

DON'T COUNT YOUR EGGS

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A Dragonstar adventure for four 6th-level characters

PREPARATION

"Don't Count Your Eggs" is a Dragonstar adventure for a party of four PCs levels 5th-7th. Any combination of classes can complete the adventure though a rogue or mechanist will be especially useful for entering certain portions of the ship. The adventure can take place on any lightly inhabited Imperial borderworld or a world in the Outlands that has yet to join the Dragon Empire.

ADVENTURE BACKGROUND

Saergin Thunderclaw, a half-dragon of blue dragon descent, is something of a rabble-rouser. He has never really accepted that the blue dragons will have to wait for the red dragons to finish their 1000 year Red Age before the blue dragons can take what Saergin sees as their rightful place at the head of the Dragon Empire. The kingdom of Asamet was founded and led by a blue dragon, yet they have been forced to play second fiddle to the red dragons in the Dragon Empire. This did not sit well with Saergin, so he began fomenting a movement to displace the red dragons.

Saergin's version of fomenting resistance was hanging around with his upper class friends, complaining about ancient draconic principles that were being compromised by Mezzenbone and how all things would be better with a blue dragon ruler. This small group of supposed revolutionaries, calling themselves the Blue Talons of Truth, took no real actions toward displacing Mezzenbone and his brethren for several years except for occasional graffiti or similar childish pranks. Then a new member joined their ranks: a half-dragon of copper descent named Raspin Morningflight. Raspin was a revolutionary in the full sense of the word, hoping to overthrow the entirety of the chromatic power structure using any means necessary so the metallic dragons could replace them. While Saergin and the original members of the Blue Claws of Truth were somewhat frightened by Raspin's notion of actually going out and doing something to change the world, they began listening to his plans. Raspin was not content to simply talk about revolution or carry out small pranks: he wanted a declaration of war. Somewhere along the way Raspin had lost sight of what separates the metallic dragons from the chromatic dragons and he became willing to go to any lengths to restore power to the metallic dragons.

Raspin's first plan was a simple high-jacking of some Imperial communications satellites in the outer regions of the Empire and bombarding a few systems with revolutionary rhetoric against the red dragons. Luckily the Blue Talon's managed to escape the blame for the deed. While most of the Blue Talons thought the

pirate broadcast was too much of a risk Raspin thought it was not drastic enough and soon organized a even riskier mission: stealing the eggs of a prominent red dragon underling to the Imperial Council. The Raspin could use the eggs for blackmail or just take a few future red dragons out of the picture. While Saergin and the Blue Talons were Initially scared by this plan Raspin threatened to reveal their involvement in the pirate broadcast if they did not assist him. Unfortunately only now did Saergin realized that Raspin was more than a little obsessed with the cause. Scared out of their wits the Blue Talons of Truth put Raspin's plan into action.

One day before the adventure begins the Blue Talons snuck into an Imperial Hatchery and stole four eggs belonging to Karwessen, an Under-Secretary to the Imperial Council. Using a stolen freighter, the Lazy Wyvern, the Blue Talons hoped to escape before anyone noticed the theft but they were not quite successful. The Blue Talons were pursued by a wing of interceptors but managed to activate their starcaster drive and escape. Unfortunately their ship was damaged in the escape and the teleport went off target, sending the freighter into the Outworlds, where it promptly crashed on a nearby inhabited world. Saergin and the Blue Talons know it's only a matter of time before the Imperial Legions catch up with them so they're looking to escape as quickly as possible, leaving the eggs, but Raspin has other plans.

ADVENTURE SYNOPSIS

While traveling either on the planet the Lazy Wyvern crashed on or in nearby space the PCs receive a distress signal from the Lazy Wyvern. The signal gives no indication of what caused the trouble, but it does enable the PCs to follow the signal to the ship. It is considered the duty of most spacer's to help their fellows in need, and interstellar law says that if no one survives a crash the ship belongs to whoever salvages it.

When they reach the crash site the PCs explore the ship and find the various survivors of the Blue Talons. The Blue Talons have fractionalized between Raspin and Saergin. Raspin wants to take the eggs and get away from the ship while Saergin wants to keep the eggs where they are and turn them over to the Imperial authorities when they arrive (and blame everything on Raspin). Unfortunately as it stands right now Saergin and Raspin's forces are playing a deadly game of hide and seek in the ship, each trying to kill offer the other and take control of the eggs. The PCs are going to have to work fast before both sides decide the PCs are the enemy. On top of that the Lazy Wyvern was carrying some exotic creatures for a private collector, several of which have escaped their captivity and are now stalking the halls of the ship. And then they have local bandits

interested in the ship to worry about too.

Once the PCs get things settled within the ruins of the ship in some form or another the Imperial Legions arrive. The PCs can try to fight their way out of their, keeping the eggs for themselves, or turn them over to the Imperials.

ADVENTURE HOOKS

If the PCs are already familiar with the high-tech world of Dragonstar the adventure begins with them receiving a emergency distress signal from the Lazy Wyvern. If the PCs are on the same planet the signal originates only a few hours travel away. If the PCs are in space they can easily head to the planet, which should be a short distance from their ship. Read the following to the PCs when they receive the distress signal:

The radio crackles to life roughly, a static filled message barely remaining clear enough to be understood. By the frequency of the signal it is clearly being sent on an emergency transmitter which are usually only activated when a spacecraft is in desperate need of assistance.

“This is the heavy freighter Lazy Wyvern,” the message begins, the female speaker’s voice filled with panic. “We’ve crashed on a habitable planet from a random jump and don’t know our location. The ship is badly damaged and we need immediate assistance. We’ve got vital Imperial...” With that the message ends in a dull thud, with static left to fill the silence. The signal continues to broadcast, but no further messages are forthcoming.

With a Use Device check (DC 10) the characters can easily find the source of the transmission. Each failed check means they arrive one hour later, with the default arrival time being 9:00AM the next morning. The distress beacon will continue to broadcast until the ISPD arrives but no more messages will be sent. Assuming the characters wish to investigate the crash site it should take them no more than a few hours to reach it whatever their mode of transportation.

If the PCs are not familiar with the Dragon Empire and have no radios read the following instead to them:

As you prepare for your morning meal, expecting a long day of travel, the wind slowly begins to pick up. On its gentle caress a sharp whine is carried, a whine you soon realize is increasing in volume. A quick glance around reveals you are not alone in hearing it as your compatriots look around for the source.

Seconds later the source makes itself known with grandeur that must only be from the gods. The sky lights up like the sun at its highest point, a spear of fire illuminating the shadows of twilight and putting the remaining stars to shame. It travels the breadth of the sky in scant seconds, creating a thunderous boom as it strikes the earth several miles away. Confused you gaze at your companions. What was that? And where did it go?

Low-tech PCs will have to spend several hours walking to the crash site, requiring an Intuit Direction check (DC 15) to successfully find the crash site. Each failed check means they arrive one hour later, with the default arrival time being 9:00AM the next morning.

If the PCs wish travel to a nearby settlement for supplies before visiting the ship they can easily find the village of Pacer’s End five miles southeast from the crash site. Located on a reasonably well-used trade route, it has a great variety of goods available despite its small size. The villagers are all a buzz about the crash, having seen the ship hurtling through the sky that morning. If this a planet beyond the Dragon Empire they will probably ascribe the ship’s passing to the gods or some such and be fearful of it. They will also tell the PCs to be careful of the Red Dozen bandits who have been raiding caravans over the last few weeks. The Red Dozen are a dangerous bunch who are very well organized for bandits. Remember to adjust the arrival time of the PCs for any time they spend at Pacer’s End.

PACER’S END

Pacer’s End (Hamlet): Conventional; AL NG; 800 gp limit; Assets 1,000 gp; Population 203; Isolated (99% human).

Authority Figures: Mayor Julia Palish, female human Ari2

Others: Town Guard, human War1 (15), Exp3 (6), Exp2 (8), Exp1 (13), Com1 (161)

Notes: Pacer’s End’s main industry is supporting the merchants who travel on the Greywood Trade Route. A 12-foot tall wooden palisade surrounds the village with gates on the north and south sides where the trade route lies.

