



FIRE IN THE NIGHT

An adventure for the Neverwhen RPG



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FIRE IN THE NIGHT

Morgana Spitfyre is a trans-realm music star that is in need of protection. The adventurers are hired to protect Morgana on her current tour because someone is following her. In actuality, there are two groups following her. The first is a group of bounty hunters who have discovered she is a hylathan, the second is a group out to recruit her to help defend hylathans. The adventurers will have to protect Morgana Spitfyre on three tour stops.

PREPARING THE ADVENTURE

This adventure is intended for use with the Pathfinder edition of the Neverwhen role playing game. All characters and rules information refer to the Pathfinder and Neverwhen rules set. This adventure is designed for characters of 3rd to 5th level and assumes that the party consists of four players.

ADVENTURE STRUCTURE

Fire in the Night consists of several scenes. These scenes form the basis of the adventure, which should be completed in approximately four hours. If you are running short on time, you should streamline each and be a little more generous with clues, difficulty classes, and other requirements to aid in guiding the players through the adventure.

Each scene outlines the most likely sequence of events, as well as how to handle unexpected twists and turns that inevitably crop up. Each one contains the following subsections, providing gamemasters with all the information necessary to run it.

The Skinny: This section provides a quick synopsis of the scene's action, allowing you to get a feel for the encounter at a glance.

The Hook: This section provides guidance on how to get the players involved in the scene.

Boxed Text: This section is written to be read aloud to the players, describing what their characters experience upon entering the scene. You should feel free to modify the narrative as much as desired to suit the group and the situation, since the characters may arrive at the scene by different means or under different circumstances than the text assumes.

Behind the Scenes: This section covers the bulk of the scene, describing what's happening, what the non-player characters are doing, how they will react to the player characters' actions and so forth. It also covers the setting of the encounter, going over environmental conditions and other properties of the location as well as providing any descriptions of important items.

Pushing the Envelope: This section looks at ways to make the encounter more challenging for experienced or powerful characters and other ways you can add some "extra spice" to the scene.

Debugging: This section offers solutions to potential problems that may crop up during the encounter. While it's impossible to foresee everything that a group of player characters might do, this section tries to anticipate common problems and offer suggestions for dealing with them.

RUNNING THE ADVENTURE

Gamemastering is more of an art than a science, and every gamemaster does things a bit differently. Use your own style when it comes to preparing and running the adventure and do whatever you feel is best to provide the best Neverwhen game you can for your players.

BACKGROUND

Morgana Spitfyre is a trans-realm music star that happens to be a "Lost One". She believes that she was abandoned as an infant, in reality her parents attempted to hide her from hylathan hunters. Two months ago after a concert on the way out to the limo she collapsed. At just the right moment a fan got a blurry picture of her briefly transforming to her hylathan form. By pure luck both bad and good this image was seen by a member of the "Dragons of Destiny" who is a big fan, and by a group of hylathan hunters, both are pursuing her. The first to protect her secret and the second to capture her and turn her in for the bounty.

Lost Ones are hylathans that either due to trauma or choice have forgotten that they are actually hylathan. They have spent so much time in a cloaked form that they believe that it is their natural form. Usually the only way to convince a Lost One that they are hylathan is to prove it the hard way; forcing them to revert to their hylathan form.

The adventurers are hired to protect Morgana on her current tour. She needs protection from someone who is following her. In actuality, there are two groups following her. First is a group of hylathan hunters that have discovered she is a hylathan, second is out to recruit her to help defend hylathans. The adventurers will have to protect Morgana Spitfyre through three tour stops.

THE MEET

The Skinny: This is where the adventurers are hired. The party is contacted by Maximillian "Too Tall" Jones, a dwarven talent agent. He would like to meet with the party at the Soul City to discuss them protecting one of his assets.

The Soul City is a trans-realm dance club with 16 dance floors/stages, 20 bars and 4 restaurants. The owners of the club are Donald Larson and Danny Time. Security for most concerts is handled by a group of large cyber and magically enhanced ogres that are trained in crowd control. Normally the bouncers do not openly carry weapons but if there is reason to believe there will be a problem, they will carry paralysis rods.

The Hook: Someone the characters know (Agent, Friend, etc.) has recommended them to Maximillian Jones. Even if the characters are new to Manzala, someone they have recently met has put in a good word for them.

Read the following text to the characters when they arrive at Soul City.

You arrive at the Soul City while the club is still closed. You knock on the service entrance door as instructed.

The door is answered by a huge mound of muscle pretending to be an ogre. You identify yourselves and with a grunt, he admits you to the building. He escorts you down a long hallway to an elevator and up 5 floors. Then through another maze of corridors. After passing several doors the ogre stops and knocks on a door

marked Stage 9 Office.

A voice from behind the door says, "Come in." The door opens into a rather posh office. On one wall is a bank of video monitors and at the far end of the room is a large wooden desk, with a cigar-smoking dwarf standing in front of it.

"Glad you could make it. Name's Jones, but my friends call me Too Tall. It's kinda a joke." He chuckles.

"I understand from some mutual friends that you are all professionals and highly skilled in your fields. Which is exactly what I need."

"It seems that somebody out there is very interested in my little girl." The dwarf says pointing at the image on the video monitors. On the screens, you see a lovely young human of the female persuasion. She is giving a rather energetic performance. Jones watches the performance for a few moments and continues.

"I can't go into too much detail until you have agreed to the job and signed non-disclosure agreements. What I can tell you is that over the last few months there have been several incidents that have made me worry about Spitfyre's safety. The job is to protect her while she does the last three stops on the tour. The whole job should only take a month or so. I am willing to pay each of you 4,000 credits. In addition, during the trip all of your basic necessities such as food, drink and housing will be covered. So what do you say? You willing to protect my little lady?"

Once the party agrees to the job and signs the non-disclosure agreements read the box below.

"I am very glad to have you aboard." Jones says as he walks around the desk and sits down in his overstuffed chair.

"So far there have been two incidents in the last month that have me concerned. The first incident involved the mugging of a band member. It was very strange; the synth drummer was held at knifepoint and asked a bunch of questions about the band. Most of the questions focused on Spitfyre. After the questioning, the thugs roughed him up a bit and took his wallet and synth. He wasn't really hurt just got a black eye and a couple of bruised ribs."

"The other incident happened just last week. At first, we thought it was just a practical joke but in light of everything else, it takes on a menacing light. Spitfyre gets large amount of fan mail, it is not unusual for one of her fan clubs or a company that would like to have her as a sponsor, to send her gifts. Some of these gifts are downright expensive. Well to get back to the point. She received a very fancy ring with a rather large stone on it. Spitfyre made a gift of the ring to one of the backup singers. As soon as she put on the ring a needle came out of it and stabbed her. It wasn't a bad wound but we took it as a serious threat and ran her to the hospital. The hospital said there was no poison or anything in the wound, there was only a trace amount of anti-coagulate or irritant."

"Well that is the information that I have at the moment. If no one has any questions, I will take you all over so you can meet the little lady."

Once the questions are answered Jones takes the party through the winding passages of Soul City to the studio Spitfyre is using for rehearsals. When they enter the studio, they are momentarily overwhelmed by the lights and music. This appears to be a full rehearsal. The music is stunning filled with emotion and vivid imagery. The first thing that strikes the party is that the lead singer/synth player (Spitfyre) is not using cyber or visible magical assistance to control the synth. All of the music she is playing is all natural talent. After the set is completed Spitfyre jumps down from the stage and runs up to Jones giving him a big hug.

"Hey Maxy, how did you like the set?" says the young lady.

"It was beautiful my lady, I can't wait to see you perform it in front of a crowd, it will be dynamite. I would like to introduce you to some new friends." Raising his left hand to indicate the party.

"These my dear, are the people I told you about. They have agreed to travel along with you for the rest of the tour and act as protection if you need it."

Spitfyre looks up at the party and give them a look that tells them they are only there to humor Jones.

"Thanks Maxy, I am sure they will work out great. Now I need to get back on stage for the next set. Pleased to meet you all." She says as she runs back to the stage.

"Well that is her, she is a bit of a firecracker but she has a good heart and loves to perform. Why don't you sit back and enjoy the rehearsal." At this point Jones excuses himself.

Behind the Scenes: If the party wants to negotiate the price, have them make a Diplomacy check vs. a DC of 25. For each group of two that the DC is beat by increase the rate of pay by 500 credits up to a maximum of 8,000 credits.

If anyone is interested in making a Sense Motive check (DC-20) to tell that Jones concern is sincere.

Jones has told the party everything he knows. He suspects that Spitfyre is being hunted by a "Rabid Fan" that wants to either possess her or if that doesn't work, injure her in some way to prove they have power over her.

Pushing the Envelope: This adventure assumes a party of four 4th level characters. If the party of a higher level the money offered should be increased.

Debugging: About the only thing that could go wrong at this point is if the party is not willing to take the adventure. If that is the case, Jones will attempt to appeal to the party's better side, pushing the point of it being a damsel in distress. If that doesn't work maybe it is time to put this adventure away and try another one. ☺

FIRST TOUR STOP

The Skinny: Morgana Spitfyre is playing for two nights at the Soul City. The first concert is on the night the party is hired, and the second night is the next day. After each concert Spitfyre's entourage returns to the building that houses her condo. The entourage consists of herself, three synth players, four backup

vocalists, a band technician, a Baabgai'Hun roadie, and 5 human roadies. Unless the characters suggest otherwise, Spitfyre will travel alone in her limousine. The rest of the band tends to stick around the show a bit longer to get things ready for the next day.

