

LEGENDARY PLANET



LEGENDARY WORLDS: TERMINUS

BY JEFF LEE

STARFINDER
COMPATIBLE



LEGENDARY WORLDS: TERMINUS

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- Jason Nelson



INTRODUCTION

In the far reaches of the galaxy, a small, dark planet orbits a dying sun. The interior of this planet has become the galaxy's most notorious prison, where the most despised criminals from dozens of worlds are brought to live out the last of their days without hope of reprieve or escape.

PLANETARY GAZETTEER

The planetoid known as Terminus orbits a red giant in a remote location of the galaxy. Roughly spherical, and a mere 3,640 miles in circumference, Terminus is the largest body in orbit around its unnamed star. It shares its red sun with several bands of asteroids, possibly the remains of other planets destroyed by some system-wide cataclysm in ages past.

Gravity: Terminus is a low-gravity world.

Surface: The surface of Terminus is barren and lifeless. Its lack of atmosphere leaves its surface vulnerable to cosmic rays. Creatures on the surface of the daylight side are subject to very hot conditions and constant exposure to medium intensity radiation. While the night side of the planet is protected from solar radiation, creatures on the surface must contend with cold temperatures until daylight. It takes 8 hours for Terminus to make a single rotation, giving each hemisphere 4 hours of daylight and 4 hours of night in each day on the surface.

TERMINUS GATE

The only known entrance to the interior of the planetoid sits on its southernmost point. A square building with a domed roof stands on this spot. Once past the airlock gates, the spartan interior is empty save for a vast, adamantite trapdoor in the floor and a half dozen Terminus wardens (see New Monsters) standing guard. Anyone will be allowed entry, but none who pass the entrance will ever be allowed out again. A landing pad allows for small ships to descend and dock with the building's airlock door, so that prisoners may be brought in to the entrance.

THE OVERSEERS

Terminus is ruled by a group known only as the Overseers. Who or what these beings are is a mystery. They deal with the prisoners and those bringing in new inmates through the wardens, the robots who guard the prison's subterranean halls. How the Overseers communicate with their wardens, or bring things into and out of the prison, such as mined nightglass or new mining equipment for prisoners, is

unknown. Those desperate for release believe that it is not the exit on the surface that should be breached, but whatever secret way exists from Terminus to wherever the mysterious Overseers exist.

THE INSIDE

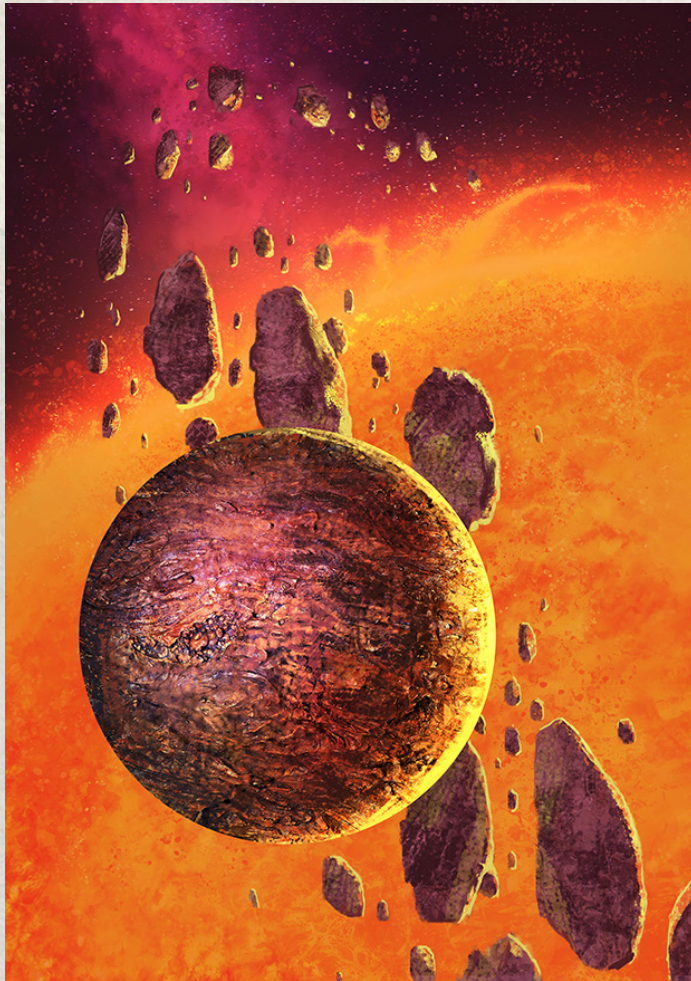
Beyond the Terminus Gate, a spiral ramp leads down to a large worked chamber. Here a squad of wardens tells new arrivals of the nightglass—a mineral similar to obsidian, but with a smoky translucence—and how prisoners may exchange the mined mineral for food and water. They are even provided with mining tools. However, members of prisoner clans often linger near here, ready to press new arrivals into service, or simply to rob them of their belongings. Beyond the entrance chamber, there are other worked areas and tunnels that connect with natural caves and tunnels. Much of these passages and chambers show signs of mining and excavation. Those with natural resources are typically inhabited by clans who savagely defend their claim against all comers.