THE FINAL STOP OF THE LAZY WYVERN

Despite putting on a brilliant display that morning and creating a lot of noise the Lazy Wyvern didn’t so much crash as land really poorly. The ship carved a path

through the trees for a few hundred yards and buried itself in the soil, but the ship is not too badly damaged. With extensive repairs it could conceivably fly again, but that would take several weeks of work. The ship's hull has several scoring marks from laser fire but only a few breaches. The name of the ship can be read on the side of the hull, as can the ship's home port of Arlant 84. The ship is armed with a pair of laser turrets, one on each side of the hull, but the crash has destroyed the turret on the starboard side. The Lazy Wyvern is big for a freighter, measuring 150 feet from end to end and eighty feet across at its widest point. The ship has a cargo capacity of 250 tons, most of which was taken up on this journey by foodstuffs and large amount of industrial machinery.

The ship has landed at something of an angle with the port side being several feet higher than the starboard. This is not particularly troublesome once one gets used to it but it does make footing treacherous inside the ship. The only obvious ways into the ship are the port cargo door and the airlock near the bridge. Opening the airlock near the bridge requires ten minutes of digging and an Open Locks check (DC 25), each attempt taking 1 minute. The bridge airlock has a hardness of 25 and 30 hit points. The port cargo door can be opened with an Open Locks check (DC 25), with each attempt taking 1 minute. The port cargo door has a hardness of 25 and 70 hit points. The port cargo airlock and cargo doors to the center cargo hold are both blocked and would take at least four hours of digging to unearth each one. The hull itself can be breached. Each 1 yard square section of hull having a hardness of 25 and 20 hit points.

Because of the various forms of electrical interference caused by the damaged systems of the ship radios will not function within 1 mile of the ship without modulating the frequency, requiring a Use Device check (DC 10) each time a signal is sent.

The ship had a crew of three, one of which has already been killed. In addition to the surviving crewmembers there are seven members of the Blue Talons of Truth on board and several monsters that the ship was transporting for a collector but have broken free of their containers and now roam the ship.

The PCs should reach the ship at roughly 9:00AM modified for any unusual travel time to the ship. From this point forth the DM should keep track of how much time passes in-game because several events occur at specific times later in the day.

WITHIN THE LAZY WYVERN

The Lazy Wyvern only has partial power and many systems are damaged. The interior of the ship is poorly lit and much of the floor is obscured in a low-lying fog created by numerous steam jets from damaged pipes. Visibility is only 30 ft., which is doubled for races with low-light vision. Spot and Search checks suffer a -4 penalty from the poor lighting and fog except in rooms where the lighting has been restored. Those races with darkvision can see normally and without penalty within their darkvision range. The PCs can attempt to repair the lights in a room, requiring a Repair check (DC 10) and each attempt takes 30 minutes. Once the lights are restored the visibility returns to normal in that room.

The slant of the deck increases the DC of any Balance and Climb checks by +5.

All interior doors are without power but they are all open when the PCs enter unless otherwise noted. Closing a door requires a Repair check (DC 15) and each attempt requires 45 minutes. Interior doors and walls have a hardness of 20 and 20 hit points. The ceilings are 10 feet high except in the cargo hold and engineering, where they are 30 feet high.

Fighting or making any loud noise within the ship is likely to attract the attention of nearby creatures. If the PCs make lots of noise the DM should make a Listen check for nearby creatures to determine if they hear the PCs. Use the table below to find the DC for the check. If the creature hears the noise it is up to the DM if it will come to investigate. Many of the inhabitants of the ship, especially the intelligent ones, have decided the best plan is to stay put.

Source of Noise	Listen DC
Melee Combat	15
Firearms Combat	10
Using Explosives	5

Creature	Listen Skill
Captain Nilas Sodderwick	+2
Bargin Smashskull	+2
Dara Foehammer	+1
Maekis Losin	-1
Phed Burbottle	-1
Raspin Morningflight	+4
Saergin Thunderclaw	+0
Salis Nillaris	+2
Serga Bellingad	+1

Shambling Mound	+4
Shocker Lizards	+4

You should try to play up the feeling of paranoia within the confines of the ship. The corridors are filled with fog and illuminated by only occasional strobe-like lights. Strange shadows abound and noises echo from far off areas of the ship. The PCs should feel that there are threats all around them. If the DM wishes he may roll 1d10 every ten minutes in the ship to determine if the environment of the ship suddenly becomes hostile to the PCs. If a 1 is rolled roll 1d10 on the table below.

Roll	Threat
1-2	A steam blast hits random PCs for 1d10 points of damage. Reflex save (DC 10) for half damage.
3-4	A spark shower bursts around random PC. All PCs within 5 feet take 1d6 points of fire damage. Reflex save (DC 10) for no damage.
5-6	A sudden gout of flame sprouts from a nearby wall, striking a random PC. The PC takes 3d6 damage with a Reflex save (DC 15) for half.
7-8	An electrical conduit suddenly breaks, electrifying the floor and wall plates around the PCs. All the PCs must make a Reflex save (DC 15) or take 2d10 points of electricity damage.
9	Debris falls from the ceiling, striking a random character for 1d10 points of damage, Reflex save (DC 15) for half damage.
10	Poison gas bursts from a nearby pipe. All the PCs must make a Fortitude save (DC 10) or take 1d4 points of temporary Constitution damage. Any type of breathing apparatus will prevent this damage.

If the PCs are not familiar with the technology of the Dragon Empire the DM should slightly modify the Read-Aloud Text sections to reflect the PCs lack of familiarity with advanced technologies.

ROOMS OF THE LAZY WYVERN

1. BRIDGE

While the windows of the bridge once provided a clear view of the stars and beyond, now they just reveal lots of dirt. The window is completely covered in upturned soil and the window is fractured in several places.

The lights in the room spark on and off, but the mist seems a bit thinner on the bridge. Control panels and computers dominate all the walls of the room and three workstations are evident, but none of them seem to be completely functional. Many panels have been fallen open and sparks play across the surface of several of the computers. One of the workstations is obviously the pilot's, another the captain's while a third seems to be for operating the ship's weapon and communication systems. The pilot's chair is occupied by the body of a female halfling who appears to either be dead or unconscious.

The bridge has some scattered debris but is not as badly damaged as other areas of the ship, mainly because no combat has taken place here. With a Repair check (DC 20), each attempting requiring 1 hour, the PCs can get enough of the control system functioning to get an idea of the current status of the ship. The ship's primary power, life support, maneuvering jets, main engines, internal sensors, external sensors, the starcaster and weapon systems are all offline. Repairing any of the damaged systems will require a Repair check (DC 20) and one hour per attempt, except for the main engines and life support which cannot be repaired without massive amounts of spare parts. Repairing the maneuvering jets or the star caster can only be done in engineering. Repairing primary power will restore all the lights to normal and turn all the doors back on. Restoring life support will remove the fog from the ship and repairing the weapon systems will allow the characters to operate the one functional laser turret from the bridge. This repairs will only last a few hours at best before more complete repairs, requiring large amounts of spare parts, must be made.

The halfling is Serga Bellingad, the pilot of the Blue Talons. After the crash she and some of the other Blue Talons loyal to Saergin immediately went to the bridge with the surviving crewmembers to send a distress call but Raspin attacked them. Also at the same time the aranea and the girallon attacked. In the ensuing chaos the aranea captured one member of the crew and one of the Blue Talons. Saergin and his people fled back to cargo bay 3 while Raspin retreated to engineering, dragging Dara Foehammer, the ship's engineer with him. Serga was lost in the scuffle, snuck into the bridge and sent the distress signal, but not before being bitten by the aranea. In the process of sending the signal she succumbed to the aranea's poison, collapsing in mid message. She will not awake until 7:00AM the next day unless the PCs somehow speed the process along.

If the PCs make a Search check on the bridge (DC 15) they find 1 minicell, 15 cr., a datapad and a personal communicator.