DAY ONE

The dance floor is packed as the music starts to rev up the crowd. The emotion and energy being put into the music is almost a visible wave that crashes into Spitfyre's fans.

The lights are flashing in rhythm with the music causing a dazzle effect across the entire club. An almost mystical haze hangs in the air further dazzling the audience.

As one song leads into the next the wave just keep building leading the audience into a crescendo of emotions.

This continues for almost three hours before Spitfyre completes here last encore.

Incident One: During the show there will be four suspicious people in the audience. One of these gentlemen has a sensor device which he is trying to inconspicuously point at Spitfyre. If the characters are actively looking for them have them make a Perception test with a DC of 20, otherwise they will make a DC 25. This test may be made every minute the device is being used. If not spotted the four gentlemen blend into the crowd.

The device that the gentleman is pointing at Spitfyre is a Biological Scanner commonly used to investigate new lifeforms while exploring new worlds. It records large amounts of biometric data on the target of the sensor. The down side to the sensor is that it must be held on the target for approximately 10 minutes to get a good reading. In addition to the biometric scanning capabilities it also has a high quality audio/visual recorder built in.

If caught the four gentlemen will at first claim ignorance to any wrong doing, until the scanner is produced. At which point one of them will fain a loss of nerve and start claiming it was all his idea, pointing at one of the other culprits. It was his idea to record the concert and attempt to bootleg it. It will require a Sense Motive DC-20 to tell if the culprit is telling the truth. If through role-playing the characters come to the conclusion that they are not being truthful, all the better. In addition to the scanner, each one has a concealed vest, and a stun ray pistol.

If not spotted by the players before the end of the show the bouncers catch them "recording" the show.

Outside the building are a few diehard fans hoping to get a glimpse of Morgana on her way into the building. Security keeps them away from the limo.

Morgana has the limo driver slowdown so she can stand up through the sunroof and wave to her fans on the way into the security garage. After that the limo disappears into the secure bowels of the building.

Incident Two: When the party gets back to Spitfyre's Condo, they find that the door to the private garden has been forced open. Next to the garden door is a blood splatter, a crowbar and a deep gouge left by a large three-clawed hand. If the party searches the condominium, have them make a Perception DC-18, if successful they do not see any clues of the condominium being entered or searched. If the party does a detailed search of the private garden

have them make a Perception DC-26, if successful the party finds signs that a large hovering object of some kind was over the garden for several minutes and has bent down several of the plants, in the last 24 hours. The blood on the wall is fresh, approximately two hours old.

The Hook: This is an easy scene for getting the characters involved. Everything just seems to be happening around them.

Morgana Spitfyre's Condo

- 1- **Landing:** The buildings stairs, freight elevator, and passenger elevators all exit in this area.
- 2- **Corridor:** This corridor is under video surveillance from both the condo and the security station on the first floor. When Spitfyre entertains this area can be setup to hold a bar, buffet, and so on.
- 3- **Living Room:** The center piece of this room is the large conversation pit, revolving around a raised open fireplace with a hood type chimney over it. The fire place radiates Infra-Red heat from a holographic fire. If searched it is easy to tell that the chimney has not been used in years.

A large video screen (dotted line) that rises from the floor to ceiling dominates the north wall of the room. To the left of the screen stands a complex entertainment system. The unit is large and contains thousands of vids, songs, and clips. The only thing that seems to be missing from the entertainment system is a data jack.

A fully stocked autobar stands in the southwest corner of the room. Comfortable chairs are scattered about the room.

The entire eastern wall of the room consists of floor-to-ceiling glass panels, any or all of which can slide up into the ceiling. They can be set for transparency or dimmed to opacity. The window wall looks out onto the Garden.

- 4- **Garden:** This lovely rooftop garden is shaded by trees and dotted with flowerbeds and potted shrubs. A swimming pool occupies almost half of it. A roomy whirlpool is built into a corner of the area.

A smaller entertainment system equipped with an autobar and snack dispenser is against the southern end of the window wall.

- 5- **Kitchen:** This is a well-stocked kitchen, with deep freeze, auto range, microwave and all manner of cooking toys. Spitfyre has a hired household staff most of the time, but when she is on tour her taste run toward more simple meals. Large jars of peanut butter and grape jelly are standing out on a cutting board, along with half a loaf of bread.
- 6- **Utility Room:** Located in here are the circuit breaker, heating/AC unit, water heater, etc....
- 7- **Formal Dining Room:** The formal dining room includes a large table that seats 8 and a smaller table that can be used by staff.
- 8- **Small Parlor:** For more intimate entertaining than the living room allows.
- 9- **Recording Studio:** This is a fully equipped recording studio, with all the high tech tools available to the recording artist of



Manzala. Synthlink interface, server top-of-the-line music generators, a bandbox Synthesizer, laser tech crystal recorder and an acoustic modulator, which gives the room acoustical qualities ranging from an intimate night club to a full-sized concert hall. There is something like one-million credits worth of gear in this room.

- 10- **Guest Room:** This well-appointed bedroom includes an adjoining bathroom. The bathroom is equipped with all the comforts including an ultrasonic shower head.
- 11- **Private Garden:** This is Spitfyre’s getaway spot. It is laid out in Japanese style, but all of the vegetation is native to Terradyn. This is where the hylathan hunter attempted to enter the condo.
- 12- **Storage Room:** Assorted odds and ends, cleaning supplies, and general household maintenance robot.
- 13- **Gymnasium:** This workout room is fully equipped with the latest Nautilus Programmable Resistance Equipment, Power Cycle Aerobic station, and a Shiatsu-Matic massage unit. A mat suitable for floor exercises, martial arts practice, and so on, covers the floor in the western half of the room. Against the west wall is a complex holo projector. This is a custom pistol range generator. In a cabinet at the far end of the room are stored several pistols that are setup in the generators computer. They fire safe laser pulses that the system will register. This little toy allows Spitfyre to simulate numerous firearms practice scenarios from range fire to a running gun battle, keeping the traditional edge with pistols found with Manzala citizens.
- 14- **Spitfyre’s Room:** A very powerful three-dimensional entertainment unit is next to the bed. Several dressers line the walls. A small, tidy desk stands just inside the door with a computer terminal on it. A concert quality synth unit stands in the northeast corner of the room. Next to it in a locked air-conditioned case is a beautiful acoustic guitar, with rosewood inlay. It is worth at least 50,000 credits on the collector’s market.

Behind the Scenes:

Incident One: The four culprits in incident one are really hylathan hunters attempting to prove that Spitfyre is a hylathan. They are extremely well trained and will not easily give up the information that they are hylathan hunters. Once they are either released or when the concert is over they will break into two groups the first will head for the Ziggurat and ride the grav train for a couple of hours before heading to their safe house. The other two will wander the streets of Manzala until just after 2 am and then will make their way to the outside of Spitfyre’s condo building. Where they will take up position in a building across the street.

Incident Two: If the police are called they will investigate the scene and will not leave until well into the morning. If the party is able to identify the blood from the blood splatter it will come back as that of a male hobgoblin. The claw marks in the wall were left by an Ancient Silver Dragon that just happens to be a fan of Spitfyre’s and also stumbled on the hylathan hunter attempting to break into the condo. At first the dragon attempted to question the hylathan hunter but decided to get more aggressive when the hunter opened fire with a gauss SMG. The dragon did not want to upset Spitfyre so he took the body with him when he left.

Pushing the Envelope: There is not much to change to make this section more challenging. If the party seems to be getting bored you may want to have a couple of fans buzz the condo in a grav sports car attempting to get a picture of Spitfyre. Or maybe have a group of reporters attempt to get past the security check point on the first floor.

Debugging: There is not much that can go wrong in this section of the adventure. If the party is stumped by the blood, you could have a helpful cop pass on the lab work in exchange for a ticket to the sold out concert tonight.

DAY TWO

Day Two: The hunters get bolder and attempt to snatch her on the way to the second concert. The hunters will have an invisible counterpart watching the apartment. Shortly after the limo leaves the apartment, four chase motorcycles will begin to follow. The motorcycles will use small arms fire to attempt to disable the limo. If successful, three rounds later a van will pull up with 2 hunters + 1 additional hunter per character to grab Morgana. The hunters will only use lethal weapons on the limo, they will attempt to target the passengers of the limo with stun ray pistols, unless the party escalates to using lethal force.

The Hook: While the party is escorting Spitfyre and the band back to the Soul City they are attacked by individuals on motorcycles.

It seems like you just went to bed when the alarm went off and it was time to head back to the Soul City. Unlike you, Spitfyre is wide-awake and ready to go. After a quick phone call down to the driver, you are ready to all mount up and head back to the club. The driver does not seem surprised by the early start. The limo pulls out of the garage with no problems, after several minutes the driver makes comment on the possibility of it being a quiet morning when several street racer motorcycles speed past you. You could almost ignore them except for the submachine guns that they are firing at the limo attempting to get it to stop.

Hover Limousine 6t					
Size		Gargantuan			
AC	6	Hard	12	HP	146
Init/Man	-4/-4	Top Speed	245 (24)	Accel	23 (3)
Crew	1	Pass	7	Cost/Avail	60,000/20

Racing Bike 5t					
Size		Medium			
AC	10	Hard	10	HP	36
Init/Man	+0/+3	Top Speed	370(37)	Accel	37(4)
Crew	1	Pass	0	Cost/Avail	3,000/15

Four hylathan hunters on street racer motorcycles, there is one hunter per motorcycle. If they can get the limousine down to 0 hit points they have forced it off the road. Racing through the busy streets of Manzala can be a dangerous and exciting experience. Each round the driver will have to make a Driver DC-15 modified by speed. In addition, at the start of each round roll 1d10 on a result of 1-2 an extreme event has occurred. The gamemaster should feel free to be creative with these

encounters. Some examples are slow school buses pulling in front of the chase that must be dodged, road construction or closure, or even a truck blocking part of the road. Extreme events raise the base Drivers DC to 20.

