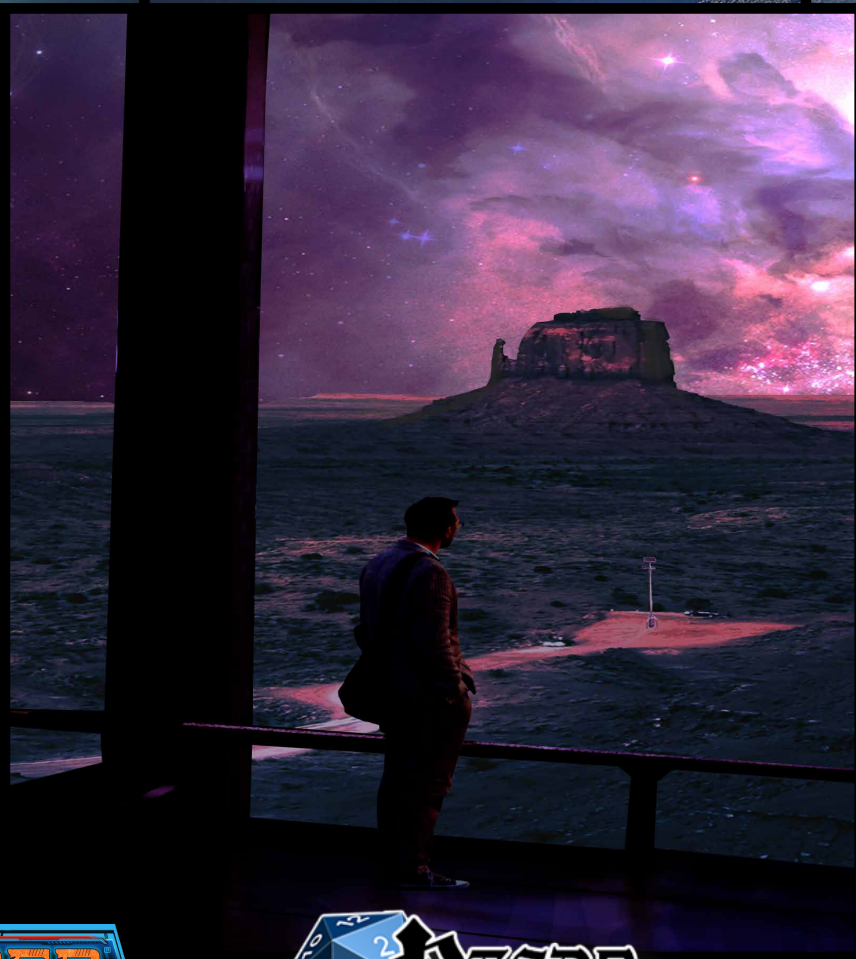
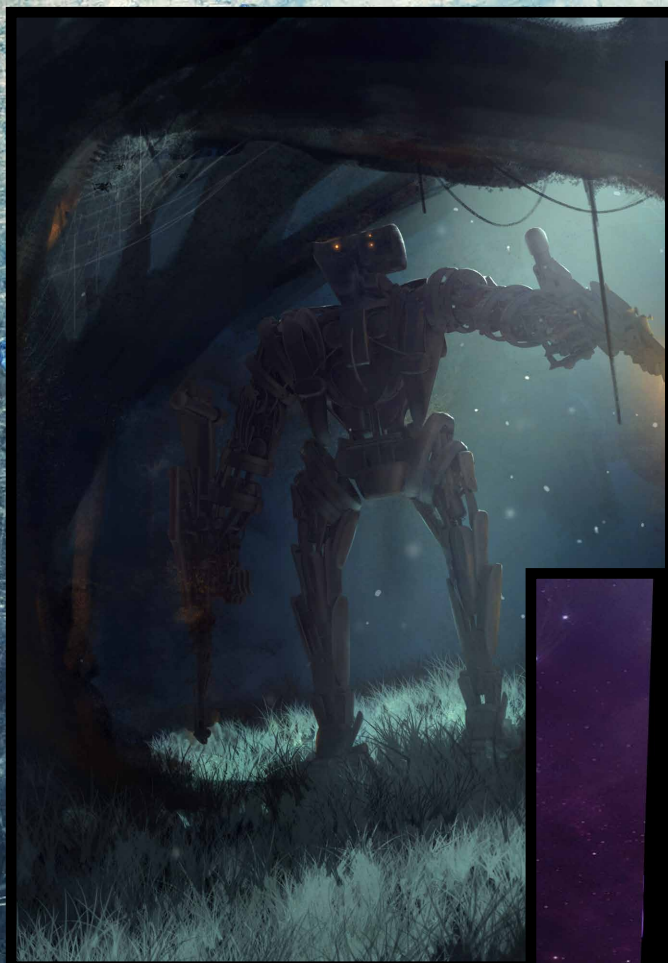


STATION ON THE BORDERWORLDS

A D20PFSRD.COM PUBLISHING ADVENTURE
BY MICHAEL RITTER



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STATION ON THE BORDERWORLDS

CREDITS

Writer: Michael Ritter

Editor: Troy Daniels, Kim Frandsen, Peter K. Ullmann

Copy Editing: John Reyst

Cartography: Jeffrey Swank, Troy Daniels

Line Developer: Peter K. Ullmann, Troy Daniels

Publisher: John Reyst, d20pfsrd.com Publishing

Artists: Troy Daniels, Rick Hershey, Gary Dupuis, Ramon Lucha, Jason Blackmoon, , Modexo001, 7Circle, Jacob E. Blackmon, Dio Mahesa, Maciej Zagorski and Forge Studios, Sade, Tamás Baranya, Redanta, Dean Spencer, Fizziboi,



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EDITORS FOREWARD

Back in the day, when we were sweating blood, sweat, and tears trying to get *Starjammer* out, one of our writers of fluff and awesomeness came to me and said "Hey... I wanna write an adventure for this setting."

There I was, trying to tie together 10 chapters, 8 authors, 3 editors, and about 15 volunteer editor notes and this 19 year old college student wants to write an adventure.

"Yep. Go for it. Get me an outline and we will talk." Don't get me wrong, I respected Michael, even if he was just a kid. I worked with him at another game company, and brought him over to the *Starjammer* project because I knew I could count on him to produce great copy and do it quickly.

As my wife will tell you... I am an idiot.

A while later Michael presented me with an outline. Not just an outline for one story, but one for three. Oh, and get this, he wanted to write something that paid homage to possibly one of the most venerable, well known old school adventures ever to grace the *Dungeon's* and *Dragon's* game.

Keep on the Borderlands.

Yes. That *Keep on the Borderlands*. For some of us, this is the module that started it all. Its village is the place where the first characters many of us made drank ale, sold our loot, , got our butts handed to us, and recovered from our expeditions into the warrens and catacombs.

He sold me on the idea of "*Keep on the Borderlands*" IN SPACE! Imagine it. A hub of adventure. A place where you could work out of, but with places all around it that you could send your characters out adventuring to.

Then he told me about the other two adventures he planned, and how all of this would tie in with his first d20pfsrd.com Publishing effort, *Starjammer: Medical Marvels*. He told me he could do it in 25,000 words too.

Well, 42,000 words later, and a year later, he handed it over to me. I read through it and he kept his promises, and he also kept what made *Keep on the Borderlands* a classic intact. *KotB* was a sandbox, a place where you could start your adventures, and keep going from there. This time though, it was in space.

Will I ever doubt Michael (now 20 years old) Riter again?

Nope.

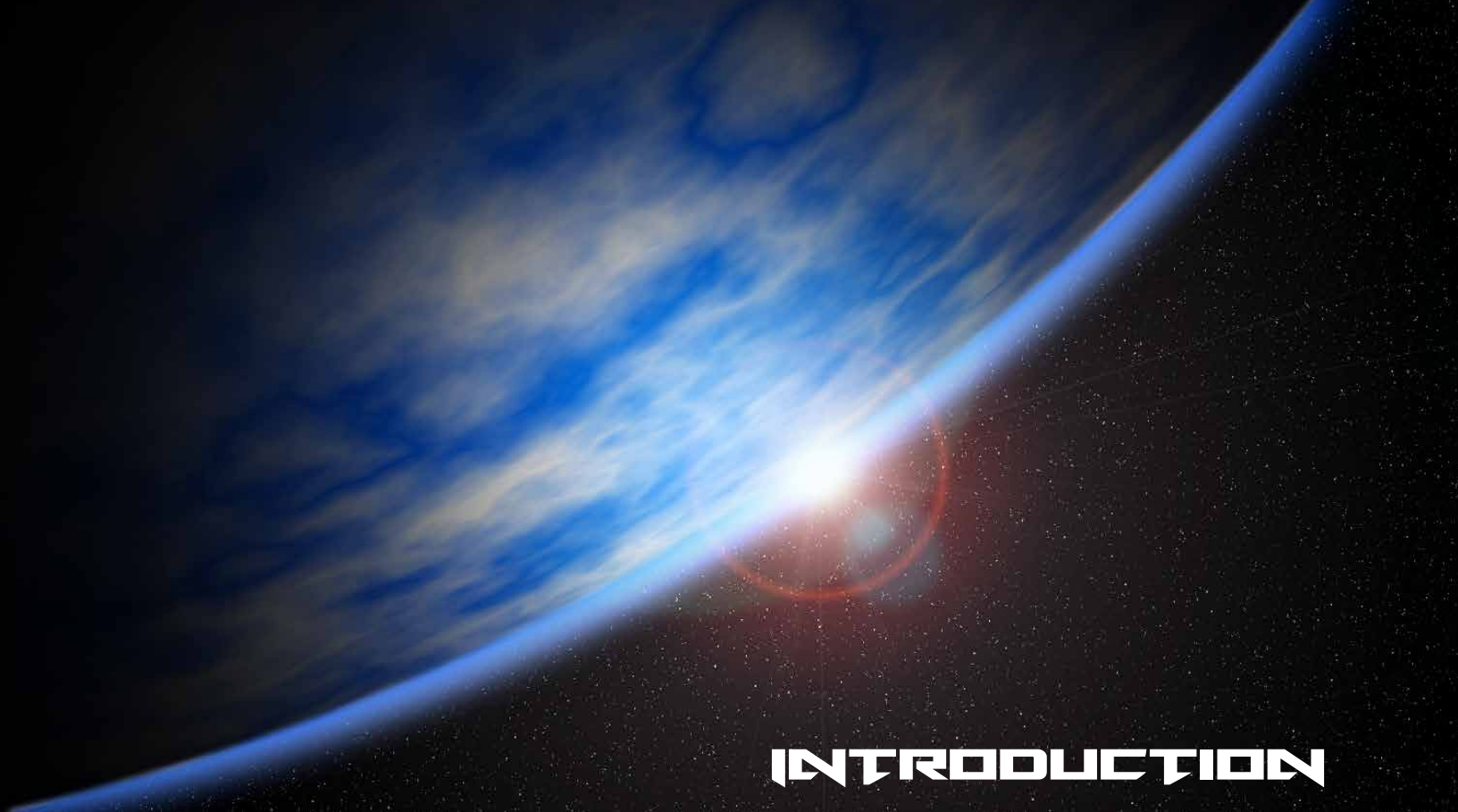
Will you enjoy *Station on the Borderworlds*? If you enjoy hearkening back to the days of yesteryear, and doing it with your science fiction, then yes. I think you will.

Good fortune, adventurers. You are going to need it.

Troy Daniels
Project Manager
Editor
d20pfsrd.com Publishing

PS: If you think this is fun you should see the plans he has for the other two adventures. They too will be homages to classics. Can you guess which ones?

Oh... legally. We loved *KotB*, I think everyone did. However just because we loved it, does not mean that we own it, the story, the concept, or anything like that. *Keep on the Borderlands* is property of *Wizards of the Coast*. All rights reserved.



INTRODUCTION

For three hundred years, Blackvine Company has fought against the Servants of the Void with the mission of keeping the people of the Cyrollia System safe. I'm sorry to say we have failed you. Merial, the planet closest to the system's star was the first to tear itself apart. Societal collapse, endless civil wars, and now? Only remnants of a great civilization remain. Most of the other planets met similar fates over the years, but not Chyra. Chyra stands as the sixth and furthest planet from the star, the last line of defense between what is contained here in the Cyrollia System and the rest of the civilized galaxy. Despite our pleas neighboring systems refuse to help, overburdened with bureaucrats and other political agendas. We are not a part of their governments and do not offer much in the way of resources, so they could care less if we fall.

We can only hope that Blackvine Company can hold back against the Servants of the Void until they see reason. Else, the entire multiverse may be in danger. ~Captain Saerus Cosmilius; 13 Duomens 1417

CHARACTER ADVANCEMENT

GMs are encouraged to explore *Station on the Borderworld* in its entirety with their players and to aid with that, it is written with the expectation that GMs have four players using the "Advanced" experience track. GMs are encouraged to use the "Advanced" experience track below so that character advancement happens less frequently. Using the "Advanced" experience track as this adventure and future Starjammer adventures intends will bring the players to level 4 by the adventure's end. GMs can use the "Standard" experience track, but will have to do some minor conversions to make sure that the party does not become too powerful for the challenges presented within the adventure.

ADVENTURE SUMMARY

Station on the Borderworld takes place in two primary locations: Station Paxem, which acts as a hubworld and temporary home for the PCs who can engage with friendly NPCs

CHARACTER ADVANCEMENT

Character Level	Standard Experience Track	Advanced Experience Track
1st	—	—
2nd	1,300 XP	2,000 XP
3rd	3,300 XP	5,000 XP
4th	6,000 XP	9,000 XP
5th	10,000 XP	15,000 XP
6th	15,000 XP	23,000 XP
7th	23,000 XP	35,000 XP
8th	34,000 XP	51,000 XP
9th	50,000 XP	75,000 XP
10th	71,000 XP	105,000 XP
11th	105,000 XP	155,000 XP
12th	145,000 XP	220,000 XP
13th	210,000 XP	315,000 XP
14th	295,000 XP	445,000 XP
15th	425,000 XP	635,000 XP
16th	600,000 XP	890,000 XP
17th	850,000 XP	1,300,000 XP
18th	1,200,000 XP	1,800,000 XP
19th	1,700,000 XP	2,550,000 XP
20th	2,400,000 XP	3,600,000 XP

and complete various side quests, and the Swamps of Fear, where the PCs eventually travel in order to discover and foil the Cult of Nyarlathotep's sinister plot.

The PCs start off as newcomers to Station Paxem, where they must gain the trust of Captain Cosmilius by performing odd jobs throughout the Station and discovering a more serious crime. Once they gain the Captain's trust, they are asked to guard a feast where an assassination attempt by the Cult of Nyarlathotep is made on a governor's life. If they save the governor, they are then tasked with traveling to the Swamps of Fear, where they must discover exactly where the Cult is hiding and put a stop to them, traveling back to the Station whenever they need to rest. In the Swamps, they will fight a whole host of deadly creatures and even the environment itself before finally

coming across the Cult's hideout: the Temple of Dread. Along the way, the PCs have the choice of either allying with or destroying the various inhabitants living in the Swamps. Eventually, they do battle with one of the Cult's champions.

Just when it seems that the Cult has been driven from Chyra, the PCs discover that the Cult has launched its own attack on the Station while the PCs were occupied in the Temple. The PCs travel back to the Station and take it back from hostile forces while attempting to save as many of its occupants as possible, culminating with a battle against one of the Cult's elders. Should the PCs succeed in their endeavor, they successfully break the Cult's power in Chyra and dissuade other sects of the Cult from targeting the planet again.

Whether the PCs complete the side quests this adventure, they should reach 4th level. If the PCs do not complete the side quests, the final battle will be much more difficult, so be warned.

BACKGROUND

The Cyrollia System is made up of a yellow dwarf star and a collection of six planets, all of which are habitable. The planets listed in order of proximity to the system's star (named Cyrollia, which is how the system got its name) are: Merial, Vahren, Standal, Juya, Xolan, Chyra. Unfortunately, the Cyrollia System has fallen into disarray due to the insidious cabal known as the Cult of Nyarlathotep.

Merial (medium spherical magma world) is a volcanic planet populated by fire giants and their dwarf-like azer slaves. Once seen as a technological powerhouse, Merial has fallen into ruin after the Cult instigated civil wars throughout the planet which have left countless dead and the survivors hostile to outworlders.

Vahren (medium spherical desert world) is a desert planet inhabited mainly by surface dwelling manu and kasatha clans as well as underground pasimachi tribes. Though Vahren never had a single planetary government to disrupt, the Cult threw things into chaos by poisoning the majority of the planet's water supplies; now survival of the fittest dictates who controls what little water remains.

Standal and **Juya** (small cluster of dead/mountain worlds) are twin planets orbiting the same point in space. Before the Cult infiltrated these mountain worlds, Standal and Juya were renowned for their magical universities—one for each school of magic—that drew students from all throughout the Cyrollia System. This changed when the Cult ensured that the headmaster of the University of Necromancy, a secret worshipper of Nyarlathotep, could usurp power from the other headmasters by sacrificing them all in a ritual to achieve lichdom. Since then, there have been massive organized hunts throughout these worlds, with hoards of



vampires and ghouls searching for any living victims to either convert to undeath or consume as sustenance.

Xolan (large spherical aquatic world) is a world mostly made up of oceans, though contains islands scattered throughout the vast expanses of blue. As the latest world to fall to the Cult's power, it is still experiencing change and turmoil, though the introduction of many new aberrant species and the rise of aboleth slave lords have caused many civilized surface dwellers to flee the world. The merfolk, sahuagin, and adaro who live under the surface have not been so fortunate.

The final planet in Cyrollia System is **Chyra** (medium spherical mountain/mud world). Due to Chyra's rich soil, and remarkable spreads of farmland, it was once known as the breadbasket of the Cyrollia System. Though humans and vesk make up the majority of Chyra's population, the demographics of this planet are fairly diverse, due in part to it taking in refugees from other planets from the Cyrollia System. Chyra is the only planet in the star system to remain free from the Cult's control though the same cannot be said for its moon, **Dymbra** (small spherical dread/swamp world) which has been inaccessible to the native Chyrans for millennia because of the Cult's influence.

Today, the only organization with the resources to stand up to the Cult at all is known as Blackvine Company. Blackvine is a mercenary group which has operated in the Cyrollia System for three centuries, having fought pirates, monsters, and of course, the Cult of Nyarlathotep. Blackvine has fought the Cult tooth and nail since its inception and has done admirably to slow the spread of their influence, but has proven itself to be simply too small of a fighting force to reliably stand up to the threats the Cult poses. At its peak, Blackvine Company had at least one

space station orbiting each planet in the Cyrollia System, hundreds of ships, and over 100,000 mercenaries willing to fight the Cult. Unfortunately, this did not last and with each lost battle, membership has decreased, with many former Blackvine mercenaries taking their gear and leaving the Cyrollia System entirely. Today, Blackvine Company is a shadow of its former self.

Their latest and perhaps final battleground is Chyra and its moon Dymbra. For decades it was thought that the Cult could not infiltrate the planet Blackvine Company calls home, but five years ago, Blackvine received reports of the Cult's dealings on Chyra. Captain Saerus Cosmilius, the current leader of Blackvine Company, immediately withdrew all of his forces from Cyrollia System's other planets in order to mobilize them on the surface of Chyra and within Blackvine's base of operations and only remaining space station: Station Paxem. The Station, as it is commonly referred to by both its inhabitants and by the Chyrans, floats in space between

TELLING TIME IN THE UNIVERSE

As each and every planet naturally has differences in their rotations and orbits, leading to different "day" and "year" cycles, keeping track of time may seem an impossible task. Thankfully, the various civilizations present within the Jandar Galaxy have come to an agreement as far as a standardized calendar.