Treasure: 1 minicell, 15 cr, datapad, and a personal communicator.

NPC(s): Serga Bellinad (See Appendix A)

Development: If the PCs revive Serga she will be very thankful and speak well of them to Saergin when they meet. Saergin will look favorably on the PCs for bringing her to him even if they do not manage to revive her. If the PCs encounter Rasin while with Serga he will probably open fire on the PCs.

2. STORAGE ROOM

The storage room has been thrown into com-

This room was probably once a well-organized, orderly storage area but now it is a chaotic jumble of overturned shelves, broken containers and spilled liquids. The floor is completely covered in items that once covered the shelves of the room, most of which are damaged in some way. While you take in the mess before you a small lizard scampers on top of a broken box, illuminates the room for the a second with a burst of electricity around itself, and then scampers back down behind a pile of boxes. From the skittering noises coming from several areas of the room you can tell this small lizard is not alone.

plete disarray by the crash and almost everything once on the shelves is now on the floor. Much if it is also damaged. To make matters worse the room has been infested by 3 shocker lizards that escaped from their container in cargo bay 3. During the crash their container broke open and they found their way here. They've been eating the emergency rations stored on this room and playing amongst the rubble since the crash. The emergency rations don't taste very good though and if the PCs enter the room they are likely to get attacked. The shocker lizards will hide amongst the piles of boxes and use their stunning shock and lethal shock abilities to attack the PCs. Once one of the lizards is killed the others will flee the room but they will shadow the PCs, looking for stragglers.

Treasure: If the PCs make a Search check (DC 10) they find one of the following for each successful check: box of 5 blank data chips, datapad, language translator, personal communicator, medkit, backpack, electronic map box, emergency beacon, 3 blocks of fire paste, flare gun, 5 flares, 2 sleeping bags, 6 packets of survival rations, 2 survival kits, water purifier, spacecraft tool kit, 2 pairs of magnetic boots, 2 vac suits, 4 microcells, 2 minicells, 1 heavy cell and 2 flashlights.

Creature(s): Shocker lizards (3); hp: 19, 18, 17.

3. LAVATORY

Like most of the ship this room did not fair the crash well. Once a lavatory, now it is a jumbled mess of toiletries and leaking pipes. There are a shower and a toilet in this room but neither seems to be able to carry out their intended function without major repairs.

This room is merely the ship's lavatory and contains little of interest. If the PCs wish to make a Search check (DC 10) they can find a diagnostic monitor in the mess on the floor. It will take a Repair check (DC 20) and one hour per attempt to get the shower or toilet working again.

Treasure: Diagnostic monitor.

4. MESS

With foodstuffs strewn hither and yon this room obviously served as the ship's mess. The crash seems to have cast the room into disarray with tables and chairs cast about with reckless abandon. The open kitchen area at the far end of the room is a chaotic jumble of pots, pans and containers. While the crash did most of the damage it has been assisted by the large moving pile of plant matter now stalking about the room throwing around angrily anything it can get its tendrils on.

The ship's mess was filled with a wide variety of food stuffs and kitchen equipment, but much of that has been damaged in the crash. This was only made worse by the arrival of a shambling mound that had been kept in cargo bay 3 before the crash. The shambling mound is very confused by the unnatural environment it is in and wishes to escape the ship, but has not been able to find an open door to the outside. So far the organic food stuffs of the mess hall is the largest source of organic matter it has been able to find, but that has not calmed it down much. It will attack the PCs if they enter the room or make loud noises in the vicinity. If given the chance to leave the ship, such as the PCs leading it to an open door, it will flee outside and leave the PCs alone.

If the PCs wish to gather food they can gather one packet of survival rations for each minute spent collecting. There are the equivalent of 100 packets of survival rations in the mess. If they Search the mess (DC 20) they find three bottles of dwarven ale that belonged to the ship's engineer, Dara Foehammer. These bottles would be worth around 200 cr each to anyone who appreciates good drink.

Treasure: 100 survival ration packets, 3 bottles of dwarven ale worth 200 cr each.

Creature(s): Shambling mound; 88 hp.

Tactics: The shambler will concentrate its attacks on whoever does the most damage to it, grabbing them and constricting until the victim stops moving.

5. CAPTAIN'S QUARTERS

Probably once comfortable living quarters, this room appears to have been struck by a small tornado. Books, sheets, paperwork and several models of spacecraft lie strewn about the floor, some of them in pieces. A large bed dominates the far end of the room, beside which is a large metal desk. Several cabinets and shelves are built into the walls, but most of them are now empty. A small fire burns in one corner where several bottles have broken over a pile of papers.

This room was once the quarters for captain Nilas Sodderwick, but now it is a complete wreck. Paperwork, clothes and other items litter the floor. If the PCs wish to make a Search check (DC 10) they find one of the following for each successful check: personal communicator, 2 minicells, 12 cr., flashlight, and the ship's safe. The safe requires a Open Locks check (DC 25) to open and has a hardness of 30 and 30 hit points. Inside the safe are the ship's registration papers, cargo manifests, the key to the anchor collar on the blink dog in cargo bay 3, information on the specifications for the ship's systems and a credit chip with 5,000 cr. on it. If the party reads the manifest they can learn the ship was carrying industrial equipment, foodstuffs, and several beasts for a private collector. The ship was originally destined for Kulas 12. The beasts are an aranea, a blink dog, a girallon, a shambling mound and 3 shocker lizards. An aranea and a displacer beast were in cargo bay 2, a girallon and 3 shocker lizards in cargo bay 1 and a shambling mound and a blink dog in cargo bay 3.

Also in the room is Salis Nillaris, one of Raspin's flunkies. If the Salis hears the PCs before they enter the room she casts an invisibility spell with a 40 minute duration. If the PCs do not make much noise she is trying to open the ship's safe when they enter. If invisible she will observe the PCs and try to escape the room to report back to Raspin on the PCs presence. If she is discovered she will try and play on the sympathies of the PCs and claim to be a passenger who has been hiding in this room since the crash to avoid the monsters and Saergin's people, whom she claims are terrorists

that have taken over the ship in the name of some left wing political movement. Only under physical duress will she admit the truth. She will stay with the PCs if they insist but will try to report back to Raspin as soon as possible.

Treasure: Personal communicator, 2 minicells, 12 cr., flashlight, credit chip with 5,000 cr.

NPC(s): Salis Nillaris (See Appendix B).

Development: If Salis is with the PCs and they meet any of Saergin's people the PCs will not be trusted.

6. CREW QUARTERS

The door to this room is only half-open, making it possible for only one person to enter at a time. Built into the walls of this chamber are four beds, the only things left in their original placement by the crash. The rest of the room is covered in a random mess of clothes, boxes, personal items and bedding. The lights in this room are completely out, only occasional sparks from a open panel across the room illuminating the room. A table thrown on its side sits in the middle of the room, blocking the view of much of the room with its bulk.

The door to this room is only half-open, meaning only one character can squeeze through at a time. This room was the quarters for the ships two crewmen, Dara Foehammer and Elis Strongfoot. Most of the items in the room are their personal belongings or equipment that was stowed in this room when the bunkroom filled up. Most of the items have been left undisturbed by the crash, but the table and several of the larger containers have been moved by Maekis Losin, a human sorcerer from Saergin's faction. When the fight erupted between Saergin and Raspin after the crash Maekis got separated from the others of Saergin's group. He tried to find them but saw the shambling mound in the mess and decided to hide out in here until his friends find him. He hides behind the overturned table, watching the door in the hopes his friends will soon arrive.

Unless the PCs introduce a light source or can see in the dark the darkness in this room grants 3/5ths concealment to anyone inside it. While Maekis is behind his barricade he considered to have one half cover, giving him a +4 cover bonus to AC and a +2 cover bonus to Reflex saves.