The only life to be found on Terminus is under its surface. Beings from systems all across the galaxy languish here in permanent exile. Terminus has become a prison planet, incarcerating some of the most dangerous individuals from across the stars. It is more than a life sentence. Those born in Terminus never leave. The few that survive to adulthood know nothing more than the dark, twisting tunnel, their deadly denizens, and an often short, brutal life fraught with constant peril. Prisoners gather in clans for survival and protection, staking out areas that provide relative safety and resources. There is little in the way of natural resources within Terminus. Water is rare, and native growth is limited to fungi, of which only few species are edible. Clans often clash over ownership of water, food sources, or a rich vein of nightglass. These conflicts inevitably turn deadly.

In addition to nightglass, deposits of useful minerals and metals can be found and mined. Without a source of wood, smithing is difficult. There are still volcanically active areas within Terminus, and some clans have claimed them to smelt and forge weapons, armor, and tools. The Ironmongers in particular have a well-guarded area that they use as a forge.

CLANS

The Overseers and their wardens do not care if prisoners harm or kill one another. As is the way of things, the original prisoners formed gangs for protection and strength. Over time, these gangs grew not just by incorporating prisoners from outside, but also births from within. The strongest and most vicious of these clans survive, fending off rival clans as well as morlocks, undead, and other perils of the tunnels. Some of the more renowned and numerous clans are detailed in the section Clans of Terminus.



CORRUPTION

The foulness of Terminus' underbelly is a building malignancy within those that survive in its depths. Races can devolve under the influence of this corruption quickly, becoming monstrous perversions of themselves within several generations. Humans become morlocks. Dwarves and gnomes become derro. These changes are gradual in those that live long enough to experience them. Those that have offspring, however, find the changes happen more rapidly in succeeding generations. As a result, there are bands of these monsters lurking in the tunnels and caverns of Terminus, and they bear no love for their ancestors, or anyone else.

CHIMAERISM

One of the strangest effects within the bowels of Terminus is that races which cannot normally produce offspring together will do so. Some clans despise this sort of crossbreeding, viewing it as miscegenation, and babies born of such unions are often cast out. However, given the increased risk of undeath, no clan is willing to destroy the infants, they are instead ritually cast out and given to the All-Folk (see Clans of Terminus).

MONSTERS

The prisoners of Terminus, and the deranged and deformed descendants of such prisoners, are the most abundant danger beneath the planet's surface. However, there are other living things lurking within its lightless tunnels. These creatures were perhaps introduced by the Overseers, or descended from remnants of life on the surface of Terminus that fled underground from whatever catastrophe laid waste to the planet. The GM should feel free to populate the tunnels with any type of creature typically found in underground environments, or take any creature that seems appropriate and modify it for subterranean life. (The **cave creature template**, from Green Ronin's *Advanced Bestiary*, is an excellent way to adapt creatures from other terrains to a subterranean environment.)

UNDEAD

Those who die beneath the surface of Terminus have a much higher chance of spontaneously rising as undead. This may be another side effect of the strange mineral known as nightglass. Wandering skeletons and zombies are common, and those that die of starvation within the bowels of Terminus often rise as ghouls, as do those who practice cannibalism regularly. The most vicious and violent of prisoners have been known to return as mohrgs. This increase in undead activity is limited to corporeal undead. Incorporeal undead are no more likely to arise than on any other planet.

Clans dispose of their dead quickly, typically taking the time to dismember bodies immediately after death. Those who do not cannibalize their dead clans-folk typically cremate their remains.