Each "day" in the galaxy is 25 hours long. All spells or effects measured in days last for this measure of time. Each week is split into 10 days, each month into 3 weeks, and each year into 12 months. The 12 months in order are: Unmens, Duomens, Tresmens, Quatmens, Quinmens, Sexmens, Septmens, Octmens, Novmens, Decmens, Undecmens, and Duo-decmens. The current year is 1417, with year 0 representing the year the agreement to make a standardized calendar was made.

The format for telling the date is: day + month + year (e.g. 23 Septmens 1417).

Chyra and its moon, acting as a guardian against the cultists.

Since then, Blackvine has been able to eliminate the Cult from nearly every part of Chyra. Dymbra on the other hand is regarded as too dangerous to navigate, with exploration parties dying or quickly falling prey to a magical form of madness. As such, Dymbra is more colloquially referred to as the "Swamps of Fear." The Swamps are an endless source of frustration for Blackvine Company, as they hide the main base of operations for Chyra's sect of the Cult of Nyarlathotep, where they grow stronger and stronger, completely untouched by Blackvine forces.

For the past five years, Captain Cosmilius and Blackvine Company has cultivated a healthy working relationship with the people of Chyra, acting as a police force on both on the planet. The native Chyrans see Blackvine Company as a useful deterrent against both pirates and the Cult of Nyarlathotep. Once, Blackvine Company may have been motivated by profit, but now it is made up almost entirely by individuals willing to fight and protect their planet.

ADVENTURE HOOKS

There are many reasons that an adventuring party might find its way to Station Paxem. Below are a few suggestions for how GMs can start the module:

- The PCs are members of a traveling merchant caravan. They were originally headed to a nearby star system, but were forced to make a detour to Chyra when complications arose with their starship. To pay for repairs, room, and board, the PCs are asked to help out around the Station.
- The PCs are natives of the planet Chyra who are looking for work outside of

farming. They answer a call for jobs broadcasted by Blackvine mercenaries visiting from Station Paxem and are brought to the Station along with various other potential employees.

- The PCs are new recruits for Blackvine Company and were sent to Station Paxem in order to gain more experience. Instead of being sent into Chyra to act as peacekeepers, the Captain decides to test their temperament by giving them odd jobs around the Station.
- The PCs had been arrested for a minor crime and instead of being sent to a prison, have been brought to the Station to complete community service. Whether the PCs are actually guilty of the crime may vary from PC to PC.





STATION PAXEM

The first thing PCs new to the Station might make notice of are the multitude of defenses dedicated to the docking bay alone. The reason for this is twofold: both to give the impression that the rest of the Station is similarly guarded (it's not, but let the PCs figure that out on their own) and to scare compliance into would-be troublemakers. Most of the people living within the Station are either Lawful Good or Neutral Good, thus criminals are not likely to be executed on the spot, however, anyone who attempts to cause mayhem is swiftly dealt with and brought to the detainment area (see area 17) to await trial. Furthermore, it should be noted that everyone aboard the Station has access to a Mk I comm unit which can contact anyone aboard the Station or on Chyra, but not in the Swamps of Fear.

It is important to note that the entire Station is run with two shifts in mind, so that the people working each shift can rest, spend time with their friends or family,

and sleep. These long shifts are alleviated by the fact that most of the 'work' that occurs aboard the Station involves sitting around and doing nothing of note other than chatting with those who are nearby, making sure that everything aboard the Station is relatively calm. Important to note is that "Mrc." is short for mercenary, and is the prefix given to rank-and-file members of Blackvine Company.

1. DOCKING BAY

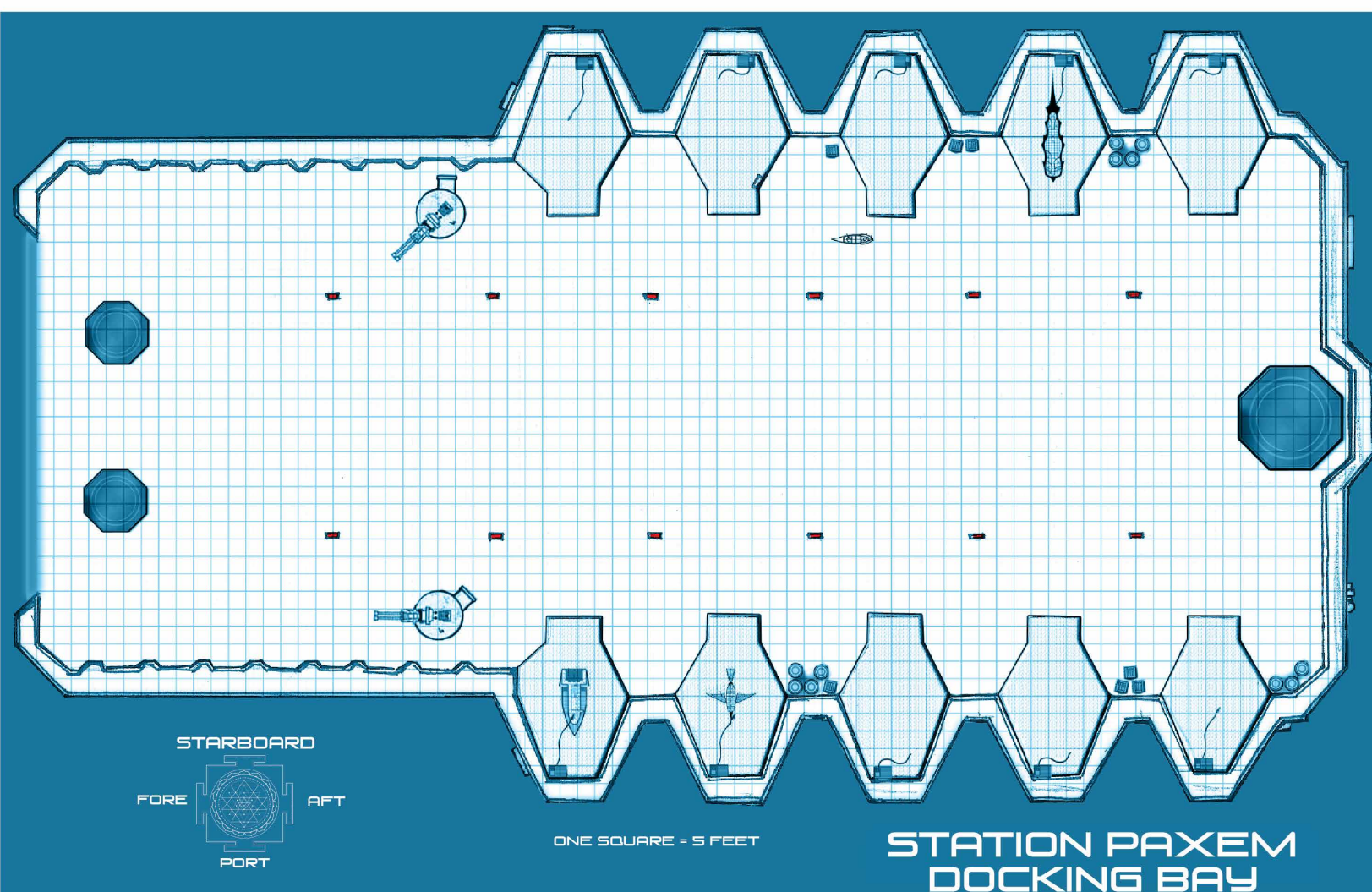
To enter the docking bay, the PCs will have come in through the forcefield at the fore of the Station. There are 10 different fueling stations spread throughout the starboard and port sides of the room and two mounted turrets which can rotate to aim at ships which park in any one of these fueling stations. These turrets each function as heavy reaction cannons that can fire anywhere in the docking bay without incurring any ranged penalties. Each turret has a built in tier-5 computer that is secured

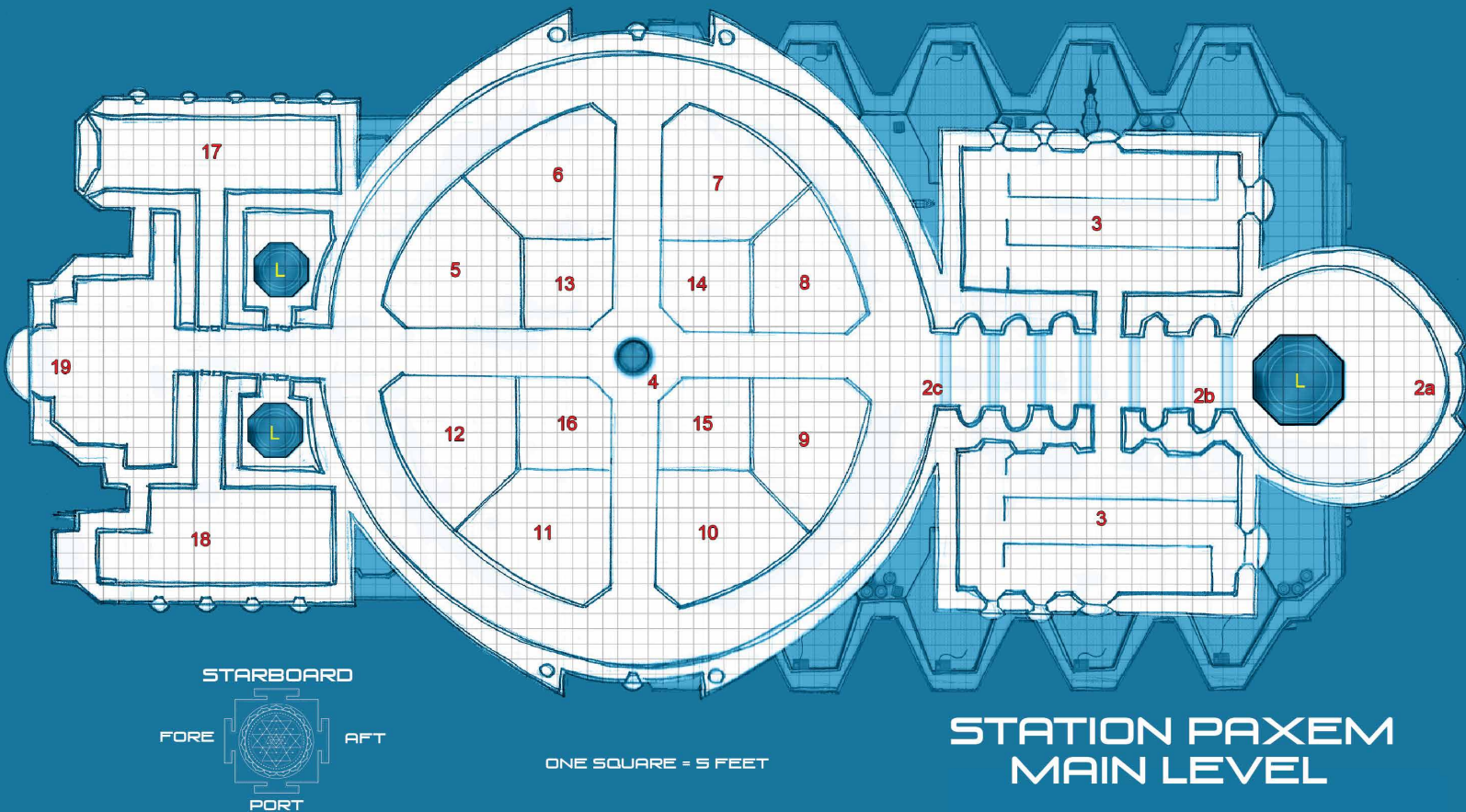
and can only be accessed by those working for Blackvine Company. Each of these computers is protected by a rank 1 shock field countermeasure, has the hardened upgrade, and requires a DC 33 Computers check to hack.

Around the docking bay are three lifts to the main level, each imbued with gravitons that allow it to move up and down between the two levels. The main lift is located in the aft of the docking bay and leads to the planetary lookout (area 2a) which is how everyone enters the Station. The two other lifts are actually located on and can only be activated from the main level of the Station, acting as emergency lifts that travel down to the docking bay and then reset themselves after three rounds. Each lift travels 80 feet to get from level to level, taking 2 rounds to travel between the two. Each of the lifts are activated by utilizing the secure tier-2

computers built into nearby walls. Though a secure computer system, accessing the lifts is quite simple, requiring only handprint verification and the user's name spoken aloud (all mercenaries and permanent residents of the Station are registered into the computer's systems). Hacking these lifts requires a DC 21 Computers check.

The first shift is held by **Mrc. Aufidia Maro** (CN female human soldier 1), **Mrc. Hiratana Ayen** (NG female vesk soldier 1), **Mrc. N'zarm** (NG male transgenic soldier 1), **Mrc. Ved Pajarla** (NG male manu soldier 1), and **Mrc. Zatano Jaman** (NG male vesk soldier 1). The second shift is held by **Mrc. Ar'yun** (NG female transgenic soldier 1), **Mrc. Forosun Crossus** (NG male manu soldier 1), **Mrc. Langari Furo** (NG female vesk soldier 1), **Mrc. Naramoya "Voidkiller" Kanzo** (NG male vesk soldier 3), and **Mrc. Waneta Ralon** (NG female





manu soldier 1). At any given point in time, the on-duty mercenaries can be found conversing amongst themselves near the turrets, with at least one mercenary per turret. Whenever a new starship enters the docking bay, one of the mercenaries uses their Mk I comm unit to contact Communications Officer Zova Lexum and usually stays in contact with her until the mercenaries are sure there are no signs of foul play.

2A. PLANETARY LOOKOUT

The Station is set to rotate in such a way that the planetary lookout (and thus the aft of the Station) is always facing Dymbra. In the center of the room is a lift which leads down to the docking bay (area 1). The walls of this dome room are made of magically strengthened glass, allowing for those inside the Station to view out into both the Void and the Swamps down below.

Mercenaries assigned here are to be on constant lookout for any abnormalities or incoming starships at all times. The first shift is held by **Mrc. Theodorus Caecilius** (CN male human soldier 1). The second shift is held by **Mrc. Stian Dawal** (NG male manu soldier 1).

2B. SENTRY POST

On the fore side of the planetary lookout is a sentry post which leads to the rest of the Station. At this post is a single mercenary sitting at a table with an open ledger and a locked metal door behind them (DC 20 Engineering to unlock). Anyone who wishes to enter or leave through this post must first declare all weapons, technological items, and magical items they may have on their person and answer three different questions: "Are you a spellcaster in some form or another?", "Have you had any dealings with the Servants of the Void?", and "Have you ever committed or been convicted of a crime in any

civilized territories?" Spellcasters are logged and kept track of in case of any magical disaster. Anyone with a nonviolent criminal record is disarmed but allowed aboard the Station so long as they are not currently wanted and may recover their weapons when they leave the Station. Violent offenders are not allowed beyond this point and currently wanted criminals or those suspected to be working with Servants of the Void are quickly taken into custody. Lying to a posted mercenary concerning one of these questions requires a successful Bluff check opposed to the mercenary's Sense Motive check while trying to slip an undeclared item past the post requires a successful Sleight of Hand check opposed to the mercenary's Sense Motive check.

Once all information is recorded, the mercenary takes a key from their belt and unlocks the door to the rest of the Station. In case of emergency, there is a switch at the sentry post which can be flipped which activates the force fields in area 2c and triggers a shrill siren, alerting the rest of the Station.

The first shift is held by **Mrc. Roloba Fariko** (CN male vesk soldier 1). The second shift is held by **Mrc. Izar Tapral** (NG female manu soldier 1).

2C. FORCE FIELDS

Normally, this hallway is empty, connecting the planetary lookout, the living quarters, and the rest of the main level. When activated by the mercenary at the sentry post, a series of red force fields that span from the floor to the ceiling appear, each blocking the path of any attempting to pass. These force fields are connected to a secured tier-4 computer which has built in user interfaces between each force field, at the sentry post, and within each of the living quarters. Though everyone has

access to activate the force fields, the only users with access to lower the force fields are Captain Saerus Cosmilius, Lt. Majid, and Marach Yendu. Hacking this computer requires a DC 29 Computers check.

Each force field functions similarly to *wall of force*, with a hardness of 20 and 80 Hit Points. Each one can be disabled by either hacking the computer activating them or breaking through the floor near each force field (hardness 10; Hit Points 30) and successfully destroying the power supply keeping them up (DC 20 Strength check).

3. LIVING QUARTERS

The living quarters aboard Station Paxem are made up of four different dormitory units, two common spaces, and two bathrooms. These rooms are meant to accommodate not only those currently working aboard the Station, but quite a few mercenaries currently stationed on Chyra as well. The dormitories are fully equipped with 144 triple bunk beds, with each featuring a ladder to reach the upper bunks, built in drawers, and a recharging stand for batteries (allowing for a total of 432 occupants). Each of the two bathroom areas are located just to the fore of two dormitory units and one living space, allowing for lavatory stalls, sinks, and shower space. Finally, each common room is equipped with several tables, board and card games, sporting equipment, and wrestling mats.

Because only a fraction of these bunks are actually filled due to their occupants being spread across Chyra (and so that he can maintain morale), the Captain loosened restrictions as to who could actually live within the Station. As a result, spouses and children are allowed to move in on a case by case basis, each getting their own bed and drawers. The area is not made for

luxury, though compared to most military outposts, it is fairly comfortable due in part to Captain Cosmilius spending portions of his own savings over time to furnish these quarters.

There are currently 5 children aboard the Station: **Fylo Loran** (NG young male lashunta), **Gabinia Pantera** (LG young female human), **Sondu of Clan Tandi** (NG young female kasatha), **Sukavia Tamagi** (CG young female vesk), and **Xril Yendu** (LG young female shirren). Other family members of crew members include: **Bascho Yendu** (LG male shirren), **Doneo of Clan Tandi** (CG male kasatha), **Rxit Yendu** (LG host shirren), **Tandem of Clan Uso** (NG male kasatha), and **Zella Carus** (LN female manu). Bascho currently serves as a barber for the mercenaries while Zella as a teacher for the children aboard the Station.

The living quarters serves primarily as a place for these passengers to sleep or spend their time, though they are free to explore the rest of the Station at their leisure. Though not obligated in any way, they tend to take it upon themselves to do small tasks around the Station: cleaning, delivering food to those currently working around the Station, and (most appreciated amongst the mercenaries) providing conversational partners during the often-boring shifts.

4A. HOLOGRAPHIC FOUNTAIN

This 'fountain' sitting in the middle of the hallway is more than just a decorative piece. It is a hologram which is meant to conceal the safety hatch to a panic room (area 4b) below it. Despite its holographic nature, everyone living aboard the Station knows about the location of the panic room; a necessary precaution in case those aboard the Station encounter a danger which they cannot simply fight off. Most people know of the hologram, but those who do not

can recognize the fountain as such with a successful DC 15 Computers or Perception skill check or simply by trying to interact with it.

As the fountain is a central location in the Station, it is attended at all times. It is guarded by **Mrc. Viducia Maro** (CN female human soldier 1) on the first shift and **Mrc. Ba'nor** (NG male transgenic soldier 1) on the second shift.