When the PCs enter he they will need to make a Spot check (DC 20) to notice Maekis. He will observe the PCs until he comes to one of three conclusions. If he thinks they are from Raspin he will open fire on them

until rendered unconscious. If he thinks they are with Saergin he will come out from behind cover and, with a great amount of blubbering, plead with them to help him escape the ship. If they seem to be with neither group he will tell them to leave the room or he will open fire. If they do so he will talk to them through the barricade, trying to find out what they want. If the PCs role play well or succeed at a Diplomacy check (DC 20) they can convince him they are friends and here to help, at which point he will stop threatening them and allow the PCs to enter the room. Maekis will wish to accompany them if allowed, afraid to be left by himself.

Treasure: If the PCs wish to make a Search check (DC 10) they find one of the following for each successful check: credit chip with 670 cr, credit chip with 1248 cr, 2 minicells, 2 flight suits for small characters, 5 sets of casual clothes for small characters, 3 sets of dress clothes for small characters, 2 sets of winter clothes for small characters, 5 sets of work clothes for small characters, sunglasses, and a laser torch.

NPC(s): Maekis Losin (See Appendix A)

Development: If the PCs help Maekis Saergin will react favorably to them later on, but Raspin will react less favorably.

7. BUNK ROOM

Obviously a room of mixed purposes, the floor is littered with a mix of cargo boxes, supplies and medical tools. In one corner sits an autodoc while two sets of bunk beds are bolted to the wall on either side of the door. Most of the containers stored in this room appear to have been for carrying a great variety of liquids, several of which bear labels marking them as hazardous or toxic. Many of these containers have broken open and the floor is covered in a disgusting series of pools and slimes. The only inhabitant in the room is a halfling in a flight suit slumped near the autodoc.

The pools of liquid on the floor range in composition from medical adhesive to industrial solvents, so the PCs had best be careful. Each round they are in the room the PCs must succeed at a Balance check, DC 10, or put their foot in one of the pools of liquid. Each time this happens roll on the table below to determine what they step in.

d10 Substance

- 1 Industrial acid. The character takes 1d10 points of damage and his footwear are destroyed.
- 2 Glue. The character becomes stuck fast and can only remove the offending foot with a successful Strength check (DC 15), an Escape Artist check (DC 15), or by removing the character's footwear. If the characters find a pool of solvent they can pour it on the glue to nullify the glue's hold.
- 3-4 Industrial solvent. No effect other than an unpleasant smell.
- 5-6 Medical chemicals. If stepped in the character must make a Fortitude check (DC 10) or become nauseated. The nausea will last for 10 rounds minus the character's Constitution bonus.
- 7-8 Volatile chemicals. The character who steps in this pool takes 3d6 points of fire damage but can make a Reflex save (DC 10) for half damage. The chemical quickly burns itself out.
- 9-10 Caustic agent. Disturbing this liquid starts a chemical reaction that throws water droplets into the air, forcing everyone within 10 ft. to make a Fortitude save (DC 15) or suffer 1d4 points of temporary Constitution damage.

The autodoc needs slight repairs to function, requiring a Repair check (DC 20) with each attempt requiring 1 hour.

The halfling was Elis Strongfoot, the ship's pilot, but she died during the crash. The ship's captain tried to get her to the autodoc but it was damage when he arrived. She has nothing on her but her flight suit. She appears to have been killed by blunt force.

Treasure: If the PCs wish to search this room for each successful Search check (DC 10) they find one of the following: 2 medkits, language translator, and a holocam.

8. ENGINEERING

This large room is dominated by the ship's starcaster, sublight drives and all the necessary controls to keep the ship's engines running. The damage to the ship is evident here as numerous panels are broken or ajar and sparks shower many of the areas of the room. The lighting has been completely restored in this room and many of the panels without obvious damage appear to be functional. Several bits of debris have been dragged around the starcaster, behind which crouch an orc, a half-dragon and a halfling. The last two appear to be working on the starcaster.

This room is where the ship's engineer kept the various systems up and running and housed the sublight drive and starcaster. Both of these have been damaged in the crash and only the starcaster holds any hope of a field repair. To that end Raspin has captured Dara Foehammer, the ship's engineer, and put her to work fixing the starcaster. She will not be finished until 4:00PM, at which point Raspin will put her to work fixing the nav computer and laying in coordinates to teleport off the planet. Teleporting in the gravity well of a planet is incredibly dangerous, and no one in engineering right now is a skilled navigator, so this plan could likely spell the end for the PCs.

Bargin is keeping an eye on the exits while Raspin watches Dara. If the PCs sneak in make an opposed check between Bargin's Spot skill (+2) and the PC's Hide skill. As soon as Bargin sees the PCs he tells Raspin and demands the PCs stop where they are. If any of Saergin's allies are with the PCs Raspin and Bargin open fire immediately. Raspin will then speak to the PCs, explaining his goals to the PCs in the hopes they will agree with him. If the PCs do not agree with him, or at do not sound convincing that they do, Raspin and Bargin will open fire on them. They have ½ cover behind the debris. If a fight does break out Dara will try to attack Raspin and Bargin, probably getting killed in the process since she only has a wrench.

If they do convince Raspin of their belief in him he will tell them his plan for teleporting off the planet with the eggs and he will not be swayed short of magical persuasion. Raspin has gone slightly insane with all that has happened and he is now willing to sacrifice everything in the ship in a pointless show of defiance to the Dragon Empire. Raspin will direct the PCs to secure the ship and find the eggs while he oversees the repairs of the starcaster.

Treasure: If the PCs make a Search check (DC 15) in this room they find a toolkit, laser torch and masterwork specialized toolkit for spacecraft.

NPC(s): Raspin Morningflight (See Appendix B), Bargin Smashface (See Appendix B), Dara Foehammer (See Appendix C).

Development: If the PCs defeat Raspin, Saergin will thank them profusely and they will earn some value in his eyes, but Saergin will still sell them out later if need be.

9. CARGO BAY 1

A massive storeroom filled with a jumble of boxes, crates and containers it is in complete ruined from the crash. Food stuffs, nuts, bolts and pieces of industrial equipment cover the floor. Beneath some of the rubble the main cargo door can be made out in the floor, doubtlessly blocked by the earth beneath. Suddenly a roar emanates from the center of the room as something begins stomping around.

This cargo bay contained foodstuffs, industrial equipment and a girallon in a cage, which it has since broken out of. The girallon will stalk the PCs through the cargo bay, attacking them with reckless fervor any chance it gets. It has learned to avoid engineering after being shot by Bargin but will chase the PCs into other parts of the ship if they flee. It will not stop attacking until it or the PCs are dead.

Searching the containers in this room reveals nothing but food and machinery parts.

Creature(s): Girallon; hp 60.

10. CARGO BAY 2

A large chamber filled with cargo containers, it is obviously much longer than it is wide. Many of the boxes have broken open, spilling their contents all over the floor of the cargo bay. Strange shadows are cast amongst the boxes from the flickering lights, making it seem like there is motion everywhere. From either end of the cargo bay slight sounds of motion can be heard, indicating you are not alone.

This cargo bay was filled mostly with food-stuffs, but it also contained cages with an aranea and a displacer beast in them. Both of these creatures have broken free of their constraints and are loose in the cargo bay.

The aranea has been busy, kidnapping the ship's captain and one of the Blue Talons in the confusion just after the ship crashed. The aranea has webbed them both in the area of the cargo bay marked 10a, hoping to bargain them for freedom from the ship. Unfortunately the Blue Talon, a human named Jase Porill, died of his wounds. Captain Sodderwick has succumbed to the aranea's poison and has a Strength of 0 presently. He will be incapacitated until 8:00AM the next day unless he receives some form of aid. The aranea isn't dumb and it will do whatever is necessary to survive. If allowed to leave the ship it will do so and never be seen again. The aranea will use its spacechanging powers to

masquerade as a human if it thinks it can escape using that tactic. If the PCs do not encounter the aranea before 2:00PM it will eat Captain Nilas Sodderwick, afterwards bartering with the two corpses for freedom. The aranea will attempt to parlay with the PCs from concealment, prepared to harm its captive if the PCs do not comply with its demands. If the aranea hears noises in other areas of the ship it may shapechange to its human form to go investigate, but otherwise stays put.

