

LEGENDARY PLANET



LEGENDARY WORLDS: CAR SIS

BY ANTHONY ADAM

PATHFINDER
ROLEPLAYING GAME COMPATIBLE



LEGENDARY WORLDS: CAR SIS

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SPECIAL ELECTRONIC FEATURES

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SUPERSCRIPT REFERENCES

The following superscripts are used to reference rules not found in the *Pathfinder Roleplaying Game Core Rulebook*. These references have been hyperlinked to online resources in the PDF version and are provided here for your reference

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

CRB = *Pathfinder Roleplaying Game Core Rulebook*

GMG = *Pathfinder Roleplaying Game Gamemastery Guide*

TG = Companion softcover guide to technology.

UE = *Pathfinder Roleplaying Game Ultimate Equipment*



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- Jason Nelson



CARSIS

Beautiful Chaos

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

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

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

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

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

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

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

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

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

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

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

ADVENTURING ON CARSIS

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

The shattered world has resulted in a vast array of cultures, including a great metropolis born from space travel and the strange entities and cultures encountered. Here all races are welcome, providing the greatest variety of role play opportunities. Truly Carsis is a world that provides to the many varied tastes of gamers, and facilitates them stepping their toes into gaming styles and settings they might not otherwise consider.

The gamemaster and their players are free to use any or all of the variant land masses in their games, spinning tales of greatness and wonder. The players can experience adventures set under water, in vast jungles, plumbing the great dark dungeon depths, they can travel to moons and encounter strange otherworldly play all presented in a way that remains true to fantasy settings, yet allowing them to introduce as much or as little science fiction into their fantasy gaming as they desire.

It is recommended that your first campaign starts with their arrival at Akeelan – a great city and obvious launch point into the wilder lands of Carsis. This would allow the normal sequence of play to gradually introduce the players to each land. Take advantage of the governing body, the Triad, having them make use of disposable adventuring parties.

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

CARSIS GAZETTEER

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

CARSIS' MAJOR LAND MASSES

The five major landmasses of this shattered world follow:

TERRUM

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

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

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

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

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



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

HERKOR

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

It is totally devoid of life giving water, covered with mountain ranges each buried beneath the dust and sands of the shattering. These buried lands harboring deep running tunnels and caves. Herkor blazes a brilliant yellow during the day, appearing to be formed of powdered gold,

but as night falls, this wondrous color fades to a dull grey, uniform and life less. The extreme heat of the day coupled with the bone chilling freezing temperatures of the night have dissuaded and prevented exploration. None who have tried have ever returned.

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

In the darkness of this dead land, deep under the surface lies a cavern lit with the green glow of a luminescent lichen encrusted ceiling. The sloping side walls stagger step like, forming an underground colosseum, a place where the paramount of the undead give concourse and plan for their assaults on the living lands. This place is known simply as the Dead Court, a mockery of civilized government. It is here that the undead land is partitioned; it is here that laws are made and enforced; it is here that an otherworldly undead civilization exists.

AKEELAN

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

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

The community spent a hundred years growing what would become the Carsis Spaceport. This space port facilitated greater contact and integration with interstellar travelers, resulting in the growth and organization of the incredible city. This then facilitated the expansion of the city, grown with a strange mix of technology and mantis like growths resulting in a city formed of mantis ideals of heaven. Weird and wonderful, every visitor can only gasp in awe on their first sigh of this incredible city.

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

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

Now, trade is the order of the day, followed closely by travel. It is here that eager adventurers take their first footfall on Carsis. It is here that they meet, plan, and arrange their forays into peril filled lands and strange distant worlds. It is here that the Triad holds court. The Triad being a parliament of leaders from the three landmasses that hold organized societies, those of Akeelan, Narash, and Milone.

NARASH

This landmass depicts a carefree even playful life on Carsis. The inhabitants seem to live for the moment, fully understanding that life is fleeting and may be snuffed out by cataclysmic events beyond their control or prediction, and so they live life to the full, reveling in the simplest of pleasures, the pleasure of just being alive. There is only one rule in this land, to live, to enjoy living and to experience all that life can provide with pleasure.

Every denizen of the land acts and behaves with the perpetual high of total contentment and freedom. Their lustful antics and freedoms of body and mind both revile and intrigue the more staid lands. When asked about Narash, they will shake their heads decrying a lack of moral fiber and portray an image of disgust. What they will not tell the enquirer though is that they often take or dream of taking time to visit this wild land.

