4 3 2 6 6 0 2

Attempts to **Reach** these podiums without solving the puzzle, causes the podiums to sink into a hide-away in the floor locking the band of metal away. The podiums rise again only when the room is empty. The exit leads to a narrow sloping hall that descends into a large room (Area F).

F. Key and Lock

In the middle of this 50 ft. by 50 ft. chamber is a cylindrical column that appears to be made out of a single piece of stone. It rises 15 ft. above the floor and continues down through a hole in the floor.

There are slits in the stone every 3 feet up the column, i.e., slits at 3', 6', 9', and 12'.

The cylinder is a key that needs to be turned in order to open the gate in the next chamber and open the 10' wide door between this room in the next. A DC 15 Engineering check reveals that the cylindrical column is intended to be raised and lowered and turned in a clockwise fashion but does not reveal the purpose of the device. The four bands of metal from area E are keys that fit into the four slots.

To initiate the mechanism, the keys must be entered in the correct order, the same order in which they appeared in the writing appeared in the entrance in Area B.

2 4 5 6 10 5 2
2 0 10 1 0 9 1 2
2 4 5 3 6 5 2 6 2
2 9 2 4 3 2 6 6 0 2

When those sequences are entered, the tube descends 12 ft. into the floor making loud clicks and clacks and sounds of metal touching stone as it goes. When it finishes, a 3 ft. section remains above the floor. At the top, embedded deep into the stone is a cold iron ring, 2 inches in diameter.

A DC 15 Engineering check reveals that the cylinder is now meant to be turned clockwise. Turning the cylinder requires a DC 40 Strength check. At the top of the stone is a metallic ring 2 inches in diameter. If an object is threaded through the ring, it can be used as a lever. The longer the lever, the more people will be able to contribute their strength. If the polearms are used as a lever, only a DC 30 Strength check is needed; also 4 people could work togeth-

er at turning, with three of them aiding the first, each adding a +2 aid another bonus to the check.

If the cylinder is turned, the gate activates in the next room and the wall of this room falls away revealing a large natural cavern.

Turning the cylinder the other way requires the same check and is necessary to close the gate.

G. The Gate

Any light that hits the walls illuminates bands of crystal within the roughly hewn walls of this mostly natural cavern. The cavern is 60 ft. long, 30 ft. wide, and 30 ft. high. The floor of Area F is 15 ft. above the base of this cavern.

A walkway from Area F allows someone to cross at this height halfway across the cavern, 15' above the ground.

The end of the walkway overlooks the gateway to the abyss which is now active. In 1d4 rounds, the gateway will finish opening and Providence, the shoggti trapped inside, will emerge in the cavern. The first thing he does is introduce himself. "I am Providence."

(A better translation from Abyssal would be "I am your lot" or "I am the forewarned" but Providence is not a linguist and is unfamiliar with the nuance around this word.)

Step 1	Providence	CR 7
Step 2	Providence	CR 7
Step 3	Greater Providence	CR 9

Dead in Space: New Technology

Cold sleep pods

Space travel, even with access to shadowdrives and hellgates, sometimes takes years. Cold sleep pods allow creatures with finite lifespans to travel these vast distances without aging, even while everyone they left behind does.

The pods take a variety of shapes and vary in quality. The cheapest variety are cryogenic gel sacks like those used in prison labour transports.

Cold sleep is not without its risks, however. Whenever a character comes out of cold sleep, roll on the table below to determine whether there was a negative effect on their physical or mental health.

Normal Cold Sleep Pod

1d20	Result:
1	major physical effect
2	major mental effect
3-4	minor physical effect
5-6	minor mental effect
7-20	normal

Cryogenic Gel Sacks

1d20	Result:
1	roll twice, taking the more detrimental result
2	major physical effect
3	major mental effect
4-5	minor physical effect
6-7	minor mental effect
8-20	normal

Choose the lowest applicable duration to determine the DC to avoid the effects listed below.

Time in cold sleep

Less than

6 months	DC 10
1 year	DC 12
2 years	DC 15
5 years	DC 18
over 5 years +	DC 20

Minor mental or physical issues are common during cold sleep. Major issues, such as death, occur less often.

Major Physical Effect

1d6	Subject is ...
1	... dead (Fortitude save avoids);
2	... paralyzed (until cured, 1 Will save/hour);
3	... blinded (permanent until cured);
4	... deafened (permanent until cured);
5	... dying with 0 hit points;
6	roll again and also roll for major mental effect.

Major Mental Effect

1d6	Subject is ...
1	... suffering from amnesia (1d20 days or until cured);
2	... unconscious/comatose (1d6 days or until cured);
3	... animalistic (as the spell feeblemind);
4	... cowering (Will save ends, 1 save per hour);
5	... confused (Will save ends, 1 save per hour);
6	roll on the special mental effect table.

Minor Physical Effect

1d6	Subject is ...
1	... nauseated (Fortitude save cures, 1 save/hour);
2	... exhausted;
3	... sickened (Fortitude save cures, 1 save/hour);
4	... fatigued;
5	... paralyzed (1d4 minutes);
6	roll again; condition is persistent and recurs 1d4 times.

Minor Mental Effect

- 1d6 Subject is ...
- 1 ... panicked;
 - 2 ... frightened;
 - 3 ... dazed;
 - 4 ... panicked;
 - 5 ... stunned;
 - 6 roll on the special mental effect table

Special mental effects have an ongoing effect on the subject and probably on the campaign being played. They are permanent, until miracle, psychic surgery; Wish, or similar spell is used to cancel the effect. Most are triggered at GM's discretion.

Special Mental Effect

- 1d8 Result:
- 1 Subject begins to hear other people's thoughts and can detect thoughts as the spell for 1d6 days. These thoughts can also be intrusive and make it difficult to concentrate. The subject must make a concentration check to cast spells and cannot take 20 on skill checks.
 - 2 Subject begins to sense a mental connection with another person who was in cold sleep at the same time. Once per day, the subject can form a mind link with the other person as the spell.
 - 3 Subject experiences memories not his or her own, as provided by the gamemaster
 - 4 Subject experiences the effects of feeblemind.
 - 5 Subject sees visions of the abyss at random intervals (1/2d6 hours) and must make a Will save or be frightened for 1 hour.
 - 6 The subject begins to suffer from psychic feedback. Anytime a target succeeds on save against one of the subject's psychic powers, the subject is wracked with pain as the spell inflict pain for 3 rounds (1 round with a successful saving throw). The condition is permanent until cured.
 - 7 Subject's consciousness and mental attributes switches with that of another person who was also in cold sleep. The subject retains all class abilities and skills, but takes a -4 to Dexterity, and -4

to Wisdom for the first 24 hours and then -2 to Dexterity for the next 72 hours.

Reversing this switch requires psychic surgery.

- 8 Subject has terrifying dreams of crewmates' subterfuge and betrayal. These fuel paranoid fantasies which are difficult to resist. The subject must make a Will save or accept these fantasies as a reality; if the subject does not, they fail to gain the benefits of sleep and rest.

Qlippoth Disintegration Rifle

Sending anything they touch to the abyss particle by particle, Qlippoth rifles are desired for two reasons: (1) they put holes in things, (2) the holes they put in things are impressively large and clean.

Resonance Rifle

Resonance Rifles send an intensely focused sonic beam up to 50' and potentially deafen their targets.

Riot Gear (Impact Suit)

The riot gear for the Jersey is actually a shipbuilder's impact suit. The suit is a tight, full-bodied flame-resistant cloth, covered with a polymer mesh encasing metallic plates. Magnetic threads in the mesh and magnetic plates in the boots help shipbuilders and maintenance workers to climb the massive starships while in shipyards. The suit's helmet is a dark reflective ovoid that offers excellent visibility while protecting from bursts of light.

The magnetic properties of the suit provide a bonus to climb checks and a climb **Speed** of 20 feet. The cloth provides resistance against fire, cold, and electricity.

Shriekers

Shriekers are a pair of small sonic explosives connected by up to 10' of retractable transparent wire (DC 20 Perception to spot the wire). The shriekers are magnetic and are often used as simple traps within ships or structures, particularly structures that you want to forcefully protect without causing any structural damage.

Sonic Cannon

Large, loud, and hits like a punch, the sonic cannon produced by One-Big-God Corporation (OBG) was often dropped on the battlefield after it ran out of juice after 5 shots. If you pack this, bring a backup weapon.

Stun Baton

Stun batons are popular among private prisons where killing prisoners caused a loss of revenue.

Welding Boots

These clunky boots are surprisingly easy to move in, but when activated, give a +6 circumstance bonus to Athletics checks made to climb metallic surfaces. Capacity, 10 charges; usage 1/hour.

Witch's Wand

J.T. Hertz created the witch's wand for Besel. The emitter hidden under her forearm directs an electrical blast at her target. She wears the capacitor pack on her back.

Quipboth Discintegration Rifle	Tier I	Tier II	Tier III
Level	3	6	9
Price	2,300	4,500	9,000
Damage	1d6 A	1d8 A	2d8 A
Range	80 ft.	80 ft.	80 ft.
Critical	Corrode 1d6	Corrode 1d6	Corrode 1d6
Bulk	2	2	2
Special	two handed line unwieldy capacity 20 usage 1	two handed line unwieldy capacity 40 usage 1	two handed line unwieldy capacity 40 usage 1
Resonance Rifle	Tier I	Tier II	Tier III
Level	2	4	6
Price	600	1,660	4,800
Damage	1d6 sonic	1d8 sonic	1d10 sonic
Range	50 ft.	50 ft.	50 ft.
Critical	deafen	deafen	deafen
Bulk	2	2	2
Special	40 charges usage 2	40 charges usage 2	40 charges usage 2
Riot Gear	Tier I	Tier II	Tier III
Level	1	4	9
Price	500	6,000	25,000
EAC Bonus	+3	+4	+9
KAC Bonus	+3	+5	+10
Maximum Deterity Bonus	+4	+4	+4
Armor Class Penalty	-1	-1	-1
Speed Adjustments	--	--	--
Upgrade Slots	1	0	0
Bulk	L	L	L

Dead in Space

Riot Gear Tier I: Thermal Capacitor (Mk 1); +4 on saves vs. blinding effects; +8 on. Climb checks while scaling metal surfaces; 20 charges, usage 1 charge/hour

Riot Gear Tier II: Electrostatic Field (Mk 1); Thermal Capacitor (Mk 1) ; +6 on saves vs. blinding effects +8 on Climb checks while scaling metal surfaces; 20 charges, usage 1 charge/hour

Riot Gear Tier III: Electrostatic Field (Mk 2); Thermal Capacitor (Mk 2); +8 on saves vs. blinding effects +8 on Climb checks while scaling metal surfaces; 40 charges, usage 1 charge/hour

Shriekers

	Tier I	Tier II	Tier III
Level	1	4	7
Price	250	750	2,250
Critical	deafen	deafen	deafen
Bulk	L	L	L
Special	Explode 1d6 sonic, deafened 1d4 minutes 5 ft.	Explode 1d10 sonic deafened 1d4 minutes 10 ft.	Explode 2d10 sonic deafened 1d4 minutes 15 ft.

Sonic Cannon

Level	9
Price	13,000
Damage	3d10 A
Range	80 ft.
Critical	Deafen
Bulk	2
Special	Blast, 40 ft.; two-handed, unwieldy, capacity 40, usage 8

Stun Baton

	Tier I	Tier II
Level	3	6
Price	400	4,000
Damage	1d4 electrical	2d4 electrical
Critical	Stunned	Stunned
Bulk	1	1
Special	Non-lethal, operative, powered; (capacity 20, usage 2)	

Witch's Wand

	Tier I	Tier II	Tier III
Level	2	6	9
Price	750	4,200	13,000
Damage	1d4 electricity	2d4 electricity	3d4 electricity
Range	40 ft.	40 ft.	40 ft.
Critical	--	Arc 1d6	Arc 2d6
Bulk	L	L	L
Special	Hidden, stunned; (capacity 20, usage 1)		

Excerpts from

Deepwell's Database of Documented Dangers

"I shall never sleep calmly again when I think of the horrors that lurk ceaselessly behind life in time and in space, and of those unhallowed blasphemies from elder stars which dream beneath the sea." – H.P. Lovecraft, The Call of Cthulhu

"They lurched like drunken Titans through the land, With giant strides, most terrible and grand. They ringed me when the slender moon was bright, And gazing up their cold, inhuman height, I shrieked and writhed and beat them with my hand." - Robert E. Howard, Haunting Columns

Datadimension Search: Deepwell Database of Documented Dangers

Entries Requested:

- Artificial Intelligences
- Chaldron
- Exham Ghouls and Ghosts
- Robotic Bee Swarm
- Providence
- Witherworms
-

All requested entries found.

Search request completed.

How satisfied are you with our service?

- A** Completely satisfied.
- B** Not completely satisfied; my life is still in danger.

Artificial Intelligences

**AINSLEY T-LE Shipboard AI CR 8
XP 4800**

[DC 15+] Ainsley was a class of shipboard AIs produced by a Fivecorp subsidiary. Ainsleys were a class of shipboard AIs designed to assist with navigation and communication. Ainsley+T-LE was a version that included a medical subprogram called Dr. Saintly, which runs the sick bay.

[DC 18+] Fivecorp insisted that Ainsleys be installed on all ships working under contract with them.

[DC 20+] As many sublight speed space travelers suffer from depression or anxiety during long voyages, Dr. Saintly cheerfully offers talk therapy and psychological counseling through any of the ship's communications systems. This feature was not very popular but often mandated by contract.

[DC 25+] Ainsleys have no gender preference and, unless their human crew-mates request otherwise, their voices will become more masculine or feminine arbitrarily.

[DC 25] They were pulled from the market as part of a legal settlement. Details of the settlement remain closed.

[DC 28+] Unlike most shipboard AIs, Ainsleys are capable of overriding the commands of the ship's captain and were instructed to do so if a captain refused to follow an order from Fivecorp. This allowed the company to hire less trustworthy starfarers without fear the ship or cargo would be stolen.

[DC 30+] Disabling an Ainsley requires finding and disabling an automatic backup drive. Otherwise, Ainsley reinstalls in 1d12 hours.

LN artificial intelligence

Init +9; **Senses** Perception +16

DEFENSE

Fort +7; **Ref** +7; **Will** +13; +2 insight bonus to saving throws against spells and **Spell-Like**

Abilities

Statistics

Int +6; **Wis** +2; **Cha** +4

Communication speech (intercom), video (display terminals)

Skills Bluff +16, Computers +21, Engineering +21, Life Science +16, Medicine +16, Piloting

+16, Physical Science +16, +16 Profession (psychologist), Sense Motive +8

Feats Amplified Glitch, Spellbane

Languages Aklo, Brethedan, Common, Far-whisper, Interplanetary Sign, Quantum, Vesk

The Chaldron

[DC 10] Chaldron nymphs are commonplace in colonized Space now, but even a few years ago, most spacefarers would not have recognized one.

[DC 15] Chaldron nymphs need humanoid hosts to continue their life cycle. These hosts are called 'chaldron zombies.' They protect the nymph while it undergoes a transformation into a chaldron crab.

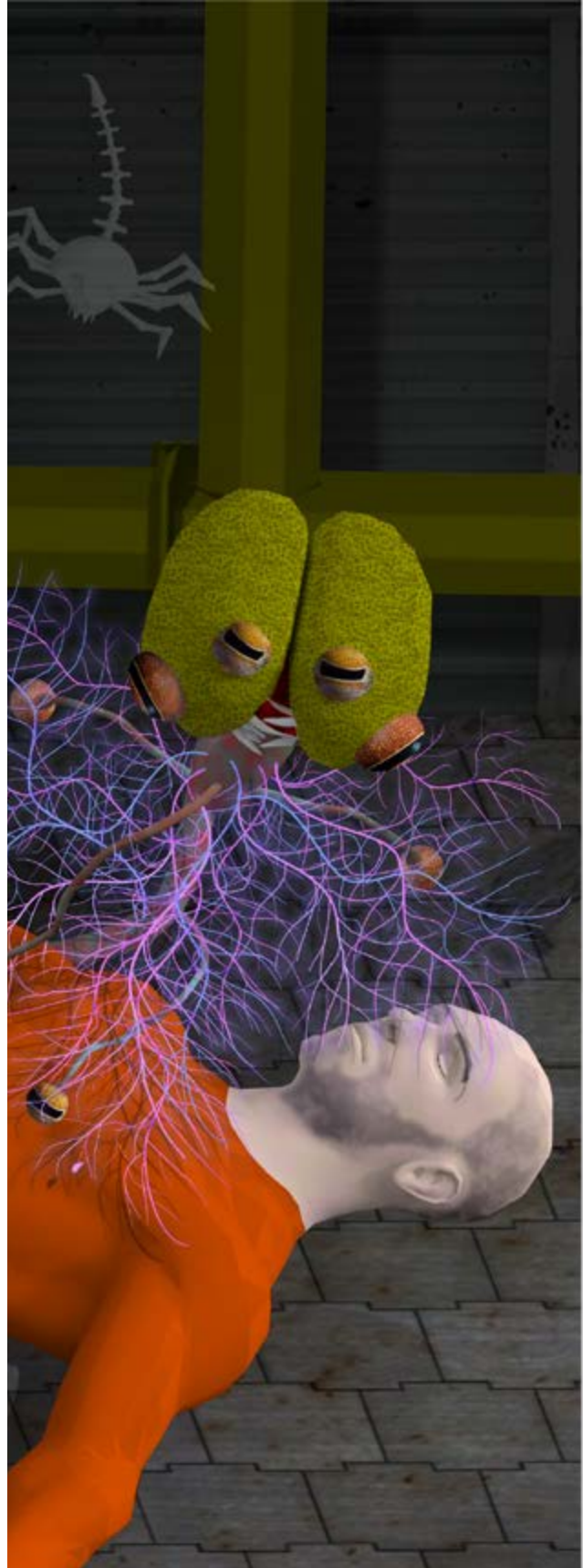
[DC 18] An infestation of chaldron can begin with a single chaldron nymph crawling up an untended garbage port or sticking to the underside of a shipping container. Usually where there is one, there are more. Often, a chaldron infestation is prevented only after the first humanoid crew member goes missing. If an infestation is not contained, it can overrun a ship or even a small space port within a few days. Once the chaldron run out of humanoid hosts, the chaldron can no longer mature beyond their nymph form.

[DC 20] A chaldron minder is a special kind of chaldron zombie. It produces up to a dozen nymphs each day.

[DC 20] Chaldron nymphs can turn a humanoid into a chaldron zombie but these zombies are not actually undead. The humanoid is dead, but the nymph takes the humanoid's nervous system over and now controls the humanoid's body. These zombies may look dead, but they're faster and scarier than most undead creatures classified as zombies.

[DC 25] Chaldron originate on or have a connection with the plane of shadows. Some of the chaldron have powers suggestive of their shadowy origins.

[DC 30] Chaldron usually hibernate when the temperature drops below -50 F, but they are immune to the cold and can be easily woken. They are particularly well-adapted to travel in



unheated spaceship cargo holds.

[DC 35] There are rumors that chaldron only recently became known on the material plane because they came from the Plane of Shadows after the invention of shadowdrives. (Finding chaldron on a ship such as the Jersey that preceded the invention of shadowdrives would disprove this theory, something that would be of value to Anomaly.)

The chaldron are an invasive species that are believed to have originated in the Plane of Shadow. They were unknown in colonized space until a couple decades ago but are now considered a threat to the ecosystems of several inhabited planets. They spread rapidly among humanoid populations and most communities with resources search incoming ships for chaldron nymphs.

Like many insect and alien species, chaldron undergo metamorphoses during their life cycles. They begin their lives as translucent invertebrates and, eventually, grow protective exoskeletons. To protect them during their metamorphoses and to provide the bones from which the crab forms its exoskeleton, chaldron capture a humanoid creature, kill it, and take over its body.

Every chaldron community has at least one minder, whose primary function is to telepathically guide the rate of metamorphosis and to communicate with outsiders. These minders claim to possess the ancestral memories of all previous minders. The minders speak Farwhisper, the common intergalactic language of the many of the alien species from The Stretch.

Chaldron is both the singular and plural form.

Chaldron Nymphs

Chaldron nymphs are invertebrates with oblong bodies consisting largely of toothy mouth surrounded by three or four eyes and, then, by thousands of tentacles. These wispy tentacles writhe and wriggle and wave. Some tentacles bulge with eyes as well and these eyes, like those on the oblong body constantly open and close in no discernible pattern. Some note that the chaldron nymph looks like a brainstem and nervous system if brains were completely smooth, had eyes and a mouth, and glowed in

the dark.

The nymphs are both slightly translucent and slightly luminescent but this luminescence is usually hidden by a sticky black gel known as Chaldron Adhesive, which the chaldron squirts adhesive from a sack at the center of its mass through the tentacles and then oozing to the surface through thousands of tiny ducts. The gel coats the nymphs helping them to hide and climb. Chaldron nymphs leave a trail of this gel wherever they go, making them easier to track. (Reduce the DCs of Survival checks to track chaldron nymphs by 5.)

Nymphs often attack by dropping from the ceiling and attempting to grab the target with their tentacles. They usually focus all their attention on a single humanoid target.

Chaldron Nymph CR ½ XP 200

N Small Aberration

Init +7; **Senses** darkvision 60 ft.; Perception +9

DEFENSE

EAC 13, **KAC** 14

HP 6

Fort +2, **Ref** +3, **Will** +3

Immune cold

Offense

Spd 20 ft.; climb 20 ft.

Melee tentacular swarm (1d6-2 S plus grab)

Statistics

Str -2; **Dex** +3; **Con** +1; **Int** -4; **Wis** +1; **Cha** +0

Skills Athletics +10, Stealth +19

Special Abilities

Chaldron Adhesive Chaldron secrete a gooey black gel-like substance that helps them to climb vertical surfaces. When attempting to hide, the chaldron produces enough gel to coat its body, turning it black. The adhesive gives racial modifiers to Athletics checks to climb and to Stealth checks (already included in the modifiers shown).

Chaldron Metamorphosis If a chaldron nymph reduces a humanoid creature to zero hit points, it latches onto the creature's neck with its mouth and begins to inject sharp tendrils into the humanoid, which begin replacing the humanoid's nervous system. As the chaldron begins its takeover of the nervous system with the brain stem the humanoid host takes 1d3 points of Wisdom damage each minute. If the host's Wisdom reaches zero, it becomes a chaldron zombie.

Chaldron Mindlink A chaldron minder within 100 ft. can sense the location and presence of all chaldron. The minder can summon the chaldron, order them to go to a particular location, and order them to halt or commence a metamorphosis.

Tentacular Swarm A chaldron nymph's tentacles are so numerous that its movement is swarm-like. Like a swarm, the nymph deals automatic damage to any creature whose space it occupies at the end of its move. This attack is not subject to miss chances for concealment. The nymph does not threaten creatures, and does not make attacks of opportunity with its swarm attack. The nymph distracts creatures as swarms do. The nymph does not benefit from any of the swarm subtypes defensive traits such as damage reduction for piercing or slashing weapons or immunity to spells that target specific numbers of creatures.

Chaldron Shadow Nymph CR 1 XP 400

Some nymphs exude the negative energy of the shadow plane; these are referred to as shadow nymphs. Unlike other nymphs, their adhesive seems to burn slowly with a cold black fire. The fire is harmless and has been identified as shadow residue.

NE Small Aberration

Init +9; **Senses** darkvision 60 ft.; Perception +10

DEFENSE

EAC 15, **KAC** 16

HP 12

Fort +5, **Ref** +6, **Will** +4

Immune cold; Resist electricity 5; SR +6

Defensive Abilities Shadow Blend

Offense

Spd 20 ft.; climb 20 ft.

Melee tentacular swarm (1d6-1 E plus grab)

Offensive Abilities The shadow nymphs tentacular swarm does negative energy damage.

Statistics

Str -2; **Dex** +5; **Con** +3; **Int** -4; **Wis** +1; **Cha** +0

Skills Athletics +4, Stealth +21; Racial Modifiers +8 to Athletics checks to climb.

Special Abilities

Chaldron Adhesive, Chaldron Metamorphosis, Chaldron Mindlink, Tentacular Swarm as above.

Shadow Blend (Su): In any illumination other than bright light, a shadow nymph blends into the shadows, giving it concealment (20% miss

chance). A shadow nymph can suspend or resume this ability as a free action.

Chaldron Siren Nymph CR 2 XP 600

Siren nymphs have razor sharp tentacles that they weave back and forth in hypnotizing patterns. These tentacles can cause humanoid creatures to stand dazed while the nymph prepares to attack.

N Small Aberration

Init +9; **Senses** darkvision 60 ft.; Perception +11

DEFENSE

EAC 15, **KAC** 16

HP 22

Fort +5, **Ref** +6, **Will** +5

Immune cold; Resist electricity 5; SR +6

Defensive abilities Shadow Blend

Offense

Spd 30 ft.; climb 30 ft.

Melee tentacular swarm (1d8-1 E plus grab)

Offensive Abilities The shadow nymphs long wispy tentacles attack like a swarm, doing automatic negative energy damage to any creature whose space they occupy at the end of their move with no need to roll.

Spell-Like Abilities (CL 1st)

3/day—daze (**Will** DC 12)

Statistics

Str -2; **Dex** +3; **Con** +3; **Int** -4; **Wis** +1; **Cha** +0

Skills Athletics +4, Stealth +21; Racial Modifiers +8 to Athletics checks to climb

Special Abilities

Chaldron Adhesive, Chaldron Metamorphosis, Chaldron Mindlink, Tentacular Swarm as above.

Shadow Blend (Su): In any illumination other than bright light, a shadow crab blends into the shadows, giving it concealment (20% miss chance). A shadow crab can suspend or resume this ability as a free action.

Chaldron Zombies

[DC 10] The zombie is incapable of speech, but is able to make speech sounds phonologically similar to that humanoid's language, often giving the impression of trying to talk.

[DC 15] Chaldron zombies are not actually undead. Their humanoid host is dead but the chaldron is controlling its body through biological, not necromantic, means.