The displacer beast on the other hand also wants out of the ship, but not as urgently as the other monsters. The terrain of the cargo bay provides an interesting hunting terrain for the displacer beast and it is enjoying itself. It learned not to tangle with the aranea after getting webbed once but anyone else entering the cargo bay is fair game. It will stalk anyone who enters the cargo bay, especially if the PCs have freed the blink dog in cargo bay 3. The displacer beast will go after the blink dog to exclusion of all other prey. The displacer beast will pursue creatures to other areas of the ship if it thinks the prey is nearly dead.

Treasure: If the PCs make a Search check (DC 20) in the cargo bay, which will take at least an hour of dedicated searching, they can find a crate of 6 blaster rifles being smuggled beneath some of the industrial equipment. None of the crew knows of these weapons.

NPC(s): Captain Nilas Sodderwick (see Appendix C)

Creature(s): Aranea; hp 18.

Displacer beast; hp 57.

*At 9:00AM the aranea has only 6 0th level and 5 1st level. He will not have time to rest and regain his spells before the ISPD arrives.

Development: If Captain Sodderwick can be freed and revived he will be more than willing to help the PCs, assuming they do not threaten the other crewmembers or the ship.

11. CARGO BAY 3

A large chamber filled with cargo containers, it is obviously much longer than it is wide. Many of the boxes have broken open, spilling their contents all over the floor of the cargo bay. Most of the boxes are rather in large in size and seem to be carrying heavy machinery. The lights have also been restored in this room. The room is mostly silent except for the occasional whining noise coming from the aft portion of the room.

This cargo bay holds mainly very large containers of industrial machinery, but it is also where

Saergin has holed up with the dragon eggs. He and Phed are near the very front of the cargo bay barricaded behind a bunch of crates. They both keep a stern eye out, expecting Raspin too eventually come looking for them. Both of them want to wait for the Imperial authorities arrive and to blame everything on Raspin. Phed is greatly upset by the whole ordeal, not being used to such stressful undertakings. He's almost ready to crack under the pressure.

Saergin on the other hand is somewhat elated. He can either come out like this being the hero of the hour, delivering the eggs to the authorities when they arrive or he can die a martyr for the blue dragon cause. He'd rather not die all things considered though, and he will sacrifice anyone and everyone to accomplish this. He is willing to make a deal with the PCs, allying together against Raspin, especially if the PCs have rescued other members of Saergin's group. Saergin will be hesitant to leave his bunker, not wanting to leave the eggs unprotected and not wanting to risk carrying them around. He sees the PCs as pawns in his game and he will do his best to use them as such. Combat is a last resort with Saergin. If a fight does start Saergin and Phed have $\frac{3}{4}$ cover behind their barricade. There are four dragon eggs behind the barricade, each weighing fifty pounds. They can take 10 points of damage before being destroyed.

At the other end of the cargo bay is a container holding a blink dog. The blink dog is wearing an *anchor collar* (see Appendix D), preventing it from escaping the container. It badly wants out and if freed it will help the PCs in exchange for its freedom. The blink dog will do its best to help the PCs, but it will grow very agitated when the near the displacer beast and will attack it given the chance. If the PCs do not treat the blink dog well it will seek to leave as soon as possible.

NPC(s): Saergin Thunderclaw (see Appendix A)

Phed Burbottle (see Appendix A)

Creature(s): Blink dog; hp 26.

EVENTS

As time passes certain will events will occur within the environs of the Lazy Wyvern as other people become interested in the ship. The first of these is the arrival of the Red Dozen bandit gang, and the second is Raspin's possible activation of the starcaster and the final event is the arrival of the ISPD, which is the climax of the adventure.

BANDIT SHOWDOWN

At 1:00PM a local bandit gang, the Red Dozen,

shows up at the crash site and decides to investigate. The gang is small but well organized and competently led by a man by the name of Dugan Rouge. Characters familiar with the region will know the Red Dozen have been hitting caravans on local trade routes over the last year and that they are known for being pretty violent. They rarely show mercy on their victims.

At 1:00PM the bandits find the ship and they will attempt to enter through any door they find open. They will start from that door, going room by room, attempting to take captive anyone they come across so they can be interrogated. They will avoid all the monsters if possible but will otherwise try and subdue everyone they come across. They will try and sneak through the ship, but they are not the stealthiest of people.

Dugan and his gang are interested in whatever wealth is contained in the ship and, not understanding interstellar commerce very well, they assume that such a large ship must hold great wealth instead of food and spare parts. He will try and bargain with any hostages he takes but any deals that Dugan makes he will disregard as soon as they become bothersome. If he finds out about the eggs his greed gets the better of him and he will try and take them for himself, hoping to sell them or hold them for ransom. Dugan will not leave the area of the ship though unless his group loses more than half their number, wishing to hold on to such a valuable prize.

Red Dozen Bandit (11) War2/Thu1: CR2; Medium-size Humanoid; HD: 2d8+1d6+3; hp: 15, 16x5, 18x4, 16; Init: +1 (Dex); Spd: 30 ft.; AC:14 (+1 Dex, +3 studded leather); Atk: +3 melee (1d8+1, long sword), +4 ranged (1d8, light crossbow); SA: Backstab +1d4; AL CN; SV: Fort. +3, Ref. +3, Will -1; Str 13, Dex 12, Con 13, Int 9, Wis 9, Cha 11.

Skills: Climb +3, Hide +2, Intimidate +3, Listen +1 Ride +3, Spot +1. Feats: Weapon Focus (Light Crossbow), Alertness, Point Blank Shot.

Possessions: Longsword, light crossbow, 25 bolts, dagger, 1d6 gp, 1d8 sp, 1d10 cp.

Dugan Rouge Human Male Ftr3/Rog3: CR 6; Medium-size Humanoid; HD: 3d10+3d6+12; hp: 47; Init: +7 (Dex, Improved Initiative); Spd 30 ft.; AC 16 (+3 Dex, +3 studded leather); Atk +7 melee (1d8+2 longsword), +9 ranged (1d8+2, mighty composite long bow (+2)); SA sneak attack +2d6; SQ evasion, uncanny dodge, (Dex bonus to AC); AL NE; SV Fort. +6, Ref. +7, Will. +2; Str 14, Dex 17, Con 14, Int 12, Wis 10, Cha 12.

Skills: Appraise +4, Bluff +7, Balance +5, Climb +8, Diplomacy +4, Escape Artist +5, Gather Information +4, Hide +8, Innuendo +2, Intimidate +7, Intuit

Direction +2, Jump +3, Listen +2, Move Silently +8, Ride +5, Swim +1, Tumble +2, Wilderness Lore +3. Feats: Weapon Focus (Longbow), Point Blank Shot, Rapid Shot, Alertness, Dodge, Precise Shot.

Possessions: Mighty composite longbow (+2), longsword, studded leather, dagger, 30 arrows, quiver, 23 gp, 14 sp, 12 cp.

ACTIVATING THE STARCASTER

Unless the PCs stop or stall him Raspin and Dara will repair the starcaster by 4:00PM. He will then spend the next hour trying to plot teleport coordinates with her and overriding the safety precautions that prevent a the ship activating its starcaster within the gravity well of a planet. At 4:45PM alarms will begin blaring in the Lazy Wyvern and a voice will warn "Hazardous starcaster activation imminent. Please double check navigation calculations before proceeding." Any spacer will know that is not a good thing and any NPCs friendly to the PCs will tell them the same thing.

If the PCs do not stop Raspin and allow him to activate the drive it is up to the DM what happens. Neither Raspin nor Dara are skilled enough navigators to correctly calculate the teleport coordinates for any type of jump given the circumstances. If the PCs have been particularly stupid the drive could explode, nearly killing them. Or the entire ship could be transported to a completely random location. If Raspin is able to activate the starcaster the PCs have done something wrong.

ISPD ARRIVAL

At 6:00PM the initial troops from the ISPD arrive at the sight of the Lazy Wyvern, landing in a shuttlecraft beside the ship. These are advanced troops sent from a local garrison as quickly as possible. They have a destroyer in orbit but no other support currently. At 10:00PM the sky will be filled with a small flotilla of Imperial ships and several thousand Legion troops, cutting off any question of resisting Imperial demands.