This land more than any other attracts the fey, the sprites, and the mischievous creatures of legend. Even creatures who temper this mischief with spite find themselves welcome, after all, even misfortune is a life experience to savor and enjoy.


The land is temperate and full of meandering rivers and villages. Travel takes an age, not a straight road to be found, not even in the towns and cities of the land. After all, why rush between places when there is so much beauty to be enjoyed along the way. This land can be used as a point of light relief for parties, allowing them a chance at silliness as a stress relief to serious adventuring.

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

MILONE

The most traditional fantasy setting is one way to describe this land. It has evolved with the romance of Arthurian legend, barons raising castles with spires and pennants ablaze, regular jousting tournaments to entertain the serfdom and the privileged alike. Magic is celebrated above technology, the denizens preferring the magical solutions to life's problems over technological ones.

The very landscapes shimmer with an ethereal quality, the essence of magic echoing through every leaf, every stream, and every animal, large or small. Spell casters truly hold the power in this land, a caster gaining a caster level bonus that waxes and wanes with each sunrise and sunset. Those



affected by spells on this land subject at the same time to penalties to resist the spell effects. Night time is especially wild for the caster, where one spell may be boosted, the next being suppressed.

At the start of each day, a caster rolls a d3, on a 1, they operate for the whole day at one caster level below their real caster level, on a 2, they cast normally for the day, on a 3, they cast at a caster level one greater than their current level. At night, they roll a d6 on every spell cast, on a 1 it fails, on a 6 it casts with greater potency, i.e. save DC's increased by 2, caster level by 1, and any dice are treated as rolling maximum. For a 2 thru 5, all spells operate normally.

Carsis' Moons, Core and Hearts Passage

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

ANANSE

Covered in jungles of poisonous foliage and oceans nearly white with salt, Ananse nonetheless teems with life that would struggle to exist elsewhere. The fearsome beasts that thrive here are cowed by the indigenous population of highly organized, good-aligned Carsians.

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

POLLICE

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

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

VARTICE

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

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

HEART OF CAR SIS

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

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

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

HEART'S PASSAGE

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

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

CARSIS SPACEPORT

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

Like the city, the structures that form the spaceport buildings have grown from the land itself. Warped and shaped by the Carsian races engineers using abilities and gift known only to them, the spaceport is most reminiscent of a bee hive on a massive scale.

Forming a spiral around the central hive, translucent wing like platforms have grown outward. The veins visible in these platforms forming the fuel lines used to refuel landing craft. At the sides of these platforms are long mantis-like arms ending in claws of three elongated boney fingers. These arms stretch out and grasp ships that are too large to land on the platform, allowing the airport to be a central travel hub for interstellar vessels and not just planetary vehicles.

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

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

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

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

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

RACE: CARSIAN

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

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

CARSIAN

CR 7
XP 3,200
N Medium aberration

Init +6; **Senses** darkvision 60ft.; **Perception** +19

DEFENSE

AC 17, **touch** 12, **flat-footed** 15 (+2 Dex, +5 natural)

hp 75 (10d8+30)

Fort +3, **Ref** +5, **Will** +8

OFFENSE

Speed 30 ft.

Melee 4 claws +9 (1d6+3 plus grab)

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

Special Attacks gliding lunge, lunge, mandibles, sudden strike

STATISTICS

Str 16, **Dex** 14, **Con** 17, **Int** 18, **Wis** 12, **Cha** 9

Base Atk +5; **CMB** +8 (+12 grapple); **CMD** 20 (24 vs. trip)

Feats Alertness, Blind-Fight, Combat Reflexes, Improved Initiative, Weapon Focus (paw)

Skills Acrobatics +10 (+14 when jumping), Climb +13, Perception +19, Stealth +6 (+18 in jungles and forests), Survival +9, Swim +11; **Racial Modifiers** +4 Acrobatics (when jumping), +4 Perception, +4 Stealth (+12 in jungles and forests)

Languages Carsian, Common

ECOLOGY

Environment temperate forests and jungles

Organization solitary, pod (4-6), swarm (100-200), or hive (1,000 or more)

Treasure none

SPECIAL ABILITIES

Abating Glide (Ex) When a carsian falls, the length of the fall determines and damage reduction due to their reactions and unfurling of their gliding wings. A carsian takes full falling damage from unexpected falls of up to 20 feet. They reduce falling damage by 10 feet when falling up to 50 feet. Any fall greater than 50 feet provides sufficient time for the carsian to begin gliding. If a carsian can prepare for a fall, they can glide immediately as they jump into the fall. This ability provides a carsian the ability to leap between land masses when they are no more than 100 feet apart.