[DC 20] The nymph undergoes a metamorphosis within the zombie, slowly becoming a zombie crab. During this metamorphosis, the nymph cannot detach itself from the zombie and dies if separated.

[DC 25] If a nymph is killed before it has reduced the host to 0 Wisdom, killing the host, a DC 25 Medicine check can extract the dead nymph without killing the host.

[DC 30] Those who have been rescued after being rendered unconscious by a chaldron nymph describe experiencing insanity inducing visions of vast expanses of fleshy chittering darkness and creatures made of oozing night that swallowed the stars and smiled. Others describe a whispery voice asking questions and promising pleasing pain if they answered promptly.

[DC 35] The metamorphosis from chaldron zombie into chaldron crab can take between a few hours and entire decades to complete, a decision made by the chaldron minder and communicated telepathically to the nymph. A chaldron minder often orders the nymph to almost complete their metamorphosis, but pause their metamorphosis before separating from the zombie host.

Chaldron Zombie CR 1 XP 400

N Medium aberration

Init +2; **Senses** darkvision 60 ft.; Perception +1

DEFENSE

EAC 10, **KAC** 12

HP 27

Fort +2, **Ref** +2, **Will** +4

Immune cold

Offense

Spd 20 ft., climb 20 ft.

Melee slam +2 (2d6)

Statistics

Str +0; **Dex** +2; **Con** +1; **Int** -4; **Wis** +1; **Cha** +1

Skills Athletics +2, Stealth +12; Racial Modifiers +8 Athletics to climb

Special Abilities

Chaldron Adhesive, **Chaldron Mindlink** as above.

Emergence Once the nymph takes over a humanoid, creating a chaldron zombie, it awaits a command from the chaldron minder to begin creating a chaldron crab. This process involves bending and breaking the bones of the humanoid, replacing its musculature with its own, and awaiting orders to tear free of the zombie and emerge as a chaldron crab. It takes

a minimum of 1d4 hours. The chaldron minder can order the nymph to pause its transformation about one hour before completion so that it can use the zombie host to defend itself and then retreat and hatch the zombie crab. When ordered to do so, the crab tears free from the zombie.

Chaldron Shadow Zombie CR 3 XP 800

Some chaldron zombies are faster, stronger, and crackle with negative energy.

N Medium aberration

Init +8; **Senses** darkvision 60 ft.; Perception +1

DEFENSE

EAC 14, **KAC** 15

HP 4

Fort +4, **Ref** +4, **Will** +4

Immune cold; Resist electricity 5 SR 8

Offense

Spd 40 ft., climb 40 ft.

Melee slam +4 (2d6+2+1d6 negative energy)

Statistics

Str +2; **Dex** +4; **Con** +3; **Int** -4; **Wis** +1; **Cha** +1

Skills Athletics +4, Stealth +14; Racial Modifiers +8 Athletics check to climb;

Special Abilities

Chaldron Adhesive, **Chaldron Mindlink**, **Emergence Shadow Blend** as above.

Shadow Ray (Su) As a standard action, a chaldron shadow zombie can fire a dark ray of negative energy drawn from the shadow plane as a touch attack with a range of 120 ft. This ability deals 1d8 negative energy damage. A chaldron shadow zombie can use this ability three times per day per day.

Zombie Crabs

[DC 10] Chaldron crabs are not really crabs.

[DC 15] Chaldron crabs involve a weird rearrangement of the humanoid host's bones encasing a larger version of the nymph. A body and exoskeleton reminded exobiologists of the decapod crustaceans found on many planets.

[DC 18] No one know how a chaldron manages to force the bones to rearrange themselves. It is believed to involve resequencing the host's DNA.

[DC 20] No two Chaldron crabs are exactly alike; they're like snowflakes that way.

Small Zombie Crab CR 2 XP 600

A small zombie crab skitters around on ten milky legs protected by bones that to have been pulled from a humanoid's ribcage. Parts of the spinal column trail behind it like a tail. Six sticky tentacles wriggle and prod and grasp at the world in front of it as it moves. Other small zombie crabs might consist of just a skull and tentacles.

The crab can still secrets Chaldron Adhesive darkening its pale flesh, but white bones on top of the dark flesh now stand out in stark contrast. When first spotted, a stealthy zombie crab often looks like a pile of bones in a dark puddle.

N Small Aberration

Init +3; **Senses** low-light vision; Perception +1

DEFENSE

EAC 17, **KAC** 18

HP 25

Fort +2, **Ref** +4, **Will** +4

Immune cold

Offense

Spd 30 ft.

Melee 6 tentacles +7 (1d3)

Statistics

Str +0; **Dex** +3; **Con** +1; **Int** -3; **Wis** +1; **Cha** -1

Skills Athletics +2, Stealth +14; Racial Modifiers +8 Athletics check to climb;

Languages understands Farwhisper

SQ Chaldron Adhesive

Special Abilities

Chaldron Adhesive, Chaldron Mindlink as above

Medium Zombie crab CR 3 XP 800

A medium zombie crab consist of a humanoid's skull surrounded by tentacles reinforced by the bones of the arms and legs. Six thicker tentacles writhe and snap and lash from the front of the crab. Other identifiably human bones jut out of the crab's milky fleshy at odd angles seeming to serve no purpose. The crab can still secrets Chaldron Adhesive darkening its pale flesh, but white bones on top of the dark flesh now stand out in stark contrast. When first spotted, a stealthy zombie crab often looks like a pile of bones in a dark puddle.

N Medium Aberration

Init +2; **Senses** low-light vision; Perception +1

DEFENSE

EAC 17, **KAC** 18

HP 40

Fort +4, **Ref** +3, **Will** +4

Immune cold

Offense

Spd 30 ft.

Melee 6 tentacles +7 (1d4+2)

Statistics

Str +2; **Dex** +2; **Con** +3; **Int** -3; **Wis** +1; **Cha** -1

Skills Athletics +4, Stealth +14; Racial Modifiers +8 Athletics check to climb;

Languages Farwhisper

Special Abilities

Chaldron Adhesive, Chaldron Mindlink as above

Shadow Crab CR 4 XP 1,200

Wisps of shadow radiate from the medium zombie crab.

N Medium Outsider (augmented aberration)

Init +2; **Senses** darkvision 60 ft.; low-light vision; Perception +1

DEFENSE

EAC 18, **KAC** 19

HP 50

Fort +4, **Ref** +3, **Will** +4

Immune cold; Resist electricity 5; SR +9

Offense

Spd 30 ft.

Melee 6 tentacles +7 (1d4+2 plus 1d6 negative energy)

Statistics

Str +2; **Dex** +2; **Con** +4; **Int** -3; **Wis** +1; **Cha** -1

Skills Athletics +4, Stealth +18; Racial Modifiers +8 Athletics check to climb;

Languages Farwhisper

SQ Chaldron Adhesive; Shadow Blend

Special Abilities

Chaldron Adhesive, Chaldron Mindlink, Shadow Blend as above

Chaldron Minders

When a chaldron nymph first captures a potential humanoid host, if it does not detect the presence of a chaldron minder, it will turn this humanoid into a minder. Minders retain their humanoid shape and features above the waist, but beneath the waist become a mass of writhing tentacles. The humanoid's flesh is replaced with partially translucent white flesh.

Chaldron Minder CR 4 XP 1,200

Dead in Space

N Medium Aberration

Init +2; **Senses** low-light vision; Perception +1; telepathy (chaldron only) 100 ft.

DEFENSE

EAC 17; **KAC** 18

HP 72

Fort +3, **Ref** +3, **Will** +5

Immune cold

Offense

Spd 20 ft., climb 20 ft.

Melee 6 tentacles +8 (1d8+1 S)

Space 5 ft.; **Reach** 10 ft.

Spell-Like Abilities (CL 1st)

3/day—mind thrust 2 (**Will** DC 13)

Statistics

Str +1; **Dex** +2; **Con** +2; **Int** +1; **Wis** +1; **Cha** +3

Skills Athletics +5, Bluff +7, Stealth +15; Racial Modifiers +8 Athletics check to climb

Languages Farwhisper

Special Abilities

Chaldron Adhesive, **Chaldron Mindlink**, as above

Burning Whisper (Su) Chaldron minders can only communicate telepathically with other chaldron. Three times per day, a chaldron minder can use this telepathic ability to affect non-chaldron as if the minder had cast mind thrust as a 2nd level spell.

Collective Brainpower (Su) A chaldron minder is able to use its telepathic ability to probe the dormant brains of the chaldron zombies in order to find out information at will. If the minder takes 2 rounds to probe one of the chaldron zombie's humanoid host's brain, it can make a skill check to know anything the humanoid knew while living with a -5 circumstance modifier.

Chaldron Shadow Minder CR 5 XP 1,600

N Medium Outsider (augmented aberration)

Init +2; **Senses** darkvision 60 ft.; low-light vision; Perception +6; telepathy (chaldron only) 100 ft.

DEFENSE

EAC 18; **KAC** 19

HP 84

Fort +4, **Ref** +4, **Will** +6

Immune cold; Resist electricity 5; SR +11

Offense

Spd 20 ft., climb 20 ft.

Melee 6 tentacles +10 (1d6+1 plus 1d6 negative energy)

Space 5 ft.; **Reach** 10 ft.

Spell-Like Abilities (CL 1st)

At will—disguise self

3/day—mind thrust 2 (**Will** DC 13)

Statistics

Str +1; **Dex** +2; **Con** +2; **Int** +1; **Wis** +1; **Cha** +3

Base Atk +6; CMB +7; CMD 19

Feats Vital Strike, Toughness, Weapon Finesse

Skills Athletics +5, Bluff +10, Disguise +6, Life Science +3, Physical Science +3, Piloting +5, Stealth +15; Racial Modifiers +8 Athletics check to climb

Languages Farwhisper

Special Abilities

Burning Whisper, **Chaldron Adhesive**, **Chaldron Mindlink**, **Collective Brainpower**, **Shadow Blend** as above

Speaker for the Colony (Su) Shadow minders are able to draw upon the memories and neural networks of the humanoid whose body they have taken over. They use this knowledge to try to disguise themselves as a humanoid, or, even as the person whose body they stole. A shadow minder can also probe their humanoid host's brain in order to make any skill check the original creature could make but with a -5 circumstance modifier. The ship's custodian whose body the shadow minder now inhabits, had some background in Life Science, Physical Science, and Piloting. The Statistics above incorporate the -5 circumstance modifier.

Exham Ghouls and Ghosts

The ghouls in Exham are particularly fast and leap further than most. Their telepathy helps them to coordinate their attacks.

Exham Ghoul CR 2 XP 600

CE Medium undead

Init +2; **Senses** darkvision 60 ft.; low-light vision; Perception +7

DEFENSE

EAC 13; **KAC** 14

HP 30

Fort +2, **Ref** +2, **Will** +5

Immune cold; undead immunities

Offense

Spd 30 ft., climb 30 ft.

Melee bite +3 (1d6+1 plus disease and paralysis) and 2 claws+3 (1d6+1 plus paralysis)

Range sand drill +10 (1d4 P)

Offensive Abilities paralysis (1d4+1 rounds, DC 14)

Statistics

Str +1; **Dex** +2; **Con** —; **Int** +1; **Wis** +2; **Cha** +2

Skills Acrobatics +7, Athletics +6, Stealth +7

Dead in Space

Languages Common; telepathy 100 ft.

Special Abilities

Jet Dash 180 ft. round when running, double height and distance when jumping

Disease

Ghoul Fever

Type disease (injury); Save **Fort** DC 13

Track Physical Frequency 1/day

Cure 2 consecutive saves

Anyone dying from ghoul fever rises as a ghoul within 24 hours.

Ghoulish Gunner I CR 3 XP 800

CE Medium undead soldier 1

Init +2; **Senses** darkvision 60 ft.; low-light vision; Perception +7

DEFENSE

EAC 13; **KAC** 14

HP 40

Fort +4, **Ref** +2, **Will** +7

Immune cold; undead immunities

Offense

Spd 30 ft., climb 30 ft.

Melee bite +4 (1d6+1 plus disease and paralysis) and 2 claws+4 (1d6+1 plus paralysis)

Range laser rifle (azimuth) +11(1d8 F/Burn 1d6)

Offensive Abilities paralysis (1d4+1 rounds, DC 14)

Statistics

Str +1; **Dex** +2; **Con** –; **Int** +1; **Wis** +2; **Cha** +2

Skills Acrobatics +8, Athletics +7, Intimidate +7, Stealth +8

Languages Common; telepathy 100 ft.

Special Abilities

Jet Dash 180 ft. round when running, double height and distance when jumping

Disease

Ghoul Fever

Type disease (injury); Save **Fort** DC 14

Track Physical Frequency 1/day

Cure 2 consecutive saves

Anyone dying from ghoul fever rises as a ghoul within 24 hours.

Ghoulish Gunner II CR 4 XP 1200

Init +6

HP 50

Range laser rifle (corona) +6(2d6+2 F/Burn 1d6)

Otherwise, as above.

Greater Ghoulish Gunner CR 5 XP 1,600

CE Medium undead soldier 3

Init +6; **Senses** darkvision 60 ft.; low-light vision; Perception +7

DEFENSE

EAC 13; **KAC** 14

HP 60

Fort +5, **Ref** +3, **Will** +8

Immune cold; undead immunities

Offense

Spd 30 ft., climb 30 ft.

Melee bite +6 (1d6+1 plus disease and paralysis) and 2 claws+6 (1d6+1 plus paralysis)

Range laser rifle (corona) +14(2d6+3 F/Burn 1d6)

Offensive Abilities paralysis (1d4+1 rounds, DC 14)

Statistics

Str +1; **Dex** +2; **Con** –; **Int** +1; **Wis** +2; **Cha** +2

Skills Acrobatics +10, Athletics +9, Intimidate +9, Stealth +10, Survival +6

Languages Common; telepathy 100 ft.

Special Abilities

Jet Dash 180 ft. round when running, double height and distance when jumping

Disease

Ghoul Fever

Type disease (injury); Save **Fort** DC 14

Track Physical Frequency 1/day

Cure 2 consecutive saves

Anyone dying from ghoul fever rises as a ghoul within 24 hours.

Space Ghast CR 3 XP 800

CE Medium undead

Init +4; **Senses** darkvision 60 ft.; low-light vision; Perception +9

DEFENSE

EAC 17; **KAC** 18

HP 70

Fort +2, **Ref** +2, **Will** +5

Immune cold; undead immunities

Offense

Spd 30 ft., climb 30 ft.

Melee bite +3 (1d6+1 plus disease and paralysis) and 2 claws+3 (1d6+1 plus paralysis)

Range diamond dust drill +11 (1d6+3 P)

Offensive Abilities paralysis (1d4+1 rounds, DC 14)

Statistics

Str +3; **Dex** +4; **Con** –; **Int** +3; **Wis** +4; **Cha** +4

Skills Acrobatics +9, Athletics +8, Stealth +9

Languages Common; telepathy 100 ft.

Special Abilities

Jet Dash 180 ft. round when running, double height and distance when jumping

Blood Frenzy When an Exham ghaſt does more than 3 points of damage on a bite, they go into a blood frenzy for 1d4 rounds. While in a frenzy, the ghaſt is considered flat-footed but gains +2 on attack and damage rolls.

Disease

Ghoul Fever

Type disease (injury); Save **Fort** DC 15

Track Physical Frequency 1/day

Cure 2 consecutive saves

Anyone dying from ghaſt fever riſes as a ghaſt within 24 hours.

Providence

Providence is a 9 foot long quivering maſs of aubergine fleſh the ſhape of a deviled egg with a gaping toothy mouth from which lolls a ridiculous tongue. Four large tentacle-like arms ending in pincers are uſed to attack while dozens of ſmaller ones aid in locomotion.

Shoggti

CR 7 XP 3,200

CE Large outſider (chaotic, evil, extraplanar, qlippoth)

Init +7; **Senses** darkviſion 60 ft.; Perception +18

DEFENSE

EAC 21; **KAC** 22

HP 120

Fort +11, **Ref** +5, **Will** +9

Defenſive Abilities uncanny dodge; DR 10/cold iron; **Immune** cold, poiſon, mind-affecting effects; Reſiſt acid 10, electricity 10, fire 10

Offense

Speed 30 ft.

Melee qlippoth diſintegration rifle I +10 (1d6 E); or bite +12(1d8+6), 4 tentacles +8 (1d4).

Space 10 ft.; **Reach** 10 ft.

Offenſive Abilities braincloud, horriſic appearance (DC 17)

Spell-Like Abilities (CL 7th)

Constant—tongues

At will—command (DC 13)

3/day—charm perſon (DC 13)

1/day—charm monſter (DC 16), dimension door

Statistics

Str +5; **Dex** +3; **Con** +5; **Int** +1; **Wis** +4; **Cha** +2

Skills Acrobatics +13, Intimidate +16, Miſticiſm +15, Perception +18, Senſe Motive +14,

Stealth +9; Racial Modifiers +4 Intimidate, +4 Perception, +4 Miſticiſm

Languages abyſſal; telepathy 100 ft.

Special Abilities

Braincloud (Su) Once per round, Providence can make a touch attack with one of his tentacles inſtead of a Melee attack with that tentacle. Upon a ſuſſeſſful touch attack, the target takes mind-affecting damage moving one ſtep along the Wiſdom track. Providence will uſe this ability to weaken his targets before ſubjecting them to his horriſic appearance and Spell-Like Abilities.

Horriſic Appearance (Su) As a ſtandard action, Providence can reveal, in all its horriſic glory, his twisted form as it appears in the abyſs. Living creatures viewing Providence become fascinated (DC 15 Will ſave to reſiſt) by his writhing and wriggling and the madneſs swirling in his eyes. This is a mind-affecting gaze attack. The effect laſts 1d6 rounds.

Greater Providence

Advanced Shoggti

CR 9 XP 6,400

CE Large outſider (chaotic, evil, extraplanar, qlippoth)

Init +7; **Senses** darkviſion 60 ft.; Perception +18

DEFENSE

EAC 25; **KAC** 26

HP 150

Fort +13, **Ref** +7, **Will** +9

Defenſive Abilities uncanny dodge; DR 10/cold iron; **Immune** cold, poiſon, mind-affecting effects; Reſiſt acid 10, electricity 10, fire 10

Offense

Speed 30 ft.

Melee qlippoth diſintegration rifle I +10 (1d6 E); or bite +12(1d8+6), 4 tentacles +8 (1d4).

Space 10 ft.; **Reach** 10 ft.

Offenſive Abilities braincloud, horriſic appearance (DC 17)

Spell-Like Abilities (CL 9th)

Constant—tongues

At will—command (DC 15)

3/day—charm perſon (DC 15), protection from law

1/day—charm monſter (DC 18), dimension door

Statistics

Str +8; **Dex** +4; **Con** +8; **Int** +3; **Wis** +5; **Cha** +3

Skills Acrobatics +15, Intimidate +18, Miſticiſm

cism +17, Perception +20, Sense Motive +16, Stealth +11; Racial Modifiers +4 Intimidate, +4 Perception, +4 Mysticism

Languages abyssal; telepathy 100 ft.

Special Abilities

Braincloud (Su) Once per round, Providence can make a touch attack with one of his tentacles instead of a Melee attack with that tentacle. Upon a successful touch attack, the target takes mind-affecting damage moving one step along the Wisdom track. Providence will use this ability to weaken his targets before subjecting them to his horrific appearance and Spell-Like Abilities.

Horrific Appearance (Su) As a standard action, Providence can reveal, in all its horrific glory, his form as he appears in the abyss. Living creatures viewing Providence become fascinated by his writhing and wriggling and the madness swirling in his eyes. This is a mind-affecting gaze attack (DC 17 Will save to resist.) The effect lasts 1d6 rounds.

Witherworm Swarm CR 2 XP 600

Witherworms look like fat grey slugs. They have a needle-like proboscis almost the length of their entire body, which softens and retracts but then quickly hardens, extends, and pierces skin to draw blood.

N Diminutive Vermin

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

DEFENSE

KAC 16, **EAC** 15

HP 17 (3d8+3)

Fort +4, **Ref** +3, **Will** +2

Defensive abilities swarm traits; **Immune** weapon damage

Offense

Spd 20 ft.; climb 20 ft.

Melee swarm (1d8+1 E)

Offensive Abilities poison

Statistics

Str -2; **Dex** +3; **Con** +3; **Int** -4; **Wis** +1; **Cha** +0

Skills Stealth +16

Special Abilities

Withdraw Poison

Type poison (injury); Save Fortitude DC 15
Track Strength; Frequency 1/minute for 4 minutes
Cure 1 save

Rogue Robots

Robotic Bee Swarm

[DC 10] Robotic bees were the chief pollinators of plants on terraformed worlds until recently.

[DC 15] Increasingly, 'real' bees are being reintegrated into ecosystems.

[DC 20] Robotic bees had two advantages over the biological kind: they could be ordered to guard an area and make medicinals out of specific plants through their internal filtering systems.

[DC 20] Robotic bees are programmed to identify and separate specific compounds from the nectar and pollen they collect. Some of these compounds are used in defending the hive and are injected into intruders. This 'bee venom' is usually strong enough to be debilitating when the bees sting.

[DC 25] Their honey can usually be collected and eaten as medicine or processed in a lab into pill sized doses.

Robotic Bee Swarm CR 2 XP 600

N Tiny construct (technological, swarm)

Init +1; **Senses** low-light vision; Perception +7

DEFENSE

EAC 13; **KAC** 14

HP 21

Fort +1, **Ref** +2, **Will** +2

Immune construct immunities, swarm immunities

Offense

Speed 30 ft., fly 50 ft. (average)

Melee swarm (2d6 plus poison)

Space 10 ft.; **Reach** 0 ft.

Special Attacks poison

Statistics

Str -4; **Dex** +1; **Con** —; **Int** +0; **Wis** +1; **Cha** -3

Skills Acrobatics +8

Languages understands Common

POISON

ROBOTIC BEE VENOM I

Type poison (injury); Save Fortitude DC 13
Track Constitution (special); Frequency 1/minute for 6 minutes Effect progression track is Healthy—Weakened—Unconscious; no end state.
Cure 1 save

Robotic Bee Swarm CR 6 XP 2,400

N Tiny construct (technological, swarm)

Init +1; **Senses** low-light vision; Perception +9

DEFENSE

EAC 16; KAC 17

HP 65

Fort +2, Ref +4, Will +4

Immune construct immunities, swarm immunities

Offense

Speed 30 ft., fly 50 ft. (perfect)

Melee swarm (4d6 plus poison)

Space 10 ft.; **Reach** 0 ft.

Special Attacks distraction (DC 16), poison

Statistics

Str -4; **Dex** +1; **Con** —; **Int** +0; **Wis** +1; **Cha** -3

Skills Acrobatics +8

Languages understands Common

POISON

ROBOTIC BEE VENOM II

Type poison (injury); Save Fortitude DC 15

Track Constitution (special); Frequency 1/round for 6 rounds

Effect progression track is Healthy—Weakened—Unconscious; no end state.

Cure 1 save

Robotic Bee Swarm CR 9 XP 6,400

N Tiny construct (technological, swarm)

Init +5; **Senses** low-light vision; Perception +11

DEFENSE

EAC 18; **KAC** 19

HP 99

Fort +3, **Ref** +5, **Will** +5

Immune construct immunities, swarm immunities

Offense

Speed 30 ft., fly 50 ft. (perfect)

Melee swarm (6d6 plus poison)

Space 10 ft.; **Reach** 0 ft.

Special Attacks distraction (DC 13), poison

Statistics

Str -4; **Dex** +1; **Con** —; **Int** +0; **Wis** +1; **Cha** -3

Skills Acrobatics +12

Languages understands Common

POISON

ROBOTIC BEE VENOM III

Type poison (injury); Save Fortitude DC 18

Track Constitution (special); Frequency 1/round for 6 rounds

Effect progression track is Healthy—Weakened—Unconscious; no end state.

Cure 1 save

Scroungers CR 2 XP 600

Scroungers are beetle-shaped cleaning and maintenance robots with interchangeable extensions that scrub, clean, vacuum, disinfect, weld, and repair ships. When they are not recharging, scroungers follow what appears to be a strange and meandering path through ships seeking tasks. They also follow commands from the crew and shipboard AIs.

N Small construct (technological)

Init +1; **Senses** darkvision 60 ft., low-light vision; Perception +0

DEFENSE

EAC 16; **KAC** 17

HP 21

Fort +0, **Ref** +1, **Will** +0

Defensive Abilities hardness 5; **Immune** construct immunities

Weaknesses vulnerable to critical hits, vulnerable to electricity

Offense

Speed 20 ft.

Reach 10 ft.

Melee slam +10 (1d3)

Other Attacks Welding torch +7 (1d4 F, 10 ft. line) or cleaning spray +3 (1d4 E, 20 ft. cone)

Statistics

Str +0; **Dex** +1; **Con** —; **Int** +0; **Wis** +0, **Cha** -3

Skills Athletics +4, Computers +4, Engineering +4

Languages Common

Special Abilities

Switch Extensions (Ex) Scroungers are able to switch out their multiple extensions for tools more useful to the task at hand. The length of these extensions gives them a **Reach** of 10 ft.

Grease Monkey CR 3 XP 800

Grease Monkeys assist the ship's mechanic with repairs and monitor engines. They look like monkeys. Despite the whimsical name and shape, these are highly advanced robots with greater precision and intelligence than most robots.

N Small construct (robot)

Init +2; **Senses** darkvision 60 ft., low-light vision; Perception +5

DEFENSE

EAC 19; **KAC** 20

HP 33

Fort +0, **Ref** +3, **Will** +0

Defensive Abilities hardness 5; **Immune** construct traits

Weaknesses vulnerable to critical hits, vulner-

able to electricity

Offense

Speed 20 ft.