The ISPD will land outside, taking up cover near any open doors and use loudspeakers to broadcast their demands in to the ship. The ISPD commanding officer, Captain Siva Jastruden, demands that all inhabitants of the ship come out with their hands up and bring the eggs with them. If no one exits the ship within five minutes the ISPD will go in after them, restraining anyone they encounter by force. Anyone who exits the ship is restrained and questioned. The ISPD will initially be distrustful of the PCs, but they do not match the images of any of the known Blue Talons.

The PCs have several options. They can fight the ISPD, but this will be hard and more Imperial troops are already on the way. If the PCs fight the ISPD troops

they best be ready to run afterwards. If the PCs have repaired the external sensors they can tell there is a destroyer in orbit. If they repaired the ship's laser cannon they can try to bring it to bear on anything on the port side of the ship, but aiming at the ISPD troopers is going to incur a -8 penalty to hit because of damage to the turret itself. The laser turret does 6d10 damage. Raspin and his people want to fight while the crew and Saergin's people want to surrender. If the PCs resist at all they can expect no mercy from the ISPD.

Or the PCs can turn over the eggs themselves, assuming they have control of the eggs. Saergin will want to hand them over personally and will not allow the PCs to do so. Whoever brings out the eggs is going to get a little slack from the ISPD. If the PCs bring out the eggs and tell their story of answering the distress beacon they are likely to be believed. They will likely be detained a few hours just in case. If Saergin comes out with the PCs he will try to paint them as the masterminds of the crime, saying he was an innocent victim. The PCs will have to convince the ISPD of the truth. As long as the PCs don't get violent or overly excited Captain Jasruden will eventually order her unit's cleric to cast zone of truth to sort out the facts.

If Raspin is still alive he will attack the ISPD, alone if need be.

Captain Siva Jasruden, Female Drow Rog7/SHD1: CR 10; Medium-size Humanoid (5 ft. 2 in tall); HD: 7d6+1d8+8; hp: 37; Init +3 (Dex); Spd 30 ft.; AC:20 (+3 Dex, +6 combat fatigues, +1 enhancement); Atk: +11/+6 ranged (3d8, blaster pistol), +6/+1 (1d6, stun baton); SA Sneak Attack +4d6; SQ evasion, uncanny dodge (Dex bonus to AC and can't be flanked), hide in plain sight, +2 save against enchantment spells, +2 to Will saves against spells and spell-like abilities, SR 19, darkvision 120 ft., spell like abilities 1/day (dancing lights, darkness, and faerie fire); AL LE; SV: Fort. +6, Ref. +8, Will. +6; Str 10, Dex 17, Con 13, Int 15, Wis 12, Cha 14.

Skills: Appraise +6, Balance +7, Bluff +10, Climb +6, Cryptography +10, Decipher Script +6, Demolitions +6, Diplomacy +10, Disable Device +6, Escape Artist +7, Forgery +4, Freefall +9, Gather Information +8, Hide +13, Innuendo +6, Intimidate +10, Jump +3, Listen +9, Move Silently +11, Open Lock +3, Read Lips +2, Search +9, Sense Motive +8, Spot +9, Tumble +9, Use Device +10, Use Magic Item +2. Feats: Weapon Focus (Blaster Pistol), Alertness, Hacker.

Possessions: Masterwork blaster pistol, combat fatigues +1 of shadows, stun baton, 5 minicells, 2 nausea grenades, 2 frag grenades, masterwork electronic lockpicks, masterwork thieves tools, 10 sets of zip cuffs, sunglasses, 3 potions of healing.

Lieutenant Karcin Phedari Female Drow Clr5: CR 7; Medium size humanoid (5 ft. tall); HD 2d8; hp: 39; Init +2 (Dex); Spd 30 ft.; AC 21 (+3 Dex, +9 combat armor); Atk: +5 ranged (3d8 blaster pistol), +4 melee (1d6, stun baton); SA Rebuke/Control Undead 8 times/day; SQ spells, +2 save against enchantment spells, +2 to Will saves against spells and spell-like abilities, SR 16, darkvision 120 ft., spell like abilities 1/day (dancing lights, darkness, and faerie fire); AL LE; SV: Fort. +5, Ref. +4, Will. +8; Str 13, Dex 14, Con 10, Int 14, Wis 17, Cha 15.

Skills: Bluff +5, Concentration +12, Diplomacy +8, Heal +8, Knowledge (arcana) +5, Knowledge (The Reaper religion) +4, Spellcraft +7; Feats: Extra Turning, Combat Casting.

Spells Prepared (5/4+1/3+1/2+1; base DC = 13 + spell level): 0- detect magic, detect poison, purify food and drink, read magic, resistance; 1st- bless, change self, cause fear, command, comprehend languages; 2nd- calm emotions, delay poison, hold person, zone of truth; 3rd- dispel magic, invisibility purge, nondetection,

Possessions: Battle armor, blaster pistol, stun baton, 4 minicells, 2 healing potions, holy symbol of the Reaper.

ISPD Officers Drow Ftr2/Rog1 (6): CR 5; Medium-size Humanoid; HD: 2d10+1d6+5; hp: 22x6; Init: +2 (Dex); Spd: 30 ft.; AC 21 (+2 Dex, +9 combat armor); Atk: +4 ranged (3d8, blaster pistol), +2 melee (1d6, stun baton); SA sneak attack +1d6; SQ +2 save against enchantment spells, +2 to Will saves against spells and spell-like abilities, SR 14, darkvision 120 ft., spell like abilities 1/day (dancing lights, darkness, and faerie fire); AL NE; SV: Fort. +4, Ref. +3, Will. +0; Str 11, Dex 14, Con 12, Int 13, Wis 11, Cha 12.

Skills: Bluff +5, Climb +6, Freefall +6, Hide +6, Listen +5, Move Silently +6, Search +5, Sense Motive +5, Spot +5, Use Device +6. Feats: Weapon Focus (Blaster Pistol), Dodge, Point Blank Shot, Rapid Shot

Possessions: Combat armor, blaster pistol, stun baton, nausea grenade, frag grenade, some grenade, sunglasses, 4 minicells.

CONCLUDING THE ADVENTURE

The adventure can end in to main ways. One is the PCs on the run with few red dragon eggs on their backs. In this case the PCs have a long road ahead of them because the Dragon Empire will pursue them relentlessly to regain those eggs. They will become well known criminals with their faces broadcast in all local systems. Unless they find a way to lay low, travel far away or somehow dodge the blame for the situation they PCs are going to have a hard time living a normal life in

Imperial space. The eggs are very valuable, but finding someone to sell them to will be difficult.

If the PCs return the eggs to the Imperials and manage to convince the authorities, truthfully or not, that they merely helped recover the egg they will be detained for a few hours but then released with little fanfare. The ISPD will simply let the PCs go and leave, taking the eggs back to their rightful owner. A month later the PCs receive a gift by way of an Imperial courier sent by Under-Secretary Karwessen. The gift contains an official letter of thanks from the Under-Secretary, a credit chip with 10,000cr on it and a medal from the Imperial Order of the Hatchery, a honorary order made up of those who have gone to great lengths to protect dragon eggs. This is mainly an honorary title but dragons that learn of it will react favorably to the PCs. Also the PCs now have an in with a minor member of the Imperial Council which could serve a number of purposes.

The Lazy Wyvern is technically owned by the PCs if they wish to file a claim for it with the Imperial courts. The repairs for the ship will take several hundred thousand credits, so it is of negligible value. Also the PCs will have to wait several months for the ship to get out of Imperial lockdown while the whole incident is investigated. They could sell it for scrap, getting around 50,000 cr. for it but they still have to find a buyer and fill out all the paper work.

Schedule:

7:00AM: The Lazy Wyvern crashes.

9:00AM: PCs reach ship.

1:00PM: The bandits find the ship.

2:00PM: The aranea eats its captive Captain Nilas Sodderwick.