CLANS OF TERMINUS

There is safety in numbers, and prisoners of Terminus take advantage of that by forming clans. These started as prison gangs, growing into something more as the permanence of incarceration led to new generations being born and raised, clan members from birth. The clans still take in new arrivals. Members of various clans linger near the entrance, prepared to evaluate newcomers and provide offers to join should they appear to have something to offer.

There are myriad clans in Terminus. The few listed here are prominent clans, those that stand out from the norm in some way.



ALL-FOLK

Chimaerism is a strange fact of life on Terminus. Races can mix easily, even those that normally cannot produce offspring with one another. Some clans accept the issue of such unions, while others find it grotesque and abandon the children soon after birth. However, since the threat of undead children is a special horror all too easily made manifest, they are not killed or left to die. One clan, the All-folk, take in anyone, especially those of mixed heritage.

The majority of the All-folk are mongrelfolk, though they will accept members of any race so long as they can make themselves useful in some fashion. Other clans leave unwanted children in a special chamber just outside of All-folk territory. Clan scouts are posted to watch for such deliveries, and receive the children to return them to the clan and find adoptive parents to raise them. The All-folk accept anyone into their clan, though those of mixed race take precedence, especially offered infants.

The leader of the All-folk is **Jasdeen the Keeper** (LN mongrelfolk [mystic](#)^{SF} 9). She is middle-aged, and shows

obvious human, vesk, and ysoki ancestry. She ensures that her people thrive by remaining mostly unseen and unheard. Confrontation is not the All-folk way. Skirmishes occasionally happen in the tunnels, especially with the intolerant members of The Gloried, but evasion and escape are the primary tactics of the clan.

THE GLORIED

One of the most feared clans in Terminus, The Gloried are convinced of their superiority. They view humanity as the greatest race, accepting only human newcomers into their ranks, and only after grueling trials to determine their worth (single combat against a clan champion or the defeat of a nearby monster that threatens the clan are typical means of winning a place among the clan.) While other races earn their contempt, human hybrids are truly despised and killed at every opportunity. The Gloried are known cannibals, and feared by the other clans because of this. However, The Gloried practice endocannibalism, eating their own dead

in ritualistic fashion, believing they retain the strength of their lost in this fashion. Only in rare instances do they eat the flesh of someone outside their clan, and then only pure humans that have proven worthy enemies.

The Gloried have a murky, multi-layered religion built up around the Overseers and their wardens. At the heart of this cult is the belief that their time on Terminus is a test of their purity and endurance, and that once they've proven themselves, they shall be ushered on into Paradise. The impure of Terminus are viewed as sinners and enemies; those that symbolize their fears of miscegenation and corruption—halfbreeds, mongrelfolk, and especially morlocks—take the role of demons in their muddled pantheon. Blackfire wights are considered the lost souls of those who forsake the true path of The Gloried. Those that falter in this belief—should the exhortations of their leader not make them regain the righteous path—are driven out, or ritually killed and feasted upon by the rest of the clan.

The leader of the Gloried is known as the Most Righteous. This position is currently held by a madman known as **Goldenmane** (CE human **solarian**^{SF} 12). Prone to fervent evangelizing, he rules The Gloried with the proverbial iron fist. None have arisen so far to challenge him, as his faith is unshakeable and his cruelty and power are well-established. Chances are good he will rule The Gloried until his death at the hands of outside forces.

IRONMONGERS

A group of fatalistic warriors, the Ironmongers specialize in destroying Wardens. They make themselves weapons and armor from the remains of the constructs. While they are a powerful group, they tend to be small in number and often fall testing their mettle against superior numbers or the wardens. They are not as cruel as some clans, but are merciless in their defense of their mining areas and resources.

Recently, a new arrival has fallen in with the Ironmongers. Known only as the Architect, this person not only knows the workings of the wardens, he can take their fallen bodies and reanimate them, making constructs that obey him and aid the Ironmongers in their battles. For now, the Ironmongers still follow their current leader, **Blaze** (N kasatha **soldier**^{SF} 10) whose favorite weapon is a laser rifle jury-rigged from the eye of a warden. She is a pragmatic warrior willing to make hard choices for the sake of her people, and is owed much respect among her clanfolk. However, the **Architect** (NE human **technomancer**^{SF} 11) is gaining favor among the clan, and his stygia addiction has him wanting a marked increase in the Ironmongers' nightglass mining. A power struggle in the near future seems inevitable.