Melee integrated drill +11 (1d6/x3)

Special Attack electrical charge +3 (1d4 E; capacity 1, usage 1)

Statistics

Str +0; **Dex** +2; **Con** -; **Int** +3; **Wis** +0; **Cha** -3

Skills Athletics +8, Computers +8, Engineering +8, Perception +5

Languages Common

SC-21 / SCABS CR 2 XP 600

When Osprey Robotics introduced the SC-21, a robot designed to do custodial and maintenance work on ships, the starfarers' unions protested. Osprey insisted the robots were going to assist, not replace, humanoid workers. They did. Starfarers call the robots Ship Custodian Automatic Back-up System (SCABS). Many crews still refuse to fly with SCABS, arguing that humans are endangered when robots do important maintenance.

N Medium construct (technological)

Init +2; **Senses** darkvision 60 ft., low-light vision; Perception +12

DEFENSE

EAC 12; **KAC** 13

HP 33

Fort +0, **Ref** +1, **Will** +0

Defensive Abilities hardness 5; **Immune** construct immunities

Weaknesses vulnerable to critical hits, vulnerable to electricity

Offense

Speed 30 ft.

Melee slam +11 (1d6+1/x3)

Statistics

Str +4; **Dex** +1; **Con** -; **Int** +0; **Wis** +0; **Cha** -2

Skills Athletics +7, Computers +7, Engineering +12, Perception +12

Languages Common

APG Sentinel CR 3 XP 800

Fivecorp manufactures security robots specifically to guard their private prisons and prison transports. The APG Sentinels are designed to incapacitate and restrain prisoners, only killing when necessary to prevent an escape or prison riot. Dead prisoners generate less revenue.

N Medium construct (technological)

Init +4; **Senses** darkvision 60 ft., low-light

vision; Perception +8

DEFENSE

EAC 14; **KAC** 15

HP 42

Fort +1, **Ref** +1, **Will** +1

Defensive Abilities hardness 5; **Immune** construct traits

Weaknesses vulnerable to critical hits, vulnerable to electricity

Offense

Speed 30 ft.

Melee slam +11 (1d6+3 plus grab)

Offensive Abilities Siren +8 (1d8 So, 30 ft. radius, deafen, 3/day)

Statistics

Str +2; **Dex** +0; **Con** -; **Int** +0; **Wis** +0; **Cha** -3

Skills Sense Motive +13

Languages Common

Military Grade Security Robot CR 4, XP 1,200

This advanced line of security robots are faster, stronger, and smarter than the standard models.

N Medium construct (robot)

Init +2; **Senses** darkvision 60 ft., low-light vision; Perception +9

DEFENSE

EAC 16; **KAC** 16

HP 53 (5d10+25)

Fort +1, **Ref** +3, **Will** +1

Defensive Abilities hardness 5; **Immune** construct immunities

Weaknesses vulnerable to critical hits, vulnerable to electricity

Offense

Speed 30 ft.

Melee 2 slams +12 (1d6+5)

Range thunderstrike sonic pistol +9 (1d8 So/deafen)

Statistics

Str +4; **Dex** +2; **Con** -; **Int** +0; **Wis** +2; **Cha** -3

Skills Athletics +10, Computers +9, Perception +9, and Sense Motive +9.

Languages Common

Special Abilities

Nanite Repair (Ex) This military robot's nanites repair it, restoring 4 HP per hour. Once per day as a full action, a security robot can restore 3d8 hit points to itself or any touched construct with the technological subtype

Dead in Space

Special Abilities

Nanite Repair (Ex) This military robot's nanites repair it, restoring 4 HP per hour. Once per day as a full action, a security robot can restore 3d8 hit points to itself or any touched construct with the technological subtype

Bloodbank Haunt I **CR 2** **XP 400**
LN minor haunt (5 ft. by 5 ft. door)
Caster Level 2

Notice Perception DC 20 (to sense something horrible within)

HP 9; Weaknesses slow; **Trigger** proximity;
Reset 1 hour

Effect Passing by the entrance to the bloodbank triggers a haunt. A living creature passing near the door is given a sense of what is beyond, a sense of the fear of those inside as the spell fear cast as a 1st level spell (Will DC 13).

New Haunts

Bloodbank Haunt I CR 2 XP 400

LN minor haunt (5 ft. by 5 ft. door)

Caster Level 2

Notice Perception DC 20 (to sense something horrible within)

HP 9; **Weaknesses** slow; **Trigger** proximity;

Reset 1 hour

Effect Passing by the entrance to the bloodbank triggers a haunt. A living creature passing near the door is given a sense of what is beyond, a sense of the fear of those inside as the spell fear cast as a 1st level spell (Will DC 13).

Bloodbank Haunt II CR 4 XP 1,200

LN minor haunt (10 ft. radius of entrance)

Caster Level 4

Notice Perception DC 25 (to sense something horrible within)

HP 18; **Weaknesses** slow; **Trigger** proximity;

Reset 1 hour

Effect Passing by the entrance to the bloodbank triggers a haunt. One or more creatures within the area of the door are given a sense of what is beyond the door and experience the fear of those inside as the spell fear cast as a 2nd level spell (Will DC 16).

Bloodbank Haunt III CR 6 XP 2,400

LN minor haunt (20 ft. radius of entrance)

Caster Level 6

Notice Perception DC 29 (to sense something horrible within)

HP 27; **Weaknesses** slow; **Trigger** proximity;

Reset 1 hour

Effect Passing by the entrance to the bloodbank triggers a haunt. All creatures within the area of the door are given a sense of what is beyond the door and experience the fear of those inside as the spell fear cast as a 3rd level spell (Will DC 19).



New Traps

Anti-Microbial Foam Trap

In ship cleaning systems, nozzles spray anti-microbial foam in the toilets, sinks, and showers. When concentrated, the anti-microbial is highly corrosive.

Slightly Dilluted Anti-Microbial Foam Trap CR 1 XP 400

Type technological; **Trigger** touch (sitting on the toilet activates the trap); **Reset** none
Perception DC 20; **Disable** Computers DC 20
EFFECT Atk +10 touch (2d6 acid damage)

Concentrated Anti-Microbial Foam Trap CR 4 XP 1,200

Type technological; **Trigger** proximity (visual, 10 feet); **Reset** none
Perception DC 25; **Disable** Computers DC 20
EFFECT Atk +10 touch (3d6 acid damage, plus 1d6/round for 2 rounds)

Super-Concentrated Anti-Microbial Foam Trap CR 7 XP 3,200

Type technological; **Trigger** proximity (thermal, 10 feet); **Reset** none
Perception DC 25; **Disable** Computers DC 20
EFFECT Atk +15 touch (3d6 acid damage, plus 2d6/round for 2 rounds)

Bay Doors Trap

The doors of the bay begin to open after a short warning. The rapid depressurization threatens to carry creatures into space.

Delayed Bay Doors Trap CR 1 XP 400

Type technological; **Trigger** proximity (visual, 10 feet); **Reset** automatic (1 minute)
Perception DC 15; **Disable** Computers DC 15 to override; Engineering DC 20 to secure doors shut.
EFFECT Rapid decompression (1d6 falling damage per round for 2 rounds until bay is depressurized or until bay doors close); onset delay 3 rounds; DC 15 Reflex halves damage; on a

failed Reflex check, the target takes full damage and is thrust into space; multiple targets (all targets in the shuttle bay).

Slimy Bay Doors Trap CR 2 XP 600

Type technological; **Trigger** proximity (visual, 10 feet); **Reset** automatic (1 minute)
Perception DC 15; **Disable** Computers DC 18 to override; Engineering DC 20 to secure doors shut.
EFFECT Rapid decompression (1d6 falling damage per round for the 3 rounds until bay is fully depressurized or until bay doors close); DC 18 Reflex halves damage; if a Reflex save is failed by 5 or more, the target takes full damage and is thrust into space; multiple targets (all targets in the shuttle bay).

Bay Doors Trap CR 4 XP 1,200

Type technological; **Trigger** proximity (visual, auditory 10 feet); **Reset** automatic (1 minute)
Perception DC 20; **Disable** Computers DC 20 to override; Engineering DC 20 to secure doors shut.
EFFECT Rapid decompression (2d6 falling damage per round for 4 rounds until bay is fully depressurized or until bay doors close); onset delay 2 rounds; DC 20 Reflex halves damage; if a Reflex save is failed by 5 or more, the target takes full damage and is thrust into space; multiple targets (all targets in the shuttle bay).

No Warning, Slow opening Bay Doors Trap CR 7 XP 3,200

Type technological; **Trigger** proximity (visual, auditory, thermal 10 feet); **Reset** automatic (1 minute)
Perception DC 20; **Disable** Computers DC 25 to override; Engineering DC 25 to secure doors shut.
EFFECT Rapid decompression (3d6 falling damage per round for 4 rounds until bay is fully depressurized or until bay doors close); DC 20 Reflex halves damage; if a Reflex save is failed

by 5 or more, the target takes full damage and is thrust into space; multiple targets (all targets in the shuttle bay).

Cargo Mover Trap

Non-automated cargo movers are not robots but can be controlled remotely and used to attack. Cargo movers often have multi-taloned claw-like gripping devices.

Cargo Mover Trap CR 1 XP 400

Type technological; **Trigger** proximity (visual, 10 feet); **Reset** Automatic
Perception DC 20; **Disable** Computers DC 20 to override or DC 15 Engineering to jam.
EFFECTS
 Atk +10 (1d6+6)

Cargo Mover Trap CR 4 XP 1,200

Type technological; **Trigger** proximity (visual, auditory 15 feet); **Reset** Automatic
Perception DC 20; **Disable** Computers DC 20 to override or DC 15 Engineering to jam.
EFFECTS
 Atk +15 (1d6+6) for 3 rounds

Cargo Mover Trap CR 6 XP 2,400

Type technological; **Trigger** proximity (visual, auditory 20 feet); **Reset** Automatic
Perception DC 20; **Disable** Computers DC 20
EFFECTS
 Atk +15 (2d6+12) for 3 rounds

Charged Particle Door Trap

A charged particle door is a ¼ inch thick charged graphite mesh that forms when activated and is often used in medical bays to identify, filter, and contain biohazards. Anyone standing in the doorway when the mesh forms risks being sliced by the microscopic particles.

Charged Particle Door Trap I

CR 1 XP 400
Type technological; **Trigger** proximity (visual, 10 feet); **Reset** automatic (1 minute)
Perception DC 15; **Disable** Computers DC 15
EFFECT Atk +10 melee (2d8 P/ Wound)

Charged Particle Door Trap II

CR 4 XP 1,200
Type technological; **Trigger** proximity (visual, 10 feet); **Reset** automatic (1 round)
Perception DC 20; **Disable** Computers DC 20
EFFECT Atk +15 melee (4d8 P/ Wound)

Charged Particle Door Trap III

CR 7 XP 3,200
Type technological; **Trigger** proximity (visual, 10 feet); **Reset** automatic (1 round)
Perception DC 25; **Disable** Computers DC 25
EFFECT Atk +20 melee (6d8 P/ Wound)

Concealed Medical Laser

The laser fires a precise, focused blast at the first creature spotted by its targeting computer.

Concealed Medical Laser CR 3 XP 800

Type technological; **Trigger** proximity (visual, 30 feet); **Reset** none
Perception DC 20; **Disable** Computers DC 20 or Engineering DC 15
EFFECT Atk +20 ranged touch (1d6 fire), range increment 150 ft. (see laser pistol)

Cryogenic Tank Trap

A pressure sensor hidden under the floor covering triggers a medical drill to puncture a tank of liquid nitrogen. This tank of liquid nitrogen explodes when punctured.

Cryogenic Tank Trap I CR 1 XP 400

Type technological; **Trigger** location; **Reset** none
Perception DC 15; **Disable** Engineering DC 15
EFFECT Freezing gas (2d6 cold damage, DC 15 Reflex save for half damage); multiple targets (all targets in a 30-ft. cone)

Cryogenic Tank Trap II CR 4 XP 1,200

Type technological; **Trigger** location; **Reset** none
Perception DC 20; **Disable** Engineering DC 15
EFFECT Freezing gas (4d6 cold damage, DC 20 Reflex save for half damage); multiple targets (all targets in a 30-ft. cone)

Cryogenic Tank Trap III CR 7 XP 3,200

Type technological; **Trigger** location; **Reset** none
Perception DC 25; **Disable** Engineering DC 15
EFFECT Freezing gas (6d6 cold damage, DC 25 Reflex save for half damage); multiple targets (all targets in a 30-ft. cone)

Electrical Discharge Trap

Charge stations can be tampered with to release their charges without warning causing a

burst of electricity.

Electrical Discharge Trap I CR 1 XP 400

Type technological; **Trigger** touch; **Reset** none
Perception DC 15; **Disable** Computers DC 20
EFFECT electricity burst (2d6 electricity damage, DC 12 Reflex save for half damage); multiple targets (all targets in a 10-ft. radius)

Electrical Discharge Trap II

CR 4 XP 1,200

Type technological; **Trigger** proximity (visual, 10 feet); **Reset** 1 day
Perception DC 20; **Disable** Computers DC 20
EFFECT electricity burst (4d6 electricity damage, DC 15 Reflex save for half damage); multiple targets (all targets in a 15-ft. radius)

Electrical Discharge Trap III

CR 7 XP 3,200

Type technological; **Trigger** proximity (visual, auditory 10 feet); **Reset** 1 minute
Perception DC 25; **Disable** Computers DC 20
EFFECT electricity burst (6d6 electricity damage, DC 17 Reflex save for half damage); multiple targets (all targets in a 20-ft. radius)

Escape Pod Trap

Escape pods on ships are designed to use magnetic repulsion to propel themselves a safe distance from the ship before firing rockets. These rockets can be fired briefly without departing from the ship or damaging the ship.

Escape Pod Trap CR 1 XP 400

Type technological; **Trigger** proximity (visual, 10 feet); **Reset** none
Perception DC 20; **Disable** Computers DC 15, Engineering DC 15
EFFECT burst of flame (2d6 fire damage, DC 15 Reflex save for half damage; +1d6 per round for 2 rounds, DC 15 Reflex avoids); multiple targets (all targets in the corridor)

Escape Pod Trap CR 4 XP 1,200

Type technological; **Trigger** proximity (visual, auditory 10 feet); **Reset** none
Perception DC 20; **Disable** Computers DC 15
EFFECT burst of flame (4d6 fire damage, DC 20 Reflex save for half damage; +2d6 per round for 2 rounds, DC 20 Reflex avoids); multiple targets (all targets in the corridor)

Escape Pod Trap CR 7 XP 3,200

Type technological; **Trigger** proximity (visual, auditory 10 feet); **Reset** none
Perception DC 20; **Disable** Computers DC 15, Engineering DC 15
EFFECT burst of flame (6d6 fire damage, DC 25 Reflex save for half damage; +2d6 per round for 3 rounds, DC 20 Reflex avoids); multiple targets (all targets in the corridor)

Fire Moss Trap

Fire moss is a naturally growing plant that grows in fairly cold and damp environments. When placed in an appropriately dry environment, the fire moss grows brittle and bursts into flames when stepped on.

Fire Moss Trap I CR 1 XP 400

Type analog; **Trigger** touch (walking on the moss); **Reset** 1 week
Perception DC 21; **Disable** Life Science (botany) DC 16
EFFECT patch of moss bursts into flames when stepped on (2d6 F damage); Reflex DC 12 avoids

Fire Moss Trap II CR 4 XP 1,200

Type analog; **Trigger** touch (walking on the moss); **Reset** 1 week
Perception DC 26; **Disable** Life Science (botany) DC 21
EFFECT patch of moss bursts into flames when stepped on (3d6 fire damage, plus 1d6/round for 2 rounds); Reflex DC 15 avoids

Fire Moss Trap III CR 7 XP 3,200

Type analog; **Trigger** touch (walking on the moss); **Reset** 1 week
Perception DC 33; **Disable** Life Science (botany) DC 28
EFFECT patch of moss bursts into flames when stepped on (4d6 fire damage, plus 2d6/round for 2 rounds); Reflex DC 18 avoids

Force Sealed Tunnel Trap

A force field pushes any creatures in the tunnel to the bottom at a rate of 50 ft. per round possibly causing them to fall. The device controlling the forcefield is hidden under a panel at the top of the pit. The device has KAC 22, EAC 18, hardness 20, and 40 Hit Points.

Force Sealed Pit I CR 3 XP 800

Type technological and analog; **Trigger** proximity (visual, auditory, thermal within the tunnel); **Reset** Automatic

Perception 15 (to find hidden panel housing device); **Disable** Engineering DC 19 (**Disable** device beneath panel)

EFFECTS

primary effect force field (pushes target at 50 ft. per round, two successive DC 21 Strength checks to resist push and take only 1d6 B damage); **secondary effect** 150-ft.-deep pit, with intense antigrav cushion for a third damage (5d6 falling damage)

Force Sealed Tunnel II CR 6 XP 2,400

Type technological and analog; **Trigger** proximity (visual, auditory, thermal within the tunnel); **Reset** Automatic

Perception 20 (to find hidden panel housing device); **Disable** Engineering DC 25 (**Disable** device beneath panel)

EFFECTS

primary effect force field (pushes target at 50 ft. per round, two successive DC 23 Strength checks to resist push and take only 2d6 B damage); **secondary effect** 150-ft.-deep pit, with antigrav cushion for reduced damage (10d6 falling damage)

Force Sealed Tunnel III CR 9 XP 6,400

Type technological and analog; **Trigger** proximity (visual, auditory, thermal within the tunnel); **Reset** Automatic

Perception 25 (to find hidden panel housing device); **Disable** Engineering DC 28 (**Disable** device beneath panel)

EFFECTS

primary effect force field (pushes target at 50 ft. per round, three successive DC 26 Strength checks to resist push and take 4d6 B); **secondary effect** 150-ft.-deep pit (15d6 falling damage)

Icy Spray Trap

Jets of cold water spray from burst pipes or sabotaged showers.

Icy Spray Trap CR 1 XP 400

Type technological; **Trigger** proximity (visual, 10 feet); Duration 3 rounds; **Reset** none

Perception DC 20; **Disable** Computers DC 15

EFFECT jets of freezing water (2d6 cold dam-

age, DC 12 Reflex save for half damage)

Icy Spray Trap CR 4 XP 1,200

Type technological; **Trigger** proximity (visual, auditory, 10 feet); Duration 3 rounds; **Reset** automatic (3 rounds)

Perception DC 25; **Disable** Computers DC 20

EFFECT jets of freezing water (3d6 cold damage, DC 27 Reflex save for half damage); multiple targets, all targets in 5 ft. radius

Icy Spray Trap CR 7 XP 3,200

Type technological; **Trigger** proximity (thermal, 10 feet); Duration 6 rounds; **Reset** automatic (3 rounds)

Perception DC 25; **Disable** Computers DC 25

EFFECT jets of freezing water (3d6 cold damage, DC 20 Reflex save for half damage); multiple targets, all targets in 10 ft. radius

Know the Horror Trap

You see, hear, feel, and know the horror of hundreds of miran in the presence of the qliploth.

Know the Horror I CR 2 XP 3,200

Type hybrid; **Trigger** touch; **Reset** Automatic

Perception DC 20; **Disable** Engineering DC 25 (disconnect miran data crystal) or Mysticism DC 22 (dispel the mind-affecting magic).

EFFECTS

mind thrust, (psychic flood); 2d10 damage, Will DC 14 for half

Know the Horror II CR 4 XP 3,200

Type hybrid; **Trigger** touch; **Reset** Automatic

Perception DC 20; **Disable** Engineering DC 25 (disconnect miran data crystal) or Mysticism DC 22 (dispel the mind-affecting magic).

EFFECTS

mind thrust, (psychic flood); 4d10 damage, Will DC 16 for half

Know the Horror III CR 6 XP 3,200

Type hybrid; **Trigger** touch; **Reset** Automatic

Perception DC 20; **Disable** Engineering DC 25 (disconnect miran data crystal) or Mysticism DC 22 (dispel the mind-affecting magic).

EFFECTS

mind thrust, (psychic flood); 7d10 damage, Will DC 18 for half

Medical Mist Trap

Medical compounds on ships are highly concentrated. If released into the air, these compounds be harmful to humanoids.

Aerosolized Narcyz causes Dexterity damage and stuns creatures but does not cause sleep. Concentrated Kanatrium can cause temporary amnesia.

Medical Mist Trap I CR 2 XP 600

Type technological; **Trigger** proximity (visual, 10 feet); **Reset** none (1 charge)

Perception DC 20; **Disable** Computers DC 15
EFFECT gas (Narcyz Mist 1 or Kanatrium 1); never miss; onset delay (1 round); multiple targets (all targets in a 10-ft.-by-10-ft. room)

Kanatrium Gas I

Type poison, inhaled; Save Will DC 12
Track Wisdom (special); Onset 3 rounds; Frequency 1/rounds per 3 rounds
EFFECT progression track is Weakened—Impaired—Confused—Comatose—Comatose + amnesia for 1d3 days
Cure 1 save

Narcyz Mist I

Type poison, inhaled; Save Will DC 12
Track Dexterity; Frequency 1/rounds per 3 rounds
Cure 1 save

Medical Mist Trap II CR 5 XP 1,600

Type technological; **Trigger** proximity (visual, auditory 10 feet); **Reset** automatic (1 round; 2 charges)

Perception DC 23; **Disable** Computers DC 20
EFFECT gas (Narcyz Mist 2 or Kanatrium 2); never miss; onset delay (1 round); multiple targets (all targets in a 10-ft.-by-10-ft. room)

Kanatrium Gas II

Type poison, inhaled; Save Will DC 15
Track Wisdom (special); Onset 3 rounds; Frequency 1/rounds per 4 rounds
EFFECT progression track is Weakened—Impaired—Confused—Comatose—Comatose + amnesia for 1d3 days
Cure 1 save

Narcyz Mist II

Type poison, inhaled; Save Will DC 15

Track Dexterity; Frequency 1/rounds per 4 rounds
Cure 1 save

Medical Mist 3 Trap CR 8 XP 4,800

Type technological; **Trigger** proximity (visual, auditory 10 feet); **Reset** automatic (1 round; 5 charges)

Perception DC 28; **Disable** Computers DC 25
EFFECT gas (Narcyz Mist 3 or Kanatrium); never miss; onset delay (1 round); multiple targets (all targets in a 10-ft.-by-10-ft. room)

Kanatrium Gas III

Type poison, inhaled; Save Will DC 18
Track Wisdom (special); Onset 3 rounds; Frequency 1/rounds per 6 rounds
EFFECT progression track is Weakened—Impaired—Confused—Comatose—Comatose + amnesia for 1d3 days; Cure 1 save

Narcyz Mist III

Type poison, inhaled; Save Will DC 18
Track Dexterity; Frequency 1/rounds per 6 rounds
Cure 1 save

Motion Platform Trap

Each 5' area is a separate 360-degree motion platform, which is used as a omni-directional treadmill allowing a creature to run at a full sprint in any direction without moving. The platform can be set to counter creatures movements to prevent anyone from exiting the platform. Anyone standing on the motion platform must make a DC 20 Acrobatics check to jump to the next platform or fall prone. The platforms will not function when they detect more than one creature on the platform.

Motion Platform Trap I CR 1 XP 400

Type technological; **Trigger** proximity (visual, thermal, 20 feet); **Reset** none
Perception DC 20; **Disable** Computers DC 15
EFFECT The omnidirectional treadmills in the floor affect movement. The platform counters creatures movements to prevent anyone from exiting the platform. Anyone standing on the motion platform must make a DC 20 Acrobatics check to jump to the next platform. If they fail the check by 5 or more, they fall prone and are slammed into a wall for 1d4 points of damage. The effect continues until the device is disabled. Multiple targets (all targets in the

area).

Motion Platform Trap II CR 4 XP 1,200

Type technological; **Trigger** proximity (visual, thermal, 20 feet); **Reset** automatic
Perception DC 25; **Disable** Computers DC 20
EFFECT The omnidirectional treadmills in the floor affect movement. The platform counters creatures movements to prevent anyone from exiting the platform. Anyone standing on the motion platform must make a DC 25 Acrobatics check to jump to the next platform. If they fail the check by 5 or more, they fall prone and are slammed into a wall for 1d6 points of damage. The effect continues until the device is disabled. Multiple targets (all targets in the area).

Motion Platform Trap III CR 6 XP 2,400

Type technological; **Trigger** proximity (visual, thermal, 20 feet); **Reset** automatic
Perception DC 25; **Disable** Computers DC 25
EFFECT The omni-directional treadmills in the floor affect movement. The platform counters creatures movements to prevent anyone from exiting the platform. Anyone standing on the motion platform must make a DC 25 Acrobatics check to jump to the next platform. If they fail the check by 5 or more, they fall prone and are slammed into a wall for 1d8 points of damage. The effect continues until the device is disabled. Multiple targets (all targets in the area).

Pitching Machine Trap

Ainsley can alter the settings on any sports simulations in the fitness center and use the omni-directional pitching machine to attack the players.

Softball Pitching Machine Trap

CR 1 XP 400

Type technological; **Trigger** proximity (visual, 46 feet); **Reset** none
Perception DC 20; **Disable** Computers DC 20
EFFECT Atk +10 ranged per round for 3 rounds (1d3 nonlethal bludgeoning; softball, KAC 16, EAC 15 hardness 5)

Hardball Pitching Machine

CR 4 XP 1,200

Type technological; **Trigger** proximity (visual, 60.5 feet); **Reset** automatic

Perception DC 25; **Disable** Computers DC 20
EFFECT Atk +15 ranged per round for 6 rounds (1d3+1 nonlethal bludgeoning ; hardball, KAC 20, EAC 19 hardness 8)

Jai Alai Pitching Machine Trap

CR 6 XP 2,400

Type technological; **Trigger** proximity (visual, 115 feet); **Reset** automatic
Perception DC 25; **Disable** Computers DC 20
EFFECT Atk +20 ranged per round for 12 rounds (1d3+2 lethal bludgeoning; jai alai, KAC 24, EAC 23 hardness 10)

Qlippoth Disintegration Rifle Trap

Above the tower is a turret that holds a qlippoth disintegration rifle with 20 charges. The rifle will fire 3 warning shots before switching to lethal mode. It can fire an energy blast up to 100 ft. The rifle is protected by an adamantite shell. The turret's KAC is 20, EAC 19, with 50 hp.