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

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

Sudden Strike (Ex) A carsian is particularly adept at moving quickly when its foes are surprised. During a surprise round, it may act as if it had a full round to act, rather than just one standard action.

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

When using its abating glide to traverse between land masses, carsians hold the air they need to breathe in internal extra lungs much like camels store water in their humps.

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

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



CARSIAN CHARACTERS

Carsians are defined by class levels and so do not possess racial Hit Dice. Carsians have the following racial traits –

- **+2 Dexterity, +2 Intelligence, -2 Wisdom:** Agile of mind and body, but easily distracted by new wonders.
- **Armor and Weapon Proficiencies:** As a highly technically advanced race, carsians are proficient with all weapons. However, due to their wings and multi-armed torsos, they are proficient only with light armor, often preferring just leather straps and belts to hold weapons and personal objects.
- **Natural Armor:** Carsian characters have no natural armor bonus to AC at 1st level; however, they gain a +1 natural armor bonus to AC at 3rd level, increasing by +1 every two levels thereafter to a maximum +5 natural armor bonus to AC at 11th level.
- **Normal Speed:** Carsians have a base speed of 30 feet.
- **Darkvision:** Carsians can see in the dark up to 60 feet.
- **Skilled:** Carsians have a +2 racial bonus on Acrobatics, Perception and Stealth checks.
- **Languages:** Carsians begin play speaking Common and Carsian. Carsians with high Intelligence scores can choose any bonus language with the discretion of the GM and the available setting languages.
- **Special Abilities:** At 1st level, a carsian starts with the Mandible special ability only. At 5th level, they gain the Lunge ability, at 7th level they gain the Sudden Strike ability and at 10th level they gain the Gliding Lunge ability.

ADVENTURE HOOKS

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

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

Crash landing on Herkor—A fault in their ship spirals the party to the barren surface of this desolate land and so

begins an epic horror survival story.

Love's Infatuation—Only in Narash could this happen, but a monster of the night falls hopelessly and totally in love with a player character. How do they react, and if they spurn the creature, how bad can the wrath of a spurned monster be?

Triad Summons—Whilst abroad in Akeelan, one of the pcs is summoned before the great triad, but for what? Triad quests are regarded as the deadliest, with few ever returning unharmed by their experiences.

Assault on Ananse—Uncovering a plot by the denizens of Ananse to make assault upon the great triad and other cities that house the major governments of the land, the party must find a way to get to Ananse and then try to stop the invasion before it starts? To make matters worse, they might discover evidence that the invasion is being timed with an attack from the Heart of Carsis – instigating a major worldwide war.

ENCOUNTER: SPAWNING OF THE GRIZZAT

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

For parties of 2nd to 3rd level, remove one of the swarms from the part of the encounter that takes place in the open air, and ensure the party has the means to combat swarms, for example, some flasks of oil that can be used grenade like to provide area of effect damage to the swarms.

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

PLACING THE ENCOUNTER

The type of encounter presented is a transitional one. It is used when the player characters are traversing a thick jungle or passing through dense woodland.

APPROACHING THE CLEARING

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

If any of the player characters are Carsians, they will recognize the grizzat mounds for what they are and should insist on checking the grizzat have been exterminated, otherwise a DC 15 Knowledge (nature) check should be allowed to identify the potential threat the players approach and to allow them some preparation for encountering a swarm.

If the PCs are approaching on foot as part of wilderness travel in your story, then it is even easier to slot the encounter into your ongoing storyline. The GM can foreshadow the encounter by mentioning the smell of smoke on the air, but they cannot identify the nature of the real threat until entering the clearing. The encounter is presented from this vantage point because the players will have to use some small amount of foot travel along a trail to enter the clearing.