NEW MONSTER: BLACKFIRE WIGHT

Arcs of blackfire dance along the leathery skin of this withered corpse and flicker from its eye sockets.

BLACKFIRE WIGHT

CR 6

XP 2,400

CN Medium undead

Init +6; Senses darkvision 60 ft.; Perception +17

DEFENSE

HP 83

EAC 19; KAC 20

Fort +6, Ref +5, Will +8

Defensive Abilities magic eater, undead traits; SR 17

Weaknesses resurrection vulnerability

OFFENSE

Speed 30 ft.

Melee slam +10 (1d4+3 B plus blackfire)

Ranged blackfire blast +8 (blackfire)

Offensive Abilities blackfire



STATISTICS

Str +3, **Dex** +2, **Con** —, **Int** +1, **Wis** +2, **Cha** +3

Feats Blind-Fight, Improved Initiative, Lunge, Skill Focus (Perception), Weapon Focus (bite)

Skills Athletics +15, Intimidate +15, Mysticism +13, Perception +17, Stealth +14

Languages Common

SQ create spawn

ECOLOGY

Environment any underground (Terminus)

Organization solitary, pair, gang (3-6), or pack (7-12)

SPECIAL ABILITIES

Blackfire (Su) A blackfire wight's body crackles with the strange dark energy that emits from the ground in Terminus when its strange mineral deposits are exposed to magic. A creature struck by a blackfire wight's slam attack take 1d3 Con damage and 1d3 Dex damage (DC 17 Reflex negates) as the blackfire ravages its flesh.

A blackfire wight can project its blackfire in a blast at as a ranged energy attack at any creature within 50 feet. If the attack hits, the creature takes 1d3 Dex and 1d3 Con damage. The blackfire wight must wait 1d4 rounds after using blackfire in this manner before it can use another blast.

A creature under the effects of stygia is immune to the effects of blackfire.

Create Spawn (Su) Any humanoid creature that is slain by a blackfire wight becomes a blackfire wight itself in 1d6 rounds. Spawn so created are less powerful than typical blackfire wights, and suffer a –2 penalty on all d20 rolls and checks, as well as –2 hp per HD. Spawn are under the control of the blackfire wight that created them and remain enslaved until its death, at which point they lose their spawn penalties and become full-fledged and free-willed blackfire wights. They do not possess any of the abilities they had in life.

Magic Eater (Su) If a blackfire wight is the target of a spell that fails to bypass its SR, the blackfire wight absorbs some of the spell's energy. If it is injured, the blackfire wight heals 2 hit points per spell level of the spell (1 hit point for a 0-level spell). If the blackfire wight is not injured, it gains these as temporary hit points. Temporary hit points last for 1 hour or until they are expended.

Resurrection Vulnerability (Su) A *raise dead* or similar spell cast on a blackfire wight destroys it (Will negates). Using the spell this way does not require a material component.

Blackfire wights are humanoid residents of Terminus who rise as undead after being killed by blackfire. They roam the dark depths of the planetoid, seeking out humanoids to kill. Any who display magical abilities or spellcasting are their first targets, hoping to draw power by absorbing the target's magical attacks before destroying them with blackfire. The prisoner clans of Terminus are a hard, harsh folk, but even the hint of a blackfire wight's presence is often enough to send them scurrying away.

NEW MONSTER: TERMINUS WARDEN

A single blue light shines eye-like through the visor of this golden, armored, humanoid form.

TERMINUS WARDEN

CR 8

XP 4,800

N Large construct (robot)

Init +7; **Senses** darkvision 60 ft., low-light vision; **Perception** +13

Aura daze (30 ft., DC 18)

DEFENSE

HP 118

EAC 20; **KAC** 21

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

Defensive Abilities construct traits, fast healing 2; **Immune** blackfire; **SR** 19

Weaknesses vulnerable to critical hits, vulnerable to electricity

OFFENSE

Speed 30 ft.