Behind the Scenes: This group of hylathan hunters have decided to take a chance and are attempting to capture Spitfyre. These hunters are not very determined and will flee if reduced to ½ wounds. If two of the hunters are put down the others will attempt to run. The hylathan hunters will chase the limousine for 40 rounds. After which they will split up and attempt to get away. If the cops are called they will arrive in 3 minutes (60 rounds). The vehicle chase and combat rules found in the Neverwhen Main Rulebook should be used in this encounter.

Pushing the Envelope: If the party is using more than one vehicle, there should be two additional hunters on motorcycles per vehicle. In addition if the party is above 4th level there should be additional hunters to reflect this. For example: a 5th level party should be attacked by five hunters.

Debugging: The main thing that could go wrong in this encounter is that the party gets trounced by the hylathan hunters if this occurs have a Manzala Security Patrol come by and engage the hunters or have some Dragons of Destiny operatives intervene and help the party. This intervention should be subtle, such as maybe the lead motorcycles front tire blows out (thanks to magic or a sniper). Unless the party is asking for it, they should not die in this scene.

At the Soul City: The rehearsal goes uneventful and the concert is a hit. Nothing unusual happened during the concert unless the party makes a scene. The gamemaster should feel free to keep the party on their twos by sending in a few red herrings.

SECOND TOUR STOP

Taking off from Manzala's bustling spaceport is always interesting due to the variety of ships that can be seen come and leaving the port.

As the HPV Raven's Moon breaks atmosphere it doesn't take long to see the gate and station commonly known as Liberty Station. Liberty Station just happens to be the largest of the stations that guards the space-borne inter-realm gate, there are an additional 24 stations making up the cluster. Liberty Station is so large that it even allows the internal docking of several of the Golden Harvest class colony ships.

The Liberty Station and the constant swarm of ships around it drift away as the Raven's Moon approaches the gate and is given clearance to enter. With an explosion of kaleidoscopic light and energy your inter-realm journey begins.

The Skinny: After the concert in Manzala, the party boards a freighter, named the Raven's Moon, heading for Krakow Station. The Raven's Moon is a Magellan Class Free Trader. The second stop of the tour is a morale boosting event for the Terradyn allies and troops stationed at Krakow Station. It will take 12 days of travel to get to the station between hyperspace travel and inter-realm travel. Most functions aboard the vessel are handled by the robotic crew, which makes up 75% of the crew. During the course of the journey to Krakow Station, the party will have ample time to explore the ship. They are free to travel most of the ship. The only places that are off limits to the passengers are the armory, bridge, engineering and command officers' quarters. Any of these areas can be entered if escorted by a member of the command staff.

The Raven's Moon is built on an open-air design, depending on TL8 air barriers to maintain atmosphere in case of hull breach.



This gives the Raven's Moon an open and roomy feeling. Details on the Raven's Moon are below.

As per normal for a liner, passengers are required to check all weapons with the purser for storage in the ship's armory or the weapons may be stored in the primary cargo bay. This is done to reduce the chance of hijackings. If a player wishes to conceal a weapon it is either a Sleight of Hands (DC-15) modified by situation. The crew is not really looking for small weapons such as pistols, anything larger will automatically be found.

A- Flight Deck

A1 Bridge: This is the heart and soul of the Raven's Moon. There are positions for the Captain, Navigator, Sensors / Communications, Engineering, and two gunnery stations. For self-defense the Raven's Moon is armed with a triple missile turret, and a twin laser array both 360 degrees. At all times at least one crew member is on the bridge.

B- Crew Deck

B1 Captain's Quarters: These are the sleeping quarters of the vessel's captain, they are very spacious compared to the crew's quarters. The furnishings include a large bed, a desk, computer terminal, and several bookshelves. In addition along one wall is a large video screen. All furnishings have been enlarged to allow for the size of the Gorillian captain. There is also a hidden safe in the room, to find it requires a Perception DC-22. The safe is hidden behind the video screen, behind a sliding panel. Within the safe are the ships log, 5,000 credits in cash, and a Gorillian Laser Pistol.

B2 Armory: It is very seldom that a vessel of this size is boarded, but as a precaution the Raven's Moon does have a decent armory. All crew members are trained use each of the weapons except for the Gorillian Laser Rifles, which are strictly for the captain. The armory is equipped with the following weapons:

Raven's Moon Armory		
10 Neo-Tech Laser Pistols	5 Neo-Tech Laser Rifles	2 Gorillian Laser Rifles
10 Stun Ray Pistols	10 Stun Ray Rifles	10 Paralysis Rods
1 M2HB with gravitic tripod	1,000 rounds for the M2HB	100 Small eCells

B3 Purser's Office: This is where most of the ship's valuables are stored. There is a large safe with several safe deposit boxes at the back of the office. The only crew members that are able to open the safe are the captain, the first officer, and the purser/steward. Currently the safe is holding the valuables of the crew and anything that the party wants to store. The total sum of the crew's assets is 6,250 credits in various denominations.

B4 First Officer's Quarters: These quarters are nicer than the crew's quarters but not as spacious as the captain's quarters. There is a queen size bed, a dresser, sink, desk, computer terminal and a large video screen. Hidden behind the dresser is a small safe, detecting the safe requires a Perception DC-20. The safe includes the first officer's logs, and 30 large diamonds encased in plastic. Each gem is worth 2,500 credits. The first officer is hoping to use them as a down payment to get his own vessel.

B5 Ship's Doctors Quarters: There is not much space on a vessel like this for the ship's doctor. So part of these spacious quarters has been converted into a make shift infirmary. The

sleeping quarters are separated from the infirmary by a curtain. The infirmary includes all tools and medicines needed to perform emergency surgeries. In addition, the doctor keeps two emergency cold sleep chambers in the cargo hold.

B6 to B11 Crew's Quarters: Each of these rooms houses four of the ship's crew. Each crewman has a bunk, foot locker, and dresser. Each crewmember is normally allowed 200 pounds of space in the cargo hold, but it is not uncommon for a ship's captain to increase this amount to 1,000 pounds or more.

B12 Captain's Lounge / Dining Room: This area is used by the captain and first officer to entertain guests. The furnishings consist of a large wooden table (seats 10), an autobar, and several comfortable chairs. The autobar is fully stocked. The exterior wall is dominated by what appears to be a window. In actuality, it is a high-resolution video screen that transmits images from the bridge. During the voyage the captain, first officer, ships doctor, Morgana Spitfyre, and the party will have their meals served here.

C- Passenger Deck

C1 Morgana Spitfyre's Stateroom: This is a rather posh stateroom with all of the comforts of home. Spitfyre has brought along a large amount of recording equipment to assist in her song writing during the voyage. She will spend at least 8 hours a day working on new material.

C2 Stateroom: Unless the party is larger than four members this stateroom will remain empty during the voyage.

C3 Stateroom: This stateroom has been assigned to the party. It is currently made up to house four people. There are two large viewing screens mounted on the exterior wall that display images supplied by the bridge.

C4 Stateroom: This stateroom is assigned to four of the tour's roadies.

C5 Stateroom: This stateroom is assigned to four of the tour's roadies.

C6 Stateroom: This stateroom is assigned to the lead roadie and the concert technician.

C10 Kitchen: This is a fully automated kitchen crewed by 8 Generic Medium robots. They are programmed with the recipes from 30 worlds.

C11 Storage: This room is used for general storage and includes several shelving units filled with boxes. The boxes contain anything from spare sheets, to toilet paper. Also stored is any furniture removed from another room.

C7 Stateroom: This stateroom has been assigned to the backup singers.

C8 Stateroom: This stateroom has been assigned to two members of the band.

C9 Stateroom: This stateroom has been assigned to the remaining members of the band.

C12 Observation Lounge / Passenger Dining Room: This large open area is used as a combination dining room, observation lounge and recreation area. There are several round tables setup throughout the room. Along the exterior wall are several large display panels that constantly display the star field from behind the vessel. While in port the screens can be set to display anything the crew wants. The lounge includes a fully stocked Autobar, a robotic masseuse, and a desk for the steward to use. Meals are served three times a day.

D- Engineering and Flight Deck

D1 Main Engineering: This area is filled with large amounts of heavy machinery used to operate the ship. Basic ships functions such as atmospheric controls can be regulated from this location. The door to main engineering is normally kept locked requiring a Disable Device (DC-25) to bypass the lock.

D2 Robotic Repair and Storage: This room has been set aside for the repair, maintenance, and storage of robots. The walls are lined with work benches and tools. Several robots lay about the room in various states of disrepair. During the flight, there will be 4 Engineering robots, and 8 Generic Medium robots stored in the room.

D3a and D3b Excursion Shuttles: These 10-man shuttles are used both as cargo shuttles and for ferrying passengers to and from ports. The shuttle bay doors are protected by a TL8 air barrier that does not allow atmosphere to escape from the ship while the doors are open.

D4a to D4d External Docking Doors: These are the external docking doors standard on the Magellan class free trader. They use a universal docking mechanism that allows pretty much any small craft to dock with them.