4B. PANIC ROOM

The hatch hidden within the holographic fountain reveals a ladder which stretches down 30 feet into a plain room. The entire 30 ft. by 30 ft. room is made of steel and is featureless except for a *teleportation circle* in the center of the room. The circle is an ancient magical artifact designed to instantly transport those who step on it to the town of Parles on Chyra, a location with a Blackvine outpost. There is a safeguard that would allow the *teleportation circle* to become inactive for 1 day to avoid one from being followed: speaking the command word, *shezen*, within 1 round before stepping onto the teleportation circle. Only Captain Cosmilius is currently aware of this command word. No one aboard the Station knows that the *teleportation circle* has been tampered with, allowing the Cult to access the Station whenever they please.

5. THE TRUSTED PRIEST PUB

Originally meant as a dining area, the Trusted Priest Pub has been remodeled into a place of entertainment and relaxation for both the mercenaries, who enjoy spending their free time for a drink after a long day at work, and those who enjoy listening to stories told by **Pathikarus "Patches" Raynold** (CN male human envoy 3), the official proprietor of the pub and main bartender. Though at first he started the

TABLE 2: RUMORS

1d20	Result
1	Believe it or not, the Swamps weren't always cursed. The mercs say that the Cult corrupted the moon a long time ago, wiping out an entire fey civilization.
2	Here's a tip. If you ever hear one of those frog people yell "bree-yark", keep on your guard. They aren't actually surrendering. One of my buddies learned that the hard way and got stabbed in the leg for his trouble.
3	You've seen the flumphs roaming around the Station? Apparently, they are supposed to tell when disaster is near. I don't believe a word of it though, I mean, they couldn't even predict that stomach bug was going around and getting everyone sick!
4	The Captain says that we should welcome anyone into the Blackvine Company. Sounds like trouble to me. Half the people who enlist are too young to know their left from right! And that's not even accounting for potential spies.
5	Have you met the tree huggers? The Shaman Knights? They tend to be harmless enough, so Blackvine Company mostly tolerates them. Still, I think they're the reason we don't just blast the place from orbit and send those cultists to oblivion!
6	I've heard rumors that some of the trees down in the Swamps can walk and talk. Sounds like malarkey to me, but you never know. We live in a galaxy where people can shoot make batteries explode with their mind, so I guess anything is possible.
7	You'd best watch who you call upset around here. One of the new mercs talked back to Sellia and ended up scrubbing the toilets for a month.
8	Way I hear it, Blackvine Company used to be a lot stronger than it is now. Membership just isn't what it used to be. Doesn't help that Blackvine's been fighting the Cult all across the Cyrollia System and losing on every planet. It's taking everything we've got just to keep Chyra safe.
9	Have to watch your step in those Swamps. Between the quicksand and leeches, you're going to want to be prepared. If you get swarmed by those leeches, I hear acid or fire could get them off of you.
10	There's a new singer working here at the pub. She's good. Too good to be working here, let me tell you. Some of the regulars think she's a rich heiress from the posh way she speaks.
11	Our Chief of Security has been hitting the bottle quite a bit lately. Hasn't affected his work, but I'm still worried. Thing is, he's not opening up to anyone about what's going on with him.
12	The Crawling Chaos. That's what the Cult calls their god. Some of the mercs around here don't think he exists – that something else is giving the Cult their power. I don't know what to think, but I know this much: we've got to wipe them out.
13	Dr. Karer may be new, but he knows a lot about biology. Heard he used to work for the Legion. Wonder what made him quit.
14	Some of the children have been having nightmares. Two frog people, bigger than all the others and in heavy armor. Pure evil they said. Normally I'd ignore it, but yesterday I had the same nightmare...
15	How did I get my nickname? Well that's not too interesting a story. Back down on Chyra, I used to be a handyman of sorts. I was always "patching things up" so it just stuck.
16	You have no idea how many people have decided to come to the Station just so that they could get a peek at whatever is in the Swamps. Not everyone dies, of course. But those who don't are never really the same.
17	I hear that people, normal people, used to live on Dymbra. Who would have thought it? What's that? You don't know Dymbra? That's the official name for the Swamps of Fear, didn't you know? We're not going to name our moon that!
18	Quite a few new visitors to the Station these days. I'm not complaining, it's just odd to see. I mean, who would want to come out here to this backwater planet? There's nothing here but cultists and corn.
19	This is probably one of the safest places to be stationed. There aren't any pirates around who can attack us and as far as we know, the Cult doesn't have any starships that can reach us. That said, we really can't bring the fight to the Cult either, so we're at a stalemate.
20	As much as I hate to admit it, I didn't think that shape shifter would be working for the Cult. Vega always seemed like a stand up sort of guy.

business alone, Patches was able to hire more help over time and now employs **Malidius Pantera** (CG male human soldier 2), **Peacemaker-12** (N female android soldier 3), and **Rela of Clan Hyart** (LE female kasatha envoy 2). Patches tends to take the first shift along with Malidius. During the second shift, Peacemaker-12 is left in charge of the Trusted Priest Pub while Rela provides entertainment with her singing.

It is well known that Patches is a font of information and can usually be asked to share some of his knowledge. Not all of what Patches says can be taken as absolute fact, but generally his tips have at least some utility by those who take note of them. **Table 2: Rumors** provides some of the things might share with some of his patrons.

6. DINING CENTER

For the first two years Captain Cosmilius was in charge of Blackvine Company the crew ate nothing but military rations, which wore down enthusiasm greatly considering there were experienced cooks on Chyra. Eventually after enough complaints, the Captain relented and hired two married local chefs **Anasuji Tamagi** (CG female vesk) and **Banato Tamagi** (CG male vesk). While rations are still served for lunch, Anasuji and Banato were hired to cook breakfasts and dinners for those aboard the Station, amounting to them cooking and serving four separate meals per day (two for each shift). The two are able to work at such prodigious speed that it amazes practically everyone aboard the Station. On holidays and other special occasions, the two vesk often go above and beyond to provide feasts enlisting the help of Bascho Yendu, Doneo of Clan Tandi, Tandem of Clan Uso, and even the Captain's wife, Yulia Cosmilius.

The dining center is always open with fresh produce and water being available to

eat and drink. Anasuji and Banati cook for both shifts, but once they are done, don't spend too much more time here.

7. TRAINING AREA

Every Blackvine mercenary must complete at least two, two-hour sessions of basic fitness every week and so the training room is always active as a result. This room is fitted with walls treated with a special solvent which prevents them from freezing over due to the shooting exercises the mercenaries sometimes do here with their jinncasters. Whenever practice with melee weapons and martial arts is required, a mercenary gets equipment from the armory (area 15) and brings it here. Captain Cosmilius' second in command, **Lt. Majid** (LN male abiarazi soldier 4) leads the training of mercenaries during the first shift while **D'lynn** (NG female transgenic soldier 2) and **Yamatin Naran** (CN female vesk technomancer 2) lead the second shift.

8. MEDICAL BAY

The medical bay is fully equipped to handle injuries of all sorts ranging from minor scratches and bumps — in which case the diagnosis is usually a casting of *mystic cure* — to grievous injuries and amputations which though thankfully rare, can be treated with a complete surgical area. **Dr. Cea Karer** (NG male human technomancer 4) works here as a cybernetics and pharmaceuticals specialist and is a qualified surgeon. **Dr. Jena of Clan Uso** (LG female kasatha mystic 4), serves as the Chief Medical Officer and deals with the majority of injuries which can be encountered on the Station with her healing magic. **Dr. Sidra Lansol** (LG female manu mystic 2) serves as a licensed psychiatrist, treating those who have come into contact with either the Swamps or the Cult, but more often than not serving as an assistant to both Dr. Jena and Dr. Karer.

Anyone using the tools in this room gain a +2 insight bonus on all Medicine checks.

The three doctors do not have official shifts, taking turns sleeping and resting, but are technically always on duty in case of an emergency.

9. LIBRARY

This library started off as a meager collection of records and correspondence from the Station's early days but was quickly transformed into an honest-to-goodness treasure trove of knowledge due to most of the books coming from Captain Cosmilius' private collection as well as donations from those who have come aboard the Station over time. Anyone living on the Station is allowed to enter the library and borrow the materials, and are simply expected to bring the books back in relatively the same condition they were borrowed in. There is no one officially posted here and so this works out in an "honor system" of sorts. **Sellia Loran** (NG female damaya lashunta envoy 3), the Chief Ambassador for Blackvine Company, can often be found within the library reading upon new subjects whenever she finds the time. Whenever she is able to set up a meeting with a local governor or community leader on the Station, she closes the library off, preferring the familiar and comfortable surroundings when discussing important matters. The library is also frequented by Intelligence Technician **C-2** (NG female android operative 4) and Communications Officer **Zova Lexum** (LG female human operative 2) who enjoy the quiet environment as a working space.

Those who consult the library for 1d4 hours are allowed to attempt untrained Culture and Mysticism checks with DCs higher than 10 and grant a +2 insight bonus on any checks made to identify creatures, magic items, or recall knowledge.

10. CRAFTING WORKSHOP

Compared to the rest of the Station, this room looks completely unorganized, though its occupants seem to scurry around the mess with surprising efficiency. This workshop is fully equipped to deal with a number of crafting needs including an air filtration system, several piles of books on crafting technological and magical items, two workbenches, and what looks like an endless amount of different tools and handwritten notes. **Marach Yendu** (LG female shirren mechanic 4) is the Chief Engineer aboard the Station and is the first to respond to any malfunctions which may occur. **Octavia Gala** (CE female human mechanic 3/operative 1) and **Rusty** (LG male android mechanic 1) are Marach's two apprentices, both natives of Chyra. Octavia and Rusty alternate between sharing the first shift with Marach every week while the other takes second shift alone.

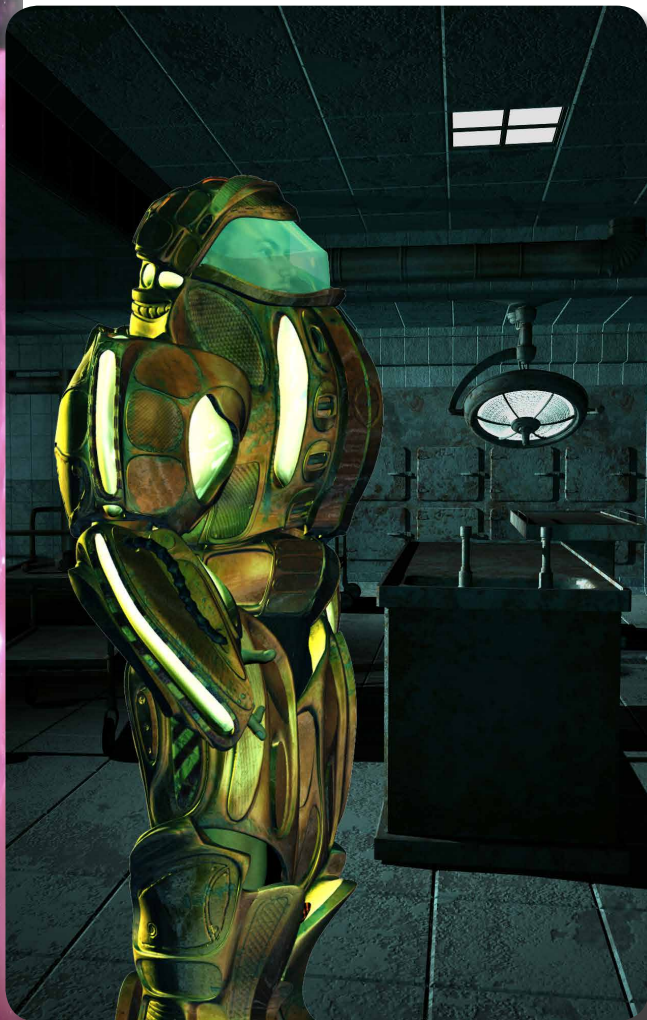
Those who consult the books within the workshop for 1d4 hours are allowed to attempt untrained Engineering checks with DCs higher than 10. Furthermore, anyone using the room's supplies in order to craft a technological or magical item gains a +2 bonus to their check.

11. STORAGE ROOM

The storage room is filled to the brim with literal piles of supplies. Military rations make up most of the boxes stacked one on top of another, though there are also closets filled with cleaning supplies and cases filled with crafting materials. There is a ledger attached to the wall which has a list of everything which goes in and out of the room. It is not generally guarded as there is nothing truly of value within the room that someone would want to steal.

12. GREENHOUSE

This room used to be another storage room when the Station was still at maximum occupancy, but has since been converted into a greenhouse by local Shaman Knights who are renting the space for experimentation. There are tables spread throughout the room growing plants from both Chyra and the Swamps, as well as a variety of different chemical mixtures. Shaman Knights **Kanda of Clan Batu** (CG female kasatha mystic 1), **Nadius Vincentius** (CG male human mystic 1), and **Tarak Losa** (NG male manu solarian 2) work here alongside local agricultural expert **Hoku Sarum** (LG female manu mechanic) in an effort to find a means of growing plants while traveling the void.



Kanda and Nadius tend to take the first shift while Tarak and Hoku work the second shift, though occasionally all four of them will want to collaborate at the same time on their experiments.

13. MARKET AREA

This small area has two small tables on the fore and starboard sides of the room along with a number of boxes of goods stacked on top of one another. This room is used by both **Farrar Carus** (LN male manu envoy 1), a merchant from Chyra who was given permission to sell his wares on board the Station, and **Gate-Keeper** (LG female android soldier 2), the Station's Quartermaster. Those who wish to buy weapons or armor must speak to G4te who will then accompany the buyer to the armory (area 15) in order to retrieve what they bought. All other requests for goods can be directed towards Farrar, though anyone seeking to buy magical or technological items must put in a special request with the merchant who will send out an order to Chyra. Items bought in this way arrive at the Station in 1d4 days. Farrar is also willing to buy any equipment for 10% of its listed price, but pays full price for any jewels, pieces of art, or unique pieces of memorabilia.

Both Farrar and G4te work for the first half of each shift, taking the second half to rest.

14. CHAPEL

The chapel is covered with religious decorations from three separate faiths: that of Alula, Eistibus, and Istravan Ilsareal. Pews line up to face a shared altar that features the holy symbol of each deity. The chapel is open at all times, with each priest taking one third of each shift, one hour of which is always dedicated to a sermon. The rest of the time, the on-duty priest offers advice and prayers to those seeking it and uses their spells to help in any way they can. **Jamina**

Texa (NG female human mystic 2), a minister of Istravan Ilsareal is the first on-duty priest of each shift. **Senico of Clan Tandi** (CG female kasatha mystic 4), a minister of Eistibus is the second on-duty priest. **Altrius Eptianus** (NG male human mystic 1/soldier 1), a minister of Alula is the third on-duty priest.

15. ARMORY

The armory is filled with shelves of unused weapons and armors of different types, most of which will likely never see use. As all mercenaries are given a standard issue jinncaster, a tactical baton, and freebooter armor I, they rarely bother using other equipment unless they are willing to put in the time to train with them, which on a fairly safe outpost such as Station Paxem is often a waste of time. As a result, any weapons Blackvine Company confiscates down on Chyra eventually find their way here. Within the past year, the Captain has allowed civilians of Chyra to buy some of this surplus gear and sent Blackvine mercenaries to their towns in order to train them to fight pirates and Servants of the Void alike.

Mrc. Aakil Pajarla (NG male manu soldier 1) sits just outside of the room during the first shift while **Mrc. Sa'ranni** (NG female transgenic soldier 1) takes the second shift. The on-duty guard is given a key to the armory, keeping it closed when not in use. Attempting to unlock the door without the key requires a DC 20 Engineering check.

16. QUARANTINE AREA

This empty room is meant as a quarantine zone in case of dangerous radioactivity or a diseased individual must be contained. The walls and doors to this room are all lined with nearly 1 foot of lead and have a thin coating of adamantine. The doors of the room are airtight and electronically sealed by a secured tier-4 computer that

is installed in the wall. There are user interfaces on both sides of the door that only Captain Cosmilius, Dr. Cea Karer, Dr. Jena, Dr. Sidra Lansol, Lt. Majid, and Marach Yendu have access to. This computer is protected by a lockout countermeasure (1 hour; 3 attempts), has a security I upgrade, and requires a DC 30 Computers check to hack.

17. DETAINMENT AREA

This room is made as a small jail of sorts used for holding anyone who needs sobering up and those who have actually committed crimes aboard the Station. There is always at least one person guarding the prisoners at all times: Chief of Security **Kotorin Lasu** (LN male vesk soldier 4) during the first shift and **Mrc. Bantia Reya** (NG female human soldier 1) during the second shift. **Tru-Blue** (CG male android soldier 1) and **La'po** (CN male transgenic soldier 2) are being held in the one room and **Vega** (LG male abiarazi mechanic 2) is alone in the other. The on-duty guard always has the key, though the locks to the rooms can be picked with a DC 20 Engineering check. Each of these rooms are sealed tight to avoid abiarazi prisoners from using their oozeform to escape.

Tru-Blue was a Blackvine mercenary who was arrested for selling illicit pharmaceuticals to other mercenaries. He has already served 3 months of his 12 month sentence and will be brought back into service once his sentence is complete; after all, Captain Cosmilius wants every available mercenary possible to fight against the Cult. La'po was also a Blackvine mercenary and one of Tru-Blue's former customers. He was arrested for the attempted murder of Dr. Karer, though as that was due to "chemical imbalances due to pharmaceuticals", he is likely to be released once the Captain can be sure he is mentally sound again (in 1d12+12 months) but will be forever barred from serving in Blackvine Company. Vega

was arrested for being a spy for the Cult of Nyarlathotep and is being held indefinitely.

18. FLUMPH LIVING SPACE

This room used to be a second detainment area when the Station was at maximum occupancy, but is now used as a place for the flumphs on board to sleep. There are 16 flumphs aboard the Station, all of which were found on Chyra. Though no one officially guards this area, almost everyone aboard the Station visits the flumphs every so often, especially the children who see them almost like pets (a sentiment that the flumphs find confusing considering the fact that they are sentient). Captain Cosmilus also visits them on a weekly basis to see if they sense anything out of the ordinary or if any have had premonitions of ill tidings.

19. CAPTAIN'S QUARTERS

This room serves as both an office and a private abode of **Cpt. Saerus Cosmilus** (LG male manu solarian 6) and his wife **Yulia Cosmilus** (LN female manu solarian 5). On the starboard side of the room is a bed and nightstand while on the port side is the Captain's desk and several cabinets filled with files. In the fore of the room is a mannequin adorned with his elite defiance series armor and wrack devastation blade. Both Yulia and Captain Cosmilus have a key to this room, though it can be unlocked with a DC 20 Engineering check.

Though this is where the Captain does most of his paperwork, he can normally be found around the Station, checking up on various problems personally so that he can see how to best improve the mood amongst his mercenaries and other passengers.

RANDOM EVENTS

Whenever there is a lull in the campaign, the GM feels that the PCs' lives could be spiced up in some small way, or as something that happens every time the PCs return to the Station from the Swamps, GMs are encouraged to either roll randomly on the below table or choose one of the listed events to play out. If a non-repeatable encounter is rolled more than once, the GM can decide to either roll again or simply have nothing happen.

RANDOM EVENT 1 - ILLNESS

There is an illness going around the Station brought in from some poorly washed food. Anyone who eats the food from the dining center must succeed a DC 12 Fortitude save or become sickened. Every 25 hours, affected creatures can attempt another save with the DC reduced by 1 each day.

RANDOM EVENT 2 - LOST AND FOUND

One of the children, Sukavia Tamagi, has gone missing. She can be found giggling in the storage room with a DC 10 Perception check or one of the other children will give her up with a DC 10 Diplomacy check. Sukavia's parents, Anasuji and Banato, will reward the PCs with 10 credits each for finding her. This is non-repeatable.