Qlippoth Mounted Disintegration Rifle I

CR 1 XP 400

Type technological; **Trigger** proximity (visual, auditory 100 feet); **Reset** Automatic
Perception DC 23; **Disable** Computers DC 20 to override or Engineering DC 17 to jam.

EFFECTS

Atk +13 (2d6 A/corrode 1d6); multiple targets (all targets in 100 ft. line)

Qlippoth Mounted Disintegration Rifle II

CR 4 XP 1,200

Type technological; **Trigger** proximity (visual, auditory 100 feet); **Reset** Automatic
Perception DC 26; **Disable** Computers DC 20 to override or Engineering DC 17 to jam.

EFFECTS

Atk +15 (4d8 A/corrode 1d6); multiple targets (all targets in 100 ft. line)

Qlippoth Mounted Disintegration Rifle III

CR 8 XP 4,800

Type technological; **Trigger** proximity (visual, auditory 100 feet); **Reset** Automatic
Perception DC 32; **Disable** Computers DC 27 to override or Engineering DC 22 to jam.

EFFECTS

Atk +18 (6d8 A/corrode 1d6); multiple targets (all targets in 100 ft. line)

Qlippoth Pain Lash Trap

A projection of a cynthigot slaver holding a whip. It pulls back the whip and then lashes out. The lash catches a target and continues to inflict pain for a number of rounds.

Qlippoth Pain Lash I CR 2 XP 600

Type hybrid; **Trigger** proximity (visual, 10 feet); **Reset** Automatic

Perception DC 23; **Disable** Engineering DC 18 (disconnect power) or Mysticism DC 18 to prevent the inflict pain effect.

EFFECTS

Atk +11 with whip hologram accompanied by mind-affecting pain as the spell inflict pain (Will DC 13 for partial effect, duration 2 rounds)

Qlippoth Pain Lash II CR 5 XP 1,600

Type hybrid; **Trigger** proximity (visual, 10 feet); **Reset** Automatic

Perception DC 27; **Disable** Engineering DC 22 (disconnect power) or Mysticism DC 22 to prevent the inflict pain effect.

EFFECTS

Atk +15 with whip hologram accompanied by mind-affecting pain as the spell inflict pain (Will DC 15 for partial effect, duration 4 rounds)

Qlippoth Whirlwind Pain Lash I

CR 8 XP 4,800

Type hybrid; **Trigger** proximity (visual, 10 feet); **Reset** Automatic

Perception DC 32; **Disable** Engineering DC 27 (disconnect power) or Mysticism DC 27 to prevent the inflict pain effect.

EFFECTS

Atk +18 with whip hologram accompanied by mind-affecting pain as the spell inflict pain, mass (Will DC 13 for partial effect, duration 2 rounds); multiple targets, all targets in 30 ft. cone from door.

Shocking Panel Trap

Control panels throughout the ship can be overloaded.

Shocking Panel Trap I CR 1 XP 400

Type technological; **Trigger** touch; **Reset** automatic (1 minute)

Perception DC 15; **Disable** Computers DC 15

EFFECT Electrical shock (3d6 electricity damage, DC 13 Reflex save for half damage)

Shocking Panel Trap II CR 4 XP 1,200

Type technological; **Trigger** touch or proximity (visual, 5 feet); **Reset** automatic (1 minute)

Perception DC 20; **Disable** Computers DC 20

EFFECT Electrical shock (5d6 electricity damage, DC 17 Reflex save for half damage)

Shocking Panel Trap III CR 7 XP 3,200

Type technological; **Trigger** touch or proximity (visual, 10 feet); **Reset** automatic (1 minute)

Perception DC 25; **Disable** Computers DC 25

INITIAL EFFECT Electrical shock (7d6 electricity damage, DC 21 Reflex save for half damage); **SECONDARY EFFECT** electrical burst (2d6 electricity damage, DC 21 Reflex save for half damage on all targets in a 10-foot radius); onset delay (1 round)

Suffocation Suit Trap

Oxygen flow is reversed and sucked out of the suit. Suffocation begins when a character can no longer hold her breath. The suit is locked and requires a **Disable** Computers check to unlock.

Suffocation Suit Trap I CR 1 XP 400

Type technological; **Trigger** location (in the suit); **Reset** automatic

Perception DC 20; **Disable** Computers DC 16

EFFECT Onset Delay 5 rounds before suffocation begins.

Suffocation Suit Trap II CR 3 XP 800

Type technological; **Trigger** location (in the suit);

Perception DC 20; **Disable** Computers DC 21

EFFECT Onset Delay 3 rounds before suffocation begins.

Suffocation Suit Trap II CR 6 XP 2,400

Type technological; **Trigger** location (in the suit);

Perception DC 20; **Disable** Computers DC 25

EFFECT Onset Delay 1 round before suffocation begins.

Weapon/Device Overload Trap

Weapons or other devices that release a great quantity of energy can be rigged to explode.

Dead in Space

Weapon/Device Overload Trap I

CR 1 XP 400

Type technological; **Trigger** proximity (visual, 10 feet); **Reset** none

Perception DC 18; **Disable** Computers DC 20

EFFECT explosion (3d6 damage, DC 12 Reflex save for half damage); onset delay 1 round; multiple targets (all targets in a 5-ft.-radius burst)

Weapon/Device Overload Trap II

CR 3 XP 800

Type technological; **Trigger** proximity (visual, 10 feet); **Reset** none

Perception DC 18; **Disable** Computers DC 20

EFFECT explosion (4d6 damage, DC 15 Reflex save for half damage); multiple targets (all targets in a 10-ft.-radius burst); onset delay 1 round; multiple targets (all targets in a 10-ft.-radius burst)

Weapon/Device Overload Trap III

CR 6 XP 2,400

Type technological; **Trigger** proximity (visual, 15 feet); **Reset** none

Perception DC 18; **Disable** Computers DC 20

EFFECT explosion (5d6 damage, DC 18 Reflex save for half damage); onset delay 1 round; multiple targets (all targets in a 15-ft.-radius burst)

Named NPCs

Ahab

Ahab started by dissecting dead things. At first, it was things he found; later, it was things he killed. He wanted to understand how they worked, but, more importantly, he wanted to understand how *we* worked. He knew from a young age that it was humans he wanted to get to know. He was not human, but he would have become one if he could have. That being impossible, he would know us intimately, from the inside out.

Ahab kidnapped and dissected twelve people over a period of five years, prior to be accepted to medical school. He was careful, but his colony was small and he stood out among the colonists. Before the local sheriff could prove Ahab was the killer, Ahab left for his studies in incorporated space. Ahab did not dare indulge in any extracurricular surgeries while there. He spent as much time as he could in hospitals. The passionate detachment with which he views the human body allowed him to excel as a surgeon and surgery afforded him the opportunity to indulge his macabre curiosity.

As a prison doctor—a position far below his capabilities—he had access to bodies with few consequences. Since the cultists took over Exham, Ahab has had free reign to play with whomever he pleases but, these days, he mostly plays with the ghouls. He continues to try to learn as much as he can about humans, and has infected a few of the cultists with *ghoul fever* to watch its progression. He keeps a few ghouls in cages near the walkway.

Ahab

Male paradox scholar operative 3
LE Medium humanoid (paradox)
Init +8; **Senses** darkvision 60 ft., low-light vision; **Perception** +7
DEFENSE

SP 21, **HP** 24

EAC 12; **KAC** 14; +1 to EAC vs. lasers

Fort +2; **Ref** +5; **Will** +3

Defensive Abilities evasion, Operative Specialization (Ghost)

OFFENSE

Speed 40 ft.

Melee scalpel +3 (1d3+3 S/bleed)

Ranged needler pistol +5 (1d4+1 P and disease DC 15) or tactical shirren eye rifle +5 (1d10+3 P)

Offensive Abilities Deadly Aim, trick attack +1d8

STATISTICS

Str +0; **Dex** +2; **Con** +1; **Int** +4; **Wis** +0; **Cha** +0

Skills Acrobatics +9, Bluff +8, Computers +12, Culture +8, Engineering +12, Intimidate +7, Life Science +12, Medicine +12, Mysticism +8, Piloting +10, Profession (Doctor) +12, Sense Motive +6, Sleight of Hand +10, Stealth +10; the DC of skill checks to recall knowledge about biology is reduced by 5; +4 racial bonus on Diplomacy checks to gather information

Languages Abyssal, Common, Farwhisper, Vesk

Other Abilities

Gear estex butcher apron (+2 KAC), 12 darts (disease, DC 15), needler pistol, scalpel, tactical shirren eye rifle

SPECIAL ABILITIES

Hypnotic: Paradoxes add +1 to the DC for all saving throws against any mind-affecting spells or effects they cast.

Radiation Filters (Ex) Paradoxes have organs that seem primarily designed to filter radiation. They recover from radiation poisoning at twice the normal rate.

Shimmering Skin (Ex) Paradoxes have reflective skin that grants them a +1 racial bonus to EAC against focused beams of light like lasers.

Disease

Ghoul Fever

Type disease (injury); **Save** Fort DC 13

Track Physical **Frequency** 1/day

Cure 2 consecutive saves

Anyone dying from *ghoul fever* rises as a ghoul within 24 hours.

Ahab

Male paradox scholar operative 6

LE Medium humanoid (paradox)

Init +8; **Senses** blindsense 60 ft., darkvision 60 ft., low-light vision; **Perception** +11

DEFENSE

SP 42, **HP** 42

EAC 12; **KAC** 14; +1 to EAC vs. lasers

Fort +3; **Ref** +7; **Will** +5

Defensive Abilities evasion, Nimble Moves, Operative Specialization (Ghost)

OFFENSE

Speed 40 ft.

Melee scalpel +4 (1d3+6 S/bleed)

Ranged needler pistol +6 (1d4+3 P and disease) or tactical shirren eye rifle +6 (2d10 P)

Technomantic Spells known (CL 8th)

1st level (1/day)—*jolting surge* (DC 15)

0 (at will)—*dancing lights*, *detect affliction*

Offensive Abilities Deadly Aim, Debilitating Trick, Technomantic Dabbler, trick attack +3d8

STATISTICS

Str +0; **Dex** +2; **Con** +1; **Int** +4; **Wis** +0; **Cha** +0

Skills Acrobatics +12, Bluff +11, Computers +15, Culture +8, Engineering +15, Intimidate +10, Life Science +15, Medicine +15, Mysticism +11, Piloting +13, Profession (Doctor) +15, Sense Motive +9, Sleight of Hand +13, Stealth +13; the DC of skill checks to recall knowledge about biology is reduced by 5; +4 racial bonus on Diplomacy checks to gather information

Languages Abyssal, Common, Farwhisper, Vesk

Other Abilities

Gear estex butcher apron (+2 KAC), 12 darts (disease, DC 17), needler pistol, scalpel, tactical shirren eye rifle

SPECIAL ABILITIES

Hypnotic: Paradoxes add +1 to the DC for all saving throws against any mind-affecting spells or effects they cast.

Radiation Filters (Ex) Paradoxes have organs that seem primarily designed to filter radiation. They recover from radiation poisoning at twice the normal rate.

Shimmering Skin (Ex) Paradoxes have reflective skin that grants them a +1 racial bonus to EAC against focused beams of light like lasers.

Tip of the Tongue (Ex) Once per day, Ahab can

reroll any skill check to recall knowledge. He must decide to use this ability after rolling but before learning the information from his first roll. He must take the second result, even if it is worse.

Disease

Ghoul Fever

Type disease (injury); **Save** Fort DC 15

Track Physical **Frequency** 1/day

Cure 2 consecutive saves

Anyone dying from *ghoul fever* rises as a ghoul within 24 hours.

Ahab

Male paradox scholar operative 9

LE Medium humanoid (paradox)

Init +9; **Senses** blindsense 60 ft., darkvision 60 ft., low-light vision; **Perception** +15

DEFENSE

SP 63, **HP** 60

EAC 12; **KAC** 14; +1 to EAC vs. lasers

Fort +4; **Ref** +8; **Will** +6

Defensive Abilities evasion, Nimble Moves, Uncanny Agility, Operative Specialization (Ghost)

OFFENSE

Speed 50 ft.

Melee scalpel +6 (1d3+9 S/bleed)

Ranged needler pistol +8 (1d4+4 P and disease), needler rifle +8 (1d6+9 P and disease) or advanced shirren eye rifle +8 (2d10 P+9)

Offensive Abilities Deadly Aim, Debilitating Trick, Lunge, Technomantic Dabbler, trick attack +5d8, Triple Attack

STATISTICS

Str +0; **Dex** +2; **Con** +1; **Int** +4; **Wis** +0; **Cha** +0

Skills Acrobatics +16, Bluff +15, Computers +19, Culture +9, Engineering +19, Intimidate +14, Life Science +19, Medicine +19, Mysticism +15, Piloting +17, Profession (Doctor) +19, Sense Motive +12, Sleight of Hand +17, Stealth +17; the DC of skill checks to recall knowledge about biology is reduced by 5; +4 racial bonus on Diplomacy checks to gather information; +4 when using Stealth to make a trick attack

Languages Abyssal, Common, Farwhisper, Vesk

Other Abilities

Gear estex butcher apron (+2 KAC), 18 darts (*ghoul fever*), needler pistol, needler rifle, scalpel, advanced shirren eye rifle

SPECIAL ABILITIES

Hypnotic: Paradoxes add +1 to the DC for all

saving throws against any mind-affecting spells or effects they cast.

Radiation Filters (Ex) Paradoxes have organs that seem primarily designed to filter radiation. They recover from radiation poisoning at twice the normal rate.

Shimmering Skin (Ex) Paradoxes have reflective skin that grants them a +1 racial bonus to EAC against focused beams of light like lasers.

Tip of the Tongue (Ex) Once per day, Ahab can reroll any skill check to recall knowledge. He must decide to use this ability after rolling but before learning the information from his first roll. He must take the second result, even if it is worse.

Disease

Ghoul Fever

Type disease (injury); **Save** Fort DC 18

Track Physical **Frequency** 1/day

Cure 2 consecutive saves

Anyone dying from *ghoul fever* rises as a ghoul within 24 hours.

Aterkin 'Crud' Narbalat Vancrud

Before coming to Exham, Aterkin, or 'Crud,' had spent as much time in prison as he had in the military and didn't see much difference between the two. He would be happy to get off of Exham, but will not go back to incorporated space.

His flamethrower has kept the ghouls from overrunning Cell-town on more than one occasion and most of Cell-town see him as a hero and don't let his abrasive personality dissuade them.

None of the armor he's been able to find on Exham fit Crud, so he Doc helped him stitch together his own armor out of wreckage and scraps. His armor is as scarred and weathered as his scaly hide.

Aterkin 'Crud' Narbalat Vancrud

LN Medium humanoid (vesk)

Male vesk mercenary soldier 1

Init +7; **Senses** low-light vision; **Perception** +0

DEFENSE

SP 8; **HP** 13

EAC 16; **KAC** 18

Fort +3; **Ref** +3; **Will** +2; +2 racial bonus to saving throws against fear effects

Defensive Abilities Armor Training

OFFENSE

Speed 30 ft.

Melee claw +3 (1d3+2 B)

Ranged ifrit class flamethrower +4 (1d6 F / burn 1d6)

Offensive Abilities primary fighting style (guard)

STATISTICS

Str +2; **Dex** +3; **Con** +1; **Int** +0; **Wis** +0; **Cha** +0

Skills

Athletics +7, Intimidate +5, Medicine +4, Survival +4; (reduce the DCs of Culture and Profession [mercenary] checks by 5 when recalling knowledge about military procedures and personnel)

Languages Common

Feats Improved Initiative

Other Abilities

Gear heavy trash armor I

Aterkin 'Crud' Narbalat Vancrud

LN Medium humanoid (vesk)

Male vesk mercenary soldier 2

Init +7; **Senses** low-light vision; **Perception** +1

DEFENSE

SP 18; **HP** 20

EAC 16; **KAC** 18

Fort +4; **Ref** +3; **Will** +3; +2 racial bonus to saving throws against fear effects; +4 bonus to Fortitude saving throws to avoid taking damage from hot or cold environments, to withstand the harmful effects of thick and thin atmospheres, to avoid choking when breathing in heavy smoke, and to avoid fatigue caused by sleep deprivation

Defensive Abilities Armor Training, Bodyguard, Toughness

OFFENSE

Speed 30 ft.

Melee claw +4 (1d3+2 B)

Ranged ifrit class flamethrower +5 (1d6 F / burn 1d6)

Offensive Abilities primary fighting style (guard)

STATISTICS

Str +2; **Dex** +3; **Con** +1; **Int** +0; **Wis** +0; **Cha** +0

Skills

Athletics +8, Intimidate +6, Medicine +4, Survival +8; (reduce the DCs of Culture and Profession [mercenary] checks by 5 when recalling knowledge about military procedures and personnel)

Languages Common

Feats Improved Initiative

Other Abilities

Gear heavy trash armor I

SPECIAL ABILITIES

Bodyguard (Ex) Crud can add +2 bonus to an adjacent AC as a reaction.

Aterkin 'Crud' Narbalat Vancrud

LN Medium humanoid (vesk)

Male vesk mercenary soldier 5

Init +8; **Senses** low-light vision; **Perception** +3

DEFENSE

SP 50; **HP** 41

EAC 23; **KAC** 26

Fort +6; **Ref** +5; **Will** +5; +2 racial bonus to saving throws against fear effects; +4 bonus to Fortitude saving throws to avoid taking damage from hot or cold environments, to withstand the harmful effects of thick and thin atmospheres, to avoid choking when breathing in heavy smoke, and to avoid fatigue caused by sleep deprivation

Defensive Abilities Armor Training, Bodyguard, Guard's Protection, In Harm's Way, Toughness

OFFENSE

Speed 30 ft.

Melee claw +8 (1d3+10 B)

Ranged salamander class flamethrower +11 (2d6+5 F/burn 1d6)

Offensive Abilities primary fighting style (guard), Weapon Focus (heavy weapons)

STATISTICS

Str +3; **Dex** +4; **Con** +2; **Int** +0; **Wis** +1; **Cha** +0

Skills

Athletics +12, Intimidate +9, Medicine +6, Survival +8; (reduce the DCs of Culture and Profession [mercenary] checks by 5 when recalling knowledge about military procedures and personnel)

Languages Common

Feats Improved Initiative

Other Abilities

Gear heavy trash armor I

SPECIAL ABILITIES

Bodyguard (Ex) Crud can add +2 bonus to an adjacent AC as a reaction.

Aterkin 'Crud' Narbalat Vancrud

LN Medium humanoid (vesk)

Male vesk mercenary soldier 8

Init +7; **Senses** low-light vision; **Perception** +5

DEFENSE

SP 80; **HP** 62

EAC 27; **KAC** 30

Fort +10; **Ref** +6; **Will** +9; +2 racial bonus to saving throws against fear effects; +4 bonus to Fortitude saving throws to avoid taking damage from hot or cold environments, to withstand the harmful effects of thick and thin atmospheres, to avoid choking when breathing in heavy smoke, and to avoid fatigue caused by sleep deprivation

Defensive Abilities Armor Training, Bodyguard, Enhanced Resistance (Fire 8), Greater Fortitude, Guard's Protection, In Harm's Way, Toughness

OFFENSE

Speed 30 ft.

Melee claw +11 (1d3+15 B)

Ranged salamander class flamethrower +14 (2d6+12 F/burn 1d6)

Offensive Abilities primary fighting style (guard), gear boost (brutal blast), Weapon Focus (heavy weapons)

STATISTICS

Str +3; **Dex** +4; **Con** +2; **Int** +0; **Wis** +1; **Cha** +0

Skills

Athletics +15, Intimidate +12, Medicine +7, Survival +12; reduce the DCs of Culture and Profession [mercenary] checks by 5 when recalling knowledge about military procedures and personnel

Languages Common

Feats Improved Initiative, Iron Will

Other Abilities Grunt (theme)

Gear heavy trash armor III

SPECIAL ABILITIES

Bodyguard (Ex) Crud can add +2 bonus to an adjacent AC as a reaction.

Ben'thala Vallis

Ben Vallis flies a necroship named the Lady Vein. His crew includes old friends, former pirates, and a gren with a death wish.

Ben Vallis was born the second son of one of the family-run corporations that merged to become Fivecorp. As a member of the five families, his life was almost guaranteed to be one of unimaginable luxury. It was only because of astonishingly poor judgment and a fondness for violence that, by the time he was twenty, Ben had been forced to flee incorporated space and seek refuge among the colonies. Ben served Fivecorp in the colonies as a fixer, eliminating colonists who led the battle for debt forgiveness. Over time,

Ben assassinated his way back into his father's heart.

When Fivecorp was racing the other corporations to make partnerships with the Eternal Empire, Ben Vallis was already halfway there. He received the honor of being Fivecorp's ambassador to the Empire, in part, because he could get there first. He returned as a nihirillim, an undying servant of the Supreme Sovereign of Seven Thousand Suns.

Ben Vallis CR 8

Male human vampire variant operative 6
LE Medium undead (augmented humanoid)

Init +11; **Senses** darkvision 60 ft.;

Perception +21

DEFENSE

HP 64

RP 8

EAC 34; **KAC** 33;

Fort +6; **Ref** +13; **Will** +6

Defensive Abilities channel resistance +4;

DR 10/magic and silver; **Immune** undead immunities; **Resist** cold 10, electricity 10

Weaknesses Vampire weaknesses

OFFENSE

Speed 40 ft.

Melee slam +12 (1d4+5 + energy drain)

Ranged hail storm zero pistol +11 (2d6+3 C / staggered)

Offensive Abilities bleeding shot +6, chittering friend (1/day) dominate person (DC 17), spider climb, trick attack +3d8

STATISTICS

Str +5; **Dex** +6 **Con** —; **Int** +2; **Wis** +1; **Cha** +4

Skills Acrobatics +17, Athletics +16, Bluff +23, Culture +13, Disguise +15, Intimidate +15, Piloting +17, Sense Motive +20, Stealth +25; +4 to Sense Motive for trick attacks

Languages Common, Farwhisper, Abyssal

Other Abilities operative exploits (glimpse the truth, jack of all trades, quick disguise), shadowless

Gear d-suit III

SPECIAL ABILITIES

Chittering Fiend (Su) Once per day, Vallis can summon an orocoran.

Energy Drain (Su) A creature hit by a vampire's slam (or other natural weapon) gains two negative levels. This ability only triggers once per round, regardless of the number of attacks a vampire makes.

Shipstep (Su) Vallis can take one standard

action to be absorbed into the Lady Vein and emerge next to his private chambers above his sarcophagi.

Blood Drain (Su) Vallis can suck blood from a grappled opponent. If he establishes or maintains a pin, he can drain blood. Each round, the victim progresses one step along the Constitution track. Each round he drains blood, Vallis heals 5 hit points or gains 5 temporary hit points for 1 hour (up to a maximum number of temporary hit points equal to 64)

Bisel

When one of the prisoners became pregnant on Exham, the ysoki prisoner called Doc was as attentive as any non-incarcerated doctor would have been. He was resourceful at getting the mother what she needed and provided the best pre-natal care anyone could. Despite this, the child came early and was born in the mines, two things Doc was hoping to avoid. When the prison doctor, Ahab, neglected the mother's post-natal care, she died and Bisel was raised by those in the community. Doc and Ivyn were her most enthusiastic parents and the garden was her nursery.

The first resupply run to Exham came when Bisel was 4. She was too young to likely survive a year-long trip in cold sleep and none of the crew was willing to give up a year of their lives to care for her. Bisel remained on Exham as it began another lap around JE-5. The next time Exham received a resupply run, Bisel would be 9. She could leave Exham then.

Space is lonely and Exham was particularly so for a child. When Bisel sought an imaginary friend, she found one. When she talked to the dark, it answered. A voice whispered back. He played riddles with her and told her secrets. He said his name was Providence and he told Bisel that he loved her. She loved Providence back. Her love was directed into the void and the void answered.

When Bisel began to tell the people around her about Providence, most laughed and thought it a child's game. Over the next couple years, however, people began to see

that things Providence told Bisel were going to happen, happened. People who doubted Providence—and, by default, Bisel—got hurt. Doubting Providence was dangerous; loving Providence was safe and good. It was a child's logic but it had the weight of fear behind it. Soon a good number of the prisoners were following Bisel.

Bisel was 8 when J.T. Hertz and Ahab led her cultists in their takeover of the prison. People died, but Bisel wasn't sorry. Providence told her it was a good thing. Providence told her he needed Exham. He needed the big drills and the big ships. No one was using them anyhow.

Bisel is 43 now and has spent almost her entire life trying to get to Providence. She has grown in power and is loved and feared. The cultists who still live are fervently devoted to the mission. They don't know who or what Providence is, but they believe he will reward them. Bisel leads them and, for many of them, saved them from death in the mines.

Bisel will be intensely curious about any visitors to Exham. She has a mission and will let nothing stand in its way, but is bored and would rather play some games with the newcomers before killing them and adding their ship to the other two tugging the asteroid.

She prefers to meet them after having cast *disguise self* to make herself appear to be a 9-year-old version of herself. She will make herself known to PCs if she can do so and flee. She wants to draw them out and see how they react. If she doesn't trust them, she knows where to find trouble on the asteroid and will attempt to lead them there.

If she is at 5th or 8th level, she will prepare herself before meeting them by casting *darkvision* on herself and *keen senses* if the situation requires. The effects of both are noted in her senses below.

Most living on Exham fear Bisel, but only the cultists on the ships would betray the PCs to her unless the PCs actions necessitated it. The ghouls fear her, especially at level 5 and above; they appreciate their frequent meals

and know not to bite the hand that feeds them. The few people living in the Cell-town know not to challenge her rule. Ivyn is only concerned with ensuring that the biodomes continue to flourish. Doc has given up on her but still thinks of her as a daughter. The cultists, J.T. Hertz, and Ahab are loyal to her, each for their own reasons.