E- Upper Cargo Bay

E1 Upper Cargo Bay: This area is the only part of the cargo bay that is accessible while the ship is under way. The lower cargo bay is normally kept in vacuum in order to save on cost. The Raven's Moon is traveling light on cargo with most of the space taken up by the bands cargo and a little bit of cargo speculation for the crew of the Raven's Moon.

EVENT ONE

Brighten-17 Power Levels					
Faith	Magic	Psionic	Syncratic-	Syncratic+	Technology
8	8	8	5	5	9

The Hook: On the second of the tour stops, the backup vocalist collapses on stage.

After leaving the stunning array of space stations that make up Liberty Station, Krakow station is a bit of a letdown. The station is made up of a central hub with several spokes extending out to the docking facilities. There are several civilian ships docked to the station as the Raven's Moon approaches. After getting clearance from Krakow control, the Raven's Moon makes its approach to docking ring 16.

The Raven's Moon reaches the docking ring and contact is

signified by a solid thud. Once the seals are checked the party is free to board the station and go through customs. The normal long and tedious task of going through customs is shortened due to Morgana.

You get several minutes to settle into your quarters before Morgana contacts you and tells you that it is time for rehearsal.

You are sitting back and enjoying the rehearsal when suddenly one of the backup singers collapses. As everyone crowds around her, someone has the good sense to call for the medics.

The medics arrive, make sure that her vital signs are stable, and then rush her to the infirmary.

More details on Brighten-17 and Krakow station can be found at the end of the adventure.

Behind the Scenes: The backup singer collapses due to the microphone being tampered with. A Heal (DC-20) stabilizes the singer and determines that they have taken a major electric discharge similar to a paralysis rod or a volt gun. Of the 30 microphones carried by the band only two have been tampered with. To detect the tampering requires a Repair (DC-22). The tampering turns the microphone into a high power volt gun which causes total paralysis for 3d6 minutes. If the party goes back over the purchase logs of the concert. Two new microphones were purchased back in Manzala.

The doctors keep the backup singer in the infirmary for most of the rest of the day, but she is released in time to join everyone for dinner. She is a little shaken up but not really injured.

Pushing the Envelope: There is not much you can do to balance this scene for a higher level part. The primary way is to increase the difficulty of the Repair DC.

Debugging: The only thing that could be a problem is that the party does not find the other modified microphone. If this is the case have the tour technician find it just before the concert.

The concert goes on as planned and is just as energetic as before. As before the music is very emotionally charged. The music seems to bounce off the walls of the station and ricochet straight into the crowd's souls.

After the show audience is energized and excited. It takes several encores to get them to settle down, but eventually they let Spitfyre off the stage.

The concert is a rousing success.

EVENT TWO

The Hook: The band is invited to a going away party in their honor. Spitfyre is obligated to attend the party.

The physical mail has caught up with you. They must have caught a freighter already scheduled to head this way. Normally at a station like Krakow the mail would be two or three weeks behind at best.

There are quite a few packages and letters for Spitfyre and she insists on reading and replying to each and every one.



If the party would like to go through the mail, to make sure it is safe, it will take the party at least three hours to do so. The only way the party can detect the perfume and makeup is if they are opened and they make contact with a hylathan.

Spitfyre's final appearance on Krakow Station is a party being held in her honor. Since it is a social event, only concealable weapons should be carried.

The party is scrambling to get the appropriate clothing for the party, since it will be a formal affair. Most of the morning has been taken up getting your outfits put together. Of course, Spitfyre is laid back enjoying her fan mail as you pull your hair out getting ready for the party.

The party is being held in one of the large banquet halls in the officer's mess. All of the top brass of the station has come out to meet the band. One of the officers seems to be infatuated with one of the backup singers. He seems to not understand the term 'No' and keeps trying to pressure her into going back to his quarters.

Other than this incident, the party goes until the early morning with no problems.

Behind the Scenes: Two of the gifts that Spitfyre receives in the latest mail shipment are a makeup set (From a moderately well-known fashion company on Terradyn) and a bottle of perfume from the fan club at the Genosia colony. She is excited about both and can't wait to see how they look and smell on her. In actuality, both of these have been sent by the hylathan hunters. If either one of them is applied to a hylathan they must immediately make a saving throw at -3 or break out in a rash. Once a hylathan has the rash they will have to make a saving throw every hour (at -3) to keep from reverting to their natural form. Due to the psychological block that Morgana Spitfyre has against changing to her natural form she will not revert to her hylathan form due to the makeup or perfume. She will have a rather nasty rash that will last for several days.

At the party, one of the officers has been tricked into carrying a miniature recording device that will transmit everything that the officer sees. The hunters are waiting to see if Spitfyre or any of the party shows signs of the rash.

Pushing the Envelope: If the gamemaster needs to increase the difficulty of this scene, have the effects of the makeup and perfume delayed until say just before the party or have the pushy officer make a scene.

Debugging: This scene has a potential of becoming explosive. Many things could happen at once. First any hylathans in the party maybe having a very hard time keeping any shape other than their natural one. Second, if Spitfyre does get the rash and there are hylathans in the party that also get the rash, there is a good chance that the party can convince her that she just might be a hylathan. No dice rolling on this one, play out the conversation between Spitfyre and the players, if they come up with a convincing argument she will start believing it is possible. Now if the party really wants to mess things up. They could bring inappropriate weapons to the party or they could start a fight at the party. Either way this would look bad on Morgana Spitfyre.

EVENT THREE

The Hook: In route to the third tour stop, the ship will unexpectedly drop out of hyperspace.

It is the middle of the night cycle on your second day of travel toward the inter-realm gate when all the suddenly awakened from a sound sleep. It takes a second to realize that you are not on your bunk but sitting on the floor and the red flashing lights you are seeing are not in your head.

Behind the Scenes: While the Raven's Moon was at Krakow Station, the crew and captain decided to do a little cargo speculation. They purchased 30 crates of robots from a broker on Krakow Station. The hylathan hunters found out about it and have hidden some of their number in the crates. In addition to the hunters in the cargo hold, the hunters have managed to plant a virus in the ships computer that disables the weapons, hyperspace drives, maneuvering thrusters, and communications equipment. At least that is what the plan was, in reality they have shut down almost everything on the ship. About the only things still working are the emergency lights, the emergency sirens, the elevators to the cargo hold, and the external airlocks. The armory door does not have any power running to it at the moment. To open the door will require a Disable Device (DC-28) and a feat of strength. Up to two human sized characters can try to lift the door at the same time. If their combined strength is equal to or greater than 25 they have managed to open the door far enough for someone to crawl in.

There are hunters working their way up from the cargo bay. There will be 4 hunters plus 1 per party members. It will take the hunters three rounds to get out of the cargo hold, on the fourth round they will be in C12 Observation Lounge/Passenger Dining Room. At this point the hunters split up. Half of the hunters will head for the bridge; the rest will start searching the staterooms for Spitfyre. They will start with stateroom (C8) then search stateroom (C9), going door by door working their way forward. The second group will continue to the bridge and crew deck. The crew of the Raven's Moon will defend the bridge, allowing the party the freedom of hunting down the hunters.

If the hunters manage to capture Spitfyre they will all fall back to C12 Observation Lounge/Passenger Dining Room and wait for pick up. The hunter transport will arrive in 10 minutes.

Pushing the Envelope: The easiest way to balance this encounter is to add or subtract hylathan hunters from the encounter.

Debugging: If things start going badly for the party have the hunters start using non-lethal attacks. Their mission is to capture Spitfyre, not to massacre everyone on the ship. If the entire party gets knocked out or the hunters manage to capture Spitfyre, go straight to the Morgana Spitfyre Captured encounter. The hunters will leave any non-hylathans aboard the Raven's Moon. Any hylathans will be bound and taken with them.

THIRD TOUR STOP EVENT ONE

The Skinny: The third tour stop is a on the frontier planet of Durango. This is where everything will come to a head and Morgana is captured by the hunters.



Players arrive on the planet of Durango, in the city of Suttershome. The concert hall is an outdoors natural auditorium. The first attack takes place between the ship and the hotel. Four hover cars will attempt to push the limo off the road. If successful, four thugs will jump out of each vehicle and use stun ray rifles on the party.

You have arrived on the planet of Durango, in the city of Suttershome. It is early morning the sun is just starting to rise as you exit the Raven's Moon. It is a great relief to get out of the ship and breathe some air that has not been recycled a hundred times.

You are a bit surprised that the limo is not their waiting for you when you clear customs. Luckily, you only have to wait a few minutes for it to arrive. The limo is a basic hover model. As everyone piles into the limo, you notice that it is going to be a rather nice day.

You cannot wait to see what the concert hall is going to be like. It is supposed to be a natural auditorium, which means it will be great for music and horrible for security.

As you proceed toward the hotel, hover cars rapidly approach the limo as if they are racing or they are attempting to run the limo off the road. Several more hover cars move up to cover them.

Behind the Scenes: This is a straight forward chase. If the party can manage to drive the hover cars off or manage to keep from being disabled/run off the road for 20 turns the hunters will back off.

Hover Limousine 6t

Size	Gargantuan			
AC	6	Hard	12	HP 146
Init/Man	-4/-4	Top Speed	245 (24)	Accel 23 (3)
Crew	1	Pass	7	Cost/Avail 60,000/20

Hover Sports Car 6t

Size	Huge			
AC	10	Hard	16	HP 136
Init/Man	-2/+1	Top Speed	360(36)	Accel 36(4)
Crew	1	Pass	1	Cost/Avail 56,000/18

Each Hover Sports car includes a driver and a passenger riding shotgun. The passenger will open fire on the limousine while two of the drivers attempt the force it off the road.