RANDOM EVENT 3 - HAUNTING NIGHTMARE

Everyone aboard the Station has the same collective nightmare for the next 1d4 days: a dark skinned kasatha playing a haunting melody on a flute. Anyone who fails a DC 12 Will save is fatigued the next day.

RANDOM EVENT 4 - CLERICAL ERROR

There's been a clerical error, resulting in the Station being sent far more supplies than was necessary. All mundane gear (except for weapons and armor) costs 25%

less for the next 1d4 days, after which any leftovers are to be distributed to the people of Chyra.

RANDOM EVENTS	
1d20	Result
1	Illness
2	Lost and Found
3	Haunting Nightmare
4	Clerical Error
5	Delays in Service
6	Karaoke!
7	Flumph Watch
8	We All Float...
9	An Adventurer!
10	Festival of Alula
11	Serum Sale
12	Accident Prone
13	Patch's Birthday
14	A Well Intentioned Thief
15	Drunk and Disorderly
16	Dark Blessing
17	It's Alive!
18	Politics
19	Check or Checkmate?
20	Sleepwalking

RANDOM EVENT 5 - DELAYS IN SERVICE

The starship which normally takes supplies to and from the Station had to be repaired, delaying all shipments. As a result, anything bought aboard the Station costs 25% more for the next 1d4 days.

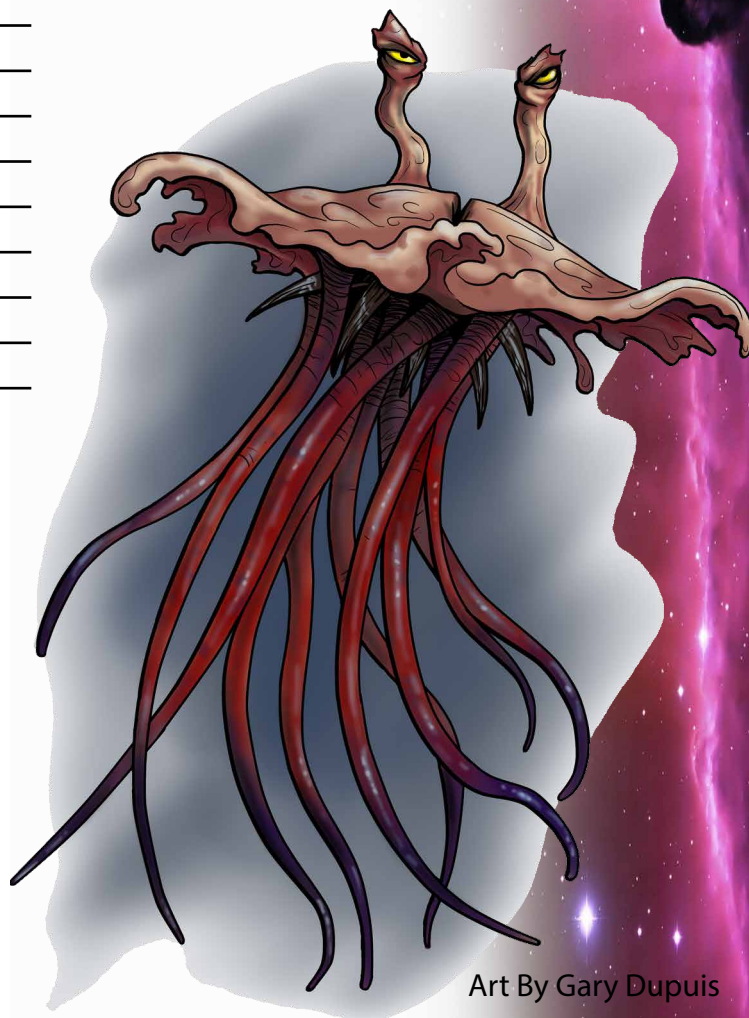
RANDOM EVENT 6 - KARAOKE!

Patches is hosting a karaoke competition at the Trusted Priest Pub. The winner (requires a DC 13 Profession [musician] check) gets a prize of 10 credits. Regardless of who wins, the merriment of the event grants all who participate a +2 morale bonus against fear

effects for the next 48 hours.

RANDOM EVENT 7 - FLUMPH WATCH

All of the flumphs aboard the Station are found one day in the planetary lookout, all staring down at the Swamps. They don't move until the next morning and if spoken to, respond only with, "He is down there watching us." This continues for 5 hours, after which none of the flumphs remember this event.



Art By Gary Dupuis

RANDOM EVENT 8 - WE ALL FLOAT...

The artificial gravity generator begins to malfunction. It takes 1d4 days for it to start working again. Neither Chief Engineer Marach Yendu nor the PCs can determine anything wrong if it is examined. Rumors begin to spread that the Cult must be attempting to affect the Station using some sort of EMP device.

RANDOM EVENT 9 - AN ADVENTURER!

A young, aspiring adventurer comes to the Station from Chyra, equipped in an ill-fitting estex suit I and a simplistic semi-auto pistol. He begs the PCs to take him with them during their next visit to the Swamps, but the Captain has forbidden any pilots from taking him. The PCs can persuade him that he shouldn't want to go as it is too dangerous with a DC 12 Diplomacy or Intimidate check. If unsuccessful, he steals a small starship in the middle of a shift change and goes to the Swamps alone. If the PCs go after him within 1 day, they find him battered, but alive at the landing site. If they wait any longer, they find him driven insane. This is non-repeatable.

RANDOM EVENT 10 - FESTIVAL OF ALULA

There is a religious holiday today for devotees of Alula and service will be held surrounding the holo-fountain. Those who attend are blessed by Altrius Eptianus in a special ceremony, gaining a +1 divine bonus against all fear effects and to attack rolls for the next week. This is non-repeatable.

RANDOM EVENT 11 - SERUM SALE

Farrar Carus, the merchant representative from Chyra, has ordered a shipment of Mk I serums of healing and set a few, aside from anyone willing to brave the Swamps. When buying a Mk I serum of healing from Farrar, the PCs only have to pay 40 credits. This is non-repeatable.

RANDOM EVENT 12 - ACCIDENT PRONE

For the next 1d4 days, a series of minor, but very noticeable accidents happen every hour on the hour hurting those aboard the Station (e.g. Dr. Karer slips while in surgery and cuts himself). By the third accident, both those in the medical bay and the priests at the chapel are unwilling to expend their spells for anything but these accidents or more serious injuries.

RANDOM EVENT 13 - PATCH'S BIRTHDAY

Patrons at the Trusted Priest Pub drink free on their birthdays. On Patches' birthday? Everyone drinks for free! This is non-repeatable.

RANDOM EVENT 14 - A WELL***INTENTIONED THIEF***

Over the past few days, there has been complaints of coins going missing. Malidius Pantera has been stealing in order to send his daughter, Gabinia, to a priest who can cast remove affliction on her. He attempts to steal minor trinkets worth only a few credits from each of the PCs while they sleep, but they wake up with a DC 10 Perception check. They can either reveal him as the thief (if so he is sentenced to community service, but quickly forgiven) or allow him to keep the trinkets which he uses to have his daughter treated. This is non-repeatable.

RANDOM EVENT 15 - DRUNK AND DISORDERLY

An off-duty mercenary has had one too many drinks at the Trusted Priest Pub and is causing a ruckus. Patches likes her and doesn't want her to get in trouble so is willing to pay 20 credits to anyone who can quietly get her to the living quarters and watch her to make sure she's okay. Doing this requires either a DC 10 Bluff or Diplomacy check.

RANDOM EVENT 16 - DARK BLESSING

Kotorin Lasu approaches the PCs, asking them to come to the detainment area. Once there, one of the prisoners, La'po tells the PCs, "The Pharaoh grants you his blessing" before collapsing. The PCs gain a +1 divine bonus on all Charisma based skill checks for the next week. They can remove this dark blessing by bathing in water blessed by a priest. This is non-repeatable.

RANDOM EVENT 17 - IT'S ALIVE!

There is a scream from the greenhouse. Anyone who investigates finds that one of the plants has come to life and is attacking anyone nearby (use the stats for a dreadroot cluster). It is killed within 1 round by nearby mercenaries. This is non-repeatable.

RANDOM EVENT 18 - POLITICS

Two governors are at the Station from Chyra to discuss Blackvine presence in their towns, but Chief Ambassador Sellia is unprepared to see them. She asks the PCs to keep them entertained for about an hour while she gets ready. If the PCs succeed a DC 15 Diplomacy, Bluff, or Charisma-based Profession check, the governors will be entertained and stay in a good mood. If this happens, the meeting goes well and Sellia pays the PCs 30 credits total. She blames herself in case of failure. This is non-repeatable.

RANDOM EVENT 19 - CHECK OR CHECKMATE?

Captain Cosmilius invites one of the PCs (whoever seems like the leader) for a private game of chess in his quarters. If the PC wins (with a DC 16 Bluff, Sense Motive, or Intelligence check), he congratulates them and gives them the antique set (worth 50 credits) as a reward. If this is rolled more than once, he invites the PC again, but does not offer a reward on subsequent wins.

RANDOM EVENT 20 - SLEEPWALKING

The PCs all wake up from their sleep to find that the Station is abandoned and in ruins. Room by room, they find shattered furniture, broken walls, and foul air. After about two minutes of wandering about, they spot a dark skinned kasatha laying down in the hallway, naked. The kasatha abruptly sits up, grins at the PCs and says, "It's a pleasure to meet you. My name is—" The man's name is incomprehensible to mortal minds and forces the PCs to attempt a DC 12 Will save or take 1d8 damage. The PCs then wake up, and find that they were all having a shared nightmare. This is non-repeatable.

THE SWAMPS OF FEAR

Though it is thought that both Chyra and Dymbra were once hospitable and had similar ecologies, that has long since changed. Present day Dymbra—more commonly called the Swamps of Fear—is a dangerous world practically untouched by outside forces, including Blackvine Company. Any attempts to explore the Swamps have ended in death or madness caused by overexposure to the mysterious magics which have covered the planet. Even more frustratingly, attempts to use divination or technology to reveal more information about the Swamps have all ended in failure, leading many to believe that Nyarlathotep himself is influencing events on the moon. Comm units used in the Swamps can communicate with any other comm unit on Dymbra, but some mysterious force prevents them from contacting either Chyra or the Station. Fortunately, years of trial and error has allowed Blackvine Company to narrow down the location of this sect of the Cult's headquarters within the Swamps of Fear to a single stretch of land that was hidden away in a mountain range.

Traveling to and from Station Paxem to the Swamps of Fear is a trip that takes 1d8 hours. During this time, the GM is free to set up random encounters with cultists

BLACKVINE STARMAP 284.9 UNAUTHORIZED USE IS PROHIBITED



DYMBRA

- Only moon of Chyra
- Swamp/Mud planetoid much like its parent
- Known civilized races – none
- Hazards – Bogardus, grapple, unnatural beast

flying scrapwork raiders, or for a much more difficult challenge, blackvine cruisers stolen from Chyra. Once at the landing site, players should refer to Map: Swamps of Fear. The valley that the Cult is active in is mapped out in hexes. Due to the difficulty navigating the terrain, it takes 1 day to travel 2 hexes. For each hex that the PCs must travel through in order to reach this destination, they have a single random encounter. For example, an adventuring party traveling from the landing site to the medusa's cabin would cross through 2 hexes and thus take 1 day with 2 random encounters. Additionally, if the PCs cannot simply swim all the way across the large expanses of open water in this valley. Building a raft suitable to cross these expanses requires a DC 12 Survival check as part of the PCs travels. Failure requires the PCs to spend an additional half of a day cutting down trees and building their raft on top of the time it takes to travel from hex to hex.

All creatures who are not native to the Swamps suffer from side effects when exposed to its foul magic for extended periods of time. Each day they are in the Swamps, non-native creatures must succeed a DC 13 Will save or become shaken. Every day thereafter they must succeed at an additional DC 13 Will save or this effect is increased by one step—from shaken to frightened, and from frightened to panicked—treating all natives of the Swamps as a source of fear. These states of fear last until the creature leaves the Swamps plus an additional number of days equal to the number the creature spent in the Swamps.

Additionally, should a creature who is panicked spend an additional day within the Swamps after reaching the panicked state, they must succeed a DC 15 Will save or suffer 1d4 Wisdom damage; a creature cannot hit 0 Wisdom due to this effect.

Creatures that reach 1 Wisdom due to this damage become so stricken with fear that they lose their capabilities for rational thought and are so overwhelmed that they see everything and everyone as a potential threat, cowering from even once close allies. Should this happen to a PC, they become an NPC under the GM's control until their Wisdom is raised back to its original score. All these effects, including the Wisdom damage, are mind-affecting fear effects.

This location on Dymbra is positioned in space in such a way that the valley is in perpetual twilight (dim light conditions), never truly changing from day to night. Treat the area as a watery bog within a marsh terrain.

PLACES OF INTEREST

1. LANDING SITE

There are not many safe areas on Dymbra to land a starship, as the moon is covered in forested swamps and mountainous terrain. This rare bit of flat and solid land could be found in the northwest of the valley where the Cult's main base is located. For those who have never attempted to land here before, safely guiding a starship to a complete stop requires a DC 15 Piloting check. Failure means the landing is rough and all creatures within the starship take 2d6 bludgeoning damage (DC 12 Reflex to halve the damage). Failing the check by 5 or more increases the damage to 4d6 and damages the starship's power core. Repairing the power core from this point requires a successful DC 15 Engineering check which takes half of a day per attempt. Creatures who succeed their Piloting checks to land safely in the landing site do not need to attempt this check again.

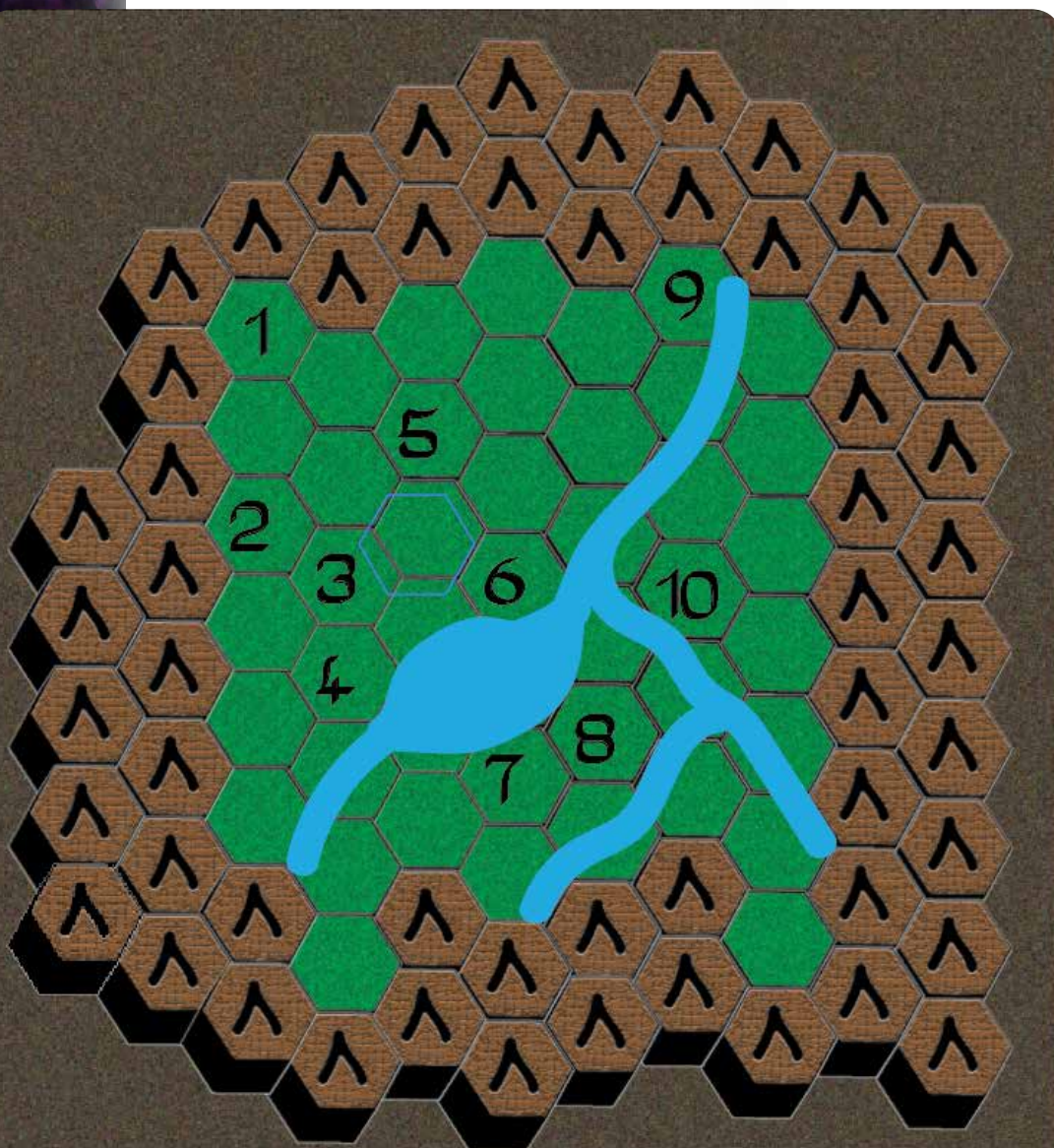
This landing area extends about 300 feet away from the mountains themselves before

leading off into a more muddy terrain, with the forest starting about 1,000 feet away from the mountains. When dropped off in the Swamps by Mrc. Ved Pajarla, he will stay put in his starship for two full days before heading back to the Station. As soon as he reaches the Station, Mrc. Langari Furo will head out to the landing site and wait for two days, with the two mercenaries alternating until the PCs are back. Every day, the mercenary currently waiting for the PCs will contact them using their Mk I comm unit simply to make sure that they are still alive. If the PCs do not answer for four consecutive days, the mercenaries and the rest of Blackvine Company will assume their unfortunate demise.

2. MEDUSA'S CABIN

This quaint cabin can be found in the far west of the valley, very close to the mountains. 25% of the time, its occupant, a medusa named Serana, will be out hunting giant frogs or crocodiles though she will be back before the day ends. The rest of the time, she will be within her cabin, usually crafting new traps to place around the forest. Within the cabin are 150 credits worth of valuables, most of which are crafted bits of jewelry scavenged off of griplis and boggards, though amongst the jewels is a highly detailed black sphinx made out of jet worth an additional 350 credits. A DC 10 Mysticism check reveals this to be the unholy symbol of Nyarlathotep.

Unless attacked by the PCs (this is NOT advised and likely to lead to the deaths of all PCs), Serana will keep her true nature hidden, keeping herself cloaked at all times when in their presence (DC 20 Perception check to recognize that she is a medusa or a DC 20 Sense Motive check to tell that she is hiding something about herself). If the PCs discover her true nature, she does not try to hide it, downplaying her monstrous nature. She will give *one* warning if threatened before attempting to turn as many PCs as she



can to stone. Resisting this effect requires a DC 16 Fortitude save. If the PCs insist on fighting her even after she turns one PC to stone, let them know of the relative danger they are in and suggest they escape.

When she first meets the PCs, she is quite friendly, inviting the PCs to sit and eat with her, using the time to determine the PCs' purpose within the Swamps. Regardless of what she learns, she quickly requests their assistance, initiating the **Hag's End side quest** (see pg. 67). If they accept the quest, she allows the PCs to rest in her home whenever they might have the need, but if they refuse, she sends them away and warns them not to return.