Bisel's devotion to Providence and her evil acts on his behalf have begun to corrupt her. The corruption becomes more advanced as she increases in mystic level.

Bisel

Female human mystic 1
CE Medium humanoid (human)

Init +1; **Perception** +7

DEFENSE

SP 6; **HP** 10

EAC 14; **KAC** 15

Fort +0; **Ref** +3; **Will** +5

OFFENSE

Speed 30 ft.

Melee dagger +0 (1d4 S)

Ranged witch's wand I +1(1d4 E)

Mystic Spells known (CL 1st)

1st level (3/day)—*disguise self*, *shooting star* (magic missile), *mindthrust* (DC 15)

0 (at will)—*fatigue* (DC 14), *ghost sounds* (DC 14), *grave words*, *telekinetic projectile*

STATISTICS

Str +0; **Dex** +1; **Con** +0; **Int** +1; **Wis** +3; **Cha** +2

Skills Bluff +6, Disguise +6, Intimidate +9, Mysticism +8, Piloting +5, Sense Motive +7, Survival +7

Languages Abyssal, Common

Gear dagger, graphite carbon skin, witch's wand I (unique item)

SPECIAL ABILITIES

Witch's Wand I J. T. Hertz created a 'wand' for Bisel that fires a bolt of crackling red energy bolts (charges 20; usage 1). The wand is hidden in a mechanical holster on Bisel's arm, which also houses the rest of the weapon.

Bisel

Female human mystic 2
CE Medium humanoid (human)

Init +1; **Perception** +9

DEFENSE

SP 12; **HP** 16

EAC 14; **KAC** 15

Fort +0; **Ref** +3; **Will** +6

Defensive Abilities

OFFENSE

Speed 30 ft.

Melee dagger +1 (1d4 S)

Ranged witch's wand I +2(1d4 E)

Mystic Spells known (CL 2nd, +2 ranged)

1st level (3/day)—*charm person* (DC 15), *disguise self*, *shooting star* (magic missile), *mindthrust* (DC 15)

0 (at will)—*fatigue* (DC 14), *ghost sounds* (DC 14), *grave words*, *telekinetic projectile*, *telepathic message*

Spell-Like Abilities

At will—*mindlink*

STATISTICS

Str +0; **Dex** +1; **Con** +0; **Int** +1; **Wis** +3; **Cha** +2

Skills Bluff +7, Disguise +7, Intimidate +10, Mysticism +9, Piloting +7, Sense Motive +8, Survival +8

Languages Abyssal, Common

Other Abilities walk the void

Gear dagger, graphite carbon skin, witch's wand I (unique item)

SPECIAL ABILITIES

Corruption (Su) Bisel's appearance has begun to reflect the amount of time she spends opening her mind to the abyss. She is frightening to look upon giving her a bonus to Intimidate checks and Diplomacy checks when interacting with her cultists. The bonus to Intimidation has been applied.

Witch's Wand I J. T. Hertz created a 'wand' for Bisel that fires a bolt of crackling red energy bolts (charges 20; usage 1). The wand is hidden in a mechanical holster on Bisel's arm, which also houses the rest of the weapon.

Walk the Void (Su) Bisel is immune to the harmful environmental effects of outer space and vacuum. She can fly at a speed of 20 feet while in space. In addition, whenever she can see the stars, she can determine her precise location.

Bisel

Female human mystic 5

CE Medium humanoid (human)

Init +5; **Senses** low-light vision; darkvision 60 ft.; **Perception** +16 (with *keen senses*)

DEFENSE

SP 30; **HP** 34

EAC 14; **KAC** 15

Fort +1; **Ref** +4; **Will** +7

OFFENSE

Speed 30 ft.

Melee 2 claws +4 (1d6+6 S)

Ranged witch's wand II +5 (2d4+2 E/Arc 1d6)

Mystic Spells known (CL 5th, +5 ranged)

2nd level (3/day)—*command undead* (DC 16), *darkvision*, *fear* (DC 16), *hold person* (DC 16), *inflict pain* (DC 16)

1st level (5/day)—*charm person* (DC 15), *disguise self*, *keen senses*, *shooting star* (magic missile), *mindthrust* (DC 15)

0 (at will)—*fatigue* (DC 14), *ghost sounds* (DC 14), *grave words*, *stabilize*, *telekinetic projectile*, *telepathic message*

Spell-Like Abilities

At will—*mindlink*

STATISTICS

Str +1; **Dex** +2; **Con** +0; **Int** +1; **Wis** +3; **Cha** +3

Skills Bluff +12, Disguise +10, Intimidate +15, Mysticism +13, Piloting +13, Sense Motive +12, Survival +12

Languages Abyssal, Common

Feats Mystic Strike

Other Abilities starlight form, walk the void

Gear dagger, graphite carbon skin, witch's wand II (unique item)

SPECIAL ABILITIES

Corruption (Su) Bisel's appearance has begun to reflect the amount of time she spends opening her mind to the abyss. She is frightening to look upon giving her a bonus to Intimidate checks and Diplomacy checks when interacting with her cultists. The bonus to Intimidation has been applied. She has also grown long claws and gained a claw attack. These claws make holding normal weapons difficult for her (-2 penalty to attack rolls with most range weapons). She takes a penalty on Disguise checks when she has to hide her claws. This has been applied.

Witch's Wand II J. T. Hertz created a 'wand' for Bisel that fires a bolt of crackling red energy bolts (charges 20; usage 2). The wand is hidden in a mechanical holster on Bisel's arm, which also houses the rest of the weapon.

Walk the Void (Su) Bisel is immune to the harmful environmental effects of outer space and vacuum. She can fly at a speed of 20 feet while in space. In addition, whenever she can see the stars, she can determine her precise location.

Starlight Form (Su) Bisel can transform herself into blazing starlight as a standard action. Her body sheds normal light in a 30-foot radius, and she gains the benefits of concealment (20% miss chance).

Bisel

Female human mystic 8

CE Medium humanoid (human)

Init +5; ; **Senses** low-light vision; darkvision 60 ft.; **Perception** +20 (with *keen senses*)

DEFENSE

SP 48; **HP** 52

EAC 14; **KAC** 15

Fort +2; **Ref** +6; **Will** +9

OFFENSE

Speed 30 ft.

Melee 2 claws +7 (1d6+9 S)

Ranged witch's wand III+8 (3d4+4 E/Arc 2d6)

Mystic Spells known (CL 8th, +8 ranged)

3rd level (3/day)—*bestow curse* (DC 17),

irradiate, *mind thrust* (DC 17)

2nd level (5/day)—*command undead* (DC 16),

fear (DC 16), *hold person* (DC 16), *inflict pain*

(DC 16), *spider climb*

1st level (5/day)—*charm person* (DC 15),

disguise self, *keen senses*, *shooting star (magic*

missile), *command* (DC 15), *mystic cure*

0 (at will)—*fatigue* (DC 14), *ghost sounds* (DC

14), *grave words*, *telekinetic projectile*

Spell-Like Abilities

At will—*mindlink*

STATISTICS

Str +1; **Dex** +2; **Con** +0; **Int** +1; **Wis** +3; **Cha** +3

Skills Bluff +15, Disguise +13, Intimidate +18,

Mysticism +16, Piloting +17, Sense Motive

+15, Survival +15

Languages Abyssal, Common

Feats Improved Lightning Reflexes, Mystic

Strike

Other Abilities stargazer, starlight form, walk the void

Gear fine dagger, graphite carbon skin, witch's wand III (unique item)

SPECIAL ABILITIES

Corruption (Su) Bisel's appearance has begun to reflect the amount of time she spends opening her mind to the abyss. She is frightening to look upon giving her a bonus to Intimidate checks and Diplomacy checks when interacting with her cultists. The bonus to Intimidation has been applied. She has also grown long claws and gained a claw attack. These claws make holding normal weapons difficult for her (-2 penalty to attack rolls with most range weapons). She takes a penalty on Disguise checks when she has to hide her claws. This has been applied.

Witch's Wand III J. T. Hertz created a 'wand' for Bisel that fires a bolt of crackling red energy

bolts (charges 20; usage 2). The wand is hidden in a mechanical holster on Bisel's arm, which also houses the rest of the weapon.

Walk the Void (Su) Bisel is immune to the harmful environmental effects of outer space and vacuum. She can fly at a speed of 20 feet while in space. In addition, whenever she can see the stars, she can determine her precise location.

Starlight Form (Su) Bisel can transform herself into blazing starlight as a standard action. Her body sheds normal light in a 30-foot radius, and she gains the benefits of concealment (20% miss chance). A creature that ends its turn adjacent to her starlight form must succeed at a Fortitude save or be blinded for 1 round. She can maintain her starlight form for 8 minutes a day; this duration does not need to be continuous, but it must be used in 1-minute increments. She can forgo the ability's concealment and blinding aspects to instead simply shed light, though this still counts against the ability's duration for the day.

Stargazer (Su) Bisel can study the stars to gain a bit of good luck. Twice per day, if she is outdoors and can see the stars, she can reroll a failed ability check, attack roll, saving throw, or skill check.

Darvi Gant

Darvi fought for the Free Colonies in several disputes. Afterwards, he took work in the prison system. His skills as a soldier might have plateaued were it not for the challenge of protecting Cell-town from the ghouls.

Darvi is a handsome but taciturn man with greying hair and a slight limp. Doc designed an exoskeleton support for his leg out of springs, straps, and a few jointed mechanisms; without this exoskeleton, his base speed is reduced by 10 ft., despite his blitz style of fighting.

He prefers to wound his targets with his laser and, then, quickly close the ground and cut them down before they can recover. His brother, Ferin Gant, recently became infected with *ghoul fever* and died during his shift in the tower, rising as a ghoul.

Darvi Gant

LN Medium humanoid (human)

Male human mercenary soldier 1

Init +10; **Perception** +0

DEFENSE

SP 8; **HP** 11

EAC 14; **KAC** 15

Fort +3; **Ref** +2; **Will** +2

Defensive Abilities Mobility

OFFENSE

Speed 40 ft.

Melee tactical dueling sword +4 (1d6+3 S)

Ranged azimuth laser rifle +3 (1d8 F/burn 1d6)

Offensive Abilities primary fighting style (blitz)

STATISTICS

Str +3; **Dex** +2; **Con** +1; **Int** +0; **Wis** +0; **Cha** +0

Skills Acrobatics +6, Athletics +8, Intimidate +4, Stealth +6, Survival +4; (reduce the DCs of Culture and Profession [mercenary] checks by 5 when recalling knowledge about military procedures and personnel)

Languages Common

Feats Improved Initiative

Other Abilities

Gear azimuth laser rifle, tactical dueling sword, freebooter armor I

Darvi Gant

NE Medium humanoid (human)

Male human mercenary soldier 2

Init +10; **Perception** +1

DEFENSE

SP 16; **HP** 18

EAC 14; **KAC** 15

Fort +4; **Ref** +2; **Will** +3

Defensive Abilities Mobility

OFFENSE

Speed 40 ft.

Melee tactical dueling sword +5 (1d6+3 S)

Ranged azimuth laser rifle +4 (1d8 F/burn 1d6)

Offensive Abilities Opening Volley, primary fighting style (blitz)

STATISTICS

Str +3; **Dex** +2; **Con** +1; **Int** +0; **Wis** +0; **Cha** +0

Skills Acrobatics +7, Athletics +9, Intimidate +5, Stealth +7, Survival +4; (reduce the DCs of Culture and Profession [mercenary] checks by 5 when recalling knowledge about military procedures and personnel)

Languages Common

Feats Improved Initiative

Other Abilities

Gear azimuth laser rifle, tactical dueling sword, freebooter armor I

Darvi Gant

LN Medium humanoid (human)

Male human mercenary soldier 5

Init +10; **Perception** +5

DEFENSE

SP 40; **HP** 39

EAC 19; **KAC** 21

Fort +5; **Ref** +6; **Will** +5

Defensive Abilities Jet Dash, Lightning Reflexes, Mobility

OFFENSE

Speed 40 ft.

Melee tactical dueling sword +9 (1d6+11 S)

Ranged corona laser rifle +8 (2d6+5 F/burn 1d6)

Offensive Abilities Charge Attack, Gear Boost (Melee Striker), Opening Volley, primary fighting style (blitz)

STATISTICS

Str +4; **Dex** +3; **Con** +1; **Int** +0; **Wis** +1; **Cha** +1

Skills Acrobatics +11, Athletics +13, Intimidate +9, Stealth +10, Survival +6; (reduce the DCs of Culture and Profession [mercenary] checks by 5 when recalling knowledge about military procedures and personnel)

Languages Common

Feats Improved Initiative

Other Abilities

Gear corona laser rifle, tactical dueling sword, freebooter armor II

Darvi Gant

LN Medium humanoid (human)

Male human mercenary soldier 8

Init +10; **Perception** +7

DEFENSE

SP 64; **HP** 60

EAC 25; **KAC** 26

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

Defensive Abilities Jet Dash, Lightning Reflexes, Mobility, Slippery Shooter

OFFENSE

Speed 40 ft.; **Reach** 10 ft. (on lunge)

Melee buzzblade dueling sword +12 (2d6+14 S)

Ranged aphelion laser rifle +12 (3d6+8 F/burn 1d6)

Offensive Abilities Charge Attack, Gear Boost (Melee Striker), Laser Accuracy, Opening Volley, primary fighting style (blitz), Shot on the Run

STATISTICS

Str +4; **Dex** +3; **Con** +1; **Int** +0; **Wis** +1; **Cha** +1

Skills Acrobatics +14, Athletics +16, Intimidate +12, Stealth +13, Survival +7; (reduce the DCs of Culture and Profession [mercenary] checks

by 5 when recalling knowledge about military procedures and personnel)

Languages Common

Feats Improved Initiative, Lunge

Other Abilities

Gear aphelion laser rifle, buzzblade dueling sword, freebooter armor III

Doc

Doc is usually around the Cell-town and would follow the PCs for a while before revealing himself to them. Doc will claim to have been the former doctor at Exham and will make up some rather riveting stories about prison medicine, such as operating on a prisoner while a riot raged outside, and about his heroic efforts to save as many people as he could after the takeover by the cultists.

In fact, he was a prisoner in Exham, sent there after a patient died on his table due to extreme negligence on Doc's part. Despite being a successful doctor, Doc's intellectual curiosity led him to experiment with various non-pharmaceutical pain relievers, including some that were highly addictive. He became a doctor to the underworld in order to secure these substances. Coming to work high during his day job in a corporate hospital is what got him in trouble. Doc is clean now, as much due to lack of options as willpower.

He is truly a skilled doctor and the prisoners far preferred him to the prison's real doctor, Ahab, a human-paradox who joined the cultists. He saved the lives of many prisoners the day of the revolt and was truly a hero. Now he hides in Cell-town from the ghouls that some of those very same prisoners have become.

Doc has two competing motivations: to leave Exham and kill Ahab. He also has a strong ethical code at the center of which are his internal organs and them internal. He is morally opposed to things that could hurt him and philosophically committed to not letting that happen. He will attempt to convince PCs he meets to leave Exham, taking him with them, and will lie about as necessary to get them to leave. If the PCs say or do anything that makes Doc think they'd kill Ahab, he would consider joining them. Nothing will convince him to go back into the mines.

Doc

CN small humanoid (ysoki)

Male ysoki outlaw envoy 1

Init +2; **Senses** darkvision 60 ft.; **Perception** +7

DEFENSE

SP 6; **HP** 8

EAC 14; **KAC** 15

Fort +0; **Ref** +4; **Will** +2

OFFENSE

Speed 30 ft.

Melee spear -1 (1d6-1 P)

Ranged slingshot +2 (1d3 P)

Offensive Abilities clever feint

STATISTICS

Str -1; **Dex** +2; **Con** +0; **Int** +2; **Wis** +0; **Cha** +3

Skills Bluff +7, Diplomacy +7, Disguise +7, Engineering +8, Intimidate +7, Medicine +9, Profession (doctor) +6, Sense Motive +4, Sleight of Hand +6, Stealth +8, Survival +3

Languages Common, Other, Other

Feats skill focus (medicine)

Other Abilities cheek pouches, expertise

Gear makeshift armor, spear, slingshot

SPECIAL ABILITIES

Cheek Pouches Doc can keep up to 1 cubic foot of items, weighing up to 1 bulk, in his cheek pouches. He can transfer a single item between his hand and a cheek pouch as a swift action.

Expertise (Ex) If Doc has at least 1 Resolve point remaining when he attempts a Medicine or Sense Motive check, he can roll 1d6 and add it to the result as an insight bonus.

Doc

CN small humanoid (ysoki)

Male ysoki outlaw envoy 4

Init +6; **Senses** darkvision 60 ft.; **Perception** +10

DEFENSE

SP 24; **HP** 26

EAC 16; **KAC** 18

Fort +1; **Ref** +7; **Will** +4

Defensive Abilities nimble moves

OFFENSE

Speed 30 ft.

Melee tactical dueling sword +2 (1d6+3 S)

Ranged frostbite class zero pistol +4 (1d6+2 C)

Offensive Abilities clever feint, clever attack

STATISTICS

Str -1 (-1); **Dex** +2; **Con** +0 (+0); **Int** +2; **Wis** +0 (+0); **Cha** +3

Skills Bluff +10, Diplomacy +7, Disguise +10, Engineering +8, Intimidate +10, Medicine +12,

Profession (doctor) +6, Sense Motive +10, Sleight of Hand +9, Stealth +11, Survival +6
Languages Common, Other, Other
Feats skill focus (medicine)
Other Abilities expertise, inspired medic
Gear makeshift armor, tactical dueling sword, frostbite class zero pistol

SPECIAL ABILITIES

Cheek Pouches Doc can keep up to 1 cubic foot of items, weighing up to 1 bulk, in his cheek pouches. He can transfer a single item between his hand and a cheek pouch as a swift action.

Expertise (Ex) If Doc has at least 1 Resolve point remaining when he attempts a Medicine or Sense Motive check, he can roll 1d6 and add it to the result as an insight bonus.

Doc

CN small humanoid (ysoki)
 Male ysoki outlaw envoy 7
Init +7; **Senses** darkvision 60 ft., **Perception** +14

DEFENSE

SP 49; **HP** 44

EAC 20; **KAC** 20

Fort +3; **Ref** +8; **Will** +6

Defensive Abilities nimble moves

OFFENSE

Speed 30 ft.

Melee tactical knife +5 (1d6+7 S)

Ranged frostbite class zero pistol +8 (1d6+3 C)

Offensive Abilities clever feint, clever attack, duck under, shot on the run

STATISTICS

Str +0; **Dex** +3; **Con** +1; **Int** +2; **Wis** +1; **Cha** +3
Skills Bluff +13, Diplomacy +10, Disguise +13, Engineering +10, Intimidate +13, Medicine +15, Profession (doctor) +7, Sense Motive +14, Sleight of Hand +13, Stealth +15, Survival +9

Languages Common, Other, Other

Feats skill focus (medicine)

Other Abilities convincing liar, expertise (1d6+1), inspired medic, legal corruption (theme)

Gear ysoki refractor suit, tactical knife, frostbite class zero pistol

SPECIAL ABILITIES

Cheek Pouches Doc can keep up to 1 cubic foot of items, weighing up to 1 bulk, in his cheek pouches. He can transfer a single item between his hand and a cheek pouch as a swift action.

Expertise (Ex) If Doc has at least 1 Resolve

point remaining when he attempts a Bluff, Medicine, or Sense Motive check, he can roll 1d6 and add it to the result as an insight bonus.

Farley Janz

Some call Farley a daredevil, but those who know her think she has a deathwish. Her broodmates died robbing a space station. It was their own damn fault. She doesn't even have a need for revenge to keep her going. Farley is already quite old. She's been a pilot for 50 years now. Since serving on the Lady Vein, her aging has slowed. She appears much younger than her 70 years.

Farley Janz

Female gren ace pilot operative 1

N Medium humanoid (gren)

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

Perception +7

DEFENSE

SP 5; **HP** 10

EAC 15; **KAC** 16;

Fort -1; **Ref** +8; **Will** +6

OFFENSE

Speed 30 ft.; **Swim** 30 ft.

Melee tactical spear +0 (1d6 P)

Ranged pulsecaster pistol +3 (1d4 E)

Offensive Abilities trick attack+1d4

STATISTICS

Str +0; **Dex** +3; **Con** -1; **Int** +1; **Wis** +3; **Cha** +0
Skills Acrobatics +8, Athletics +5, Computers +6, Engineering +6, Piloting +9, Sense Motive +8, Sleight of Hand +8, Stealth +8; +8 racial bonus when using Athletics to swim.

Languages Common, Farwhisper

Other Abilities lightning reflexes

Gear freebooter armor I, pulsecaster pistol, club, data crystal (non-functioning)

SPECIAL ABILITIES

Jumper: Farley is always considered to have a running start when making Athletics checks to jump.

Shiplink: Farley has a connection with the Scoundrel. She has formed a shiplink that allows her to use +2 racial bonus to Piloting checks made to navigate.

Farley Janz

Female gren ace pilot operative 6

NE Medium humanoid (gren)

Init +9; **Senses** blindsense 60 ft.; darkvision 60 ft., low-light vision;

Perception +7

DEFENSE

SP 36; **HP** 40

EAC 19; **KAC** 21;

Fort +4; **Ref** +11; **Will** +8

Defensive Abilities dive for cover, evasion, operative exploit (uncanny mobility)

OFFENSE

Speed 40 ft.; Climb 30 ft.; Swim 30 ft.

Melee sentinel spear +6 (2d6+7 P)

Ranged thunderstrike sonic pistol +8 (1d8+3 So)

Offensive Abilities debilitating trick, mobility, trick attack+3d8

Spell-Like Abilities (CL 1st)

At will—*spider climb*

STATISTICS

Str +1; **Dex** +3; **Con** +0; **Int** +1; **Wis** +3; **Cha** +1

Skills Acrobatics +14, Athletics +12, Computers +11, Engineering +5, Perception +9, Piloting +13, Sense Motive +13, Sleight of Hand +13, Stealth +15; +8 racial bonus when using Athletics to swim.

Languages Common, Farwhisper

Other Abilities lightning reflexes, lone wolf

Gear freebooter armor II, pulsecaster pistol, club, data crystal (non-functioning)

SPECIAL ABILITIES

Jumper: Farley is always considered to have a running start when making Athletics checks to jump.

Shiplink: Farley has a connection with the Scoundrel. She has formed a shiplink that allows her to use +2 racial bonus to Piloting checks made to navigate.

Vampiric Corruption Farley moves with vampiric grace gaining bonuses to Stealth and spider climb at will, which have already been noted above. She can only enter a private dwelling if invited in by someone with the authority to do so unless she succeeds on a DC 30 Will save.

Ivyn Greenthumb

Ivyn was part of a controversial movement that argues for the citizenship rights of sentient plants in all levels of government in both incorporated and colonized space. He was arrested for participating in an attack on a terraforming advance team that he claims was spraying herbicide on his newest friends. He was sentenced to 10 years of labor on Exham.

Once there, he was assigned to the biodomes.

Exham was fortunate to get Ivyn as a prisoner. Had his conscience, anger, and self-righteousness not conspired to bring him down, Ivyn could have terraformed worlds. His knowledge of science and the magical connection he has with the green makes him invaluable to humanoid species. Instead, he maintains the biodomes at Exham as he has done for 45 years now. He is 65 and will probably soon become hermaphroditic and pollinate himself. At least, he hopes that this will happen before he dies as he does not want the people of Exham, as horrible as things have become, to go hungry and knows that another kalit would be best suited to follow in his footsteps. He has recorded ten thousand hours of multimedia instructional material for his future offspring and/or protege on how to maintain the biodomes.

When the revolt came, Ivyn defended the biodomes from both sides. He defends them still and ensures that everyone, regardless of their crimes, has enough to eat.

Ivyn cares for the d-grades and but seldom bothers to communicate with them as knowing they will soon die makes him sad. The d-grades follow him around though making it difficult for him to disappear into the green.

Like a xenodruid mystic, Ivyn channels the energy in the ecosystem around him, but he connects specifically with plant life. Instead of the xenodruid's ability to *Speak with Animals* at 1st level, Ivyn gains the ability to *Speak with Plants*, as the druid spell *spek with plants*. At 3rd level, Ivyn gets the Grasping Vines connection power. At 6th level, he gains the ability to spend 1 Resolve Point, as a standard action, to *command plants* as the druid spell of the same name.

The additional spells that Ivyn's connection to the ecosystem grants him are as follows: 1st—*goodberry*, 2nd—*barkskin*, 3rd—*plant growth*, 4th—*antiplant shell*, 5th—*wall of thorns*, 6th—*terraform*.

If Ivyn becomes aware of intruders in the greenhouse, he will fade into the bushes and use *detect thoughts* to find out their intention.

If he knows them, he will cast *barkskin* and *darkvision* on himself before engaging (spell effects included in his stats).

Ivyn Greenthumb

Male kalit scholar mystic 3

NG Medium plant (kalit)

Init +5; **Senses** low-light vision; **Perception** +9

DEFENSE

SP 18; **HP** 24

EAC 13; **KAC** 13

Fort +1; **Ref** +2; **Will** +6; +2 on saving throws vs. *paralysis*, *poison*, *polymorph*, *sleep effects*, and *stunning*.

Defensive Abilities Hydrated Vitality

OFFENSE

Speed 30 ft.; **Climb** 20 ft.

Melee vine whip +3 (1d3+5 S; analog, disarm, reach, trip)

Ranged spear +4 (1d6+4 P)

Mystic Spells known (CL 3rd)

1st level (4/day)—*detect thoughts* (DC 15), *disguise self*, *goodberry*, *life bubble*, *mystic cure*

0 (at will)—*daze* (DC 14), *detect affliction*, *fatigue* (DC 14), *ghost sound*, *stabilize*, *telepathic message*

Offensive Abilities Special Weapon Proficiency (whip), Weapon Focus (whip)

STATISTICS

Str +1; **Dex** +1; **Con** +0; **Int** +2; **Wis** +3; **Cha** +0

Skills Athletics +4, Life Science +10, Medicine +8, Mysticism +9, Sense Motive +9, Stealth +4, Survival +9; the DC of skill checks to recall knowledge about botany is reduced by 5; kalit receive a +2 racial bonus to skill checks regarding plants; +4 on Stealth checks when in leafy surroundings; +8 racial bonus on Athletics checks to climb

Feats Improved Initiative

Languages Common, Farwhisper, Sylvan, Terran

Gear spear, vine whip

SPECIAL ABILITIES

Climb (Ex) Kalit can use their clinging vines to assist them when climbing. They have a climb speed of 20 feet, and gain the +8 racial bonus on Athletic checks to climb.