Pushing the Envelope: If the party is higher level than 4th, then more hover sports cars should be added, one per level above 4th.

Debugging: If the party is having too hard of a time of it, have some local law enforcement officers show up to draw some fire. If it goes really bad for the party and Spitfyre is captured then skip immediately to the entry for Morgana Spitfyre Captured.

EVENT TWO

The Skinny: The second attack will take place while the party is on the way to the first show. If Morgana is in the limo, the driver will set off several paralysis charges. To resist the paralysis charges will require four separate Fortitude (DC-25) checks those that fail

are knocked unconscious for 1d6+10 minutes. Anyone that remains conscious is attacked by the driver using a paralysis rod, the driver as an attack bonus of +10. The driver will then attempt to lose any chase cars and deliver Morgana to the hunters. If Morgana is not in the limo the driver will wait until the trip back after the show to stun the people in the limo. He will then let the hunters into the apartment complex. If let into the complex, there will be three hunters for each party member each armed with needler pistols (Paralysis) and Paralysis Rods.

The Hook: On the way to the first show, the limo driver (a TOC) sets off several paralysis charges in the limo. If that does not work he attacks with a paralysis rod on the surprise round.

If Morgana Spitfyre is in the limo read the following text:

You are talking over the plans for the night. Making sure Spitfyre understands where each of your group will be when there is a sudden BANG!!! And the limo goes dark.

Behind the Scenes: If Morgana is not in the limo, the concert proceeds as planned. There are a few suspicious people in the crowd but none of them cause any trouble. The driver waits until the party is all in the limo and they are just about to enter the apartment building. At which point he sets off the paralysis charges described above. Once the party is taken care of he will then let the hunters into the apartment complex. If let into the complex, there will be three hunters for each party member each armed with needler pistols (paralysis) and paralysis rods.

Pushing the Envelope: If the party is getting by too easily, have the driver set off another of the paralysis charges. Essentially, the party should have little or no chance to stop Spitfyre from being captured.

Debugging: The main problem that can occur is the party just does not go down. If the hunters are forced, they will resort to lethal force to get to Morgana Spitfyre, but remember she is the main target of the attack. If the hunters can get to her and get away from the party, they will.

MORGANA SPITFYRE CAPTURED EVENT ONE

The Skinny: The party has been knocked unconscious and Spitfyre has been taken. The hunters haven't left many clues to their location, but a little talking on the street might turn something up.

The Hook: The party has been knocked unconscious and Spitfyre is gone.

You wake up with the worst headache you have ever had. Last thing you remember is the driver turning to say something then bang out go the lights. As you crawl out of the car your head starts to spin, but you regain your balance. Your mouths have that delightful aluminum taste of being drugged.

Once you regain your senses you notice a few things; first

Spitfyre is gone. Second, you are parked in front of a fair sized starport. Third, the only other thing that is missing is the driver of the limo. Fourth, looking at your watches you figure you have been out for better than four hours.

Therefore, the million-credit question is where to find Spitfyre.

If the party asks the effects of paralysis rod weapons normally only last for several minutes they must have also been affected by some type of toxin, which explains the aluminum taste.

Unless the party has come up with a brilliant way to track Spitfyre, they will have to do it the old fashion way, searching the streets for leads. It is a complex Streetwise (DC-20) test requiring 5 successes or a Diplomacy (DC-22). If the party succeeds, they find someone that remembers seeing the limousine outside one of the warehouses earlier today.

If the players decide she's been taken on a ship, they can investigate the starport and after 5 successes on Diplomacy (DC-20), they are told no ship has left the port for 3 hours, it's just not that big a starport."

The number of success need for the complex test can be reduced by throwing credits around for each 500 credits spent reduce the number of successes need by 1 to a minimum of 1.

Behind the Scenes: The hunters are keeping Spitfyre in a warehouse near the starport. Their plan is to prove that she and any of the captured hylathan players are indeed hylathan. Once that is done they sedate them and load them on a waiting starship to destinations unknown.

Pushing the Envelope: Not much to balance on this encounter. If the party is above 4th level the Streetwise DC should be increased by two per level above 4th.

Debugging: If the party is having to hard of a time with the Streetwise check, give them a break after a couple of hours of game time. Let them get the lead about the Limousine. The other possibility is that the party decides not to go after Spitfyre. If this occurs, you should berate them for their unhero-like behavior or if they contact Maximillian and tell him they will not follow up tell them he will not pay for passage home without her. If they decide to walk away after that go ahead and let them. If any of the characters have the hindrance Hero's Code they immediately lose 1,000 xp.

One possible way to give the party a lead on the warehouses location is to have the hylathan hunters send out a cleanup team to kill them. If the party is smart enough to keep one of them alive to question, they could find out the location of the warehouse. This cleanup team should consist of two hylathan hunters plus one hunter per character over four in the party.

EVENT TWO – THE FINALE

The Hook: After several hours of searching the streets, the party finally gets a lucky break. Someone saw the limo in front of a warehouse near the starport. When the party checks out the warehouse, they recognize some of the vehicles parked out back.



You arrive at the warehouse your contact told you about. At first, you are not sure it is the place. It looks like it might be a wild goose chase. Until you make your way around to the backside of the warehouse. Behind it is a hover sports car with some very familiar damage.

Looks like this maybe the place after all.

Behind the Scenes: At this point, there are still doubts about Spitfyre being a hylathan. Therefore, the hunters are attempting to force her to change shape. This involves pain induction (Electro Shock) and sensory overload.

Access can be gained to the warehouse via one of the three cargo doors or through the one pedestrian door. The pedestrian door is covered by a video camera, but tonight the guards that are supposed to be watching it are playing poker so they will not notice the party at the door. For the more daring adventurers there are 6 skylights on the roof. Two looking down into the office area, the other four look down into the main warehouse area.

Warehouse Locations

Note: Due to the noise created by the sensory overload equipment attached to Spitfyre all hunters on the ground floor are considered Deaf and automatically fail any audio Perception test. The second floor is under the effects of a noise dampener so those on the second floor cannot hear anything going on the first floor. In addition, all of the blinds have been drawn so there is very little chance of anyone on the second floor noticing something amiss on the ground floor.

The warehouse should be run as two encounters the first being the ground floor and the second being the second floor.

1- This area looks like a combination electronics and chemistry lab of some kind there is a large amount of apparatus for testing and combining chemicals, and a wide assortment of electronics components. If the party searches the table, they will find one of the following items per successful Perception DC-20.

A microphone of the same type as used by the band.
Several empty makeup containers
Perfume bottles filled with the Anti-Hylathan Perfume

There is one hunter currently at the workbench. He is wearing earplugs so he will have to make a Perception DC-22 to not be surprised by the party.

2- This is the spot where they are currently keeping Spitfyre. She is surrounded on three sides by 30 video monitor and several banks of speakers. Each of which is showing/playing something different. In addition, she is wired to several devices, with electrodes covering most of her body. If the party watches for any length of time, they will notice her body tense and spasm whenever she tries to lower her head or turn away from the monitors. Morgana's arms and part of her upper torso appear to be covered with a deep red rash. **Note:** If the party does not release Spitfyre within the next 15 rounds, she will lose control of her shape. Due to all of the noise and flashing images all characters within 6 squares of the monitors will suffer a -4 penalty on all actions due to sensory overload

while they are in the area and for 3 rounds after leaving the area.

Standing next to Spitfyre are two hylathan hunters

Deafened: A deafened character cannot hear. He takes a -4 penalty on initiative checks, automatically fails Perception checks based on sound, takes a -4 penalty on opposed Perception checks, and has a 20% chance of spell failure when casting spells with verbal components.

3 and 4- These doors have been sealed from the inside and cannot be opened without using a cutting torch.

5- This door is currently locked and has a vehicle ramp attached to the loading dock. To unlock the door will take a Disable Device (DC-20). From the outside of the door can be hear an over whelming amount of noise, it is impossible to pick out any one voice or conversation. Due to this noise there is a chance the party could sneak in through the cargo door. To do so requires a Stealth DC-20. If the party fails they have been spotted by one of the hunters on this floor.

6- This is a standard wheeled van at this location. The hood is open and one of the hunters is working on it. Due to all of the noise and lights, and his focus on repairing the van, the hunter will have to make a Perception DC-28 to notice anything occurring more than 2 squares (10') away.

The Second Floor

7- This office has been converted into a makeshift bunkroom. It contains four cots and foot lockers. There are varies fast food containers lying about the room. The foot lockers only contain cloths and personal hygiene products.

8- The main office has been turned into quarters for the leader of the hunters. On the table in the middle of the room is a stack of papers. These papers include details about the party and Morgana. The boss is in this room.