4:00PM: Unless disturbed Raspin and Dara repair the starcaster.

5:00PM: Unless disturbed Raspin activates the starcaster.

6:00PM: The IPSP arrives.

APPENDIX A: SAERGIN'S BLUE TALONS

SAERGIN THUNDERCLAW

And aristocrat playing at being a revolutionary, before this incident Saergin's life has been free from worry or concern. He was born into wealth and truly thinks himself better from all those who do not share his dragon blood. He is arrogant, patronizing and incompetent, but he has somewhat come to realize his own faults

given his current dire predicament. He wants to hand the eggs over to the Imperial authorities at the first opportunity, but will cast hither and yon to blame someone else for taking them, including the PCs and any of his compatriots. He will avoid exposing himself to danger whenever possible.

Saergin Thunderclaw Male Half-Dragon

Ari4/Exp1: CR 7; Medium-size Humanoid (6 ft. 2 in tall); HD: 1d8+4d10+8; hp: 43 (34); Init: +0; Spd: 30 ft.; AC:20 (+4 natural, +6 combat fatigues); Atk: +3 ranged (3d8, blaster pistol), +10 melee (1d6+6 longsword keenblade); SA breath weapon, bite and claw attacks SQ Immune to sleep and paralysis, Immune to electricity; AL LE; SV: Fort. +3, Ref. +1, Will. +6; Str 22, Dex 10, Con 14, Int 14, Wis 10, Cha 16.

Skills: Bluff +11, Diplomacy +7, Forgery +7, Gather Information +9, Innuendo +6, Intimidate +8, Knowledge (Politics) +8, Listen +0, Sense Motive +6, Spot +2, Use Device +6. Feats: Etiquette, Skill Focus (Bluff).

SA – Breath Weapon (Su): Once per day the half-dragon can use a breath weapon attack, which is a line of lightning 5 ft. high, 5 ft. wide and 60 ft. long. It does 6d8 damage and the Reflex save DC is 18.

SA – Claw and Bite Attacks (Ex): The half dragon can use either claw attacks, doing 1d6 damage or bite attacks doing 1d4.

Possessions: Combat fatigues, blaster pistol, 4 minicells, longsword keenblade, datapad, 856 cr, potion of healing.

PHED BURBOTTLE

One of Saergin's personal servants, Phed doesn't really want to be part of any revolution but he has been bullied into participating by Saergin. Phed is a quiet person, more comfortable with the silence of machines than the chatter of people. He just wants to get out of this situation alive, and out of jail if possible. If pushed very hard he will betray Saergin, but the poor little gnome feats him greatly.

Phed Burbottle Male Gnome Mechanist 4: CR 4; Small-size Humanoid (3 ft. 2 in tall); HD: 3d6+6; hp: 16 (9); Init: +1 (Dex), Spd: 20 ft.; AC:17 (+1 Dex, +6 combat fatigues); Atk: +3 ranged (2d10 laser pistol), +1 melee (1d6, stun baton); SQ Jury-rig, guerilla repair, sabotage, favored tech (electronics) +1; AL N; SV: Fort. +3, Ref. +2, Will. +3; Str 9, Dex 12, Con 14, Int 16, Wis 8, Cha 11.

Skills: Appraise +5, Cryptography +12, Demolitions. +10, Disable Device +10, Freefall +5, Knowledge (Astronomy) +9, Knowledge (Advanced Mathematics)

+9, Open Lock +8, Pilot +6, Repair +16, Research +7, Search +8, Use Device +16. Feats: Gearhead, Hacker, Skill Focus (Repair), Skill Focus (Use Device).

Possessions: Combat fatigues, laser pistol, 2 minicells, stun baton, datapad, demolitions kit, laser torch, masterwork toolkit, 89 cr.

SERGA BELLINGAD

The child of halfling diplomats, Serga met Saergin at several official functions before the two developed a friendship mired in political discontent. Serga wishes to overthrow the current power structure mainly because it gives her life purpose. She has no idea what to put in its place; she just doesn't want to waste her life like she thinks her parents are doing trying to support a decaying empire. She will not turn against Saergin unless she is betrayed first.

Serga Bellingad Female Halfling Pilot3: CR 3; Small-size Humanoid (3 ft. 4 in tall); HD: 3d6; hp: 12 (8); Init: +7 (Dex, Improved Initiative); Spd: 20 ft; AC:19 (+3 Dex, +6 combat fatigues); Atk: +5 ranged (3d8, blaster pistol); SA Dogfighter +1; SQ Speed Demon; AL N; SV:: Fort. +1, Ref. +6, Will. +2; Str 7 (0), Dex: 17, Con 11, Int 14, Wis 13, Cha 12.

Skills: Bluff +5, Freefall +9, Intuit Direction +3, Navigate +8, Pilot +11, Repair +6, Spot +3, Use Device +10. Feats: Improved Initiative, Space Jockey, Starship Piloting.

Possessions: Blaster pistol, 3 minicells, 2 nausea grenades, stun baton, datapad, 167 cr.

MAEKIS LOSIN

A member of the idle rich Maekis has dragon blood in him, but just a trickle. He has spent his life perfecting what he sees as his high-cosmic powers and he won't stand for anyone belittling his magical skills. He got involved with the Blue Talons to avoid being bored, but now he just wants to go home. He will say anything and everything to get out of this situation.

Maekis Losin Male Human Sor4: CR 4; Medium-size Humanoid (6 ft. tall); HD: 5d4+10; hp: 22 (10); Init: +1 (Dex); Spd: 30 ft.; AC:15 (+1 Dex, +4 flight suit); Atk: +2 (2d10, laser pistol); SQ Familiar (weasel); AL CN; SV:: Fort. +2, Ref. +4, Will. +3; Str 10, Dex 13, Con 14, Int 12, Wis 8, Cha 16.

Skills: Alchemy +4, Concentration +5, Diplomacy +7, Innuendo +5, Knowledge (Arcana) +5, Spellcraft +4, Use Device +4. Feats: Etiquette, Skill Focus (Diplomacy), Skill Focus (Innuendo).

Possessions: Flight suit, laser pistol, 1 minicell, 1 nausea grenade, personal communicator, 235 cr.

Spells Per day (6/7/4*; base DC = 13 + spell level):

Spells Known: 0 – Arcane Mark, Mage Hand, Mending, Detect Magic, Light, Daze; 1st- Change Self, Charm Person, Summon Monster; 2nd - Web

*At 9:00AM Maekis has only 3 0th level, 4 1st level and 3 2nd level spells left. He will not have time to rest and regain his spells before the ISPD: arrives.

APPENDIX B

Raspin's Blue Talons

RASPIN MORNING FLIGHT

A former member of the Imperial Legions, Raspin remembers the days under the rule of the metallic dragons with nostalgic awe. He wants a return to the good old days of Qesmet rule and after years of trying to work inside the system, ordered into atrocity after atrocity by the new regime, he has stepped far outside it. Raspin sees any means of political change as a viable option and will kill anyone to get his way. He would rather die than submit to Imperial rule.

Raspin Morningflight Male Half-Dragon Ftr2/Rog2/Sor4: CR 11; Medium-size Humanoid (7 ft. 2 in tall); HD: 2d12+2d8+4d6+24; hp: 72 (53); Init: +6 (Dex, Improved Initiative); Spd: 30 ft.; AC:21 (+2 Dex, +4 flight suit, +4 natural, +1 ring of protection); Atk: +8 ranged (4d8, blaster carbine), +13 melee (1d8+7 longsword keenblade); SA breath weapon, claw, bite attacks; SQ Immune to sleep and paralysis, immune to acid, familiar (toad); AL NE; SV:: Fort. +6, Ref. +5, Will. +5; Str 24, Dex 14, Con 16, Int 15, Wis 12, Cha 16.

Skills: Alchemy +4, Bluff +9, Climb +12, Concentration +9, Diplomacy +9, Forgery +6, Jump +12, Listen +4, Pilot +7, Spellcraft +9, Spot +4, Swim +12. Feats: Dodge, Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (Blaster Carbine).