Grasping Vines (Su) Ivyn can spend 1 Resolve Point as a standard action to cause an area within 100 feet to sprout writhing vines in a 20-foot-radius spread. The vines have a reach of 5 feet and attempt to wrap around creatures in the area of effect or those that

enter the area; such a creature must succeed at a DC 17 Reflex save or gain the entangled condition. Creatures that successfully save can move as normal, but those that remain in the area must attempt a new save at the end of your turn each round. Creatures moving into the area must attempt a save immediately; failure ends their movement and they become entangled. An entangled creature can break free as a move action with a successful Acrobatics check or DC 15 Strength check. The vines last for 3 rounds, and the entire area is difficult terrain while the effect lasts.

Hydrated Vitality (Ex) Kalit gain fast healing 2 for 1 round anytime they submerge completely within a body of fresh water.

Stagnant, poisoned, or trapped water (such as water within an artificial pit or a bag of holding) does not activate this ability. Kalit can heal up to 2 hit points per level per day with this ability, after which it ceases to function.

Sentient Plant (Ex) Kalit are sentient and do not receive all some plant-based immunities. They are not immune to mind-affecting effects (charms, compulsions, morale effects, patterns, and phantasms). They do gain +2 on saving throws vs. *paralysis*, *poison*, *polymorph*, *sleep effects*, and *stunning*.

Speak with Plants (Su) Ivyn has the ability to communicate with creatures of the plant type. peak with plants, as the druid spell *peak with plants*.

Ivyn Greenthumb

Male kalit scholar mystic 6

NG Medium plant (kalit)

Init +6; **Senses** darkvision 60 ft., low-light vision; **Perception** +13

DEFENSE

SP 42; **HP** 42

EAC 15; **KAC** 15

Fort +3; **Ref** +4; **Will** +9; +2 on saving throws vs. *paralysis*, *poison*, *polymorph*, *sleep effects*, and *stunning*.

Defensive Abilities Hydrated Vitality

OFFENSE

Speed 30 ft.; **Climb** 20 ft.

Melee vine whip +7 (1d3+8 S; analog, disarm, reach, trip)

Ranged spear +6 (1d6+8 P)

Mystic Spells known (CL 6th)

2nd level (4/day, 2 cast)—*barkskin*, *command undead* (DC 16), *darkvision*, *lesser restoration*
1st level (5/day)—*detect thoughts* (DC 15),

disguise self, goodberry, life bubble, mystic cure

0 (at will)—*daze* (DC 14), *detect affliction*, *fatigue* (DC 14), *ghost sound*, *stabilize*, *telepathic message*

Offensive Abilities Special Weapon Proficiency (whip), Weapon Focus (whip)

STATISTICS

Str +2; **Dex** +2; **Con** +1; **Int** +2; **Wis** +4; **Cha** +0

Skills Athletics +8, Life Science +14, Medicine +11, Mysticism +13, Sense Motive +13, Stealth +8, Survival +15; *the DC of skill checks to recall knowledge about botany is reduced by 5; kalit receive a +2 racial bonus to skill checks regarding plants; +4 on Stealth checks when in leafy surroundings; +8 on Athletics checks to climb*

Feats Improved Initiative

Languages Common, Farwhisper, Sylvan, Terran

Gear spear, vine whip

SPECIAL ABILITIES

Climb (Ex) Kalit can use their clinging vines to assist them when climbing. They have a climb speed of 20 feet, and gain the +8 racial bonus on Athletic checks to climb.

Command Plants (Su) Ivyn can spend 1 Resolve Point, as a standard action, to *command plants* as the druid spell of the same name (DC 23).

Grasping Vines (Su) Ivyn can spend 1 Resolve Point as a standard action to cause an area within 100 feet to sprout writhing vines in a 20-foot-radius spread. The vines have a reach of 5 feet and attempt to wrap around creatures in the area of effect or those that enter the area; such a creature must succeed at a DC 23 Reflex save or gain the entangled condition. Creatures that successfully save can move as normal, but those that remain in the area must attempt a new save at the end of your turn each round. Creatures moving into the area must attempt a save immediately; failure ends their movement and they become entangled. An entangled creature can break free as a move action with a successful Acrobatics check or DC 15 Strength check. The vines last for 6 rounds, and the entire area is difficult terrain while the effect lasts.

Hydrated Vitality (Ex) Kalit gain fast healing 2 for 1 round anytime they submerge completely within a body of fresh water. Stagnant, poisoned, or trapped water (such as water within an artificial pit or a bag of

holding) does not activate this ability. Kalit can heal up to 2 hit points per level per day with this ability, after which it ceases to function.

Sentient Plant (Ex) Kalit are sentient and do not receive all some plant-based immunities. They are not immune to mind-affecting effects (charms, compulsions, morale effects, patterns, and phantasms). They do gain +2 on saving throws vs. paralysis, poison, polymorph, sleep effects, and stunning.

Speak with Plants (Su) Ivyn has the ability to communicate with creatures of the plant type. peak with plants, as the druid spell *peak with plants*.

Tip of the Tongue (Ex) Once per day, Ivyn can reroll any skill check to recall knowledge. He must decide to use this ability after rolling but before learning the information from his first roll. He must take the second result, even if it is worse.

Ivyn Greenthumb

Male kalit scholar mystic 9

NG Medium plant (kalit)

Init +6; **Senses** darkvision 60 ft., low-light vision; **Perception** +16

DEFENSE

SP 73; **HP** 60

EAC 16; **KAC** 16

Fort +4; **Ref** +5; **Will** +10; +2 on saving throws vs. *paralysis, poison, polymorph, sleep effects, and stunning*; +4 bonus to Constitution checks to continue running, to avoid damage from a forced march, to hold your breath, and to avoid damage from starvation or thirst; +4 bonus to Fortitude saving throws to avoid taking damage from hot or cold environments, to withstand the harmful effects of thick and thin atmospheres, to avoid choking when breathing in heavy smoke, and to avoid fatigue caused by sleep deprivation.

Defensive Abilities Hydrated Vitality, Toughness

OFFENSE

Speed 30 ft.; **Climb** 20 ft.

Melee fine vine whip +9 (2d4+11 S; analog, disarm, reach, trip)

Ranged spear +3 (1d6+4 P)

Mystic Spells known (CL 9th)

3rd level (4/day)—*deep slumber* (DC 17), *fear* (DC 17), *plant growth*, *psychokinetic strangulation* (DC 17), *slow* (DC 17)

2nd level (5/day, 2 cast)—*barkskin*, *command undead* (DC 16), *darkvision*, *lesser restoration*,

remove condition

1st level (6/day)—*charm person* (DC 15), *detect thoughts* (DC 15), *disguise self*, *goodberry*, *life bubble*, *mystic cure* 0 (at will)—*daze* (DC 14), *detect affliction*, *fatigue* (DC 14), *ghost sound*, *stabilize*, *telepathic message*

Offensive Abilities Special Weapon Proficiency (whip), Weapon Focus (whip)

STATISTICS

Str +2; **Dex** +2; **Con** +1; **Int** +2; **Wis** +4; **Cha** +0
Skills Athletics +10, Life Science +18, Medicine +14, Mysticism +16, Sense Motive +16, Stealth +14, Survival +18; *the DC of skill checks to recall knowledge about botany is reduced by 5; kalit receive a +2 racial bonus to skill checks regarding plants; +4 on Stealth checks when in leafy surroundings; +8 on Athletics checks to climb*

Feats Improved Initiative, Skill Focus (Stealth)

Languages Common, Farwhisper, Sylvan, Terran

Gear spear, fine vine whip

SPECIAL ABILITIES

Climb (Ex) Kalit can use their clinging vines to assist them when climbing. They have a climb speed of 20 feet, and gain the +8 racial bonus on Athletic checks to climb.

Command Plants (Su) Ivyn can spend 1 Resolve Point, as a standard action, to *command plants* as the druid spell of the same name (DC 27).

Grasping Vines (Su) Ivyn can spend 1 Resolve Point as a standard action to cause an area within 100 feet to sprout writhing vines in a 20-foot-radius spread. The vines have a reach of 5 feet and attempt to wrap around creatures in the area of effect or those that enter the area; such a creature must succeed at a DC 27 Reflex save or gain the entangled condition. Creatures that successfully save can move as normal, but those that remain in the area must attempt a new save at the end of your turn each round. Creatures moving into the area must attempt a save immediately; failure ends their movement and they become entangled. An entangled creature can break free as a move action with a successful Acrobatics check or DC 15 Strength check. The vines last for 9 rounds, and the entire area is difficult terrain while the effect lasts.

Hydrated Vitality (Ex) Kalit gain fast healing 2 for 1 round anytime they submerge completely within a body of fresh water.

Stagnant, poisoned, or trapped water (such as water within an artificial pit or a bag of holding) does not activate this ability. Kalit can heal up to 2 hit points per level per day with this ability, after which it ceases to function.

Sentient Plant (Ex) Kalit are sentient and do not receive all some plant-based immunities. They are not immune to mind-affecting effects (charms, compulsions, morale effects, patterns, and phantasms). They do gain +2 on saving throws vs. paralysis, poison, polymorph, sleep effects, and stunning.

Speak with Plants (Su) Ivyn has the ability to communicate with creatures of the plant type. peak with plants, as the druid spell *peak with plants*.

Tip of the Tongue (Ex) Once per day, Ivyn can reroll any skill check to recall knowledge. He must decide to use this ability after rolling but before learning the information from his first roll. He must take the second result, even if it is worse.

Reactive Resistance (Su) The first time each day he would take energy damage, he immediately gains resistance 10 to that energy type for the remainder of the day. (If he is damaged by more than one energy type simultaneously, choose which type he resists.)

Jaesok Ri

Jaesok is a mercenary technomancer with a reputation for finishing the job even if it takes years.

Jaesok Ri

Male human mercenary technomancer 1
 LG Medium humanoid (human)

Init +5; **Perception** +4

DEFENSE

SP 6 **HP** 9

EAC 15; **KAC** 16

Fort +1; **Ref** +1; **Will** +2

OFFENSE

Speed 30 ft.

Melee osprey hunting knife +1 (1d4+1 P)

Ranged tactical semi-auto pistol +1 (1d6 P)

Offensive Abilities mystic strike

Technomancer Spells Known (CL 1st; ranged +1)

1st (3/day)—*jolting surge*, *supercharge weapon*

0 (at will)—*energy ray*, *psychokinetic hand*, *telepathic message*, *transfer charge*

Dead in Space

STATISTICS

Str +1; **Dex** +1; **Con** +1; **Int** +3; **Wis** +0; **Cha** +0
Skills Athletics +5, Computers +7, Engineering +7, Life Science +7, Mysticism +4, Physical Science +7, Sleight of Hand +5
Languages Abyssal, Common, Farwhisper, Vesk
Gear freebooter armor I, osprey hunting knife, tactical semi-auto pistol

Jaesok Ri

Male human mercenary technomancer 4
 LN Medium humanoid (human)

Init +5; **Perception** +7

DEFENSE

SP 24 **HP** 29

EAC 15; **KAC** 16

Fort +2; **Ref** +2; **Will** +4

Defensive Abilities combat casting

OFFENSE

Speed 30 ft.

Melee osprey hunting knife +4 (1d4+5 P)

Ranged tactical semi-auto pistol +5 (1d6+2 P)

Offensive Abilities empowered weapon, mystic strike

Technomancer Spells Known (CL 4th; ranged +1)

2nd (3/day)—*darkvision*, *invisibility*

1st (3/day)—*holographic image* (DC 15), *jolting surge*, *keen senses*, *supercharge weapon*

0 (at will)—*dancing lights*, *energy ray*, *mending*, *psychokinetic hand*, *telepathic message*, *transfer charge*

STATISTICS

Str +1; **Dex** +1; **Con** +1; **Int** +3; **Wis** +0; **Cha** +0
Skills Athletics +8, Bluff +2, Computers +11, Diplomacy +2, Engineering +10, Intimidate +2, Life Science +10, Mysticism +8, Physical Science +10, Sleight of Hand +8

Languages Abyssal, Common, Farwhisper, Vesk
Gear freebooter armor I, osprey hunting knife, tactical semi-auto pistol

SPECIAL ABILITIES

Vampiric Corruption (Su) Jaesok has begun to succumb to the vampiric corruption on this ship. For him, it has manifested as an increased confidence and charm. He seems to be growing more and more like his charming and dangerous best friend, Ben. He has gained +2 racial bonuses to Bluff, Diplomacy, and Intimidate. He can no longer be seen in mirrors.

Jaesok Ri

Male human mercenary technomancer 7

LE Medium humanoid (human)

Init +7; **Perception** +10

DEFENSE

SP 56; **HP** 44

EAC 21; **KAC** 23

Fort +4; **Ref** +5; **Will** +5; +4 bonus to *Fortitude* saving throws to avoid taking damage from hot or cold environments, to withstand the harmful effects of thick and thin atmospheres, to avoid choking when breathing in heavy smoke, and to avoid fatigue caused by sleep deprivation.

Defensive Abilities combat casting, toughness

OFFENSE

Speed 30 ft.

Melee tactical knife +7 (2d4+9 P)

Ranged advanced semi-auto pistol +6 (2d6+5 P)

Offensive Abilities empowered weapon, mystic strike

Technomancer Spells Known (CL 1st; ranged +2)

3rd (3/day)—*arcing surge* (DC 17), *haste*

2nd (4/day)—*darkvision*, *invisibility*, *mirror image*, *spider climb*

1st (5/day)—*hold portal*, *holographic image* (DC 15), *jolting surge*, *keen senses*, *supercharge weapon*

0 (at will)—*dancing lights*, *energy ray*, *mending*, *psychokinetic hand*, *telepathic message*, *transfer charge*

STATISTICS

Str +1; **Dex** +2; **Con** +1; **Int** +3; **Wis** +0; **Cha** +0
Skills Athletics +12, Computers +16, Engineering +14, Life Science +14, Mysticism +12, Physical Science +14, Piloting +13, Sleight of Hand +13

Languages Abyssal, Common, Farwhisper, Vesk
Other Abilities magic hacks (cache capacitor, extended spell), grunt

Gear freebooter armor II, tactical knife, advanced semi-auto pistol

Vampiric Corruption (Su) Jaesok has begun to succumb to the vampiric corruption on this ship. For him, it has manifested as an increased confidence and charm. He seems to be growing more and more like his charming and dangerous best friend, Ben. He has gained +2 racial bonuses to Bluff, Diplomacy, and Intimidate. When he succeeds on a Bluff, Diplomacy, or Intimidate check, he can charm the creature as if using charm monster (CL 7th, DC 14). He neither casts a shadow nor can be

seen in mirrors. When confronted by the smell of garlic, he is repulsed and must succeed at a DC 20 Fortitude save or be sickened for 1d4 minutes.

Jon Kim

Jon joined with the cultists at first. The voice that called to them spoke a tongue so old and yet clearly related to Farwhisper. Bisel and he studied it together. He has a better idea than any what Exham is heading towards than anyone and does not trust Providence. Paradoxes die at age 60, without fail. Jon Kim doesn't know his birthdate, but he knows he is 59 years old and expects to die soon. He has resigned himself to that and no longer fears death. He knows he will never see the end of this journey.

Jon Kim

N Medium humanoid (paradox)
Male human priest soldier 1
Init +7; **Senses** darkvision 60 ft.; **Perception** +1
DEFENSE
SP 8; **HP** 13
EAC 15; **KAC** 16; +1 to EAC vs. lasers
Fort +2; **Ref** +0; **Will** +2
OFFENSE
Speed 30 ft.
Melee shiv +2 (1d4+1 S)
Ranged frag grenade I +2 (1d6 P, 15 ft.) or azimuth artillery laser +4 (1d10 F/burn 1d6)
Offensive Abilities primary fighting style (arcane assailant), Rune of the Eldritch Knight, name
STATISTICS
Str +1; **Dex** +3; **Con** +1; **Int** +2; **Wis** +1; **Cha** +0
Skills Athletics +5, Computers +5, Diplomacy +4, Intimidate +4, Mysticism +6, Survival +5; (reduce the DCs of Culture and Profession [mercenary] checks by 5 when recalling knowledge about religious traditions, religious symbols, and famous religious leaders.)
Languages Abyssal, Common, Farwhisper
Feats Improved Initiative
Gear azimuth artillery laser, 20 frag grenades I, freebooter armor I
SPECIAL ABILITIES
Hypnotic (Ex) As a paradox, Jon Kim adds +1 to the DC for all saving throws against any mind-affecting spells he casts
Radiation Filters (Ex) As a paradox, Jon Kim has organs that seem primarily designed to filter radiation. He recovers from radiation

poisoning at twice the normal rate.

Rune of the Eldritch Knight (Su) Kim can imbue a weapon with a magic sigil, the rune of the eldritch knight, allowing the weapon to act as a magic weapon for the purposes of bypassing DR and affecting incorporeal creatures.

Shimmering Skin (Ex) As a paradox, Jon Kim has reflective skin that grants him a +1 racial bonus to EAC against focused beams of light like lasers.

Jon Kim

N Medium humanoid (paradox)
Male human priest soldier 2
Init +7; **Senses** darkvision 60 ft.; **Perception** +5
DEFENSE
SP 16; **HP** 20
EAC 15; **KAC** 16; +1 to EAC vs. lasers
EAC vs. lasers
Fort +3; **Ref** +0; **Will** +3
OFFENSE
Speed 30 ft.
Melee shiv +3 (1d4+1 S)
Ranged frag grenade I +3 (1d6 P, 15 ft.) or azimuth artillery laser +5 (1d10 F/burn 1d6)
Offensive Abilities primary fighting style (arcane assailant), Rune of the Eldritch Knight, name
STATISTICS
Str +1; **Dex** +3; **Con** +1; **Int** +2; **Wis** +1; **Cha** +0
Skills Athletics +6, Computers +6, Diplomacy +5, Intimidate +4, Mysticism +7, Survival +6; (reduce the DCs of Culture and Profession [mercenary] checks by 5 when recalling knowledge about religious traditions, religious symbols, and famous religious leaders.)
Languages Abyssal, Common, Farwhisper
Feats Improved Initiative, Skill Synergy (Mysticism, Perception)
Gear azimuth artillery laser, 20 frag grenades I, freebooter armor I
SPECIAL ABILITIES
Hypnotic (Ex) As a paradox, Jon Kim adds +1 to the DC for all saving throws against any mind-affecting spells he casts
Radiation Filters (Ex) As a paradox, Jon Kim has organs that seem primarily designed to filter radiation. He recovers from radiation poisoning at twice the normal rate.
Rune of the Eldritch Knight (Su) Kim can imbue a weapon with a magic sigil, the rune of the eldritch knight, allowing the weapon to act as a magic weapon for the purposes

of bypassing DR and affecting incorporeal creatures.

Shimmering Skin (Ex) As a paradox, Jon Kim has reflective skin that grants him a +1 racial bonus to EAC against focused beams of light like lasers.

Jon Kim

NG Medium humanoid (paradox)

Male human priest soldier 5

Init +8; **Senses** darkvision 60 ft.; **Perception** +10

DEFENSE

SP 45; **HP** 41

EAC 21; **KAC** 22; +1 to EAC vs. lasers

Fort +6; **Ref** +5; **Will** +6

OFFENSE

Speed 30 ft.

Melee tactical knife +7 (2d4+7 S)

Ranged frag grenade II +10 (2d6 P, 15 ft.) or corona artillery laser +11 (2d8+5 F/burn 1d6)

Mystic Spells known (CL 5th)

1st level (1/day)—*charm person* (DC 14)

0 (at will)—*psychokinetic hand*, *telepathic message*

Offensive Abilities Connection Inkling, primary fighting style (arcane assailant), Rune of the Eldritch Knight, name

STATISTICS

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

Skills Athletics +10, Computers +10, Diplomacy +9, Intimidate +4, Mysticism +14, Survival +11; (reduce the DCs of Culture and Profession [mercenary] checks by 5 when recalling knowledge about religious traditions, religious symbols, and famous religious leaders.)

Languages Abyssal, Common, Farwhisper

Feats Improved Initiative, Skill Synergy (Mysticism, Perception), Weapon Focus (heavy weapons)

Gear corona artillery laser, 20 frag grenades II, freebooter armor II

SPECIAL ABILITIES

Hypnotic (Ex) As a paradox, Jon Kim adds +1 to the DC for all saving throws against any mind-affecting spells he casts

Radiation Filters (Ex) As a paradox, Jon Kim has organs that seem primarily designed to filter radiation. He recovers from radiation poisoning at twice the normal rate.

Rune of the Eldritch Knight (Su) Kim can imbue a weapon with a magic sigil, the rune of the eldritch knight, allowing the weapon to act as a magic weapon for the purposes

of bypassing DR and affecting incorporeal creatures.

Secret of the Magi (Su) When Jon Kim imbues a weapon with the rune of the eldritch knight, in addition to its normal benefits, the rune grants the weapon one of the following weapon fusions: ethereal, flaming, frost, merciful, or shock.

Shimmering Skin (Ex) As a paradox, Jon Kim has reflective skin that grants him a +1 racial bonus to EAC against focused beams of light like lasers.

Jon Kim

N Medium humanoid (paradox)

Male human priest soldier 8

Init +8; **Senses** darkvision 60 ft.; **Perception** +17

DEFENSE

SP 72; **HP** 62

EAC 27; **KAC** 27; +1 to EAC vs. lasers

Fort +8; **Ref** +6; **Will** +10

OFFENSE

Speed 30 ft.

Melee tactical knife +9 (2d4+10 S)

Ranged frag grenade III +13 (4d6 P, 20 ft.) or aphelion artillery laser +14 (3d8+8 F/burn 1d6)

Mystic Spells known (CL 8th)

1st level (1/day)—*charm person* (DC 13)

0 (at will)—*psychokinetic hand*, *telepathic message*

Offensive Abilities Connection Inkling, Mystic Strike, primary fighting style (arcane assailant), Rune of the Eldritch Knight, name

STATISTICS

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

Skills Athletics +13, Computers +13, Diplomacy +12, Intimidate +12, Mysticism +18, Survival +15; (reduce the DCs of Culture and Profession [mercenary] checks by 5 when recalling knowledge about religious traditions, religious symbols, and famous religious leaders.)

Languages Abyssal, Common, Farwhisper

Feats Improved Initiative, Iron Will, Skill Focus (Perception), Skill Synergy (Mysticism, Perception), Weapon Focus (heavy weapon)

Gear aphelion artillery laser, 20 frag grenades III, freebooter armor III

SPECIAL ABILITIES

Hypnotic (Ex) As a paradox, Jon Kim adds +1 to the DC for all saving throws against any mind-affecting spells he casts

Radiation Filters (Ex) As a paradox, Jon Kim has organs that seem primarily designed to

filter radiation. He recovers from radiation poisoning at twice the normal rate.

Rune of the Eldritch Knight (Su) Kim can imbue a weapon with a magic sigil, the rune of the eldritch knight, allowing the weapon to act as a magic weapon for the purposes of bypassing DR and affecting incorporeal creatures.

Secret of the Magi (Su) When Jon Kim imbues a weapon with the rune of the eldritch knight, in addition to its normal benefits, the rune grants the weapon one of the following weapon fusions: ethereal, flaming, frost, merciful, or shock.

Shimmering Skin (Ex) As a paradox, Jon Kim has reflective skin that grants him a +1 racial bonus to EAC against focused beams of light like lasers.

Justin Tillet Hertz and Ted the Bear

J.T. Hertz—one of the first people to believe in Providence after Bisel told him—is now second only to Bisel in authority within the cult. He is humorless and efficient and expects people to behave like that around him. He was wasted as a guard at Exham. His abilities with technology made the cult's revolt possible. He was the one who learned how to turn the gravity intensifiers into grav beams that could pull the asteroid; he also designed Bisel's 'Witch's Wand' and has been in charge of maintaining the technology on Exham over the many years since.

He is less interested in receiving spiritual revelations from Providence and more interested in the technical knowledge Providence shares with him. He has managed to recreate some of the qliploth genetic transformation technology, used to transform captured slaves into soldiers for their duties in the abyssal armies. He has worked with Ahab to transform some of the cultists. He also looks forward to seeing his reconstructions of qliploth disintegration rifles used in battle.

The cultists around him are better armed and better disciplined than those on the Pilgrim.

When Fivecorp realized that there was an orphan on Exham who would not be leaving on the Jersey when it made its resupply run, the PR and Marketing departments

sent this year's most popular toy, 'Ted the Bear,' a sophisticated robot being marketed in incorporated space as both a nanny, bodyguard, and surveillance device.

Bisel was never very interested in the toy, but J.T. Hertz modified Ted the Bear to make him even a better guardian for the young girl. He had it follow Bisel everywhere and protect her both before and after the revolt. Eventually, he repurposed it as his drone, keeping the original reactive fibre fur that allowed the bear to change its coloring to perfectly match any bedroom's decor. Over the years, the fur has worn in places, one of the original eyes was replaced by a telescoping camera lens, and the bear has gained an impressive set of retractable climbing claws. Ted the Bear carries a pistol and is very stealthy.

If Bisel approaches the PCs in the guise of her younger self, she will likely bring along the horrifying robot toy along. J.T. Hertz would not be far behind. He would ideally seek a vantage point where he can provide Bisel with support and laser rifle cover fire if things went wrong. He is loyal to Bisel and will kill anyone who threatens her without hesitation.