Hylathan Hunter, Leader (Hobgoblyn, Mercenary)						CR 5					
XP		2,400		Hobgoblyn Warrior 6							
Lawful Evil		Medium Humanoid (Goblinoid)									
Init	+5	Senses	Darkvision 60 ft.; Perception+9								
DEFENSE											
AC	22	Touch	13	Flat-Footed	19	(+3 Dex, +9 Plastic Armor)					
HP	49	(5d10+17)		WP	26						
Fort	+9	Ref	+5	Will	+2						
OFFENSE											
Speed	25 ft.										
Melee	Paralysis Rod +6 (Stun)										
Ranged	Manzala Arms Gauss SMG +9 (2d10/19+)										
STATISTICS											
Str	13	Dex	17	Con	17	Int	12	Wis	10	Cha	8
Base Attack		+6		CMB		+7		CMD		20	
Feats		Alertness, Burst Fire, Improved Initiative, Precise Shot									
Skills		Intimidate +5, Perception +9, Sense Motive +6, Stealth +5									
Languages		Balil, Common, Goblyn, Hylathan, Trade									
Special Qualities		Inbred Loyalty									
FL	6	ML	2	PL	2	S-	2	S+	2	TL	7

ECOLOGY	
Environment	Any Gang (4–9), band (10–100 plus 50% noncombatants plus 1 3rd-level sergeant per 20 adults and 1 leader of 4th–6th level),
Organization	warband (10–24), or tribe (30–300 plus 50% noncombatants plus 1 3rd-level sergeant per 20 adults, 1 or 2 lieutenants of 4th or 5th level, 1 leader of 6th–8th level, 4–15 Goblins)
Treasure Value	NPC Gear (Plastic Armor, Paralysis Rod, Manzala Arms Gauss SMG w/h 10 magazines, 5 small eCells) + Standard
SPECIAL ABILITIES	
Inbred Loyalty (Su): Hobgoblins are genetically engineered to be loyal to goblins. For a hobgoblin to act against the orders of a goblin requires a Willpower (DC-15 + level/hit dice of goblin + goblin's Cha modifier)	

9- This office has been converted into a make shift bunkroom. It currently contains four hunters. They are asleep so the party automatically gets surprise. If a gun is fired on the second floor, make a Perception DC-25 to see if they are awoken. They are not wearing armor so their armor class is 12.

10- This storeroom has been turned into a makeshift armory it contains 4 Gauss SMGs, 20 Mags for the SMGs, 100 Rounds of 20mm Gauss, 20 Stun Grenades, 8 Stun Ray Rifles, 8 Stun Ray Pistols, 30 Small eCells and 4 Paralysis Rods.

11- This office has been converted into a makeshift bunkroom. There are four hunters in the room playing poker instead of being on watch. They are wearing their armor. If surprised, the hunters will take the first round to collect their weapons. After that, they can fight normally.

Pushing the Envelope: This is already a fairly tough encounter. If the party coming into the encounter is greater than 4th level then an additional hunter should be added to both the ground and second floors for each level above 4th.

Debugging: There is a good chance that the fighting on the second floor will turn into a running battle. If the party goes in guns a blazing, they will most likely be killed. If the party seems to be being creamed have the hunters switch to paralysis rods. They will attempt to capture the party particularly if they know there are any hylathans in the party. Once captured each party member will go through the same treatment that Spitfyre is currently going through. This treatment will go on until the hunters are sure that there are no more hylathans in the party. After an unknown amount of time the party is rescued by a strike team consisting of dragons and hylathans sent by the Dragons of Destiny. Once released the party will be informed that Spitfyre was not found anywhere in the building.

Conclusion

If the party manages to rescue her from the hunters, she insists on being taken to the concert. If everything goes right, they should be able to get to the amphitheater just in time for the concert to start.

If Spitfyre is rescued after the concert has occurred she goes into a deep depression with all of the events that have occurred and it is just a little too much all at once for her at the moment.

AFTERMATH

There are three outcomes for this adventure:

- 1) Morgana Spitfyre doesn't know she is a hylathan and this group of hunters has been stopped.
- 2) Morgana Spitfyre finds out she is a hylathan and the group of hunters has been stopped.
- 3) The hunters win.

Below are the results for each outcome.

- 1) Somehow the party has not been able to convince Morgana that she is a hylathan. Morgana is very grateful to the party for stopping the scoundrels that where after her. She gives each member of the party a lifetime back stage pass, just show it to at any show she is playing and they will let the character in. She then is off again this time to record a new album. Maybe the hunters will leave her alone this time... and maybe brights will stop leaving burns.
- 2) Morgana thanks the party and seems to be a bit distant. If any members of the party are hylathans she will ask them how they deal with everything in their lives being a lie. She will disappear from the limelight for several months after which there will be a small reference to her on the Financial Pages about her donating a large amount of money to an orphanage program run by the Dragons of Destiny. She will then launch a new concert tour to promote her new album "Dreams of Dragons"
- 3) You wake from your recurring nightmare caused by the equipment the hylathan hunters used on you. Even after six months of treatment they are still some very sensitive memories. To take your mind off the nightmare you switch on the video unit and are surprised to see a commercial for a Morgana Spitfyre concert. Most of the footage is from old concerts, but there are a few more recent shots near the end of the commercial. In it Spitfyre appears to be in fine health and seems to almost have a golden glow.



EXPERIENCE POINTS

Listed below are suggested experience point bonuses, this are in addition to experience points earned for combat.

Experience Points	
Item	Award
Spotting and stopping the hylathan hunters at the first concert	500 xp
Stopping the second attack in Manzala	1,500 xp
Detecting the tampered microphones	500 xp
Morgana not affected by the perfume or makeup	500 xp
Stopping the hunters from taking over the Raven's Moon	2,000 xp
Stopping the hover cars on Durango	1,200 xp
Rescuing Morgana	2,500 xp
General role-playing bonus: Players that have done a good job of role-playing and staying in character should be given between 1,000 and 2,000 xp as a bonus. It is possible that the whole party gets this award.	

ADDITIONAL ENCOUNTERS

This section includes additional encounters that can be used to spice things up and expand on the adventure.

Grav Bike Assault: This encounter takes place in Spitfyre's condo. A group of people on grav bikes land on the patio and charge the doors. Are they rabid fans or are they more attackers?

The Assault: During the party on Krakow station one of the party members notice a female ork acting very suspiciously. If she is approached she will attempt to slip out of the party.

This is a ploy to get the party out of the room. When part or all of the party is out of the room three humans fire on Spitfyre with needler pistols (Paralysis) in an attempt to kidnap her. This is a rival hunter group that got tipped off by a loose lipped hobgoblin.

The Pickup: A representative of the parties hunting the hylathans has send been sent to collect Morgana and any other hylathans that have been captured. The representatives consist of a Balil Infiltrator (posing as a human) and one wendigo per two 4th level party members. They will only engage the party for four turns and then will turn and leave. In reality they themselves are being followed/hunted.

BACKGROUND INFORMATION

Lost Ones: The great and terrible battle that signified the loss of the Hylathan home world had far reaching effects beyond just the loss of a simple planet. It scarred the psyche of the hylathan race. Most hylathans have the nightmares, racial echoes or memories of those months of fighting. These echoes ripple through out all space, time, and realms affecting any with hylathan blood like a call not to forget what has been lost.

This call can be too much for some, and cause them to hide away from their hylathan side. In most cases it only that a slight nudge from another hylathan to restore the balance. In others, as with the Lost, they have completely forgotten that they what they are. The only way to get through to them is usually extreme methods. These methods border on torture but are the only way to push the Lost to stress point where they can no longer maintain their assumed form. The other time that Lost tend to figure out they are different depending on the race they are impersonating is when everyone around them starts dying of old age. This occurrence tends to drive



the Lost deeper into their psychosis.

Rules: Lost One is an 8 point Hindrance that can only be taken by hylathans. When taken the player must select a common race for the campaign in which form they are stuck. In this form the Lost only receives the following hylathan racial abilities, unless also possessed by the target form: Ability bonuses and racial skill bonus

Brighten-17: Krakow station is located in the realm of Brighten-17. Brighten-17 was a rather normal out of the way realm just opening for trade with the Terradyn Confederation when things started heating up with several rival local megacorporations and nations. This rivalry hasn't turned into a full-fledged shooting war but has the potential. Krakow station is attempting to remain neutral due to its proximity to the gate.

Krakow Station: Started out as a scientific outpost investigating the ancient gate located in the system. Once they figured out how to operate the gate the station grew rapidly sometimes almost in a planned fashion. Now it is a conglomeration of habitations attached to a main structure stationed near the gate.

Due to the neutral nature of the station it provides its own police forces and space forces are provided by mercenary contractors.

CAST OF CHARACTERS

Morgana Spitfyre (Hylathan, Human Form), Medium Natural Humanoid										CR 6	
XP					Hylathan Expert 7						
Lawful Good					Medium Humanoid						
Init	+4		Senses	Perception+5							
DEFENSE											
AC	19	Touch	14	Flat-Footed	15	(+4 Dex, +5 Concealed Vest)					
HP	69	(6d8+21)			WP	24					
Fort	+5	Ref	+6	Will	+8						
OFFENSE											
Speed	30 ft.										
Melee	+2 Fiery Dagger +9 (1d4+1d6 fire+4/19+)										
Ranged	Needler Pistol (Paralysis) +9 (1, Paralysis DC-20)										
STATISTICS											
Str	14	Dex	20	Con	16	Int	10	Wis	12	Cha	16
Base Attack			+5		CMB			+7		CMD 21	
Feats	Iron Will, Persuasive, Skill Focus (Perform(Synth)), Skill Focus (Perform (Sing), Acrobatics +11, Diplomacy +15, Perception +5,										
Skills	Perform (Sing) +16, Perform (Synth) +16, Profession (Musician) +12, Sense Motive +4										
FL	8	ML	8	PL	8	S-	8	S+	8	TL	8
Treasure Value		Concealed Vest, +2 Fiery Dagger, Needler Pistol (Paralysis)									
History: Morgana believes that she was abandoned as an infant. In reality her father raised her until she was 10 years old. At that point hylathan hunters attacked them. Her											

father was killed and she got away. The experience was so traumatic that she blocked it all out, including her being Hylathan.