Medusa

CR 7

3,200 XP

HP 100 (see pg. 92)

3. GRIPPLI VILLAGE

Before the rapid growth of Nyarlathotep's Cult, this valley was once the home to three separate gripli tribes. This changed, however, once boggards connected to the Cult captured one of these tribes and forcibly converted them into the Cult, using those powerful enough to resist their torture as slaves. The remaining two tribes banded together, forming a single, but highly defensible village within the trees, defending themselves ever since.

By the time the PCs enter the Swamps for the first time, the population of the village has dwindled to a measly 56 gripli hunters. They are, for the most part, avoidant of conflict, not willing to take any risks with their lives unless they absolutely must. As such, when the PCs first arrive in the village the griplis living there will be on guard. If for any reason, the PCs are wearing the unholy symbol of Nyarlathotep or any regalia related to his Cult, the village asks

that they leave and never return. If the PCs refuse, the entirety of the village attacks at the same time, not trying to kill the PCs so much as they want to drive them away through sheer numbers. If the PCs are friendly to the griplis or make it clear that they are willing to fight against the Cult, one of the griplis, **Yorks**a (CG female gripli soldier 3), initiates the **Righting Wrongs side quest** (see pg. 68).

4. WHISPERING TREE

The origins of this giant tree are cloaked in mystery, even for natives of the Swamps. Those who seek knowledge often come to this ancient landmark, bearing offerings of treasure in order to trade for answers. There is a small hole within this tree where these treasures are placed (the standard offering is anything worth 10 credits), after which the creature seeking the tree's help asks a single question. The tree then speaks to the creature, offering any answers it can. The tree is trained in the Culture, Life Science, Medicine, Mysticism, and Physical Science skills and has a +15 modifier on all such skill checks.

The truth about this whispering tree (as the natives call it) is that it is actually a giant mimic which has lived on Dymbra long before the moon was corrupted. As such, the whispering tree is more of a feature of the environment than it is an actual creature. Although it normally subsists off of different animals which happen to pass by (15 ft. range; +10 to hit; 3d6 bludgeoning damage), the whispering tree will attack those who attempt to harm it. All such attacks fail, as the tree simply regenerates any damage it takes. The only way to destroy the tree is to deal 100 damage to it in a single round.

The whispering tree knows where each location on the map is, and can mark their

locations if given an offering (one per location). It is not loyal to any groups in the region and thus will guide the PCs to the Temple of Dread just as easily as it would guide the cultists to the landing site. In fact, this very thing happens 3 days after the Cult learns of the PCs' adventures through the Swamps (this happens should the PCs get captured by the Cult and escapes or if they leave any cultists alive during a random encounter with them). Once the Cult has this knowledge, they send 1 acolyte and 2 cantors to the landing site to attack the PCs the next time they return to the Swamps (this is a CR 3 encounter worth 800 XP).

5. AKATA TRIBE

The akata tribe in this region is fairly insular, cut off from the rest of the akata population within the Swamps after Vyron, an akata prince, failed to usurp control of the tribe from his older brothers, leading to his exile within this valley. Prince Vyron lives here with 10 akatas and 25 akata larvae, along with 7 void zombies. Though located in a cave fairly close to the grippli village, Prince Vyron and the chief of the gripplis have worked out a tenuous peace. So long as the Cult poses a threat to both of them, the two groups will avoid conflict with one another. In addition, whenever a grippli becomes sick or near death, the village will allow an akata to infect them. In exchange, the akatas will come to the gripplis' aid should they ever be attacked by any outside forces. This agreement extends to the PCs; should they indiscriminately kill gripplis, the akatas will do their best to eliminate them.

Assuming that the PCs have not done anything particularly atrocious (such as murder grippli villagers or go out of their way to find and kill other akata), during the PCs' third or fourth visit to the Swamps, Prince Vyron will personally visit the PCs at

the landing site with four akatas, two akata larvae, and four void zombies, initiating the **A Prince In Need** side quest (see pg. 66).

If the PCs find themselves exploring in this region, a DC 13 Survival check is needed to find the exact entrance to the cave the akatas live in. Should they successfully do this, however, they will find themselves surrounded by an overwhelming amount of akatas and void zombies. They do not attack, however, as Prince Vyron also greets them and begins to speak with them. If **A Prince In Need** has not been initiated, then the quest is initiated once Prince Vyron can be sure that the PCs are not working for the Cult.

6. FORGOTTEN GROVE

Despite the Swamps extending through the entirety of Dymbra, this grove is the one piece of land which remains exactly the way that it was before Dymbra was corrupted. The plants and animals here are all preserved in a magical stasis which radiates with abjuration magic, leaving them unable to be moved or damaged in any way. The area appears to be more of a tropical rainforest than marshland, with flora and fauna of vibrant colors rather than the dark greens and browns found within the Swamps. Most interesting, however, is that the mysterious aura of magic which drives non-natives to insanity has no effect here, acting as a small oasis within the Swamps that can be used to rest without fear. PCs who step foot into the grove instinctively know that this is a safe place to rest.

This grove is the home of an ancient treant who lived during the era before Dymbra was corrupted. This treant has no known name, so the creatures who live in the Swamps simply refer to him as "the treant." For the most part, this treant is harmless; he is more than willing to share the grove with anyone who wants to rest here and never enters

combat unless he is defending himself. The treant is, however, completely insane from his time living in the Swamps and filled with grief due to him being the only one of his kind to corruption of Dymbra's landscape. Anyone trying to converse with him will find that he does nothing but ramble on and on about hearing screaming from the Swamps. If the PCs ask about this screaming, the treant tells them that all he knows is that it comes from somewhere in the valley. Every few days or so, the treant will leave his grove in search of the source of this screaming. The truth is, the treant is caught in a delusion. There is no screaming; the treant is merely reliving the final days

before Dymbra was corrupted, when the majority of fey creatures and treants were killed by Nyarlathotep's foul magics.

Convincing the treant that the screaming is only in his mind is a difficult task, requiring either either two consecutive Diplomacy checks (DC 10 and then DC 15) to explain the truth to him or a DC 20 Mysticism check to explain to him that the magic auras covering the Swamps may have affected his mind. Success using one of these two methods grants the party 600 XP. The treant, coming to terms with his grief, thanks the PCs and grants them his blessing: a permanent +1 divine bonus on Diplomacy checks against good-aligned creatures. The treant then tells the PCs that he needs to take a small rest to think things over. The next time the PCs find the grove, the treant will be rooted in the ground in the center of the grove, deceased.

7. REVENANT WISPS

There were once three separate gripli tribes in this valley. When an entire tribe was captured and tortured into service of Nyarlathotep, by the boggards in the region (and by extension, the Cult) they took any who were strong enough to resist and made them slaves, overworking many to death. This region acted as a makeshift burial site, with the corpses of dead griplis being thrown into the muddy waters to sink and never be seen again, or so the Cult thought.

With so many gripli corpses being thrown into the Swamps without proper burial, the magic surrounding Dymbra caused their souls to stay trapped on the Material Plane instead of being sent to the afterlife, leading to them rising as revenant wisps (see pg. 100). Over time, 22 of these undead creatures rose from the Swamps



and have been terrorizing boggards in the valley ever since.

Although the wisps tend to stay in the region their corpses were submerged, they occasionally make their way to the boggard encampment in order to terrorize and attack their former tormentors. PCs who enter this hex are likely to be stalked for some time in order to determine their goals and gain general information about the PCs. If necessary, they will hide from view (such as in a tree) and interrogate the PCs. If the PCs refuse to answer the wisps' questions, 1d4 wisps will appear in front of the PCs, threatening them if necessary in order to get answers. If the PCs still refuse, the wisps will assume they are allies of the boggards and attack. At this point, the PCs will be attacked by an additional 1d4 wisps every hour as long as they are within this region.

If the PCs do answer the wisps' questions or do not attack even when provoked, the wisps will attempt to enlist the PCs in their plight to destroy the boggard encampment. If the PCs have not already began the **Righting Wrongs side quest** (see pg. 68), this can begin the quest.

8. BOGGARD ENCAMPMENT

Although the boggards in this region and the Cult are closely aligned, not all boggards actually care too much for Nyarlathotep, simply allying with his followers because they are powerful allies. A majority would gladly betray the Cult if they saw an opportunity or reason. A troop of 18 boggards resides in this region, with 2 of these boggards being twin brothers named Europo and Namal. The two brothers are unholy warriors of Nyarlathotep and are the only boggards within the valley who are officially affiliated with the Cult (both are fear cultist champions). For the most part the twins spend their time in the Temple of

Dread, only returning once a week to get updates from the other boggards.

There are always at least 12 boggards in the encampment at all times, resting and harvesting giant frog meat as a food source. Another 4 are traveling throughout the valley and are in other hexes at any given point in time. They are usually attempting to kidnap any griplis they come across in order to give them to the Cult, but will gladly go after any other humanoids they stumble across.

The only thing stopping the nearby revenant wisps from launching a complete assault on the boggard encampment is a totem in the center of the encampment—a gift from the fear cultist known as Elder Warop. This totem is infused with Nyarlathotep's unholy power. It weakens revenant wisps that come within 1,000 feet of it, allowing them to be attacked with nonmagical weaponry. In addition, the revenant wisps cannot physically come within 500 feet of the totem whatsoever. As they would much rather survive their attacks against the boggards, the wisps have held off on making any big moves until they could find someone who seems like they can help them destroy this totem.

9. HAG'S COTTAGE

This dilapidated cottage is tucked away in an overgrowth of vines and seems like the perfect place for a creature as vile as a hag to live. This is the location that the medusa Serana sends the PCs to during the **Hag's End side quest**. Although the cottage is small and nothing of note, there are a number of haunts both in the area and one inside as well. Though Serana believes that there is a hag living here, the area is actually devoid of life as Elder Warop had the hag killed some time ago after she was discovered adding cultists to her

meal. There is nothing in the cottage but rotting food, a small bed, and the skeleton of a young medusa, Serana's sister Petrula. Additionally, the corpses of two grippli fear cultists can be seen on the ground. See the **Hag's End side quest** on pg. 67 for more information about this area.

10. TEMPLE OF DREAD

The Temple of Dread is an ancient structure where the Cult of Nyarlathotep resides. While the Temple may be hidden from those outside of the Swamps, it stands openly to those within the valley with surprisingly few trees or other natural obstacles blocking its view. It was once a place of worship for a long-forgotten Archfey but is now the main base of operations for the Cult not only within the Swamp, but Chyra as well. As such, there are a varying amount of different cultists who could be in the Temple at any given point in time. As more and more of their plans go to wrong, the more cultists throughout the Swamps become reluctant to engage in risky actions, with some deserting the Cult and others deciding to lay low and wait for the PCs to leave the Swamps before even considering to continue their activities. Others are more opportunistic and see this as a good opportunity to usurp Elder Warop's position as the leader of Nyarlathotep's Cult in the Swamps and on Chyra. See pg. 41 for further information about the Temple of Dread.

SWAMP ENCOUNTERS

1d20	Result
1	Akatas
2	Boggards
3	Crocodiles
4	Dreadroot Clusters
5	Fey Standing Stones
6	Giant Frogs

7	Giant Spider Nest
8	Gripplis
9	Leaf Spirits
10	Leeches
11	Manchineel Trees
12	Mosquito Swarm
13	Nymph Spirit
14	Poison Mist
15	Quicksand
16	Rainstorm
17	Thieving Vines
18	Traps
19	Wandering Treant
20	Worst Fear

RANDOM ENCOUNTERS

Swamp Encounters should be used by the GM to come up with obstacles or interesting events for the PCs during their travels through the Swamps. Though the GM can roll randomly on the table to determine what encounters the PCs face, they can also choose which encounters they feel are best to advance the adventure or skip encounters altogether if they feel that the PCs might be killed in rather unheroic fashion or if the PCs are over leveled. Many of the encounters on this table have varying CRs that the GM can choose from in order to more carefully craft how much of a challenge the PCs must fight through.

Due to the open ended nature of this adventure, the power of the PCs by the time they reach the Temple of Dread can fluctuate from group to group. The adventure assumes that the PCs are just beginning 2nd level when they reach the Temple of Dread and will hit 4th level once they finish the **Final Assault main quest** (pg. 58). However, if the PCs complete all the side quests presented in

this adventure they will be reaching the end of 2nd level when they enter the Temple of Dread. They will still hit 4th level when they retake the Station, as there are rules provided to adjust the encounters depending on which side quests the PCs complete.

1. AKATAS

CR 0 The PCs see a single akata larva stalking a rabbit. The second it spots the PCs, it rushes away as quickly as possible from them. This encounter does not grant any XP.

CR 1 The PCs see 1 akata OR 2 akata larvae OR 1 void zombie wandering about the forest. They attack on sight. Akatas will attempt to bite one or two of the party members to infect them with void death before running off while the akata larvae or void zombie will focus their attacks on the least armored PC in an attempt to drag them off as a meal. If the akata(s)/void zombie are defeated, this encounter grants 400 XP. If they manage to kill and drag off one of the PCs, this encounter does not grant any XP.

CR 2 The PCs see 1 akata and 1 akata larvae OR 3 akata larvae OR 1 void zombie and 1 akata larvae. Any of these groups are searching for food and will focus their attacks on the least armored PC in an attempt to drag them off as a meal. The akata might attempt to infect one or two other PCs with void death if it sees an opportunity. If the akata(s)/void zombie are defeated, this encounter grants 600 XP. If they manage to kill and drag off one of the PCs, this encounter does not grant any XP.

CR 3 The PCs see 2 akatas OR 1 akata and 2 akata larvae OR 1 akata and 1 void zombie OR 2 void zombies. Any of these groups will focus their attacks on the least armored PC in an attempt to drag them off as a meal. The akatas will attempt to bite the entire party at least once in an attempt to infect them with void death. If the akata(s)/void zombie are

defeated, this encounter grants 800 XP. If they manage to kill and drag off one of the PCs, this encounter does not grant any XP.

Akata CR 1

400 XP

HP 20 (see pg. 88)

Akata Larva CR 1/2

200 XP

HP 13 (see pg. 95)

Void Zombie CR 1

400 XP

HP 20 (see pg. 101)

2. BOGGARDS

CR 2 The PCs encounter a boggard attacking 1d6 gripli hunters, and easily winning the fight. If the PCs interfere, the gripli hunters run away, leaving the PCs to fight the boggard. If the PCs do not interfere, the boggards drag the unconscious gripplis off to the Temple of Dread to be tortured and turned into fear cultists. If the boggard is defeated, this encounter grants 600 XP. If the PCs allow the boggard to drag the gripplis off, this encounter does not grant any XP.

CR 4 The PCs see 2 boggards. They are dragging away 1d8 gripli hunters behind them to be taken to the Temple of Dread to be tortured and turned into fear cultists. If the boggards are defeated, this encounter grants 1,200 XP. If the PCs allow the boggards to drag the gripplis off, this encounter does not grant any XP.

Boggard CR 2

600 XP

HP 35 (see pg. 89)

3. CROCODILES

CR 1 The PCs encounter two crocodiles which had just finished a fight for dominance. The winner is still bleeding profusely but sees the PCs as a threat and attacks immediately

while the loser slinks away. The crocodile starts at 22 HP. This encounter grants 400 XP.

CR 2 While walking through some murky water the PCs are attacked by a rather hungry crocodile. The PCs must succeed a DC 23 Perception check in order to spot the animal before it strikes for the first time. The crocodile attacks the largest member of the party before attacking the rest. This encounter grants 600 XP.

CR 4 Two crocodiles lie in murky waters, waiting for the PCs to stroll by. The PCs must succeed a DC 23 Perception check in order to spot the crocodiles before they strike for the first time. They work with one another to attack the largest member of the party. This encounter grants 1,200 XP.

Crocodile

CR 2

600 XP

HP 25 (see pg. 90)

4. DREADROOT CLUSTERS

CR 1 The PCs encounter a dreadroot cluster on the ground, disguised as harmless brambles or vines. It attacks once the PCs get within 30 ft. A DC 12 Life Science, DC 15 Perception, or DC 15 Survival check is required to recognize the dangerous plant before it can attack. This encounter grants 400 XP.

CR 2 The PCs encounter an unnaturally large dreadroot cluster in the process of eating a giant frog. It attacks the PCs immediately. This dreadroot cluster has fire resistance 5 due to its bloodsoaked ability being active and 16 Hit Points. This encounter grants 600 XP.

CR 3 The PCs encounter two disguised dreadroot clusters. A DC 12 Life Science, DC 15 Perception, or DC 15 Survival check is required to recognize these dangerous

plants before they can attack. This encounter grants 800 XP.

Dreadroot Cluster

CR 1

400 XP

HP 20 (see pg. 98)

5. FEY STANDING STONES

The PCs encounter a standing stone with ancient symbols carved into it. A successful DC 15 Mysticism lets PCs learn that they used to be imbued with magic back in ancient times, long before Dymbra was corrupted. Fey creatures can choose what effect they have, but any non-fey touching a standing stone must roll 1d100 to determine what their effect is. No matter the result, the standing stone disappears after 3 uses and appears elsewhere.

CR 0 On a roll of 1 to 25, the standing stone heals 1d12 Hit Points. This encounter does not grant any XP.

CR 0 On a roll of 26 to 50, the standing stone resets a creature's fear, removing all fear effects currently affecting them.

CR 1 or CR 3 On a roll of 51 to 75, the standing stone summons 1d2 small earth elementals into existence. They begin to look around for a fey creature to aid, but upon seeing the PCs, fly into a rage and attack. This encounter grants 400 XP if 1 earth elemental is summoned and 800 XP if 2 earth elementals are summoned.

CR 2 On a roll of 76 to 100, the standing stone reacts to the non-fey touch with a defensive mechanism, sending a current of electricity to zap everyone within a 10-foot radius. This current deals 2d4 electricity damage to all creatures caught in the radius, except for the person who touched the standing stone who takes 4d4 electricity damage. All creatures can attempt a DC

11 Reflex save to halve the damage. This encounter grants 600 XP.

Small Earth Elemental **CR 1**

400 XP

HP 25 (see pg. 94)

6. GIANT FROGS

CR 1 The PCs encounter a giant frog sitting upon a decomposing log. It stares at the PCs as long as they are looking at it, but once they turn their back to it, it attempts to grab the nearest PC and drag them underwater, trying to drown the PC before eating them. This encounter grants 400 XP.

CR 4 The PCs encounter 3 giant frogs croaking loudly to try and attract mates. Should the PCs investigate, they attack immediately, attempting to drown the PCs in swampy water. This encounter grants 1,200 XP.

1

400 XP

HP 20 (see pg. 91)

7. GIANT SPIDER NEST

CR 3 The PCs encounter 2 giant spiders. They work together to try and trap the PCs in webbing before moving forward to attack. This encounter grants 800 XP.

1

400 XP

HP 20 (see pg. 91)

8. GRIPPLIS

CR 0 The PCs encounter a group of 1d4 grippli hunters. Not looking for a conflict, the grippli hunters avoid the PCs the best they can, quickly running away if they feel threatened, shouting "bree-yark" (the Grippli words for "I surrender"). If the PCs have already encountered the grippli village and promised to help them fight against the boggards, the gripplis are much friendlier,

readily engaging the PCs in conversation and sharing any supplies, food, or weapons they may have gathered on their hunt. This encounter does not grant any XP.



CR 1 The PCs are ambushed by 1 fear cultist acolyte OR 2 fear cultist cantors. The

PCs require a successful DC 20 Perception check to notice them before they can attack. The cultists will attempt to drag one of the PCs off given the chance, trying their best to take their victim alive. If successful, they take the PC to the holding cells in the Temple of Dread (pg. 41) to be converted into a cultist. This encounter grants 400 XP.