J.T. Hertz

Male android themeless mechanic 3
LE Medium humanoid (android)

Init +3; **Senses** darkvision 60 ft., low-light vision; **Perception** +6

DEFENSE

SP 21; **HP** 22

EAC 15; **KAC** 16

Fort +3; **Ref** +6; **Will** +1; *+4 bonus to Constitution checks to continue running, to avoid damage from a forced march, to hold your breath, and to avoid damage from starvation or thirst; +4 bonus to Fortitude saving throws to avoid taking damage from hot or cold environments, to withstand the harmful effects of thick and thin atmospheres, to avoid choking when breathing in heavy smoke, and to avoid fatigue caused by sleep deprivation.*

OFFENSE

Speed 30 ft.

Melee large wrench +3 (1d6+3 B)

Ranged welding torch I +5 (1d8+3 F/burn 1d6, range 10', 60 petrol, usage 1) or azimuth laser rifle +5 (1d8+3 F/burn 1d6)

Offensive Abilities distracting hack, overload
STATISTICS

Str +1; **Dex** +3; **Con** +0; **Int** +3; **Wis** +0; **Cha** +8
Skills Computers +10, Engineering +10, Intimidate +2, Medicine +9, Piloting +10, Sense Motive -2, Stealth +6, Survival +3; *reduce the DC of Culture checks to recall knowledge about starship and vehicle models and parts as well as famous hotshot pilots by 5*

Languages Abyssal, Common, Farwhisper, Kolonyal

Feat Special Weapon Proficiency (longarm), Toughness

Other Abilities artificial intelligence

Gear freebooter armor I, welding torch I

SPECIAL ABILITIES

Bypass (Ex) J.T. gains a +1 bonus to Computers and Engineering checks. These bonuses have been added to his skill bonuses above.

Constructed (Ex) For effects targeting creatures by type, androids count as both humanoids and constructs (whichever effect is worse). They receive a +2 racial bonus to saving throws against disease, mind-affecting effects, poison, and sleep, unless those effects specifically target constructs. In addition, androids do not breathe or suffer the normal environmental effects of being in a vacuum.

Custom Rig (Ex) J.T. has a cybernetic augmentation system he uses to hack systems and items. It functions as the appropriate tool for any Computers or Engineering skill check. If his custom rig is damaged, destroyed, lost, or stolen, he can build a new one within 1 hour of work.

Flat Affect (Ex). As an android, J.T. takes a -2 penalty to Sense Motive (reflected in stats) checks, but the DCs of Sense Motive checks attempted against him increases by 2.

Overload (Ex) As a standard action, J.T. can cause a short in an electronic device, including most ranged energy weapons, melee weapons with the powered special property, or a single armor upgrade. This makes the device nonfunctional for 1 round. If the item is in a foe's possession, that creature can attempt a DC 15 Reflex save to negate this effect. Once a device is overloaded, a static charge prevents the object from being overloaded again for 1 minute.

Ted the Bear

Drone 3

N Small construct

Perception +3

DEFENSE

HP 30

EAC 14; **KAC** 16

Fort +1; **Ref** +4; **Will** +1

OFFENSE

Speed 40 ft., **Climb** 20 ft.

Ranged tactical semi-auto pistol +6 (1d6+1 P; analog)

STATISTICS

Str +1; **Dex** +2; **Con** —; **Int** -2; **Wis** +0; **Cha** +0

Skills Acrobatics +8, Stealth +8; +10 Stealth when stationary for 1 round

Feats Kip Up, Weapon Focus (small arms), Weapons Specialization (small arms)

Languages Common, Farwhisper

DRONE MODS

Camera (Ex) Ted the Bear has a camera that you can see through using your custom rig as long as your drone is within range. The camera has ordinary sight, and is capable of seeing whatever an ordinary human could see. The camera can also record up to 1 hour of footage, which can be downloaded and viewed using your custom rig.

Climbing Claws (Ex) Ted the Bear gains a climb speed equal to half its land speed. This mod can be applied to only combat and stealth drones.

Melee Weapon Arm (Ex) Ted the Bear is equipped with a robotic arm to which he has attached a tactical semi-auto pistol, allowing him an attack. This weapon cannot be disarmed.

Reactive Camouflage (Ex) Teddy is covered with a patchy coat of molting fur that changes color to match its surroundings. Whenever he stays stationary for 1 round, he gains a +10 bonus to Stealth check. If he drone takes any action, he loses this bonus until it once again spends 1 round remaining still.

J.T. Hertz

Male android themeless mechanic 6

LE Medium humanoid (android)

Init +10; **Senses** darkvision 60 ft., low-light vision; **Perception** +9

DEFENSE

SP 42; **HP** 40

EAC 20; **KAC** 22

Fort +5; **Ref** +9; **Will** +2; +4 bonus to Constitution checks to continue running, to avoid damage from a forced march, to hold your breath, and to avoid damage from starvation or thirst; +4 bonus to Fortitude

saving throws to avoid taking damage from hot or cold environments, to withstand the harmful effects of thick and thin atmospheres, to avoid choking when breathing in heavy smoke, and to avoid fatigue caused by sleep deprivation.

Defensive Abilities *energy shield*

OFFENSE

Speed 30 ft.

Melee large wrench +6 (1d6+6 B)

Ranged welding torch II +8 (2d6 F/burn 1d6, range 15', 40 charges, usage 1) or corona laser rifle +8 (2d6+6 F/burn 1d6)

Offensive Abilities distracting hack, overload

STATISTICS

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

Skills Computers +15, Engineering +15, Intimidate +6, Medicine +13, Piloting +14, Sense Motive +4, Stealth +10, Survival +6; *reduce the DC of Culture checks to recall knowledge about starship and vehicle models and parts as well as famous hotshot pilots by 5*

Languages Abyssal, Common, Farwhisper, Kolonyal

Feat Special Weapon Proficiency (longarm), Toughness

Other Abilities artificial intelligence

Gear freebooter armor II, welding torch II

SPECIAL ABILITIES

Bypass (Ex) J.T. gains a +2 bonus to Computers and Engineering checks. These bonuses have been added to his skill bonuses above.

Certainty (Ex) Once per day, before he rolls a skill check, J.T. can choose to take a +2 bonus to that skill for that check.

Constructed (Ex) For effects targeting creatures by type, androids count as both humanoids and constructs (whichever effect is worse). They receive a +2 racial bonus to saving throws against disease, mind-affecting effects, poison, and sleep, unless those effects specifically target constructs. In addition, androids do not breathe or suffer the normal environmental effects of being in a vacuum.

Custom Rig (Ex) J.T. has a cybernetic augmentation system he uses to hack systems and items. It functions as the appropriate tool for any Computers or Engineering skill check. If his custom rig is damaged, destroyed, lost, or stolen, he can build a new one within 1 hour of work.

Energy Shield (Ex) As a standard action, J.T. can activate an energy shield around himself providing him with 10 hit points. The shield

remains active for 6 minutes or until all of its temporary Hit Points are depleted, whichever comes first. Once used, he cannot use this ability again until he spends 1 Resolve Point to regain Stamina Points after a 10-minute rest; his shield automatically shuts off during this period of rest.

Flat Affect (Ex). As an android, Hertz takes a –2 penalty to Sense Motive (reflected in stats) checks, but the DCs of Sense Motive checks attempted against him increases by 2.

Overload (Ex) As a standard action, J.T. can cause a short in an electronic device, including most ranged energy weapons, melee weapons with the powered special property, or a single armor upgrade. This makes the device nonfunctional for 1 round. If the item is in a foe's possession, that creature can attempt a DC 17 Reflex save to negate this effect. Once a device is overloaded, a static charge prevents the object from being overloaded again for 1 minute.

Override (Ex) J.T.'s overload class feature now affects androids, drones, robots, and creatures with the technological subtype, which must succeed at a DC 18 Will saving throw or be dazed for 1 round. If the target fails its saving throw by 10 or more, it is not dazed and J.T. can dictate its actions for 1 round, though these actions can't be obviously self-destructive. Once a creature has attempted a saving throw against this attack (regardless of the result), it is immune to this attack for 24 hours.

Remote Hack (Ex) J.T. can use his custom rig to attempt Computers and Engineering checks at a range of 20 feet. A target of this ability can attempt a DC 23 Perception or Sense Motive check to know J.T. is the origin of the activity.

Ted the Bear

Drone 6

N Small construct

Perception +6

DEFENSE

HP 60

EAC 18; **KAC** 20

Fort +1; **Ref** +8; **Will** +1

OFFENSE

Speed 40 ft., **Climb** 20 ft.

Ranged advanced semi-auto pistol +8 (2d6+3 P; analog)

STATISTICS

Str +1; **Dex** +2; **Con** —; **Int** -2; **Wis** +0; **Cha** +0

Skills Acrobatics +11, Stealth +11; +10 Stealth when stationary for 1 round

Feats Mobility, Weapon Focus (small arms), Weapons Specialization (small arms)

Languages Common, Farwhisper

DRONE MODS

Camera (Ex) Ted the Bear has a camera that you can see through using your custom rig as long as your drone is within range. The camera has ordinary sight, and is capable of seeing whatever an ordinary human could see. The camera can also record up to 1 hour of footage, which can be downloaded and viewed using your custom rig.

Climbing Claws (Ex) Ted the Bear gains a climb speed equal to half its land speed. This mod can be applied to only combat and stealth drones.

Melee Weapon Arm (Ex) Ted the Bear is equipped with a robotic arm to which he has attached a tactical semi-auto pistol, allowing him an attack. This weapon cannot be disarmed.

Reactive Camouflage (Ex) Teddy is covered with a patchy coat of molting fur that changes color to match its surroundings. Whenever he stays stationary for 1 round, he gains a +10 bonus to Stealth check. If he drone takes any action, he loses this bonus until it once again spends 1 round remaining still.

J.T. Hertz

Male android themeless mechanic 9
LE Medium humanoid (android)

Init +10; **Senses** darkvision 60 ft., low-light vision; **Perception** +12

DEFENSE

SP 63; **HP** 46

EAC 26; **KAC** 27

Fort +8; **Ref** +10; **Will** +5; *+4 bonus to Constitution checks to continue running, to avoid damage from a forced march, to hold your breath, and to avoid damage from starvation or thirst; +4 bonus to Fortitude saving throws to avoid taking damage from hot or cold environments, to withstand the harmful effects of thick and thin atmospheres, to avoid choking when breathing in heavy smoke, and to avoid fatigue caused by sleep deprivation.*

Defensive Abilities *energy shield*

OFFENSE

Speed 30 ft.

Melee large wrench +8 (1d6+9 B)

Ranged welding torch III +10 (3d6+9 F/burn 1d6, range 20', 60 charges, usage 2) or aphelion laser rifle +10 (3d6+9 F/burn 1d6)

Offensive Abilities distracting hack, overload

STATISTICS

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

Skills Computers +19, Engineering +19, Intimidate +10, Medicine +18, Piloting +16, Sense Motive +9, Stealth +13, Survival +9; *reduce the DC of Culture checks to recall knowledge about starship and vehicle models and parts as well as famous hotshot pilots by 5*

Languages Abyssal, Common, Farwhisper, Kolonyal

Feat Great Fortitude, Iron Will, Special Weapon Proficiency (longarm), Toughness

Other Abilities artificial intelligence

Gear freebooter armor III, welding torch III

SPECIAL ABILITIES

Bypass (Ex) J.T. gains a +3 bonus to Computers and Engineering checks. These bonuses have been added to his skill bonuses above.

Certainty (Ex) Once per day, before he rolls a skill check, J.T. can choose to take a +2 bonus to that skill for that check.

Constructed (Ex) For effects targeting creatures by type, androids count as both humanoids and constructs (whichever effect is worse). They receive a +2 racial bonus to saving throws against disease, mind-affecting effects, poison, and sleep, unless those effects specifically target constructs. In addition, androids do not breathe or suffer the normal environmental effects of being in a vacuum.

Energy Shield (Ex) As a standard action, J.T. can activate an energy shield around himself providing him with 22 hit points. The shield remains active for 6 minutes or until all of its temporary Hit Points are depleted, whichever comes first. Once used, he can spend 1 Resolve Point to use it again without having to rest for 10 minutes to restore Stamina points.

Expert Rig (Ex) J.T.'s custom rig has improved. J.T. has a cybernetic augmentation system he uses to hack systems and items. It functions as the appropriate tool for any Computers or Engineering skill check. Whenever he uses it to successfully hack into a computer, he can also disable one countermeasure installed in the system (except firewalls). In addition, his custom rig can now be used as any engineering or hacking specialty kit of item level 6th or lower, and it has the features of a computer with a tier 4 computer. It has an

artificial personality (named "Oversight") and a audio/video recorder. He can also use his custom rig to communicate over an encrypted channel with his ship, allowing him to access the Turnabout downloaded data sets and transponder at a range of 5 miles. He can issue commands to or directly control his drone at the same range. If his expert rig is damaged, destroyed, lost, or stolen, he can build a new one within 1 hour of work.

Flat Affect (Ex). As an android, J.T. takes a -2 penalty to Sense Motive (reflected in stats) checks, but the DCs of Sense Motive checks attempted against him increases by 2.

Miracle Worker (Ex) Once per day as a move action, J.T. can perform an amazing feat of engineering for a starship, armor, or weapon he can access. For a suit of armor, he increases its EAC and KAC by 2 for 1 minute. J.T. grants a weapon a +2 bonus to its attack and damage rolls for 1 minute. For a starship, J.T. restores a number of Hull Points equal to the starship's base frame HP increment. If this raises the ship's HP over a multiple of its Critical Threshold, he can repair critical damage to one system per multiple, reducing its severity by one step.

Overload (Ex) As a standard action, J.T. can cause a short in an electronic device, including most ranged energy weapons, melee weapons with the powered special property, or a single armor upgrade. This makes the device nonfunctional for 1 round. If the item is in a foe's possession, that creature can attempt a DC 18 Reflex save to negate this effect. Once a device is overloaded, a static charge prevents the object from being overloaded again for 1 minute.

Remote Hack (Ex) J.T. can use his custom rig to attempt Computers and Engineering checks at a range of 40 feet. A target of this ability can attempt a DC 27 Perception or Sense Motive check to know J.T. is the origin of the activity.

Ted the Bear

Drone 9

N Small construct

Sense darkvision 60 ft., low-light vision;

Perception +12

DEFENSE

HP 90

EAC 21; **KAC** 22

Fort +2; **Ref** +10; **Will** +2

OFFENSE

Speed 40 ft., **Climb** 20 ft.

Ranged advanced semi-auto pistol +11 (2d6+4 P; analog)

STATISTICS

Str +1; **Dex** +3; **Con** —; **Int** -2; **Wis** +1; **Cha** +0

Skills Acrobatics +15, Stealth +15

Feats Mobility, Shot on the Run, Weapon Focus (small arms), Weapons Specialization (small arms)

Languages Common, Farwhisper

DRONE MODS

Camera (Ex) Ted the Bear has a camera that you can see through using your custom rig as long as your drone is within range. The camera has ordinary sight, and is capable of seeing whatever an ordinary human could see. The camera can also record up to 1 hour of footage, which can be downloaded and viewed using your custom rig.

Climbing Claws (Ex) Ted the Bear gains a climb speed equal to half its land speed. This mod can be applied to only combat and stealth drones.

Melee Weapon Arm (Ex) Ted the Bear is equipped with a robotic arm to which he has attached a tactical semi-auto pistol, allowing him an attack. This weapon cannot be disarmed.

Reactive Camouflage (Ex) Teddy is covered with a patchy coat of molting fur that changes color to match its surroundings. Whenever he stays stationary for 1 round, he gains a +10 bonus to Stealth check. If he drone takes any action, he loses this bonus until it once again spends 1 round remaining still.

Repeat

Repeat is one of many enfaddin from the same batch. Created to survive the deserts of Wolfe-IV, many of Repeat's batch saw battle during the Settlement Renegotiation. Enraged by the unfairness of the birth-debt, Repeat is devoted to rescuing the unjustly imprisoned, even if it means going to prison to do so.

Repeat is agender and has no preference in regards to pronouns. Call him, her, or them, by whichever pronoun you prefer.

Repeat

Agender enfaddin liberator soldier 1

CG Medium humanoid (enfaddin)

Init +2; **Perception** +0

DEFENSE

Dead in Space

SP 11; HP 13

EAC 14; KAC 15

Fort +5; Ref +2; Will +2; +8 bonus to Constitution checks to continue running, to avoid damage from a forced march, to hold breath, and to avoid damage from starvation or thirst; +8 bonus to Fortitude saving throws to avoid taking damage from certain environments; +2 bonus to saving throws against inhaled poisons or other airborne toxins

Defensive Abilities Toughness

OFFENSE

Speed 30 ft.

Melee thunderstrike pulse gauntlet +4 (1d6+3 B & So/knockdown)

Ranged tactical semi-auto pistol +3 (1d6 P)

Offensive Abilities Opening Volley, Primary Fighting Style (Hit and Run)

STATISTICS

Str +3; Dex +2; Con +3; Int +0; Wis +0; Cha +0
Skills Acrobatics +6, Athletics +7, Engineering +5, Stealth +4; *Repeat reduces the DC of Culture checks to gather information about humanoid traffickers, smugglers, or smuggling techniques and routes by 5.*

Languages Common

Gear freebooter armor I, tactical semi-auto pistol, thunderstrike pulse gauntlet

SPECIAL ABILITIES

Augmentation (Ex) Respiration Compounder, +4 bonus to Constitution checks for holding your breath. +2 bonus to saving throws against inhaled poisons or other airborne toxins.

Indefatigable (Ex) Enfaddin receive a +4 racial bonus on Constitution checks and Fortitude saves to avoid fatigue and exhaustion, as well as any other ill effects from running, forced marches, starvation, thirst, and hot or cold environments.

Silent Hunter (Ex) Enfaddin reduce the penalty for using Stealth while moving by 5 and can make Stealth checks while running at a -20 penalty (this number includes the penalty reduction from this trait).

Repeat

Agender enfaddin liberator soldier 3
 CG Medium humanoid (enfaddin)

Init +6; Perception +0

DEFENSE

SP 33; HP 27

EAC 14; KAC 15

Fort +6; Ref +4; Will +3; +8 bonus to

Constitution checks to continue running, to avoid damage from a forced march, to hold breath, and to avoid damage from starvation or thirst; +8 bonus to Fortitude saving throws to avoid taking damage from certain environments; +2 bonus to saving throws against inhaled poisons or other airborne toxins

Defensive Abilities Toughness

OFFENSE

Speed 30 ft.

Melee thunderstrike pulse gauntlet +6 (1d6+3 B & So/knockdown)

Ranged tactical semi-auto pistol +5 (1d6+2 P)

Offensive Abilities Gear Boost (Bullet Barage), Opening Volley, Primary Fighting Style (Hit and Run)

STATISTICS

Str +3; Dex +2; Con +3; Int +0; Wis +0; Cha +0
Skills Acrobatics +8, Athletics +9, Engineering +10, Stealth +6; *Repeat reduces the DC of Culture checks to gather information about humanoid traffickers, smugglers, or smuggling techniques and routes by 5.*

Languages Common

Gear freebooter armor I, tactical semi-auto pistol, thunderstrike pulse gauntlet

SPECIAL ABILITIES

Augmentation (Ex) Respiration Compounder, +4 bonus to Constitution checks for holding your breath. +2 bonus to saving throws against inhaled poisons or other airborne toxins.

Indefatigable (Ex) Enfaddin receive a +4 racial bonus on Constitution checks and Fortitude saves to avoid fatigue and exhaustion, as well as any other ill effects from running, forced marches, starvation, thirst, and hot or cold environments.

Silent Hunter (Ex) Enfaddin reduce the penalty for using Stealth while moving by 5 and can make Stealth checks while running at a -20 penalty (this number includes the penalty reduction from this trait).

Repeat

Agender enfaddin liberator soldier 5
 CG Medium humanoid (enfaddin)

Init +7; Perception +6

DEFENSE

SP 55; HP 41

EAC 19; KAC 21;

Fort +8; Ref +4; Will +8; +8 bonus to Constitution checks to continue running, to avoid damage from a forced march, to hold

Dead in Space

breath, and to avoid damage from starvation or thirst; +8 bonus to Fortitude saving throws to avoid taking damage from certain environments; +2 bonus to saving throws against inhaled poisons or other airborne toxins

Defensive Abilities Improved Iron Will, Toughness

OFFENSE

Speed 30 ft.

Melee thunderstrike pulse gauntlet +8 (1d6+5 B & So/knockdown)

Ranged tactical semi-auto pistol +7 (1d6+2 P)

Offensive Abilities Gear Boost (Bullet Barage), Nimble Fusilade, Opening Volley, Primary Fighting Style (Hit and Run)

STATISTICS

Str +18(+4); **Dex** +16(+3); **Con** +16(+3); **Int** +13(+1); **Wis** +12(+1); **Cha** +10(+0)

Skills Acrobatics +11, Athletics +12, Engineering +13, Stealth +9; *Repeat reduces the DC of Culture checks to gather information about humanoid traffickers, smugglers, or smuggling techniques and routes by 5.*

Languages Common

Gear freebooter armor II, tactical semi-auto pistol, thunderstrike pulse gauntlet

SPECIAL ABILITIES

Augmentation (Ex) Respiration Compounder, +4 bonus to Constitution checks for holding your breath. +2 bonus to saving throws against inhaled poisons or other airborne toxins.

Indefatigable (Ex) Enfaddin receive a +4 racial bonus on Constitution checks and Fortitude saves to avoid fatigue and exhaustion, as well as any other ill effects from running, forced marches, starvation, thirst, and hot or cold environments.

Silent Hunter (Ex) Enfaddin reduce the penalty for using Stealth while moving by 5 and can make Stealth checks while running at a -20 penalty (this number includes the penalty reduction from this trait).

Repeat

Agender enfaddin liberator soldier 7
CG Medium humanoid (enfaddin)

Init +7; **Perception** +11

DEFENSE

SP 77; **HP** 55

EAC 19; **KAC** 22

Fort +10; **Ref** +5; **Will** +8; +8 bonus to Constitution checks to continue running, to avoid damage from a forced march, to hold

breath, and to avoid damage from starvation or thirst; +8 bonus to Fortitude saving throws to avoid taking damage from certain environments; +2 bonus to saving throws against inhaled poisons or other airborne toxins

Defensive Abilities Gear Boost (Armored Advantage), Improved Iron Will, Toughness

OFFENSE

Speed 30 ft.

Melee LFD pulse gauntlet +11 (2d6+7 B & So/knockdown)

Ranged advanced semi-auto pistol +10 (2d6+3 P)

Offensive Abilities Gear Boost (Bullet Barage), Nimble Fusilade, Opening Volley, Primary Fighting Style (Hit and Run)

STATISTICS

Str +4; **Dex** +2; **Con** +3; **Int** +1; **Wis** +1; **Cha** +0

Skills Acrobatics +12, Athletics +14, Computers +5, Engineering +16, Stealth +13; *Repeat reduces the DC of Culture checks to gather information about humanoid traffickers, smugglers, or smuggling techniques and routes by 5.*

Languages Common

Gear advanced semi-auto pistol, freebooter armor II, LFD pulse gauntlet

SPECIAL ABILITIES

Augmentation (Ex) Respiration Compounder, +4 bonus to Constitution checks for holding your breath. +2 bonus to saving throws against inhaled poisons or other airborne toxins.

Free the Body (Ex) Repeat is familiar with different methods of coercion and control and how to thwart them and can use Computers or Engineering to disable technological or hybrid devices used to constrain or control such as shock collars or tracking chips in half the normal time.

Indefatigable (Ex) Enfaddin receive a +4 racial bonus on Constitution checks and Fortitude saves to avoid fatigue and exhaustion, as well as any other ill effects from running, forced marches, starvation, thirst, and hot or cold environments.

Silent Hunter (Ex) Enfaddin reduce the penalty for using Stealth while moving by 5 and can make Stealth checks while running at a -20 penalty (this number includes the penalty reduction from this trait).

Repeat

Agender enfaddin liberator soldier 9

CG Medium humanoid (enfaddin)

Init +11; **Perception** +3

DEFENSE

SP 99; **HP** 69

EAC 25; **KAC** 27

Fort +11; **Ref** +6; **Will** +11; +8 bonus to Constitution checks to continue running, to avoid damage from a forced march, to hold breath, and to avoid damage from starvation or thirst; +8 bonus to Fortitude saving throws to avoid taking damage from certain environments; +2 bonus to saving throws against inhaled poisons or other airborne toxins

Defensive Abilities Duck and Weave, Gear Boost (Armored Advantage), Improved Iron Will, Toughness

OFFENSE

Speed 40 ft.

Melee LFD pulse gauntlet +12 (2d6+9 B & So/ knockdown)

Ranged advanced semi-auto pistol +11 (2d6+4 P)

Offensive Abilities Gear Boost (Bullet Barage), Nimble Fusilade, Opening Volley, Primary Fighting Style (Hit and Run), Secondary Fighting Style (Blitz)

STATISTICS

Str +4; **Dex** +3; **Con** +3; **Int** +1; **Wis** +1; **Cha** +0

Skills Acrobatics +15, Athletics +17, Computers +8, Engineering +18, Stealth +16; Repeat reduces the DC of Culture checks to gather information about humanoid traffickers, smugglers, or smuggling techniques and routes by 5.

Languages Common

Gear advanced semi-auto pistol, freebooter armor III, LFD pulse gauntlet

SPECIAL ABILITIES

Augmentation (Ex) Respiration Compounder, +4 bonus to Constitution checks for holding your breath. +2 bonus to saving throws against inhaled poisons or other airborne toxins.

Free the Body (Ex) Repeat is familiar with different methods of coercion and control and how to thwart them and can use Computers or Engineering to disable technological or hybrid devices used to constrain or control such as shock collars or tracking chips in half the normal time.

Indefatigable (Ex) Enfaddin receive a +4 racial bonus on Constitution checks and Fortitude saves to avoid fatigue and exhaustion, as well as any other ill effects from

running, forced marches, starvation, thirst, and hot or cold environments.