Magroo (Troll) Roadie						CR 3					
XP											
Neutral Good						Large Humanoid (Giant)					
Init	+5		Senses		Darkvision 60 ft.; Low-light vision; Scent; Perception+8						
DEFENSE											
AC	16	Touch	11	Flat-Footed	14	(+2 Dex, +5 Natural, -1 Size)					
HP	63	(6d8+36)			WP	36					
Fort	+11	Ref	+4	Will	+3						
OFFENSE											
Speed	30 ft.										
Melee	Bite +8 (1d8+5/20), 2 claws +8 (1d6+5/20)										
Ranged	None										
Space	10 ft			Reach	10 ft						
Special Attacks				Rend (2 Claws, 1d6+7)							
STATISTICS											
Str	21	Dex	14	Con	23	Int	6	Wis	9	Cha	6
Base Attack			+4	CMB		+10	CMD		22		
Feats	Intimidating Prowess, Iron Will, Skill Focus (Perception)										
Skills	Intimidate +9, Perception +8										
Languages	Common, Giant, Trade										
FL	6	ML	2	PL	2	S-	2	S+	2	TL	7
SPECIAL QUALITY											

Combat Paralysis: The character really does not deal well with combat. They have to make a Willpower check (DC-15) each round to act while in combat. If they fail the check, they count as being dazed for that round.

Hylathan Hunter , Hobgoblin (Hobgoblin, Mercenary)						CR 3					
XP		800		Hobgoblin Warrior 4							
Lawful Evil		Medium Humanoid (Goblinoid)									
Init	+5	Senses	Darkvision 60 ft.; Perception +7								
DEFENSE											
AC	22	Touch	13	Flat-Footed	19	(+3 Dex, +9 Plastic Armor)					
HP	31	(3d10+13)		WP	26						
Fort	+8	Ref	+4	Will	+1						
OFFENSE											
Speed	25 ft.										
Melee	Paralysis Rod +6 (Stun)										
Ranged	Manzala Arms Gauss SMG +9 (2d10/19+)										
STATISTICS											
Str	13	Dex	17	Con	17	Int	12	Wis	10	Cha	8
Base Attack		+5		CMB		+6		CMD		19	
Feats	Alertness, Improved Initiative, Burst Fire										
Skills	Intimidate +3, Perception +7, Sense Motive +4, Stealth +5										
Languages	Balil, Common, Goblyn, Hylathan, Trade										
Special Qualities		Inbred Loyalty									
FL	6	ML	2	PL	2	S-	2	S+	2	TL	7
ECOLOGY											
Environment		Any									

Organization	Gang (4–9), band (10–100 plus 50% noncombatants plus 1 3rd-level sergeant per 20 adults and 1 leader of 4th–6th level), warband (10–24), or tribe (30–300 plus 50% noncombatants plus 1 3rd-level sergeant per 20 adults, 1 or 2 lieutenants of 4th or 5th level, 1 leader of 6th–8th level, 4-15 Goblin)
Treasure Value	NPC Gear (Plastic Armor, Paralysis Rod, Manzala Arms Gauss SMG w/h 10 magazines, 5 small eCells) + Standard

SPECIAL ABILITIES

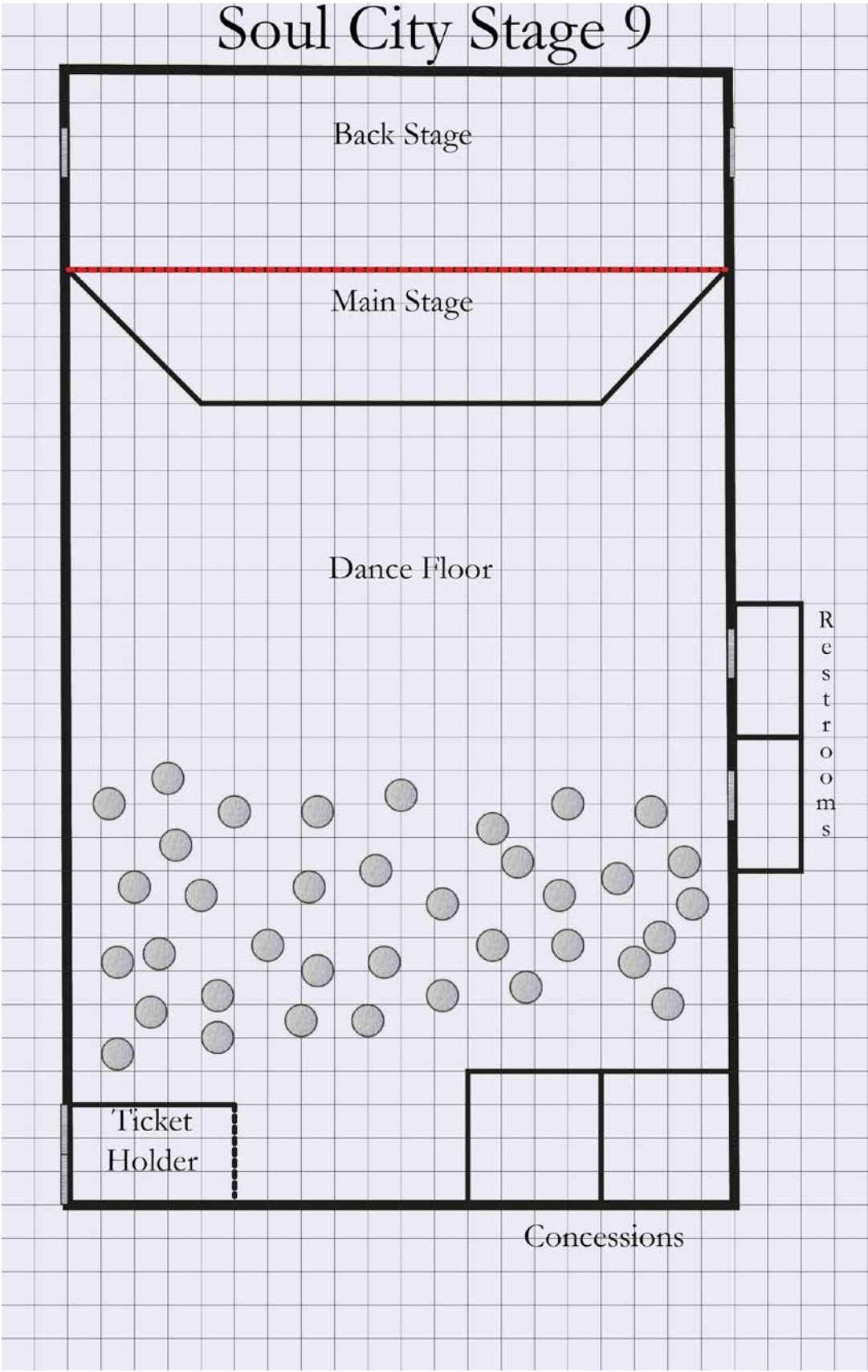
Inbred Loyalty (Su): Hobgoblins are genetically engineered to be loyal to goblins. For a hobgoblin to act against the orders of a goblin requires a Willpower (DC-15 + level/hit dice of goblin + goblin’s Cha modifier)

Hylathan Hunter, Human (Human, Mercenary)		CR 3	
XP	800	Human Warrior 4	
	Lawful Evil	Medium Humanoid	
Init	+5	Senses	Perception+7
DEFENSE			
AC	22	Touch 13	Flat-Footed 19
			(+3 Dex, +9 Plastic Armor)
HP	23	(3d10+5)	WP 23
Fort	+7	Ref +4	Will +1
OFFENSE			

Speed	25 ft.										
Melee	Paralysis Rod +6 (Stun)										
Ranged	Manzala Arms Gauss SMG +9 (2d10/19+)										
STATISTICS											
Str	13	Dex	17	Con	15	Int	12	Wis	10	Cha	8
Base Attack			+5		CMB			+6		CMD 19	
Feats	Alertness, Improved Initiative, Burst Fire, Precise Shot										
Skills	Intimidate +3, Perception +7, Sense Motive +4										
Languages	Balil, Common, Goblyn, Hylathan, Trade										
FL	6	ML	2	PL	2	S-	2	S+	2	TL	7
ECOLOGY											
Environment	Any										
Organization	Gang (4–9), band (10–100 plus 50% noncombatants plus 1 3rd-level sergeant per 20 adults and 1 leader of 4th–6th level),										
	warband (10–24), or tribe (30–300 plus 50% noncombatants plus 1 3rd-level sergeant per 20 adults, 1 or 2 lieutenants of 4th or 5th level, 1 leader of 6th–8th level, 4-15 Goblyn)										
Treasure Value	NPC Gear (Plastic Armor, Paralysis Rod, Manzala Arms Gauss SMG w/h 10 magazines, 5 small eCells) + Standard										