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

THE TRAIL

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

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

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

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



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

THE CLEARING

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

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

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

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

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

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

ENTERING THE EGG CHAMBER

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



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

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

SWARM BIRTH (CR 9)

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

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

XP 1,600
hp 49 each

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

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

ESCAPE TO THE SURFACE

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

CONCLUSION

The grizzats keep no treasure as such, though the wreck of the Carsian ship may provide the opportunity for salvage of goods and gear. Allow PCs to attempt DC 15 Appraise, Disable Device, and Knowledge (engineering) checks. If all three checks fail, they recover nothing of value from the wreck. For each successful check, however, they can recover 1d4 x 100 gp worth of salvageable gear, which may be intact equipment or simple spare parts at the GM's discretion. For every 5 points by which their skill checks beat the DC on any check, they recover an additional 1d4 x 100 gp. Only one check against each skill can be made by the party, though at your discretion some PCs may assist others in making these checks.

If the PCs roll a natural 20 on any of these skill checks, you might allow them to repair the craft enough to reactivate its flight controls and enable it to limp back to civilization before falling apart. However, even if they cannot return the vehicle they may receive a reward from the nearest authorities for reporting the location of the abandoned hulk.

If the PCs allow any of the swarms to escape without destroying them, they may be asked by local authorities to hunt them down before they can breed and lay a new creche of eggs.

BESTIARY

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

GRIZZAT

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

GRIZZAT

CR 3

XP 800

N Small aberration

Init +1; Senses darkvision 60ft.; Perception +9

DEFENSE

AC 15, touch 11, flat-footed 14 (+1 Dex, +4 natural, +1 size)

hp 34 (4d8+16)

Fort +8, Ref +2, Will +4

Immune mind-affecting effects

OFFENSE

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

Melee bite +6 (1d6+6 plus wounding)

Special Attacks wounding

STATISTICS

Str 16, Dex 12, Con 18, Int —, Wis 13, Cha 13

Base Atk +3; CMB +8 CMD 19

Skills Fly +3, Perception +9; Racial Modifiers +8 Perception

ECOLOGY

Environment tropical forests and jungles

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

Treasure none

SPECIAL ABILITIES

Wounding (Ex) Any living creature damaged by a grizzat continues to bleed, losing 1 hit point per round thereafter. Multiple wounds do not result in cumulative bleeding loss. The bleeding can be stopped by a DC 10 Heal check or the application of a cure spell or some other healing magic.

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

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

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

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

GRIZZAT SWARM

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

GRIZZAT SWARM

CR 5

XP 1,600

N Fine aberration (swarm)

Init +2; Senses darkvision 60 ft.; Perception +8

DEFENSE

AC 19, touch 19, flat-footed 18; (+8 size, +1 Dex)

hp 45 (10d8)

Fort +7, Ref +4, Will +5

Defensive Abilities swarm traits; Immune mind-affecting effects, weapon damage

OFFENSE

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

Melee swarm (2d6 plus wounding)

Space 10 ft.; Reach 0 ft.

Special Attacks cling, consume, distraction (DC 15), wounding

STATISTICS

Str 1, Dex 13, Con 10, Int —, Wis 10, Cha 6

Base Atk +8; CMB —; CMD —

Skills Fly +5, Perception +8; Racial Modifiers +8 Perception

ECOLOGY

Environment tropical forests and jungles

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

Treasure none

SPECIAL ABILITIES

Cling (Ex) If a creature leaves a grizzat swarm's square, the swarm suffers 1d6 points of damage to reflect the loss of its numbers as several of the crawling pests continue to cling tenaciously to the victim. A creature with grizzats clinging to him takes 2d6 points of damage at the end of his turn each round. As a full-round action, he can remove the grizzats with a DC 17 Reflex save. High wind or any amount of damage from an area effect destroys all clinging grizzats. The save DC is Dexterity-based.

Consume (Ex) A grizzat swarm can rapidly consume any creature it swarms over. Against helpless or nauseated targets, a grizzat swarm attack deals 5d6 points of damage and inflicts wounding if the target is not already affected.

Wounding (Ex) Any living creature damaged by a grizzat swarm continues to bleed, losing 1 hit point per round thereafter. Multiple wounds do not result in cumulative bleeding loss. The bleeding can be stopped by a DC 10 Heal check or the application of a cure spell or some other healing magic.

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

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

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