Melee stun staff +14 (1d8+15 plus stun [DC 15]) or slam +14 (1d6+13) or stun staff +10/+10 (1d8+15 plus stun)



Ranged laser eye +12 (1d6+8; critical burn 1d6)

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

Spell-Like Abilities (CL 8th)

At will—*detect magic, tongues*

STATISTICS

Str +5, **Dex** +3, **Con** —, **Int** +1, **Wis** +0, **Cha** +3

Feats Great Fortitude, Improved Initiative, Iron Will, Skill Focus (Perception), Toughness

Skills Culture +11, Engineering +11, Perception +13

Languages Common, Dwarven, *tongues*

SQ ration replicator

ECOLOGY

Environment any (Terminus)

Organization solitary, pair, or squad (3-5)

SPECIAL ABILITIES

Dazing Aura (Su) A Terminus warden can project a field in a 30-ft. radius that affects living creatures as *daze monster*^{SF}. A creature within the aura's area of effect must save each round to avoid the daze effect. The warden can activate or suppress the aura as a free action.

Ration Replicator (Su) Once per day as a standard action, a Terminus warden can create enough food and water for a full day for up to 24 medium humanoids. The food is nutritious but bland, and becomes inedible after 24 hours. The water created in this manner does not go bad like the food does.

These robots stand nine and a half feet tall and weigh 1,500 pounds, clad in golden armor and wielding staves with crackling energy at their ends. Wardens are the singular presence of order within the prison planet of Terminus, carrying out the will of the unseen overseers that rule it. They are unlikely to intervene in any disputes among the inmates unless specifically ordered to do so by their masters (how they receive these orders is unknown). All wardens have standing orders to collect any nightglass mined by the inmates, distributing food and water in exchange. The typical rate of exchange is 1 day's food and water for 1 person in exchange for 5 pounds of nightglass. Where the wardens come from is a mystery, but there are rumors of a chamber with walls and doors of adamantine from which they emerge, supposedly where the mysterious overseers of the prison reside.

NEW RULES

The interior of the planet is harsh and unforgiving. There are many hazards to beware within its tunnels, including other prisoners. Dangerous fungi abound, including brown and yellow mold. Pockets of bad air and poisonous gasses are common. Damp areas mean water—a most precious resource—but could also mean green slime is growing nearby. Other perils specific to the prison planet are described in detail in this section.

BLACKFIRE (CR 4)

One of the most dangerous phenomena of Terminus is blackfire. Blackfire occurs when magic is used. Due to circumstances that are not completely understood, the ubiquitous black mineral known as nightglass that striate the rock reacts to magical energies, releasing a crackling black and violet energy that seeks out the source of magic like electricity jumping to a conductive material. Blackfire can cause great damage to nearly all materials as well as living creatures. If a creature casts a spell, uses a spell-like ability, or activates a magic item with an effect that replicates a spell (a *wand of fireball* or a *staff of the magi*, for example) blackfire releases from nearby exposed nightglass to strike the caster or the object. Creatures hit by blackfire take 1d4 Dex and 1d4 Con damage. A successful Reflex saving throw against DC 16 will halve the damage. Objects take 4d6 points of damage, and the blackfire ignores hardness of less than 10.

Those who die from injuries caused by blackfire will rise as blackfire wights within an hour of their deaths (see New Monsters). Blackfire cannot enter an area of antimagic, such as an *antimagic field*. Force effects, such as a *wall of force* or *resilient sphere* can block blackfire, but the target must be completely surrounded by such a force effect to avoid the blackfire.

STYGIA

The one thing known about the Overseers is that they desire nightglass, though the reasons for that desire are mostly unknown. One certain use of nightglass is production of an elixir known as stygia. When drunk, this elixir provides resistance to magic, as well as immunity to blackfire. However, stygia is addictive and withdrawal is painful and often fatal. Powerful spellcasters in Terminus are often addicted to stygia. They often hold positions of power within the clans, allowing them to provide large amounts of mined nightglass in exchange for a regular supply of the drug through deals brokered with the Wardens. The Wardens cannot manufacture stygia. That secret lies only with the mysterious Overseers, the ones who run Terminus and create and maintain the Wardens. Stygia addicts are recognized by the darkening of blood vessels near the skin and in the sclera of the eyes, as well as tics, tremors, and lack of coordination.

STYGIA

Type drug (ingested); **Save** Fortitude DC 20; **Addiction** DC 20 (physical)

Track Dexterity; **Effect** spell resistance (10 + Level or CR) and immunity to blackfire for 1 hour.

Type: Indicates that this is a drug and the means by which it is administered.

Save: The saving throw needed to avoid the effects of the drug.