CR 2 The PCs are ambushed by 1 fear cultist acolyte and 1 cantor. The PCs require a successful DC 20 Perception check to notice them before they can attack. The cultists will attempt to drag one of the PCs off given the chance, trying their best to take their victim alive. If successful, they take the PC to the holding cells in the Temple of Dread (pg. 41) to be converted into a cultist. This encounter grants 600 XP.

CR 3 The PCs are ambushed by 2 fear cultist acolytes OR 1 fear cultist acolyte and 2 cantors. The PCs require a successful DC 20 Perception check to notice them before they can attack. The cultists will attempt to drag one of the PCs off given the chance, trying their best to take their victim alive. If successful, they take the PC to the holding cells in the Temple of Dread (pg. 41) to be converted into a cultist. This encounter grants 800 XP.

CR 4 The PCs are ambushed by 3 fear cultist acolytes OR 2 fear cultist acolytes and 2 cantors. The PCs require a successful DC 20 Perception check to notice them before they can attack. The cultists will attempt to drag one of the PCs off given the chance, trying their best to take their victim alive. If successful, they take the PC to the holding cells in the Temple of Dread (pg. 41) to be converted into a cultist. This encounter grants 1,200 XP.

Fear Cultist Acolyte

CR 1

400 XP

HP 17 (see pg. 102)

Fear Cultist Cantor

CR 1/2

200 XP

HP 12 (see pg. 103)

9. LEAF SPIRITS

CR 0 Dozens of tiny 'leaf people' seem to be walking around a clearing that looks distinctly different than any other part of the Swamps. These beings are actually spirits of long dead creatures from an era long before the moon Dymbra was corrupted. Though the spirits cannot speak, they wave over the PCs towards a pile of berries in the center of the clearing, one for each PC. These berries fully nourish any PC who eats them, heals 2d10 Hit Points, and grants the PC the effects of a full 8 hours of rest. The spirits disappear after the PCs either leave the area or eat the berry, revealing the 'clearing' to be yet another part of the Swamps. This encounter does not grant any XP.

10. LEECHES

CR 1 The PCs travel through leech infested waters and are exposed to the bloodsucking parasites. The leeches make an attempt to latch onto the PCs, making an 'attack' against each member of the party with a +7 bonus to the roll. The PCs are flat-footed against this 'attack'. After every passing hour, each PC that the leeches managed to latch onto takes 1d4+1 points of damage from the blood loss and must succeed a DC 15 Fortitude save or take 1 point of Strength damage.

Unless the PCs are actively searching themselves for leeches, they do not notice the leeches that have latched onto them. If this is the case, PCs are to be given a DC 15 Perception check every hour to see if they notice the leeches sucking their bloody. GMs are advised not to let affected PCs know what is happening to them or even that they are being affected at all. PCs who fail their Perception checks will learn of the threat when they drop unconscious due to either Hit Point damage or Strength damage.

Removing the leeches is simple once they are spotted. Using fire, acid, or salt should do the trick relatively easily. This encounter grants 400 XP.

11. MANCHINEEL TREES

CR 3 The PCs walk through a grouping of trees which seem to be growing green, apple-like fruit. PCs who succeed a DC 14 Life Science check can learn that the trees around them are highly poisonous in just about every way. Touching the fruit in any way isn't harmful at first, but one minute after initial contact, a PC who touched the fruit or any part of the tree finds their skin breaking into many, painful blisters. If they used their hands, they must succeed a DC 16 Fortitude save or their hands become so blistered that for the next 1d4 days, the PC takes a -2 penalty on all attack and damage weapon damage rolls as well as any skill checks involving the use of their hands (such as Athletics checks made to climb or Sleight of Hand checks).

PCs who eat the fruit find it rather sweet. In one hour though, they must attempt a DC 16 Fortitude save as their lips, tongue, and throat begin to burn and swell. Success means that the PC is in pain and has a 10% chance of breaking concentration every time they cast a spell for the next 1d6 days (losing the spell slot in the process). Failure effectively renders the creature mute for this time period.

PCs who spend more than 1 minute in close proximity to the trees (20 feet) find that they can no longer breathe next to the tree and must hold their breaths or begin to suffocate. This ends once they move more than 20 feet from the trees. PCs with blisters on their body or who ate the tree's fruit can negate its effects with a lesser restoration spell, lesser remove condition spell, or by using a magical effect or spell that would heal 5 or more Hit Points. All of the trees effects are poison effects.

If the PCs avoid the danger entirely this encounter grants 800 XP. If the PCs go through the trees and escape the suffocation effect but do not touch/eat the fruit, this encounter grants 600 XP. If at least 1 PC touched the fruit this encounter grants 400 XP. If at least 1 PC ate the fruit this encounter grants 200 XP.

12. MOSQUITO SWARM

CR 1 The PCs encounter a mosquito swarm feasting on the corpse of a recently killed grippli fear cultist. Most of the mosquitos in the swarm are full from their meal, but a few attempt to attack the PCs. This lesser swarm uses the stats for a standard mosquito swarm, except its Hit Points are reduced to 15 and its swarm damage is reduced to 1d6 plus disease and bleed. The mosquitos stop attacking if they deal more than 20 damage total to the party. This encounter grants 400 XP if the swarm is defeated but does not grant any XP if the swarm stops attacking on its own.

CR 3 The PCs encounter a mosquito swarm which appears almost instantly. The swarm attempts to stay with the least armored PC if they run off in different directions. The swarm stops attacking if it either kills 1 PC or if 2 PCs drop unconscious, full from their meal. This encounter grants 800 XP if the swarm is defeated. If the swarm stops attacking on its own but the PCs manage to bring its Hit Points to 15, this encounter grants 400 XP. If the swarm stops attacking on its own and the PCs do not manage to bring its Hit Points to at least 15, this encounter does not grant any XP.

Mosquito Swarm	CR 3
800 XP	
HP 40 (see pg. 93)	

13. NYMPH SPIRIT

CR 0 The PCs encounter the transparent figure of a nymph wandering the Swamps. Once in sight, she struts up to the most attractive PC and demands that they entertain her. The PC can either do so with any successful DC 12 Profession (actor, comedian, dancer, musician, orator, or poet) check or by telling her interesting facts with a successful DC 15 Life Science, Mysticism, or Physical Science check. If the PC is successful, then she blesses the party, granting them a +1 morale bonus on all Will saves whenever they are in the Swamps. After this she disappears. If the PC fails the skill check, she simply shakes her head disappointedly before disappearing. If the PC either refuses to attempt the skill check or fails by 5 or more, the nymph scorns the party and prevents them from getting a good rest the very next time they attempt to sleep, distracting them and waking them up every time they begin to doze off.

This encounter can only happen once and does not grant any XP.

14. POISON MIST

CR 2 A thick, dark green fog begins to bubble out of the swamp water as the PCs walk by. The PCs must succeed at a DC 12 Reflex save or be caught in the mist. Each round that a creature is caught within the gas, they take 1d4 points of damage as the mist burns their skin and lungs and must attempt a DC 12 Fortitude save or become disoriented until the beginning of their next turn, unable to leave the mist on their own. This mist disperses into the atmosphere in 10 rounds. All of the mist's effects are poison effects.

If the PCs manage to escape the mist on their own, this encounter grants 600 XP. If 1 or more PCs do not manage to escape the mist before it disperses, this encounter grants 400

XP. If none of the PCs manage to escape the mist before it disperses, this encounter does not grant any XP.

15. QUICKSAND

CR 1 The PCs must succeed a DC 14 Perception check or walk directly into a large patch of quicksand 5 feet deep. The quicksand itself poses almost no danger of drowning a PC, though it is a hazard which can keep them occupied for some time. A PC that first falls into quicksand sinks in as far as their chest. They can spend 10 minutes attempting a DC 15 Athletics check to escape or an ally who is not in the quicksand can spend 5 minutes to attempt a DC 15 Strength check to pull the trapped PC out. If two checks are failed in a row, the PC in the quicksand becomes fatigued for 1 hour from all the struggling and cannot attempt to escape again during this time. A PC cannot eat or drink without aid nor can they rest while within the quicksand. A Large sized PC can escape the quicksand with a DC 10 Athletics check or an ally can aid them out with a DC 10 Strength check. Large sized creatures have no risk of becoming fatigued while trying to escape from quicksand.

If either no PCs or only 1 PC falls within the quicksand, this encounter grants 400 XP. If more than 1 PC falls within the quicksand, this encounter grants 200 XP. If any PC becomes fatigued while trying to escape the quicksand, this encounter does not grant any XP.

16. RAINSTORM

CR 1/2 A sudden and powerful rainstorm overcomes the PCs for 2d4+2 hours, potentially slowing the time it takes the PCs to travel from hex to hex. The party must choose 1 PC to guide them by attempting a DC 12 Survival check. Success allows the PCs to continue traveling at their usual pace of 2 hexes per day. Failure slows this pace so that the PCs only manage to travel through

1 hex on the day of the storm. If the PCs manage to get through the storm without being slowed, this encounter grants 200 XP. If the PCs fail the Survival check, this encounter does not grant any XP.

CR 1 The PCs are overcome by a sudden and unnatural rainstorm. Once the storm sets in, the PCs are almost immediately attacked by a small air elemental. The elemental continues to attack the PCs until it is brought unconscious or killed and does not respond to any attempt to parley. The storm quickly dissipates after the elemental is killed. This encounter grants 400 XP.

CR 3 The PCs are overcome by a sudden and unnatural rainstorm. Once the storm sets in, the PCs are almost immediately attacked by a small air elemental and a small water elemental. The elementals continue to attack the PCs until they are brought unconscious or killed and do not respond to any attempt to parley. The storm quickly dissipates after the elementals are killed. This encounter grants 800 XP.

Small Air Elemental **CR 1**

400 XP

HP 20 (see pg. 94)

Small Water Elemental **CR 1**

400 XP

HP 20 (see pg. 95)

17. THIEVING VINES

CR 1 The PCs encounter a set of trees that look like all others within the Swamps, but are actually inhabited by the spirits of long dead fey creatures. These possessed trees use their vines in order to steal items off of the PCs as they pass by. The vines attempt a Sleight of Hand check with a +10 bonus against each PC in an attempt to steal items from their person: credsticks or small items that they may have in their traveling bags. A successful opposed Perception check by the PCs will allow them to notice the theft. If spotted, the vines will freeze before slowly unravelling whatever items it had taken and letting them drop to the ground. If successful in their thefts, the vines will store whatever items they steal nearby. If the PCs manage to spot the vines stealing their items, this encounter grants 400 XP. If the PCs do not notice the theft, this encounter does not grant any XP.

18. TRAPS

CR 1 The PCs run into a pit trap set up by either griplis or boggards, depending on which faction's encampment is closest. The pit trap is 10-feet-by-10-feet, 10 feet deep, and requires a DC 15 Perception check to notice. The trap cannot be disabled, but it can be easily avoided by walking around it. The pit trap is weight sensitive and only triggers if more than 1 Medium sized creature (2 Small creatures count as 1 Medium creature) steps on the trapped area. Creatures on the trapped area when the trap goes off may attempt a DC 15 Reflex save to avoid falling into the pit trap. Failure means that the PC falls into the pit, taking 1d6 damage as a result. The inside of the pit is slimy with mud and difficult to scale, requiring a DC 20 Athletics check if no rope is available.

If the PCs are unable to escape the pit trap within 1 minute, a hunting eagle spots the PCs and sings out loudly, notifying its owner that the trap was sprung. If the pit trap was set up by the griplis, 1d4 griplis arrive in 1 minute, and help the PCs out of the pit once they are sure that the PCs aren't working for the Cult. If the pit trap was set up by the boggards, a single boggard arrives in 1 minute and attacks the PCs, hoping to make them dinner (this is a separate CR 2 encounter that grants 600 XP).

If the pit trap is avoided, this encounter grants 400 XP. If the pit trap is not avoided, but the PCs manage to escape it before the hunting eagle spots them, this encounter grants 200 XP. If the pit trap is not avoided and the PCs are spotted by the hunting eagle, this encounter does not grant any XP for the pit trap (though it may grant XP if the PCs fight the boggard).

CR 2 The PCs encounter a tripwire on the ground that triggers a falling log trap. Spotting the tripwire requires a DC

15 Perception check and disarming it requires a DC 15 Engineering check. When a creature triggers the tripwire, all creatures within 20 feet of the tripwire must attempt a DC 20 Reflex save or take 3d6 damage as logs fall from the trees above. A successful Reflex save negates this damage.

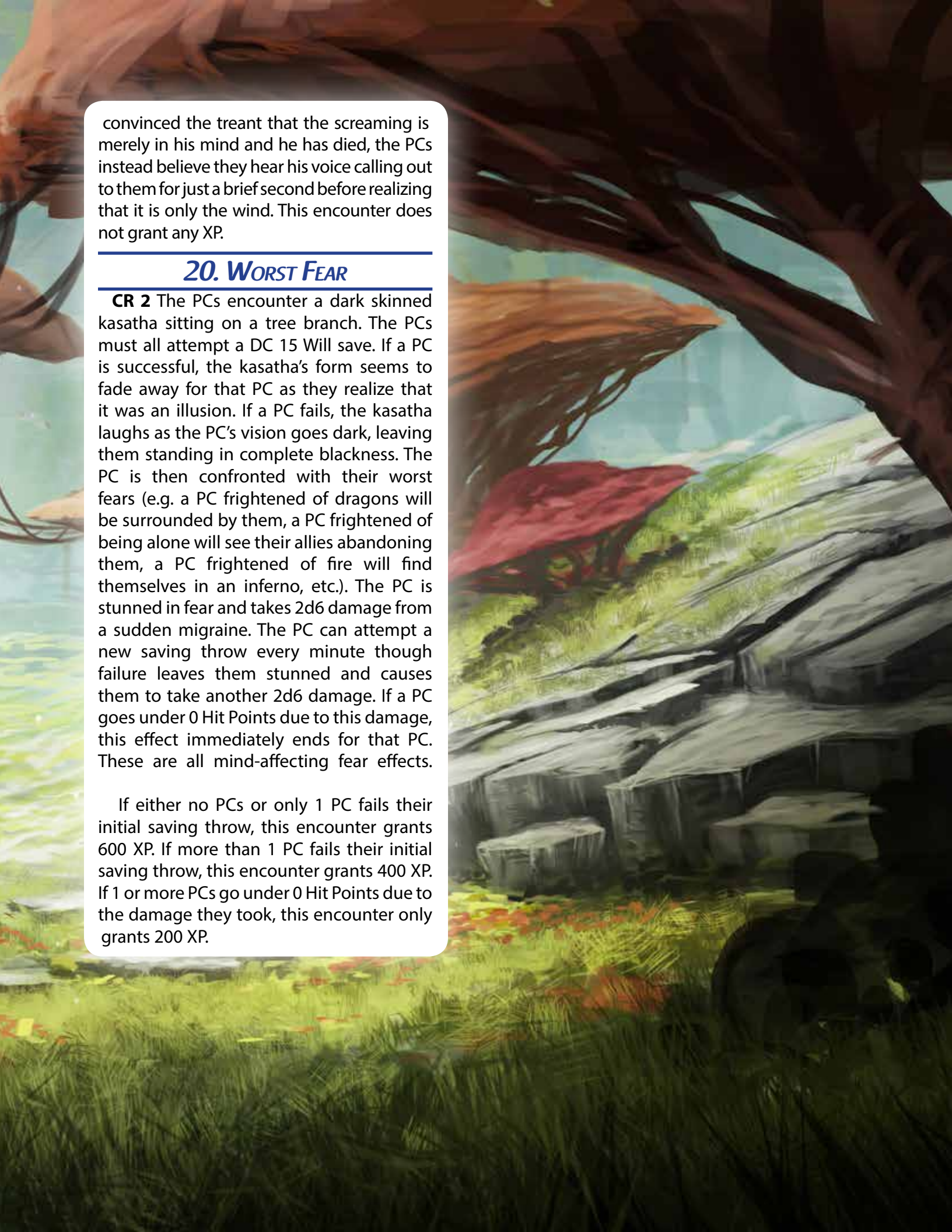
If the PCs manage to spot and disarm the trap, this encounter grants 600 XP. If the PCs manage to spot the trap but do not disarm it, this encounter grants 400 XP. If the PCs trigger the trap, this encounter does not grant any XP.

CR 3 The PCs come across a dead griplli clutching what seems to be a backpack. A successful DC 20 Perception check reveals that the backpack is rigged with unstable acid elemental crystals. Opening the backpack causes the crystals to explode, dealing 6d4 acid damage to the PC who opens the bag and 4d4 acid damage to all other creatures in 15 feet. A successful DC 20 Reflex save halves this damage.

If the PCs recognize the danger and do not activate the trap, this encounter grants 800 XP. If the PCs do cause the elemental crystals to explode, this encounter does not grant any XP.

19. WANDERING TREANT

CR 0 The PCs hear the shambling footsteps of the treant from the forgotten grove (see pg. 29) long before they see him. The treant is walking about the valley, mumbling about hearing screaming coming from somewhere. If the PCs greet him, he stops his search to listen to them politely for a small time, but quickly grows restless if they do not have an interest in the screaming he hears. If a conversation goes on for too long he will abruptly cut it short and continue wandering about the Swamps. If the PCs have already



convinced the treant that the screaming is merely in his mind and he has died, the PCs instead believe they hear his voice calling out to them for just a brief second before realizing that it is only the wind. This encounter does not grant any XP.

20. WORST FEAR

CR 2 The PCs encounter a dark skinned kasatha sitting on a tree branch. The PCs must all attempt a DC 15 Will save. If a PC is successful, the kasatha's form seems to fade away for that PC as they realize that it was an illusion. If a PC fails, the kasatha laughs as the PC's vision goes dark, leaving them standing in complete blackness. The PC is then confronted with their worst fears (e.g. a PC frightened of dragons will be surrounded by them, a PC frightened of being alone will see their allies abandoning them, a PC frightened of fire will find themselves in an inferno, etc.). The PC is stunned in fear and takes 2d6 damage from a sudden migraine. The PC can attempt a new saving throw every minute though failure leaves them stunned and causes them to take another 2d6 damage. If a PC goes under 0 Hit Points due to this damage, this effect immediately ends for that PC. These are all mind-affecting fear effects.

If either no PCs or only 1 PC fails their initial saving throw, this encounter grants 600 XP. If more than 1 PC fails their initial saving throw, this encounter grants 400 XP. If 1 or more PCs go under 0 Hit Points due to the damage they took, this encounter only grants 200 XP.



THE TEMPLE OF DREAD

1: HALL OF MOSAICS

The moon's humidity becomes more and more overpowering the further you travel down this corridor, not at all helped by the rotten stench coming from the Swamps just outside. Eventually though, the trudge forward makes way to a hallway filled with elegant Sylvan runes and mosaic masterpieces. Even a cursory examination of these mosaics makes it clear that they are trying to tell some sort of story, with a fey creature as the central figure. In most of the pieces, the fey creature is fighting what looks to be a black, faceless sphinx.

PCs who succeed a DC 15 Culture or Mysticism check can tell that the fey creature depicted is in fact a good-aligned Archfey named Iskanda, the former patron deity of Chyra's moon, Dymbra. It is clear that the Temple was once dedicated as a place of worship to Iskanda long before the the Cult of Nyarlathotep took it as their own. A successful DC 10 Mysticism check reveals that the black faceless sphinx she is depicted fighting is the

unholy symbol of Nyarlathotep. PCs who can read Sylvan can read the history of Iskanda, from her beginnings as a simple protector of fey, elementals, and nature all the way to her many battles with Nyarlathotep's minions.