SA – Breath Weapon (Su): Once per day the half-dragon can use a breath weapon attack, which is a line of acid 5 ft. high, 5 ft. wide and 60 ft. long. It does 6d4 damage and the Reflex save DC is 17.

SA – Claw and Bite Attacks (Ex): The half dragon can use either claw attacks, doing 1d6 damage or bite attacks doing 1d4.

Spells Per day (6/7/4*; base DC = 13 + spell level):
Spells Known: 0 – Arcane Mark, Daze, Detect Magic, Light, Ray of Frost, Resistance; 1st- Endure Elements, Magic Missile, Magic Weapon; 2nd – Melf's Acid Arrow

Possessions: Flight suit, masterwork blaster carbine with a laser sight, 5 minicells, longsword keenblade, 2 frag grenades, 2 smoke grenades, blaster pistol, intrusion suit, personal communicator, 2 potions of healing, ring of protection +1.

*At 9:00AM Raspin has only 3 0th level, 4 1st level and 1 2nd level spell left. He will not have time to rest and regain his spells before the ISPD: arrives.

BARGIN SMASHSKULL

Bargin served under Raspin in the Legion and the two have kept in touch since. While Bargin does not share Raspin's political views he gives them lip service as long as Raspin pays him. A mercenary to the core, Bargin will support Bargin until it seems hopeless, but until then he is the consummate disciplined soldier. Bargin hates all other orcs and those of orcish blood, seeing their disorderly ways being a sign of shame.

Bargin Smashskull Male Orc
Ftr4/Mnk2/Gundancer2: CR 8; Medium-size Humanoid (6 ft 4 in tall); HD: 4d10+4d8+16; hp: 70; Init: +3 (Dex); Spd: 30 ft.; AC:19 (+3 Dex, +6 combat fatigues); Atk: +12/+7/+12 ranged (3d8+2, blaster pistol pair), +10/+5 melee (1d6+4, stun gloves); SA backfire, flurry of blows, unarmed strike, stunning attack; SQ Evasion; AL LE; SV: Fort. +9, Ref. +10, Will. +5. Str 16, Dex 16, Con 15, Int 10, Wis 9, Cha 7.

Skills: Demolitions +7, Freefall +5, Jump +9, Listen +2, Pilot +5, Spot +2, Tumble +9. Feats: Weapon Focus (Blaster Pistol), Weapon Specialization (Blaster Pistol), Ambidexterity, Two-Gun Shooting, Point Blank Shot, Rapid Shot.

Possessions: 2 masterwork blaster pistols with laser sights, combat fatigues, stun gloves, 5 minicells, 2 frag grenades, 2 incendiary grenades, personal communicator.

SALIS NILLARIS

A small time burglar and con artists Salis is a hired hand of Raspin. She cares little of his political aims, instead being in it only for the money. If threatened with death or imprisonment she will turn on anyone to avoid capture. She will say anything to get what she wants.

Salis Nillaris Female Elf Sor4/Rog2: CR 6; Medium-size Humanoid (5 ft. 7 in tall); HD: 3d4+2d6; hp: 15 (11); Init: +3 (Dex); Spd: 30 ft.; AC:17 (+3 Dex, +4 flight suit); Atk: +6 ranged (3d8, laser carbine), +2 melee (1d6-1, rapier keenblade); SA Sneak Attack +1d6; SQ Familiar (cat), Evasion, immune to magical

sleep; AL NE; SV: Fort. +1, Ref. +5, Will. +4; Str 9, Dex 16, Con 11, Int 14, Wis 10, Cha 17.

Skills: Alchemy +5, Bluff +7, Concentration +7 (+11), Cryptography +9, Decipher Script +4, Demolitions +5, Forgery +4, Freefall +5, Gather Information +3, Hide +6(+10), Knowledge (Arcana) +7, Listen +2, Move Silently +5, Open Locks +6 (+8), Search +4, Spellcraft +5, Spot +2, Urban Lore +2, Use Device +7. Feats: Combat Casting, Dodge, Hacker, Weapon Focus (Laser carbine).

Spells Per day (6/7/4*; base DC = 13 + spell level): Spells Known: 0 – Daze, Ghost Sound, Light, Mage Hand, Open/Close, Resistance; 1st- Endure Elements, Obscuring Mist, Sleep; 2nd - Invisibility

Possessions: Laser carbine, 2 minicells, rapier keenblade, flight suit, personal communicator, datapad, stealthsuit, masterwork thieves tools, electronic lock picks, chameleon suit, 439 cr.

*At 9:00AM Salis has only 4 0th level, 5 1st level and 2 2nd level spells left. She will not have time to rest and regain her spells before the ISPD: arrives.

APPENDIX C: CREW OF THE LAZY WYVERN

CAPTAIN NILAS SODDERWICK

Captain of the Lazy Wyvern, Nilas just wants his crew safe and his ship repaired. He doesn't give a damn about politics but will do what he can to keep his crew alive. When the ISPD: shows up he will be completely in favor of giving the eggs to them. Unfortunately the captain has been incapacitated by the aranea's poison and he will not be able to move until 8:00AM the next day unless he receives other aid.

Captain Nilas Sodderwick Male Human
Pilot4/Mechanist1: CR 5; Medium-size Humanoid (5 ft 9 in tall); HD: 4d6; hp: 13 (5); Init: +1 (Dex); Spd: 30 ft.; AC:15 (+1 Dex, +4 flight suit); Atk: +1 melee (1d4, punch); SQ Speed Demon, dogfighter +1, jury rig, guerilla repair, pilot evasion; AL LN; SV: Fort. +1, Ref. +4, Will. +4; Str 11 (0), Dex 13, Con 10, Int 15, Wis 14, Cha 14.

Skills: Appraise +7, Bluff +5, Diplomacy +5, Freefall +11, Intuit Direction +4, Navigate +11, Pilot +9, Repair +10, Research +5, Spot +4, Use Device +10. Feats: Born Spacer, Starship Piloting, Space Jockey, Vehicle Dodge, Etiquette.

Possessions: Flight suit.

DARA FOEHAMMER (ENGINEERING)

The ship's engineer, Dara is pissed all the interlopers on her ship. Given the opportunity she will attack any of the Blue Talons, or even the PCs if they give her lip. She's has a bad day and she's looking to take it out on anyone who comes within reach. She is full of dwarven pride and fire, ready to beat down anyone who dares threaten her baby the Lazy Wyvern.

Dara Foehammer Female Dwarf Mechanist4: CR 4; Small-size Humanoid (4 ft. tall); HD: 4d6+12; hp: 28 (18); Init: +0; Spd: 20 ft.; AC: 14 (+4 flight suit); Atk: +3 melee (1d6+1, wrench); SQ Jury-rig, guerilla repair, favored tech (spacecraft), sabotage; AL LN; SV: Fort. +4, Ref. +1, Will. +4; Str 13, Dex 10, Con 16, Int 15, Wis 12, Cha 8.

Skills: Appraise +9, Demolitions +6, Disable Device +9, Freefall +9, Knowledge (Dwarven History) +7, Navigate +4, Open Locks +7, Pilot +5, Repair +11, Research +9, Search +9, Use Device +11. Feats: Born Spacer, Space Jockey, Gearhead.

Possessions: Flight suit, wrench.

APPENDIX D: NEW MAGIC ITEMS

ANCHOR COLLAR

This silver collar appears to be simply an ornate collar for a dog or other large creature. The collar changes shape to fit any creature of up to Large size. When worn by a creature the collar place that creature under the effects of a dimensional anchor spell as long as the collar remains on the creature. If the wearer of the collar has spell resistance they may resist the collar's effects and the DM must make a spell resistance roll using the collar's creator's caster level against the victim's spell resistance. If the spell resistance roll is failed the collar does not affect the wearer. The collar can only be removed by using a key created the same time as the collar or destroying the collar.

Caster Level: 12th; Prerequisite: Craft Wondrous Item, dimensional anchor; Market Price: 20,000 gp, Weight: 1 lb.

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