Addiction: Each time a dose of the drug is taken, a successful saving throw must be made to avoid becoming addicted. Addicted creatures must take at least one dose of the drug per

day to avoid the effects of withdrawal.

Withdrawal: If an addicted creature goes a full day without a dose of the drug, then it suffers the effects listed. These effects are cumulative until the creature successfully makes an addiction saving throw, indicating the end of withdrawal and the addiction, or until the creature accumulates enough levels of exhaustion to die.

Effects: The creature gains any bonuses and penalties listed here for the listed duration.

The clans of Terminus, especially the Ironmongers, are adept at using the materials around them to craft unique weapons and tools to use for survival and against one another. The following are some of the unique items to be found within the dark realm of Terminus.

Note on item costs and prices: Terminus has no monetary economy. Things are scrounged, crafted, or gained through barter or theft. To craft these items, instead of paying a gp cost assume that the crafter must gather the necessary materials to create the item. For example, a magebane bomb would require a puffball fungus (easily acquired) and 1/10 lb. of ground nightglass. Prices can be considered valid if there is some way is found to get said items off Terminus to other worlds.

IRONMONGER SHOCKSTAFF

The ironmongers have found a way to take the stun staves carried by the Terminus wardens and alter them so they produce lethal electrical shocks, rather than simply stunning opponents. Treat an ironmonger shockstaff as a two-handed [aurora shock truncheon](#)^{SF} which cannot be recharged.

IRONMONGER WARDEN ARMOR

This makeshift armor is crafted from the armored plating of a Terminus warden. Treat this armor as [officer ceremonial plate](#)^{SF}, except that the wearer has a 50% chance of being unaffected by blackfire while it is worn.

MAGEBANE BOMB

This dried and hollowed puffball fungus is filled with ground nightglass and sealed, then painted with arcane sigils. It can be thrown at an opponent up to 30 feet away as a ranged attack. On a successful hit, the *magebane bomb* bursts open in a bright flash of light, coating the target in nightglass dust and causing it to become dazzled for 1 round (DC 11 Fortitude negates). In addition, the spell energy ignites the nightglass, producing a burst of blackfire that sears the nerves and inhibits movement, staggering the target for 1d3 rounds (DC 13 Fortitude negates).

ADVENTURE HOOKS

Terminus is a place that few PCs would visit willingly, so you could use one of the following scenarios to introduce them to it.

Escape! Similar to the survival scenario below, the PCs are imprisoned on Terminus, either as new inmates, because

they were bred and born here, or both. However, the ultimate objective is to find a way out. To the knowledge of its inhabitants, no one has ever successfully escaped from Terminus. In fact, no one has ever seen the Overseers that supposedly run the place. However, the nightglass that the wardens collect must go somewhere. The tools and equipment provided to new inmates, as well as the stygia refined from nightglass, must have an origin. The PCs could make it their mission to find out where the Overseers—whomever or whatever the GM decides they are—are located.

Once the Overseers are found, or at least a means to access them is discovered, then the PCs need to find a way to get there. Terminus wardens will certainly guard any way in, and there will be traps and other obstacles to overcome before the PCs can claim the notoriety of being the first to escape Terminus.

Infiltration: In this scenario, the PCs may come to Terminus under the guise of being prisoners, but are instead agents of some outside individual or group. The purpose of their mission may be to discover the true nature of the Overseers. They may be charged with finding the means and location of production of stygia. Perhaps they have been hired to locate an incarcerated individual and assist in their escape. Whatever the reason, it is intended that the PCs' stay be temporary, only long enough to secure their goal.

Their method of escape could vary. Perhaps forces await to breach the entrance gate to allow the PCs egress. Or perhaps they must locate the means by which the Overseers access Terminus and make their way thus, contacting their patron(s) for pick-up later. Whatever the plan, the infiltration scenario can be brief, or can be drawn out into a longer campaign, with elements of the prior two scenarios coming into play as the PCs settle in for the long haul, having to spend time in the prison to learn the lay of the land and gather the information necessary to achieve their goals.

Survival: The PCs are either new prisoners delivered to Terminus to live out the rest of their lives, or hardened individuals that grew up in one of the clans (or perhaps a combination thereof). Newcomers will be tested to see if they are tough and dangerous enough to be assets as new clansfolk. Or perhaps the newcomers stick to themselves, preferring old acquaintances, and perhaps gaining aid from exiles who can provide guidance and advice.