This ceiling here and in all other rooms within the Temple are 20 feet high, unless otherwise noted. All rooms are obscured by darkness due to the lack of light sources.

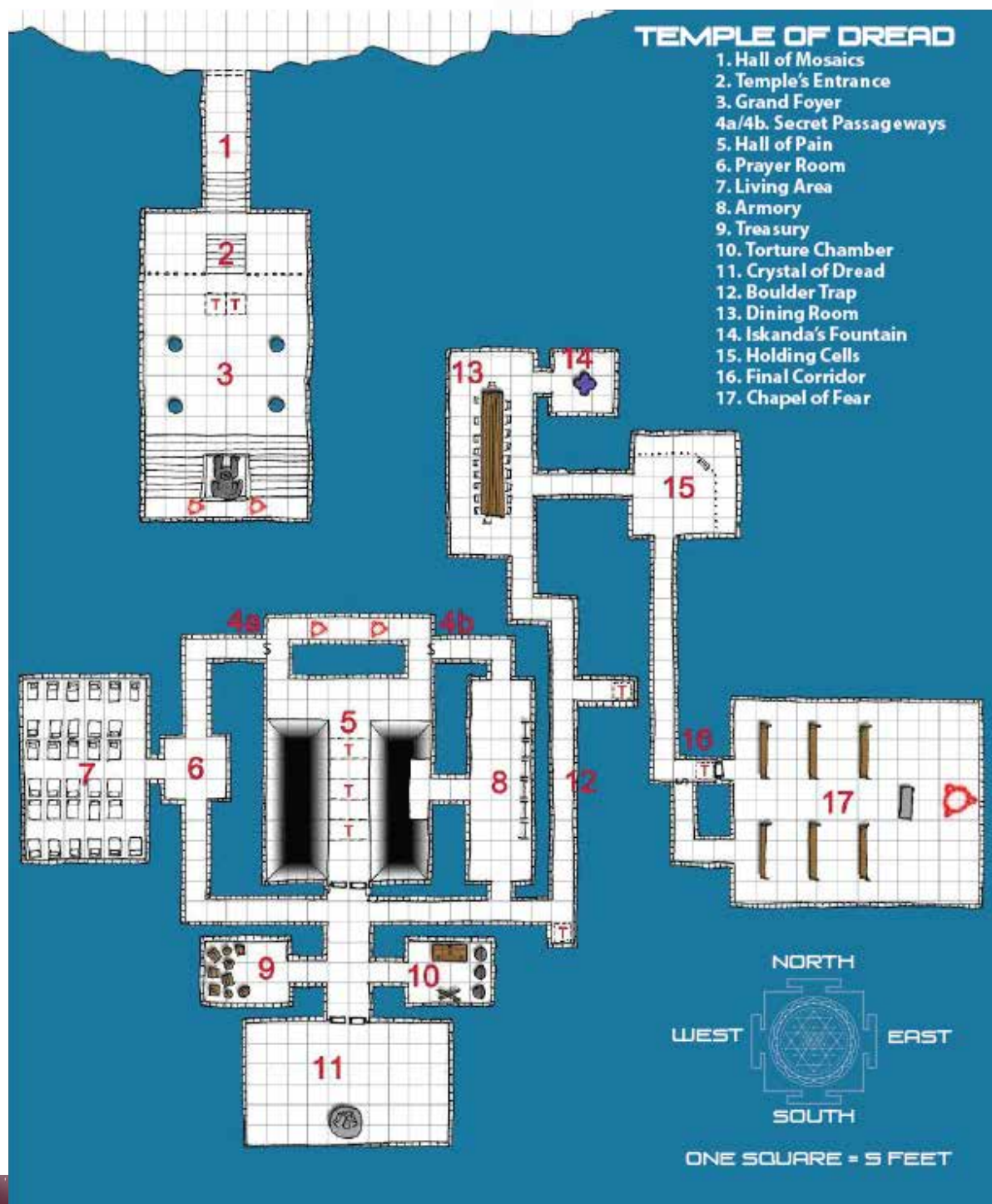
2: TEMPLE'S ENTRANCE

The mosaics from the previous corridor continue, but seem to shift dramatically in style. The beautiful, flowing Sylvan runes are replaced by occult Aklo lettering and the intricately crafted mosaics are now sloppily thrown together and seem to be glued to the walls with grime and filth. Scenes of fighting and corruption continue and the landscape in each 'work of art' shifts from what looks like an agrarian paradise to a treacherous swamp. The final scene shows the fey creature seen in the previous corridor's murals kneeling before the black sphinx, broken and surrounded by tendrils.

To the south, iron bars stretch from the floors to the ceiling, surrounding a stone staircase to the Temple proper.

PCs who succeed a DC 15 Culture or Mysticism check can recognize that the scenes depicted on these new mosaics depict the downfall and subsequent corruption of both Dymbra and the Archfey Iskanda.

PCs who can read Aklo can read the various messages scrawled beneath the mosaics, most of which are merely celebratory drivel; the message underneath the final scene of Iskanda kneeling before Nyarlathotep, however, may be of more interest. It reads: *"In the end Iskanda submitted like all who came before and all who have yet to come. And like*



all the others, she became yet another puppet dancing to the Black Pharaoh's whims."

On the southern portion of this room is a steel gate that extends up to the ceiling with the bars each 6 inches apart. A DC 12 Survival check reveals a large number of gripli tracks coming to and from this area. PCs who decide to follow the tracks into the southern room will find that the tracks go around the motion sensors which activate the laser bolt trap.

3: GRAND FOYER

Red banners adorn the four pillars in this room, each adorned with a faceless, black sphinx. In the southern portion of this room, a large black statue of a faceless sphinx—just like the one represented in all the banners—is flanked by two staircases. Located just behind the statue are two glowing circles emanating with magical radiance.

The sphinxes displayed about the grand foyer are, of course, the unholy symbol of Nyarlathotep. Once the PCs get within 5 feet of the glowing circles to the south of the room, the PCs hear a voice in their heads that tells them, *"Stop. You are the first outworlders to make it this far. I'm impressed and intrigued. For that, I'll give you a small warning. Those circles will transport you to the Temple proper. However, once you are there, you will not be able to escape the way you came. There is but one exit: through the teleportation circle in the chapel of fear. I'm interested in seeing your progress... or failure. It is no matter."* The voice will stop here and not respond in any way to the PCs. If the PCs have had any contact with the avatar of Nyarlathotep in the past (such as the voice that calls out to them at the end of Vega's companion quest or option 20 of the random encounters that can occur on Station Paxem) they recognize this as the same voice.

The GM should at this point warn players only to proceed if they believe they have all their affairs in order and to assume that entering the Temple will irrevocably progress the story.

Creatures: There are one fear cultist acolyte and two fear cultist cantors guarding this room. If this group is ever killed, they are replaced within 1 day. If this second group is killed, then they are replaced by a group of two acolytes and four cantors. If this last group is ever killed, then the Cult decides that guarding this specific area is more trouble than it is worth and abandon their post here. Defeating the fear cultists is a CR 3 encounter that grants 800 XP.

Fear Cultist Acolyte CR 1

400 XP

HP 17 (see pg. 102)

Fear Cultist Cantor CR 1/2

200 XP

HP 12 (see pg. 103)

Trap: Motion sensors are concealed in the northern portion of this room, just 10 feet from the entrance. When a creature activates the motion sensors, two laser bolts shoot out of the sphinx statue to the south in a straight line north, targeting the first creatures to enter their path. Defeating this trap grants 600 XP.

Laser Bolt Trap CR 2

XP 600

Type technological; **Perception** DC 25; **Disable** Engineering DC 15 (disable motion sensors)

Trigger location; **Reset** manual

Effect laser +15 ranged (1d8+1 F); 2 targets

Treasure: Should the PCs decide to take the banners with them, they can sell them to a merchant for 25 credits each.

4A AND 4B: SECRET PASSAGEWAYS

Stepping on the glowing circles in the grand foyer sends a tingling sensation through your bodies. Before you can even blink, your bodies warp through space shunting you out in this hallway. A faint light glows at your feet revealing two circles similar to the ones that teleported you here. There are two identical looking paths to the east and west with Aklo runes lining the walls of each.

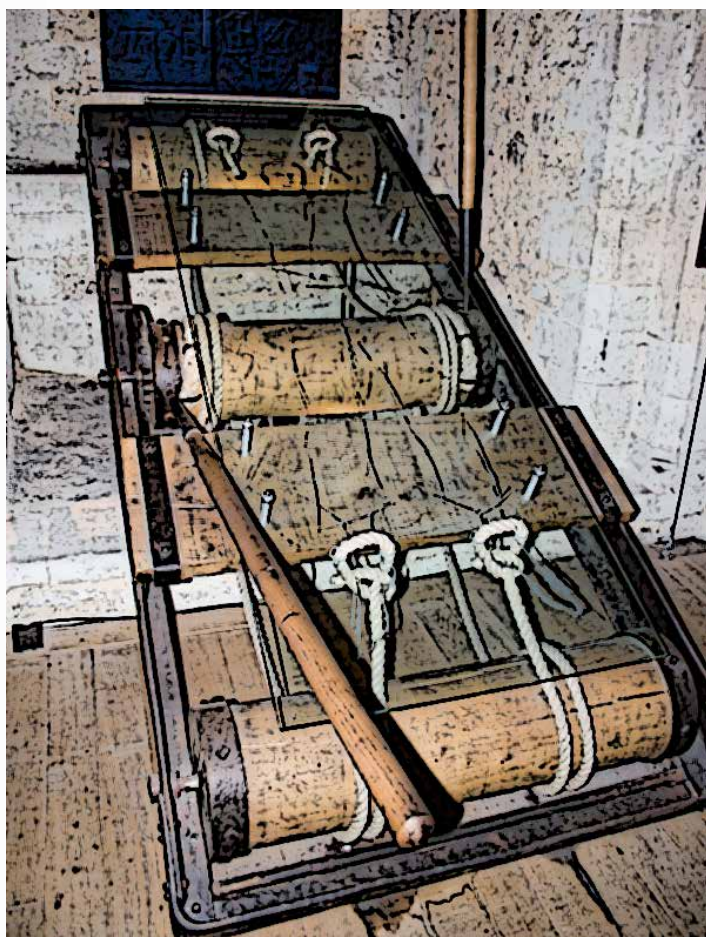
Once the PCs teleport further into the Temple from the grand foyer, they find themselves in this corridor which leads to area 5. Any attempts to interact with the glowing circles in this room fail, as they act only as exits, not entrances. PCs who can read Aklo can find out that the runes tell a bit of the history of this Temple; the clergy were betrayed by the Archfey Iskanda after she was corrupted by Nyarlathotep. They were brought to this Temple and transformed into hideous beasts known as "fear devourers". Her two most loyal followers were also changed into these creatures, but were also granted an additional 'blessing'. They would live forever so long as they remained by Iskanda's side. This is a hint as to how to defeat the fear devourers in area 11, who are actually these two loyal followers.

A DC 15 Perception check reveals that there are faint outlines of the Sylvan rune for "open" on two of the walls. A creature pressing these runes reveals secret passageways that lead to areas 6 and 8. If the PCs completely bypass area 5 by utilizing one of these passageways, they should gain 1,200 XP for the traps in that room.

5: HALL OF PAIN

The sounds of mechanical grinding reverberate throughout this room every few seconds as three giant pendulums swing back and forth across a walkway in the center of this room. To either side of this walkway is a pit that drops down 10 feet to vicious looking spikes, some of which seem to be rusted with blood. On the eastern wall is a balcony which seems to lead into another room. On the southern wall just past the walkway is a set of double doors and a computer monitor embedded in the wall.

The balcony on the eastern wall is located 10 feet up, leaving another 10 feet between it and the ceiling. This balcony leads to the armory (area 8) of the Temple. The double doors to the south are currently closed but unlocked.



Creatures: A single fear cultist cantor stands on the balcony, looking for any potential disturbances in the room down below. If they notice anything, they call the two cantors in area 8 to help assault the PCs with ranged attacks. Defeating the fear cultists in both rooms is a CR 2 encounter that grants 600 XP.

Fear Cultist Cantor CR 1/2

200 XP

HP 12 (see pg. 103)

Traps: Three pendulums swing back and forth, threatening to push any creatures crossing the center pathway into the spiked pit below. The unsecured tier-1 computer which deactivates the pendulums is in plain view in the wall next to the double doors in the south. The pendulums can otherwise be avoided by using a spell such as *spider climb* or another means of reaching the other side of the room without using the central walkway. Traveling to the bottom of the pits, however, is not safe. The spikes are jagged and vary in length, making walking through them treacherous. A PC who tries to walk through these spikes takes 1d4 damage per 5 feet they travel. Grant the PCs 600 XP if at least one manages to use the computer which deactivates the pendulums. Grant the PCs an additional 600 XP if no more than one PC falls into the spiked pit, but only an additional 200 XP if more than one does fall in.

Pendulum Trap CR 2

XP 600

Type technological; **Perception** DC 0; **Disable** Engineering DC 20 (stop pendulums from rotating)

Trigger location; **Reset** automatic; **Bypass** computer

Effect 3 pendulums; Reflex DC 14 each or take 1d4 nonlethal damage; if hit then DC 20 Reflex save to avoid falling into spiked pit trap

Spiked Pit

CR 2

XP 600

Type analog; **Perception** DC 0; **Disable** —

Trigger location; **Reset** —

Effect 10-ft.-deep pit (1d6 falling damage); pit spikes (Atk +10 melee, 1d4 spikes per target for 1d4 piercing damage each); DC 20 Reflex avoids

6: PRAYER ROOM

A foul red glow radiates from this room. Closer observation reveals that Aklo script covers the walls of this chamber. You feel an abnormal chill in the air and it becomes increasingly clear that there is something sinister radiates from runes.

The Aklo script in this room details various prayers to Nyarlathotep, all of which detect as magic (abjuration) and radiate a strong evil aura. A DC 15 Mysticism check reveals that any creature who reads these prayers aloud gains a +1 divine bonus on all saving throws for the next 50 hours. Reading a prayer aloud counts as willing evil act similarly to casting a spell with the evil descriptor.

7: LIVING AREA

A stench not unlike that of the Swamps outside hits you the moment you step foot in this room. Rows of stone beds are lined up side to side within this room, with assorted bits of gear and weaponry strewn across the floor. A tapestry detailing a battle between griplis, fey, and several aberrations hangs on the western wall.

This room clearly serves as the living quarters for those within the Temple. There are 32 beds here but they are empty most of the time, with the Temple reaching peak occupancy only during holidays though when this happens, these beds couldn't hold even a half of the cultists who arrive. PCs searching around the room can find different

pieces of jewelry, each with their own style: the only remnants of the lives the fear cultists once had before they were tortured and converted into serving Nyarlathotep. PCs who succeed at a DC 13 Perception check find a loose cobblestone leaning somewhat out of the wall. Removing it reveals a hidden cache of treasure.

Creatures: At any given point in time, there tends to be a unit of a one fear cultist acolyte and four cantors resting within this room. The unit takes turns sleeping while the rest of the fear cultists converse. The acolyte tends to remain awake with one cantor, eventually switching places with the remaining three cantors. When the group is done resting, they swap places with other fear cultists around the Temple or in the Swamps to relieve them of their duties. Defeating the fear cultists is a CR 4 encounter that grants 1,200 XP.

Fear Cultist Acolyte **CR 1**

400 XP

HP 17 (see pg. 102)

Fear Cultist Cantor **CR 1/2**

200 XP

HP 12 (see pg. 103)

Treasure: Sweeping the room for treasure leads to the PCs finding 50 credits worth of assorted jewelry and trinkets. If the PCs find the loose cobblestone, they find that behind it is a *null-space chamber Mk I*, a prize that one of the fear acolytes took from a gripli shaman long ago. Inside the *null-space chamber Mk I* are two *serums of healing Mk I*. If the PCs decide to take the tapestry on the western wall, they can sell it to a merchant for 150 credits.

Adjustments: If the PCs have completed the Hag's End side quest, the medusa Serana would have launched several attacks on the Cult. Subtract one cantor from this encounter and give all the remaining fear cultists the

fatigued condition due to a lack of rest. The CR of this encounter is reduced to 3 (800 XP).

8: ARMORY

Various stands of weapons and armor can be found lining the walls of this room in a surprisingly organized and meticulous fashion. On the western wall is an entrance to a balcony in an entirely separate chamber.

Scattered throughout the walls of this room are various stands holding Small sized weapons and armors. A complete inventory is as follows: 25 elemental crystals (5 acid, 5 cold, 5 electricity, 10 fire), 10 jinncasters, 5 kasatha microcord I's, 5 second skins, and 5 smoke grenades.

Creatures: Two fear cultist cantors are tasked with taking care of the weapons and armor within this room at all times. Should they spot the PCs, they call to the cantor standing on the balcony in area 5 in order to help them. Defeating the fear cultists in both rooms is a CR 2 encounter that grants 600 XP.

Fear Cultist Cantor **CR 1/2**

200 XP

HP 12 (see pg. 103)

9: TREASURY

This small closet is filled with broken boxes and crates thrown on top of one another. One of these containers, a chest with a heavy padlock, is the only outlier as it is almost pristine in comparison to everything else in the room.

Within the various containers are but a fraction of the spoils the Cult has plundered over the years. Most of the pieces of art and jewelry within this chamber are either ruined with time or have been damaged in some other way, but because the Cult keeps these treasures as souvenirs of their victims rather than for their monetary value, this does not

bother the cultists. The chest is locked and the name "Warop" is inscribed on it.

Trap: The elder's chest is trapped with a poison dart which shoots out if the chest is opened without the elder's key (which he keeps on his person at all times). Defeating this trap grants 400 XP.

Poison Dart Trap **CR 1** XP 400

Type analog; **Perception** DC 20;
Disable Engineering 20 (disable firing mechanism)

Trigger location; **Reset** manual; **Bypass** key

Effect Atk +10 ranged (poison dart; 1d3 plus weak poison [DC 20 Fortitude save or take 1d10 additional damage from poison; successful save halves this damage])

Treasure: If the PCs sweep through the stolen treasures in this room, they find that most of it is worthless, but do manage to find 50 credits worth of semi-precious gems. This chest contains the elder's robes, a silver unholy symbol of Nyarlathotep (worth 50 credits), one *serum of healing Mk II*, and two *spell amps of lesser remove condition*.

Adjustments: If the PCs have already completed Vega's companion quest, both the lock and the trap mechanism would be broken by the time the PCs get to it due to one of the acolytes trying to steal from the Cult before leaving the organization entirely.

10: TORTURE CHAMBER

Instruments of agony and torture line the walls of this chamber, each wickedly displayed on its own stand. The miasma of blood and viscera is almost nauseating, with the smell becoming more oppressive in the eastern portion of the room where three black iron maidens sit. A rack leans against

this room's southern wall facing a table of surgical tools; an obvious reminder of the pain victims will undergo.

Cleavers, knives, ropes, and other instruments of torture can be found throughout the room. In addition to these instruments, 10 *serums of healing Mk I* can be found on the table near the northern wall, tools to be used for when a victim falls unconscious.