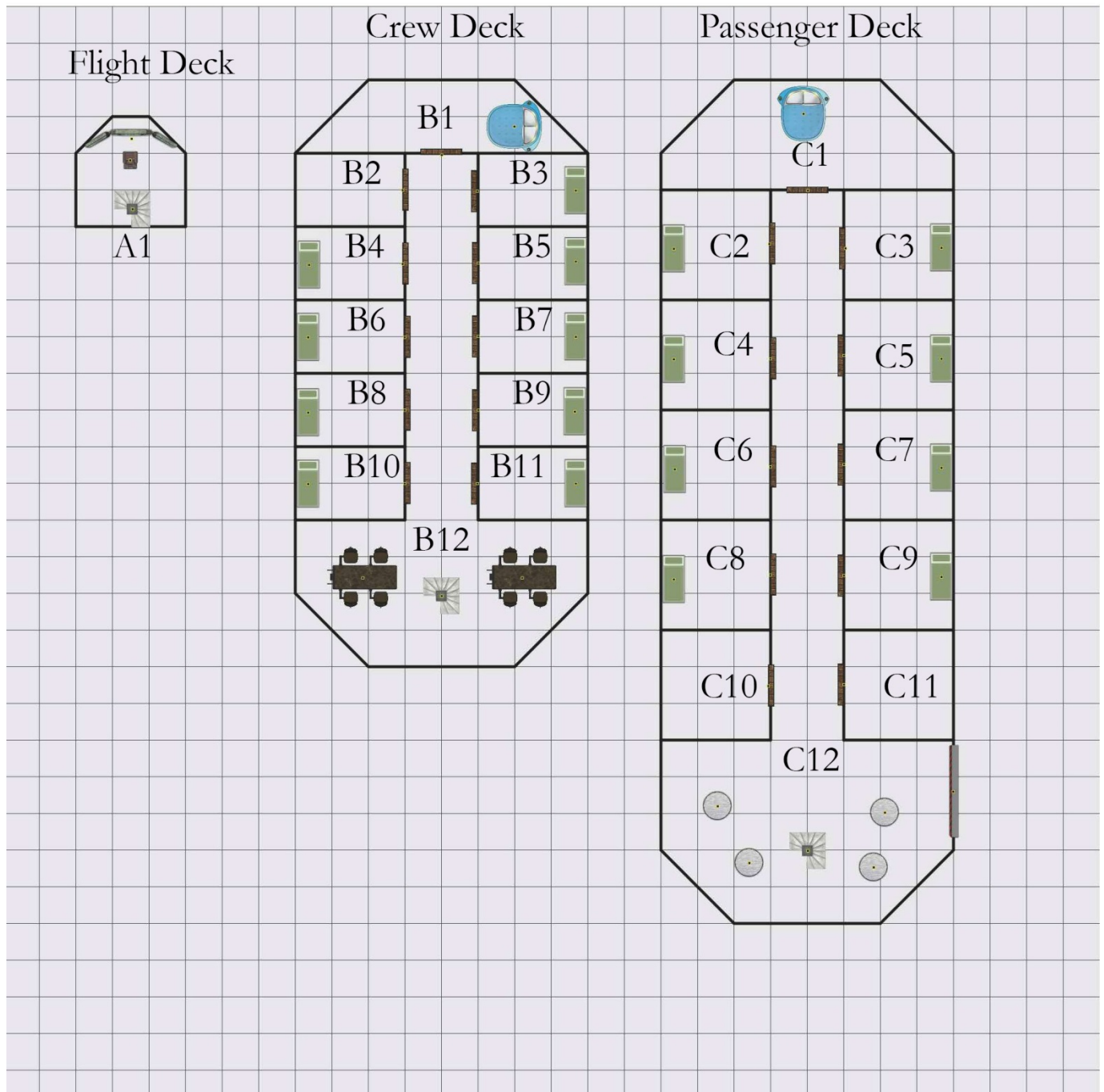
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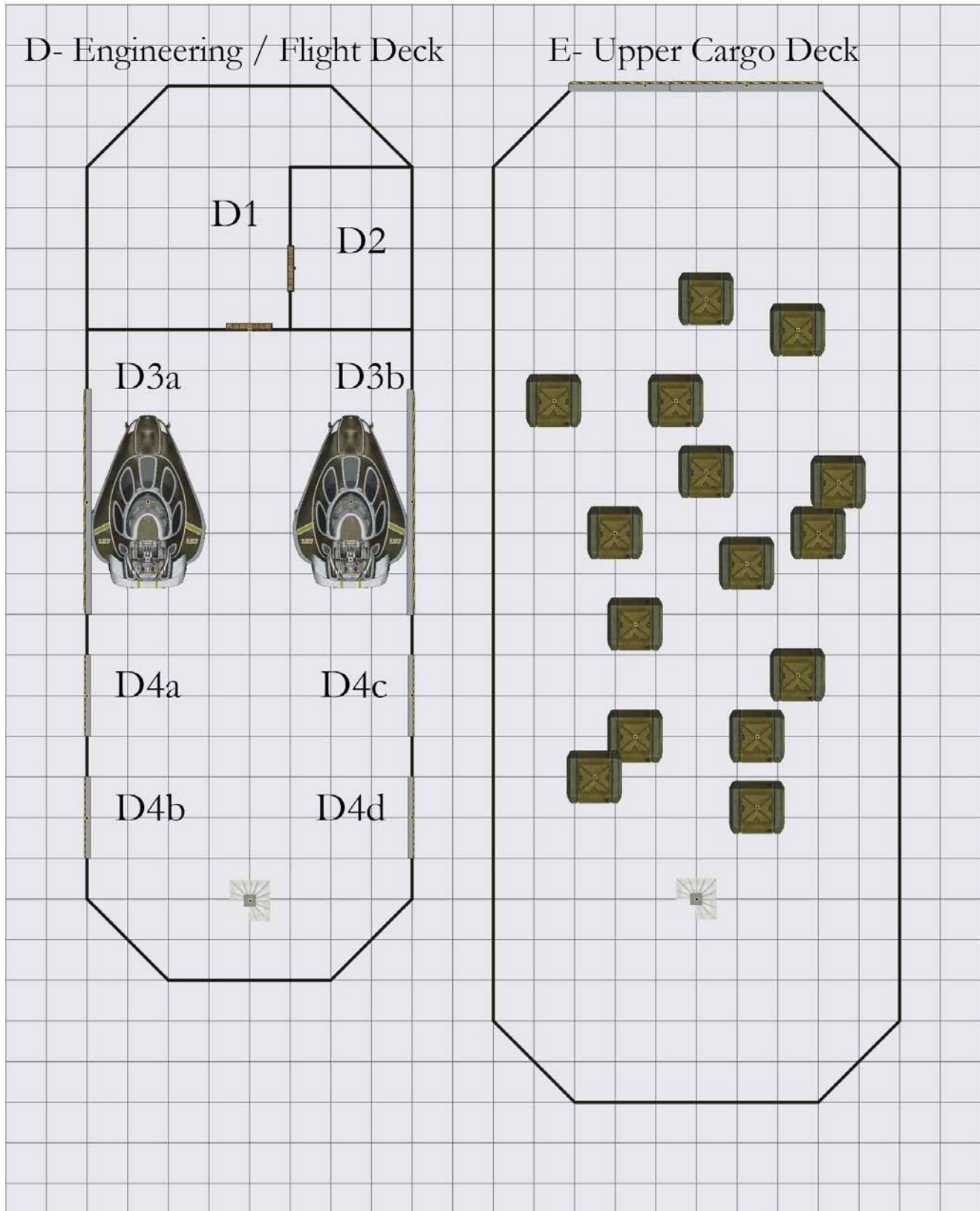
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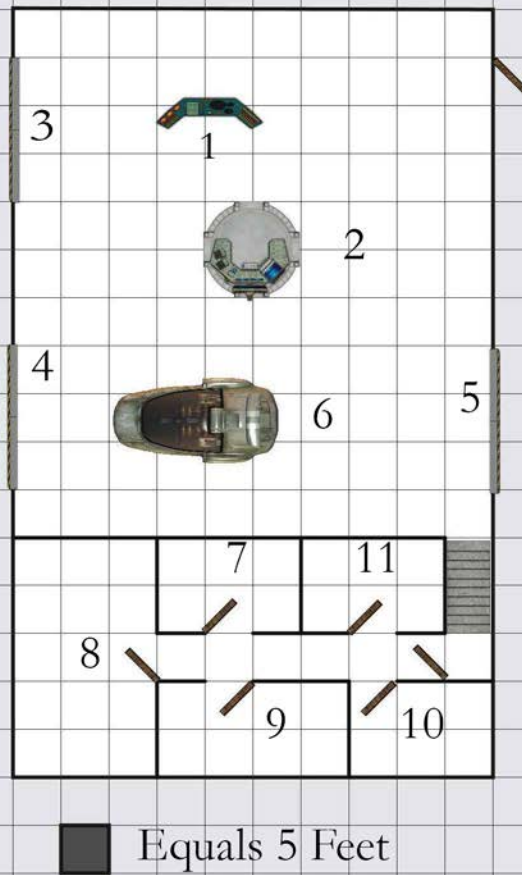
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Magellan Class Free Trader Raven's Moon



Hunter's Warehouse



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She spins, bounces, and gyrates in time to the music as she seems to float across the stage. The audience is enthralled and excited, getting pulled more and more into the exhilarated high of the show as it continues to an emotional finale. This is the rush of Morgana Spitfire's shows. They are the ultimate emotional synthmusic rollercoaster ride. This has made her latest album, Fire in the Night, skyrocket up the charts in several different realms. Everyone is trying to get her attention...

Someone lately has been trying a little too hard to get her attention, so her manager would like some professionals to be around just in case things go wrong. It should be fun; you get to live like a rockstar for a few weeks and get paid to do it. What more could you ask for?

Fire in the Night is a Pathfinder compatible adventure designed for the Neverwhen roleplaying setting. It is designed for 3rd to 5th level characters. This adventure includes additional descriptions and histories to assist the Gamemaster in expanding on the encounters and storyline.



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