A survival game of this nature could include clashes between clans over territory and resources. Perhaps exploration to find a location well away from the other clans is a goal. This would mean trekking the dangerous tunnels and dealing with their hazards, as well as morlocks, predators, and the ubiquitous undead.

Joining the Ironmongers could provide excellent adventure material as well. Newcomers would be expected to best one or more wardens, gathering their scrap so they can outfit themselves in armor and weapons befitting members of the clan.

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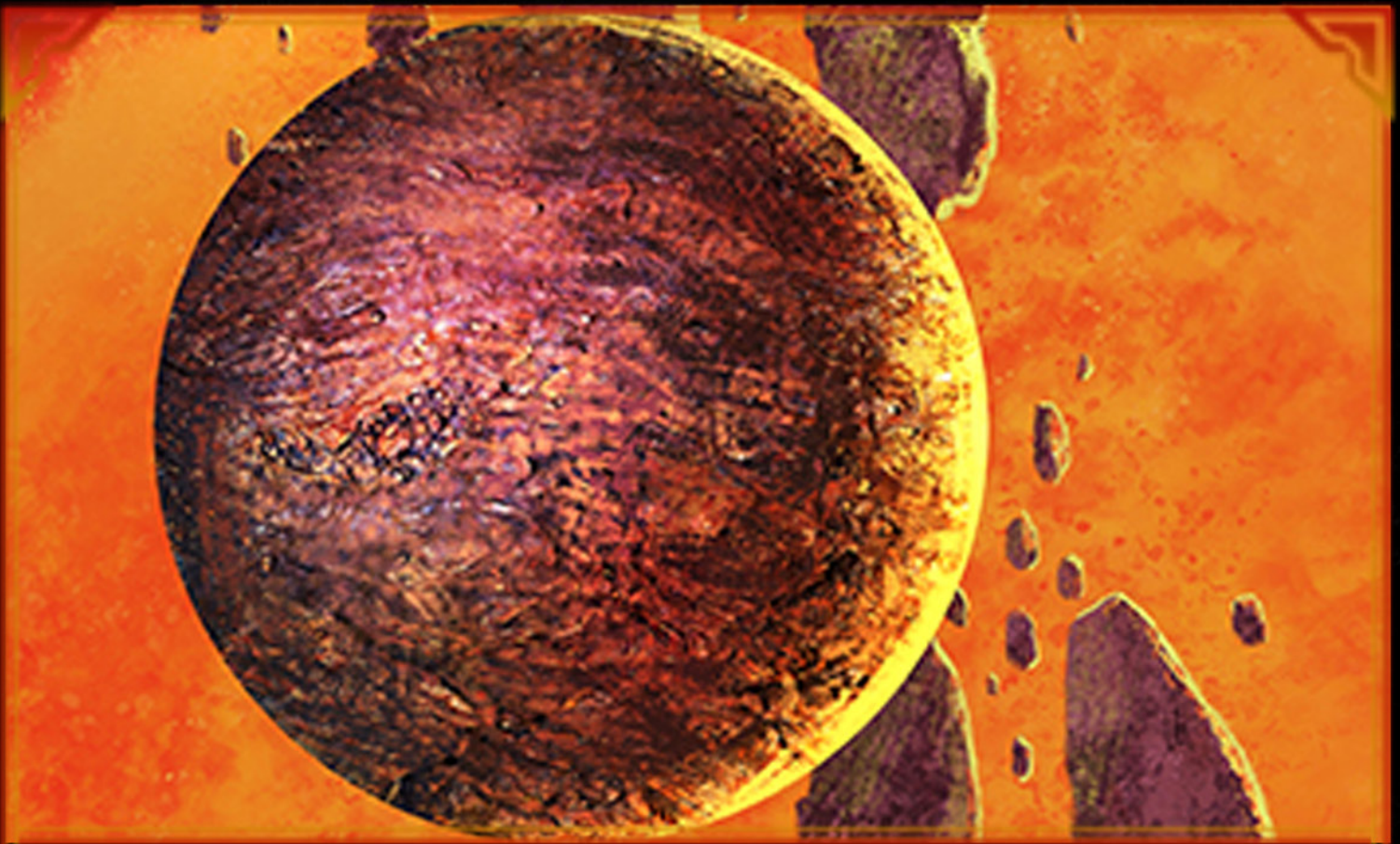


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