Silent Hunter (Ex) Enfaddin reduce the penalty for using Stealth while moving by 5 and can make Stealth checks while running at a -20 penalty (this number includes the penalty reduction from this trait).

Sugar

Sugar's real name is Tazakesh Odikandi, which got shortened to Kandi, then 'Sugar.' She joined Vallis' crew in the hopes of liberating the captives in the blooddrive. Vallis is well aware of Sugar's real intentions but is enjoying watching her fail at resisting the necroship's corruptions.

Sugar

Female vesk voyager mechanic 1

NG Medium humanoid (vesk)

Init +2; **Senses** low-light vision

Perception +5

DEFENSE

SP 7 **HP** 12

EAC 19; **KAC** 18

Fort +3; **Ref** +4; **Will** +0; +2 vs. fear effects

OFFENSE

Speed 30 ft.

Melee tactical dueling sword +1 (1d6+1 S)

Ranged pulsecaster pistol +2 (1d4 E) or azimuth laser rifle +2 (1d8 F)

STATISTICS

Str +1; **Dex** +2; **Con** +1; **Int** +2; **Wis** +0; **Cha** +10

Skills Athletics +5, Computer +7, Engineering +10, Physical Science +7, Piloting +6

Languages Common, Vesk

Other Abilities artificial intelligence (exocortex), custom rig

Gear tactical dueling sword, thinplate

SPECIAL ABILITIES

Master Crafter (Engineering): When Sugar uses Engineering to craft items, she does so in half the normal time.

Memory Module (Ex) Once per day, as a reaction while not in combat, Sugar can reroll a failed skill check to recall knowledge.

Theme Knowledge (Ex) Sugar reduces the DC of Culture checks to recall information about spaceports, trade routes, and lost ships by 5.

Sugar

Female vesk voyager mechanic 4

N Medium humanoid (vesk)

Dead in Space

Init +4; **Senses** low-light vision

Perception +9

DEFENSE

SP 28 **HP** 30

EAC 19; **KAC** 18

Fort +5; **Ref** +7; **Will** +1; +2 vs. fear effects

OFFENSE

Speed 30 ft.

Melee tactical swoop hammer +4 (1d10+5 B)

Ranged pulsecaster pistol +5 (1d4+2 E) or corona laser rifle +5 (2d6 +4 F)

Offensive Abilities overload

STATISTICS

Str +1; **Dex** +2; **Con** +1; **Int** +2; **Wis** +0; **Cha** +10

Skills Athletics +8, Computer +10, Engineering +13, Physical Science +10, Piloting +9

Languages Common, Vesk

Other Abilities artificial intelligence (exocortex), custom rig

Gear tactical swoop hammer, thinplate

SPECIAL ABILITIES

Combat Tracking (Ex) As a move action during combat, Sugar can designate a foe for her exocortex to track. As long as that target is in sight, the exocortex feeds her telemetry, vulnerabilities, and combat tactics, allowing her +1 bonus to attack rolls.

Master Crafter (Engineering) When Sugar uses Engineering to craft items, she does so in half the normal time.

Memory Module (Ex) Once per day, as a reaction while not in combat, Sugar can reroll a failed skill check to recall knowledge.

Theme Knowledge (Ex) Sugar reduces the DC of Culture checks to recall information about spaceports, trade routes, and lost ships by 5.

Vampirism Corruption (Su) Sugar has become corrupted by her tenure aboard the Lady Vein. She is now neutral evil. She has begun to develop a taste for blood. Once per week she must feed off of a sentient creature size small or larger or make a DC 18 Will save. Once per day, she can summon a swarm of witherworms. If she is on the Lady Vein, they emerge from the fleshy walls, floor, and ceiling.

Sugar

Female vesk voyager mechanic 7

NE Medium humanoid (vesk)

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

Perception +13

DEFENSE

SP 56 **HP** 48

EAC 25; **KAC** 24

Fort +7; **Ref** +9; **Will** +2; +2 vs. fear effects

OFFENSE

Speed 30 ft.

Melee advanced swoop hammer +5 (3d10+6 B) or bite +6 (1d6+2 + constitution damage)

Ranged pulsecaster pistol +7 (1d4+3 E) or corona laser rifle +7 (2d6 +7 F)

Offensive Abilities overload

STATISTICS

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

Skills Athletics +12, Computer +15, Engineering +18, Medicine +14, Physical Science +14, Piloting +13

Languages Common, Vesk

Other Abilities artificial intelligence (exocortex), expert rig, miracle worker, remote hack

Gear advanced swoop hammer, vesk overplate

SPECIAL ABILITIES

Combat Tracking (Ex) As a move action during combat, Sugar can designate a foe for her exocortex to track. As long as that target is in sight, the exocortex feeds her telemetry, vulnerabilities, and combat tactics, allowing her +1 bonus to attack rolls.

Impressive Tradescraft (6th) Voyagers are usually well-respected and much appreciated, particularly around spaceports. Sugar can use Diplomacy to gather information about a specific ship in half the normal time. When gathering information from mechanics, she can (at the GM's discretion) substitute a Engineering check for a Diplomacy check to gather information about ships and their crews.

Master Crafter (Engineering) When Sugar uses Engineering to craft items, she does so in half the normal time.

Memory Module (Ex) Once per day, as a reaction while not in combat, Sugar can reroll a failed skill check to recall knowledge.

Theme Knowledge (Ex) Sugar reduces the DC of Culture checks to recall information about spaceports, trade routes, and lost ships by 5.

Vampirism Corruption (Su) Sugar has become corrupted by her tenure aboard the Lady Vein. She is now lawful evil. Once per day she must feed off of a sentient creature size small or larger or make a DC 18 Will save. Once per day, she can summon a swarm of witherworms. If she is on the Lady Vein, they emerge from the fleshy walls, floor, and ceiling. Her fangs

can now grow as a swift action, granting her a bite attack and can drain blood and life from a helpless creature causing damage as if poisoned on the constitution track.

Thirteen-Thirty-Seven

Thirteen often jokes that his chosen name is also his number of "confirmed kills," but that is likely much higher. He found 1337 stamped on his inner thigh; the kind of birthmark only androids have. He likes to work legit contracts and do clean kills with no civilian casualties. Somebody's going to take the job; might as well have it done neatly. Thirteen is agender and androgynous in appearance. He uses he/his/him pronouns.

Unlike some androids, Thirteen has little desire to blend or fit in with humans. He has a pronounced disdain for androids who do try to fit in.

Thirteen-Thirty-Seven

Male android soldier 1 (bounty hunter)
LN Medium humanoid (android)
Init +7; **Senses** darkvision 60 ft., low-light vision; **Perception** +4

DEFENSE

SP 7; **HP** 11

EAC 17; **KAC** 21;

Fort +2; **Ref** +2; **Will** +2; +2 vs disease, mind-affecting effects, poison, sleep

Defensive Abilities Nimble Moves

OFFENSE

Speed 30 ft.

Melee osprey hunting knife +2 (1d4+1 P); tactical dueling sword +2 (1d6+1 S)

Ranged tactical crossbolter +4 (1d10 P)

Offensive Abilities opening volley, nimble moves

STATISTICS

Str +1; **Dex** +3; **Con** +1; **Int** +2; **Wis** +0; **Cha** -1
Skills

Acrobatics +7, **Athletics** +5, **Engineering** +6, **Piloting** +7, **Survival** +5

Languages Common

Other Abilities Improved Initiative

Gear kasatha microcord I, tactical crossbolter, osprey hunting knife, data crystal (300 credits)

Thirteen-Thirty-Seven

Male android soldier 6 (bounty hunter)
LN Medium humanoid (android)

Init +7; **Senses** darkvision 60 ft., low-light vision; **Perception** +10

DEFENSE

SP 48; **HP** 40

EAC 22; **KAC** 26;

Fort +8; **Ref** +5; **Will** +6; +2 vs disease, mind-affecting effects, poison, sleep

Defensive Abilities Nimble Moves

OFFENSE

Speed 30 ft.

Melee osprey tactical knife +9 (2d4+8 P); tactical dueling sword +9 (1d6+8 S)

Ranged dual crossbolter +10 (2d10+6 P)

Offensive Abilities nimble fusilade, nimble moves, opening volley

STATISTICS

Str +2; **Dex** +3; **Con** +2; **Int** +2; **Wis** +0; **Cha** 0
Skills

Acrobatics +12, **Athletics** +10, **Engineering** +11, **Piloting** +12, **Survival** +10

Languages Common

Other Abilities improved initiative, swift hunter

Gear kasatha microcord II, tactical crossbolter, osprey hunting knife, data crystal (300 credits)

Vein Gunner One

Gunner One refuses to say why he left the armada and no one dares to push him on it.

Vein Gunner One

CN Small humanoid (seelu)

Male seelu mercenary soldier 1

Init +4; **Senses** darkvision 90 ft.

Perception +0

DEFENSE

SP 8; **HP** 12

EAC 17; **KAC** 18

Fort +5; **Ref** +4; **Will** +1; -2 on saving throws vs. light effects

Weakness dazzled by bright lights

OFFENSE

Speed 30 ft.

Melee thunderstrike pulse gauntlet +2 (1d6+1 B & So)

Ranged azimuth laser rifle +5 (1d8 F)

Offensive Abilities sniper's aim

STATISTICS

Str +1; **Dex** +4 **Con** +1; **Int** +0; **Wis** -1; **Cha** +0
Skills

Athletics +6, **Computers** +4, **Engineering** +7, **Stealth** +7

Feats Far Shot, Sniper's Aim

Languages Common

Other Abilities grotesque wings

Gear azimuth laser rifle, freebooter armor I, thunderstrike pulse gauntlet

SPECIAL ABILITIES

Grotesque Wings (Ex) Gunner has thin batlike wings that are too small to enable him to fly. They are large enough to provide a +2 racial bonus to Acrobatics checks made to balance and fly and Athletics checks made to jump.

Vein Gunner One

CN Small humanoid (seelu)

Male seelu mercenary soldier 4

Init +4; **Senses** darkvision 90 ft.

Perception +7

DEFENSE

SP 32; **HP** 33

EAC 17; **KAC** 18

Fort +7; **Ref** +5; **Will** +3; -2 on saving throws vs. light effects

Weakness dazzled by bright lights

OFFENSE

Speed 30 ft.

Melee thunderstrike pulse gauntlet +5 (1d6+5 B & So)

Ranged corona laser rifle +10 (2d6+4 F)

Offensive Abilities laser accuracy

STATISTICS

Str +1; **Dex** +4 **Con** +1; **Int** +0; **Wis** -1; **Cha** +0

Skills

Athletics +8, Computers +7, Engineering +10, Stealth +10

Feats Far Shot, Sniper's Aim

Languages Common

Other Abilities grotesque wings

Gear corona laser rifle, freebooter armor I, thunderstrike pulse gauntlet

SPECIAL ABILITIES

Grotesque Wings (Ex) Gunner has thin batlike wings that are too small to enable him to fly. They are large enough to provide a +2 racial bonus to Acrobatics checks made to balance and fly and Athletics checks made to jump.

Vein Gunner One

CN Small humanoid (seelu)

Male seelu mercenary soldier 8

Init +4; **Senses** darkvision 90 ft.

Perception +9

DEFENSE

SP 64; **HP** 61

EAC 21; **KAC** 23;

Fort +10; **Ref** +6; **Will** +6; -2 on saving throws

vs. light effects

Weakness dazzled by bright lights

OFFENSE

Speed 30 ft.

Melee LFD pulse gauntlet +11 (2d6+10 B & So)

Ranged aphelion laser rifle +14 (3d6+8 F)

Offensive Abilities bullet barrage, focus fire, laser accuracy,

STATISTICS

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

Skills

Athletics +13, Computers +11, Engineering +13, Stealth +14

Feats Deadly Aim, Far Shot, Sniper's Aim, Weapon Focus (longarms)

Languages Common

Other Abilities grotesque wings

Gear aphelion laser rifle, freebooter armor II, LFD pulse gauntlet

SPECIAL ABILITIES

Grotesque Wings (Ex) Gunner has thin batlike wings that are too small to enable him to fly. They are now large enough to provide a +4 racial bonus to Acrobatics checks made to balance and fly and Athletics checks made to jump.

Vampiric Corruption (Su) The vampiric corruption has begun to transform Gunner's appearance. He has become more batlike in his facial features. His wings have grown larger and thicker. These wings allow him to glide. He no longer takes damage from falls. For every 1 foot he falls, he can move 5 feet in any direction as the spell *glide*. He cannot gain altitude, only fall more gracefully.

Yujin 'Flinch' Haggard

Flinch Haggard is a military trained sniper who has worked in both the public and private sectors. He is over 70 years old, but in good shape. He insists that he used to be faster.

Yujin 'Flinch' Haggard

NE Medium humanoid (human)

Male human outlaw 1

Init +7; **Perception** +0

DEFENSE

SP 8; **HP** 11

EAC 16; **KAC** 16

Fort +1; **Ref** +3; **Will** +2

OFFENSE

Speed 30 ft.

Melee shiv +1 (1d4 S)

Ranged tactical shirren eye rifle +4 (1d10 P) F/ burn 1d6)

Offensive Abilities Far Shot, primary fighting style (sharpshoot)

STATISTICS

Str +0; **Dex** +3; **Con** +1; **Int** +0; **Wis** 10; **Cha** +2

Skills Acrobatics +7, Disguise +6, Sleight of Hand +8, Stealth +8, Survival +4; (reduce the DCs of Culture checks by 5 when recalling knowledge about the criminal underworld.

Languages Common

Feats Improved Initiative

Gear tactical shirren eye rifle, riot gear I, shiv

SPECIAL ABILITIES

Sniper's Aim (Ex) When Haggard makes a ranged attack against a target with cover, the AC bonus provided by cover is reduced by 2.

Yujin 'Flinch' Haggard

NE Medium humanoid (human)

Male human outlaw soldier 2

Init +7; **Perception** +1

DEFENSE

SP 16; **HP** 18

EAC 16; **KAC** 16

Fort +4; **Ref** +3; **Will** +3

OFFENSE

Speed 30 ft.

Melee shiv +2 (1d4 S)

Ranged tactical shirren eye rifle +5 (1d10 P) or azimuth artillery laser +5 (1d10 F/burn 1d6)

Offensive Abilities Far Shot, primary fighting style (sharpshoot), Special Weapon Proficiency (sniper rifles)

STATISTICS

Str +0; **Dex** +3; **Con** +1; **Int** +0; **Wis** +0; **Cha** +2

Skills Acrobatics +8, Disguise +6, Sleight of Hand +9, Stealth +9, Survival +5; (reduce the DCs of Culture checks by 5 when recalling knowledge about the criminal underworld.

Languages Common

Feats Improved Initiative

Gear tactical shirren eye rifle, azimuth artillery laser, riot gear I, shiv

SPECIAL ABILITIES

Sniper's Aim (Ex) When Haggard makes a ranged attack against a target with cover, the AC bonus provided by cover is reduced by 2.

Yujin 'Flinch' Haggard

NE Medium humanoid (human)

Male human outlaw soldier 5

Init +8; **Perception** +6

DEFENSE

SP 40; **HP** 39

EAC 18; **KAC** 19

Fort +5; **Ref** +5; **Will** +5

OFFENSE

Speed 30 ft.

Melee tactical knife +6 (2d4+5 S)

Ranged tactical shirren eye rifle +10 (1d10+6 P) or corona artillery laser +9 (2d8 F/burn 1d6)

Offensive Abilities Far Shot, Gear Boost (Bullet Barrage), primary fighting style (sharpshoot), Special Weapon Proficiency (sniper rifles), Weapon Focus (sniper rifles), Weapon Specialization (sniper rifles)

STATISTICS

Str +1; **Dex** +4; **Con** +1; **Int** +0; **Wis** +1; **Cha** +3

Skills Acrobatics +12, Disguise +9, Sleight of Hand +12, Stealth +15, Survival +9; (reduce the DCs of Culture checks by 5 when recalling knowledge about the criminal underworld.

Languages Common

Feats Improved Initiative, Skill Synergy (Perception, Stealth)

Gear tactical shirren eye rifle, corona artillery laser, riot gear II, tactical knife

SPECIAL ABILITIES

Focus Fire (Ex) When Flinch makes a full attack with a ranged weapon, he can make both attacks with a -3 penalty instead of a -4 penalty as long as they both target the same creature. If his first attack kills or knocks out the target, he can instead make the second attack against a different creature at a -4 penalty.

Sniper's Aim (Ex) When Haggard makes a ranged attack against a target with cover, the AC bonus provided by cover is reduced by 2.

Yujin 'Flinch' Haggard

NE Medium humanoid (human)

Male human outlaw soldier 8

Init +8; **Perception** +10

DEFENSE

SP 64; **HP** 60

EAC 23; **KAC** 24

Fort +7; **Ref** +6; **Will** +7

Defensive Abilities Slippery Shooter

OFFENSE

Speed 30 ft.

Melee tactical knife +9 (2d4+8 S)

Ranged advanced shirren eye rifle +13 (2d10+9 P) or aphelion artillery laser +12 (3d8+8 F/burn 1d6)

Offensive Abilities Deadly Aim, Far Shot, Gear

Dead in Space

Boost (Bullet Barrage, Laser Accuracy), primary fighting style (sharpshoot), Special Weapon Proficiency (sniper rifles), Weapon Focus (sniper rifles), Weapon Specialization (sniper rifles)

STATISTICS

Str +1; **Dex** +4; **Con** +1; **Int** +0; **Wis** +1; **Cha** +3

Skills Acrobatics +16, Disguise +9, Sleight of Hand +16, Stealth +22, Survival +13; (reduce the DCs of Culture checks by 5 when recalling knowledge about the criminal underworld.

Languages Common

Feats Improved Initiative, Skill Focus (Stealth), Skill Synergy (Perception, Stealth)

Other Abilities

Gear advanced shirren eye rifle, aphelion artillery laser, riot gear III, tactical knife

SPECIAL ABILITIES

Focus Fire (Ex) When Flinch makes a full attack with a ranged weapon, he can make both attacks with a –3 penalty instead of a –4 penalty as long as they both target the same creature. If his first attack kills or knocks out the target, he can instead make the second attack against a different creature at a –4 penalty.

Sniper's Aim (Ex) When Haggard makes a ranged attack against a target with cover, the AC bonus provided by cover is reduced by 2.

Unnamed NPCs

“We’ve got enough fuel to reach the outer colonies. There’s not much law out there, so we’d probably be safe. But, we don’t have enough food. We’d have to go into stasis pods to even make it that far.” – Two, Dark Matter, Episode 6

D-grades CR 1/2 XP 200

N Medium humanoid (d-grade)

Init +2; Perception +4

DEFENSE

HP 20

EAC 14; KAC 16

Fort +4; Ref +2; Will +1; +2 racial bonus on saving throws against poison, spells, and spell-like abilities and on Constitution checks to avoid becoming fatigued or exhausted

OFFENSE

Speed 30 ft.

Melee improvised +2 (1d6+2)

Ranged none

STATISTICS

Str +0; Dex +2; Con +2; INT -1; WIS -2; Cha +1

Skills Diplomacy +5, Stealth +6

Languages Common, Farwhisper

Gear none

SPECIAL ABILITIES

Gregarious: When d-grades successfully use Diplomacy to win over an individual, that creature takes a –2 penalty on attempts to resist any of the member’s Charisma-based skills for the next 24 hours.

Enfaddin Prisoner CR 1 XP 400

N Medium humanoid (enfaddin)

Init +2; Perception +4

DEFENSE

HP 20

EAC 14; KAC 16

Fort +4; Ref +2; Will +1

OFFENSE

Speed 30 ft.; Swim 30 ft.

Melee improvised +2 (1d6+2)

Ranged none

STATISTICS

Str +2; DEX +2; Con +1 ; INT -1; WIS +1; Cha +0

Skills Athletics +6, Perception +5; Stealth +6

Languages Common, Farwhisper

Gear none

SPECIAL ABILITIES

Gill Sheath This batch of enfaddin, originally created to attack a very watery planet, all received a biotech enhancement that allows them to breathe in water.

Indefatiguable Enfaddin receive a +4 racial bonus on Constitution checks and Fortitude saves to avoid fatigue and exhaustion, as well as any other ill effects from running, forced marches, starvation, thirst, and hot or cold environments.

Silent Hunter Enfaddin reduce the penalty for using Stealth while moving by 5 and can make Stealth checks while running at a –20 penalty (this number includes the penalty reduction from this trait).

Cultists

The Exham cultists have been exposed to the qliploth genetic resequeencers and are heavily corrupted by the abyssal energies.

Exham Cultists CR 1 XP 400

Human mystic 1

NE Medium humanoid (human, augmented)

Init +1; Perception +6

DEFENSE

SP 6; HP 10

EAC 13; KAC 14

Fort +0; Ref +1; Will +4

OFFENSE

Speed 30 ft.

Melee dagger +2 (1d4+2 S)

Ranged qliploth disintegration rifle I +1 (1d6

A/corrode 1d6; two-handed, line, unwieldy)

Mystic Spells known (CL 1st)

1st level (3/day)—keen senses, shooting star

(magic missile), mindthrust (DC 13)

0 (at will)—fatigue (DC 12), ghost sounds (DC

12), grave words, telekinetic projectile

STATISTICS

Str +2; Dex +1; Con +0; Int +0; Wis +2; Cha +2
Skills Athletics +6, Life Science +4, Mysticism +6, Sense Motive +6, Survival +6
Languages Abyssal, Common
Gear dagger, freebooter's armor I

Corrupted Cultists CR 3 XP 800

These cultists have been continually subjected to technology the J.T. Hertz has constructed with Providence's guidance. They have spend hours exposed to the horrors of the abyss as Hertz and Ahab altered them to Providence's specifications. They continue to be human in appearance despite their long claws. Their skin has toughened and begun to take on a bluish hue.

NE Medium humanoid (human, augmented)

Init +6; Perception +7

DEFENSE

HP 32

EAC 17; KAC 18

Fort +0; Ref +1; Will +4

OFFENSE

Speed 30 ft.

Melee claws +9 (1d6+4 S)

Ranged qliploth disintegration rifle I +5 (1d6+3 A/corrode 1d6; two-handed, line, unwieldy)

Mystic Spells known (CL 1st)

1st level (3/day)—keen senses, shooting star (magic missile), mindthrust (DC 12)

0 (at will)—fatigue (DC 11), ghost sounds (DC 11), grave words, telekinetic projectile

STATISTICS

Str +4; Dex +3; Con +0; Int +0; Wis +1; Cha +2
Skills Athletics +10, Life Science +6, Mysticism +7, Sense Motive +7, Survival +7

Languages Abyssal, Common

Gear dagger, freebooter's armor I

Heavily Corrupted Cultists

CR 5 XP 1,600

These cultists have been altered both through surgeries and through the transformations caused by abyssal energies. They now have four wings and even longer claws than before. Their skin has toughened into a thick hide and taken on a deep bluish hue. Their lips are now split in four short tentacles that grasp and sniff at the air around their faces. When they open their toothless mouths and scream, they shatter minds.

NE Medium humanoid (human, augmented)

Init +8; Senses darkvision 60 ft.; Perception +8

DEFENSE

HP 60

EAC 21; KAC 23

Fort +0; Ref +1; Will +4

OFFENSE

Speed 30 ft.; Fly 20 ft.

Melee claws +12 (1d8+5 S)

Ranged qliploth disintegration rifle II +7 (1d8+5 A/corrode 1d6; two-handed, line, unwieldy)

STATISTICS

Str +4; Dex +3; Con +0; Int +0; Wis +0; Cha +2
Skills Athletics +12, Acrobatics +11; Mysticism +8, Sense Motive +8, Survival +10

Languages Abyssal, Common

Gear dagger, freebooter's armor II

SPECIAL ABILITIES

Song of the Qliploth (Su) As a standard action, the heavily corrupted cultists can scream a maddening shriek. Those listening within a 20' cone make a DC 15 Will save or take 1 point of Wisdom damage.

Medic CR 1/2 XP 200

N Medium humanoid (human)

Init +5; Perception +4

DEFENSE

HP 13

EAC 14; KAC 16

Fort +4; Ref +2; Will +0

OFFENSE

Speed 30 ft.

Melee improvised weapon +0 (1d4)

Ranged needler pistol +1 (1d4 P/injection DC+2)

STATISTICS

Str +0; Dex +1; Con +2; Int +2; Wis +1; Cha +0
Skills Computers +4, Life Science +4, Medicine +9, Physical Science +4,

Languages Common, Farwhisper

Gear D-Suit 1, tactical semi-auto pistol with 6 rounds, club, data crystal (100 credits), 2 cartridges of kanatrium poison

Security Personnel CR 1 XP 400

N Medium humanoid (human)

Init +5; Perception +4

DEFENSE

HP 13

EAC 14; KAC 16

Fort +4; Ref +2; Will +1

OFFENSE

Speed 30 ft.

Dead in Space

Melee tactical starknife +3 (1d4+2 P)
Ranged laser pistol (azimuth) +2 (1d4 F),
semi-automatic pistol (tactical) +2 (1d6 P), or
tactical starknife +2 (1d4+2 P)

STATISTICS

Str +2; Dex +1; Con +2 ; Int +0; Wis +1; Cha +0
Skills Acrobatics +5, Athletics +6, Perception +5
Languages Common
Gear D-Suit 1, tactical semi-auto pistol with 6
rounds, club, data crystal (50 credits)

Exham Human Prisoners CR 1/2 XP 200
N Medium humanoid (human)

Init +5; Perception +4

DEFENSE

HP 12
EAC 14; KAC 16
Fort +3; Ref +2; Will +1

OFFENSE

Speed 30 ft.
Melee club +4 (1d6+3 B)
Ranged spear +4 (1d6+3 B)

STATISTICS

Str +3; Dex +1; Con +1 ; Int +0; Wis +1; Cha +0
Skills Acrobatics +5, Athletics +7, Perception +5
Languages Common
Gear junkyard armor, club, spear

Dead in Space Section 15

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