Creature: The iron maiden in the center of the other two is, in fact, a mimic that the Cult has made a deal with. If the cultists keep it fed with giant frog meat (its favorite food), it will act the part of a torture device by acting as an actual iron maiden, albeit, a living one. The mimic recognizes the PCs as outsiders and will attempt to trick them when they walk into the room. It will create a pained moan and a tapping noise in an attempt to make the PCs think someone is trapped inside. The PCs must attempt a Perception check against the the mimic's Disguise check in order to notice the danger. Once a PC is within 5 feet, the mimic will attack. Defeating the mimic is a CR 4 encounter that grants 1,200 XP.

Mimic **CR 4**

1,200 XP

HP 70 (see pg. 93)

Adjustments: If the PCs have completed Tarak's companion quest, then the mimic would have heard of the PCs' ventures throughout the Swamps and figures they won't be an easy meal. Instead of attacking, it draws as little attention to itself as possible and if discovered attempts to persuade the PCs to leave it alone.

11: CRYSTAL OF DREAD

Magical energy washes over you the moment you open the doors to this room, radiating in visible crimson waves from a similarly colored crystalline figure to the south. Two statues of what appear to be frog-like fey creatures lay motionless, bowing to the crystal. Closer observation of the figure reveals it to be in the shape of a majestic, yet terrifying fey woman with an arm outstretched, pointing to you accusingly. The walls of this chamber are all covered in crude mosaics and Aklo script, with the scenes depicted showing a fey woman spreading fear, destruction, and violence, becoming encased in crystal over time. A single sentence in Aklo is displayed prominently over the crystal statue, which is presumably the fey woman seen in the mosaics.

The doors to this chamber are closed but unlocked. A *permanent alarm* spell is located just inside of the room and so any PCs who enter the room without speaking the password (the Aklo words for “*praise be to the Black Pharaoh*”) activates the spell, sending a mental ping to the Elder Warop, letting him know of the PCs’ presence. Once the elder is aware that the PCs have infiltrated this far into the Temple, he is granted a vision by Nyarlathotep of all the cultists the PCs have defeated, allowing him to know that the PCs pose a real threat to his plans for Station Paxem. He uses the *sending stone* in the chapel of fear to contact other temples in the Swamps and orders them to send as many fear cultists as they can to Station Paxem using their own *teleportation circles*. See areas 12 and 17 for more details as to what the elder does next.

WHEN BAD THINGS HAPPEN

Sometimes, things go wrong during an adventure and voyages through the Swamps of Fear are no different. There may come a time when the PCs have met their match and are defeated, but that does not mean the adventure has to end in death! Instead, consider having them be found and stabilized by fear cultists and brought to the Temple of Dread. Allow at least one PC to be conscious while they are dragged along so that they know exactly which direction they are headed in. Once at the Temple, the PCs are brought to the treasury (area 9), where the Cult puts all their gear and then brought to area 15 to be held indefinitely. Allow this to be an opportunity for the PCs to get familiar with the Temple and some of its defenses.

Once they are captured, each PC is taken to the torture chamber in area 10 once per day by one of the fear cultist champions for a session of “conversion”. Once this session is over, the PCs are brought to the Crystal of Dread in area 11 and chained to it for an hour so that they could absorb its dark magic. At the end of this hour the PC must succeed a DC 10 Will save or have their alignment forcibly converted one step closer to Chaotic Evil. The DC increases by 1 each day the PC goes through a torture session. Once a character has their alignment shifted to Chaotic Evil in this way, they permanently become an NPC under the GM’s control and are completely loyal to Nyarlathotep in every way. If they are already Chaotic Evil, then they only need to fail one Will save to become an NPC under the GM’s control. After the hour chained to the Crystal is over, they are brought to area 14 to drink from Iskanda’s fountain and heal (after all, the Cult does not want to kill the PCs).

The PCs should have different opportunities to escape and should know exactly where to escape. Have one of the guards taunt them on the first day of their capture, pointing in the direction of area 17, telling the PCs that the only way they would ever escape would be through the teleportation circle, but that will never happen as long as Nyarlathotep gives the Cult his favor. Each day, have all the occupants go to area 11 to have a one hour prayer session in front of the Crystal of Dread, leaving the key on the wall unattended; the PCs could possibly grab it by means of spells such as psychokinetic hand or by tying pieces of clothing together and reaching it with their improvised tool. Swiping the key on the way to or from their “conversion” sessions is also a possibility. Alternatively, have the boggard in the chamber offer the PCs makeshift tools that they can use to pick the lock. Once the PCs reach the teleportation circle, it should be attuned so that it brings them to the front entrance of the Temple.

Creatures who can read Aklo or succeed a DC 20 Culture or Mysticism check recognize the fey woman depicted in the mosaics across the room depicted as a decidedly evil version of the Archfey Iskanda. Alternatively, if the PCs had already identified Iskanda in the mosaics earlier in the Temple, they can recognize her more warped form instinctively. The Aklo writing beneath each mosaic tells of how once Iskanda submitted to Nyarlathotep, she spread chaos in his name until the madness she suffered ate away at her physical form and transformed the Archfey into the Crystal of Dread (see below for more information) displayed in this room. The Aklo writing just above the Crystal says, *"Behold Iskanda, once a deity, now merely another trophy for the Pharaoh's collection."*

Creatures: The two statues bowing to the Crystal of Dread are actually fear devourers that are directly tied to the Crystal's power, having once been the Archfey Iskanda's top two lieutenants. These specific fear devourers are meant as a built in defense mechanism to protect the Crystal and come to life the moment any creatures open the door to the room. Upon seeing the PCs, these creatures quickly realize that they are not affiliated with the Cult and attack. As they are forever linked to the Crystal of Dread's energy, they cannot truly be killed unless the Crystal itself is destroyed. Any time they drop below 0 Hit Points (even if the damage would normally kill them) or otherwise die (such as by a death effect) before the Crystal is destroyed, the fear devourer instead becomes paralyzed for 1d6+1 rounds, after which a burst of energy shoots from the Crystal and into the fear devourer, regenerating missing body parts if need be. It wakes up again at 10 Hit Points. Defeating the fear devourers permanently is a CR 5 encounter that grants 1,600 XP.

Fear Devourer

CR 3

800 XP

HP 40 (see pg. 99)

Crystal of Dread: This Crystal is what remains of the ancient Archfey known as Iskanda. In her life, Iskanda was twisted and warped by Nyarlathotep until nothing remained but a cruel and hate filled being dedicated to sowing fear throughout Dymbra. Slowly, the madness ate away at her physical form, leaving only a shell behind. This Crystal (known as the Crystal of Dread) is this sect of the Cult's ultimate prize and the source of Dymbra's woes, having spread an aura of fear around the moon since Iskanda was corrupted millennia ago.

Still, despite its clear power, the magic emanating from the Crystal is far less powerful than it was in ancient times. Where it once would have driven a person mad just by standing in its presence, it now has a lesser effect, being the artifact which forces non-natives to make daily Will saves or advance through the stages of fear. Additionally, every 1d4 rounds, every creature within 60 feet of the Crystal must succeed a DC 15 Will save or become shaken and if they are already shaken, they instead become frightened. A creature that is frightened and exposed to the Crystal's energy again must succeed a DC 15 Will save or take 1d4 Wisdom damage.

The Crystal of Dread has a hardness of 8 and 50 Hit Points as well as vulnerability to sonic damage. Once brought to 0 Hit Points, the Crystal implodes all of the foul magic that it has spread throughout Dymbra onto itself and causing it to disintegrate. All creatures on Dymbra immediately become nauseated for 1d6 minutes and then sickened for another 1d10 minutes after that. All creatures inside and in a one mile proximity of the Temple are instead knocked unconscious for one hour due to their proximity to the Crystal. Any fear

effects currently affecting any creature on Dymbra suddenly cease and the magical fear that has permeated the Swamps for millennia vanish, making it safe(er) for non-natives to travel through. Destroying the Crystal grants 800 XP.

12: BOULDER TRAP

This 5-foot diameter spherical hallway slopes upwards as one heads north. On the southern end of the hallway is what seems to be a bottomless pit (if the PCs show any inclinations of wanting to explore it, suggest to them a less lethal course of action). About 55 feet north of this hole is a path leading to the east which leads to a similarly bottomless pit. On the wall just north of this split in the path is a computer screen.

Trap: If the PCs have already alerted the elder to their presence, a rolling boulder trap would have been activated in this hallway. When the unsecured tier-1 computer is activated, it causes boulders to be lifted up from an underground structure into the side passage through a series of motorized elevators. The boulders roll from the side passage out into the main passage, down the pit to the south into the same underground structure from which it originally came from. While each boulder is falling down the pit, another is being lifted up, causing the cycle to repeat until the computer is deactivated.

There are several ways to get past the boulders. Creatures with a movement speed of 50 ft. or above can simply run to the computer the moment a boulder rolls past them without needing to attempt a Reflex save. Creatures with a movement speed of 30 ft. to 45 ft. can attempt the same, except they must attempt to jump forward at the last moment as the next boulder rolls in from the side passage. The DC for this varies depending on the creature's movement speed, starting with a DC 15 Reflex save for creatures with

a 30 ft. movement speed. The DC decreased by 1 for every 5 ft. their movement speed exceeds 30 ft. (to a minimum of DC 12). Creatures that fail their Reflex save will be hit by the boulder, taking 4d6 damage and being knocked prone. They can attempt a new Reflex save on their next turn to get up and run past the next boulder. Creatures with a movement speed of less than 30 ft. have no way of making it past the first boulder and will be hit and knocked prone, but can get up and attempt a DC 15 Reflex save to get past the next boulder. Alternatively, there is a hidden panel with its hidden user interface on the wall just outside of the hallway in the south which is unsecured and can be used to deactivate the trap. Spotting this hidden panel requires a DC 20 Perception check.

Defeating this trap grants 800 XP. If the PCs manage to make it to this area and have not yet alerted the elder, award them 800 XP for bypassing the trap entirely.

Rolling Boulder Trap CR 3

XP 800

Type technological; **Perception** —; **Disable** —

Trigger location; **Reset** automatic; **Bypass** computer or hidden panel (DC 20 Perception to spot)

Effect rolling boulders (4d6 bludgeoning damage + knocked prone; DC varies); multiple targets (all targets in area 12)

13: DINING ROOM

A massive table sprawls across the room, covered with trays of miscellaneous fruits seen throughout the Swamps as well as indistinguishable raw meats. Underfoot, small bones litter the ground along with the skulls of various creatures; crocodiles, snakes, and even a few grippli skulls leer ominously at you.

On top of the central table are a variety of unappetizing looking meals as well as several

golden candelabra which appear to be decoration. Looking throughout the room, the PCs might be surprised that they don't find any food storage here, but this is because griplis prefer to eat their food fresh, only killing what is necessary to sustain oneself and leaving no fruit or meat to go to waste. If PCs for some reason get curious about what the meats consist of, remind them of the skulls they see in this room and suggest they look elsewhere for a meal.

Treasure: PCs who decide to take the golden candelabra find that they can sell them to a merchant for 100 credits total.

14: ISKANDA'S FOUNTAIN

When you enter this small room, you can't help but feel a sense of serenity. A marble fountain shaped like two hands rising from the ground stands in the center of this chamber, covered in Sylvan runes. Filling this fountain to the brim is a cloudy, white liquid.

This fountain is perhaps the only part of the original Temple that remains undesecrated by the Cult of Nyarlathotep. PCs who could read Sylvan find this message repeated on the fountain over and over: *"Enjoy the blessings of Iskanda and her sacrifice, for her tears give life."* Any creature who drinks from the fountain are immediately brought back to full Hit Points and are treated as if they had a full 8 hours of rest for the purposes of regaining daily abilities, spells, etc. The liquid inside this fountain tastes of tears. A creature has to drink directly from this fountain in order to gain its benefits. No matter how much a creature drinks, the amount of liquid in the fountain remains the same. If a creature attempts to use any method to store or otherwise save the fountain's regenerative liquid for future use, it simply disappears. If none of the PCs can read Sylvan, a DC 15 Culture or Mysticism

allows a PC to recall stories of ancient fey fountains with restorative properties.

15: HOLDING CELLS

As you walk into the room, two griplis quickly scamper away from the bars, whimpering but not saying a word as they try and hide themselves ineffectively from your sight. A third prisoner, a boggard, manages to flutter his eyes open and give you a brief groan of acknowledgement before he shuts them again, clutching his stomach.

One large holding cell is spread across northern and eastern walls of this room. The steel bars have 50 Hit Points, a hardness of 10, and the cell door requires a DC 20 Engineering check to unlock. The key to the cell can be found hanging on a hook in the southwest corner of the room, in plain view of everyone inside the cell. A DC 15 Perception check reveals that there is a loose cobblestone inside of the cell.

Creatures: In the holding cell are two griplis hunters and a single boggard, though there is enough room for up to 20 different prisoners. All three prisoners are trapped in here, having undergone "conversion" sessions with two fear cultist champions, the boggards named Furogo and Namal (see sidebar for more information on "conversion"). The griplis are afraid of anyone who comes within the room and will likely cower in a corner unless given reason to believe the PCs are not there to harm them. The boggard is far more talkative than the griplis, and is willing to explain that they were captured by the Cult and held for several weeks. He can also explain the effects of the fountain in area 14. If for some reason, the PCs have not destroyed the Crystal of Dread, the boggard informs them of its nature and suggests this very course of action. If released, the boggard lets the PCs know about the loose stone in the holding

cell in thanks. The boggard and griplis will not help in any combat against the Cult, being too intimidated from their previous experiences. They will instead wait for the PCs to clear the way to area 17 and escape the Temple using the *teleportation circle*.

Besides the prisoners here, there are two fear cultist acolytes. If alerted to the PCs presence beforehand, they will stay on the roof and drop down onto the PCs in an attempt to sneak attack them once they enter. If not alerted to the PCs presence, the acolytes are instead simply keeping watch over the prisoners, ensuring they do not attempt an escape. In this case, the fear cultists scream for help, immediately informing those in area 17 for intruders and allowing the fear cultist elder to enact his plan to invade Station Paxem. Defeating the fear cultists is a CR 3 encounter that grants 800 XP.

Fear Cultist Acolyte **CR 1**
400 XP
HP 17 (see pg. 102)

Treasure: Behind the loose cobblestone is a *spell amp of invisibility*. The prisoners were planning on using the spell amp to try and break out of their prison when they saw an opportunity but gladly give them to their saviors.

Adjustments: If the PCs have completed Vega's side quest, then one of the acolytes which would normally be in this room has been fed to the mimic by Elder Warop for trying to steal from and leave the Cult. This reduces the CR of this encounter to 1 (400 XP).

16: FINAL CORRIDOR

This corridor leads from the holding cells in area 15 to the chapel of fear in area 17. There is a hidden passage that can be found with a DC 15 Perception check that also leads to area 17.

Trap: Attempting to open the door to area 17, and not going through the hidden passage causes a pit trap to open up and an alarm to sound, alerting everyone in area 17 to the PCs' presence. If the alarm is activated, the fear cultist champion and four cantors waiting for them open the door and begin combat. Defeating this trap grants 400 XP.

Pit Trap **CR 1**
XP 400

Type analog; **Perception** DC 20; **Disable** Engineering DC 20 (jam trap door shut)

Trigger location; **Reset** manual

Effect 20-ft.-deep pit (2d6 falling damage + alarm); DC 20 Reflex avoids

17: CHAPEL OF FEAR

The smell of incense fills your nostrils as you enter the chapel. Rows of pews are lined up throughout the room, all of which are facing an altar decorated with two faceless sphinx statuettes. Each of the walls to this room are glowing red, with closer inspection revealing that the light is coming from Aklo runes embedded into the stonework. On the eastern side of the room is a glowing circle inscribed on the floor.

The Aklo runes within this chamber are all prayers to Nyarlathotep, their glow providing dim-light conditions. On the altar is a ledger that lists drawings and codes for the *teleportation circle* located on the eastern side of the chapel. Each page shows a different design for the *teleportation circle* that leads to a different location on Dymbra in smaller temples of Nyarlathotep. One page in particular is bookmarked; a *teleportation circle* that is exactly the same as the one in the panic room of Station Paxem along with a complete blueprint of the Station. Also in this ledger are notes in Aklo stating that the Cult was planning to strike at the Station in a few months, on the anniversary of the

day Nyarlathotep defeated and corrupted Iskanda. Also within the ledger are dates and notes detailing instances when the elder actually visited the Station personally under the guise of a human child in order to tamper with the *teleportation circle* inside of Station Paxem's panic room. Inside the altar are five pieces of chalk used for the express purpose of changing the location the *teleportation circle* is attuned to. Embedded within the altar is a *sending stone*, a magical purple crystal that Elder Warop uses to broadcast messages to other temples throughout Dymbra.

By the time the PCs get to this location, the elder should have been informed of their presence by one means or another, so the circle would be in the configuration necessary to teleport them to the Station. Once the PCs go on and teleport to the Station, they will have begun the **Final Assault main quest** (see pg. 58)

Creatures: Waiting for the PCs in this room are one of the fear cultist champions—Namal—as well as four cantors. Namal taunts the PCs in broken Common, telling them, *"Too late! Elder Warop teleport to Station. Corrupt minds and take Chyra! Don't worry. You are strong. Won't die. Break you too!"* Defeating Namal and the cantors is a CR 5 encounter that grants 1,600 XP.

Fear Cultist Cantor CR 1/2
200 XP

HP 12 (see pg. 103)

Fear Cultist Champion CR 3
800 XP

HP 40 (see pg. 104)

Treasure: The sphinx statuettes on top of the altar are made of onyx and can be sold for 100 credits each. The *sending stone* embedded in the altar can be removed, but doing so causes it to lose its magic. Even so, it can be sold for 400 credits.

Adjustments: If the PCs have completed the Hag's End side quest, two of the fear cultist cantors that would normally be here have already been killed by the medusa Serana sometime in the past. This reduces the CR of this encounter to 4 (1,200 XP).

GAINING TRUST

Whatever the reason is for the PCs coming to Station Paxem, they are quickly approached by the Captain to help around the Station and perform a series of odd jobs (as a part of their community service if they were brought in as prisoners or to help pay for their room and board if they are otherwise stranded on the Station). On the first shift of the first day, they are asked to help by helping the bar owner, Patches, keep the place running. This is a fairly relaxed activity, with Patches keeping good conversation the whole time. The truth is, Patches was asked by the Captain to get a sense of their personalities to see if they would be a good fit working full time for the Blackvine Company.

On the first shift of the second day, they are asked to help chef Anasuji Tamagi prepare food so that her husband Banato could travel to Chyra and gather some ingredients for an upcoming feast. This requires at least two PCs to succeed a DC 10 Profession (cook) check. Failure means that there isn't enough food for everyone, forcing about a quarter of the mercenaries working this shift to eat trail rations. Success impresses the Tamagi family, raising their attitudes to friendly and earns the PCs a few compliments from the mercenaries.

On the first shift of the third day, the PCs are asked to help Dr. Jena as assistants while Dr. Cea Karer and Dr. Sidra Lansol travel to Chyra to pick up some medical supplies, but as they are about to begin they hear a shrill scream

coming from the flumph living space (area 18). Captain Cosmilius, Dr. Jena, Farrar Carus, Nadius Vincentius, Patches, and Mrc. Viducia Maro all make their way to investigate what happened. There, they find a child, Gabinia Pantera, staring at two deceased flumphs with scorch marks covering their bodies near the center of the room (the rest of the flumphs are spread throughout the Station) and a jinncaster with a fire elemental crystal inside of it. If asked about what happened, Gabinia says that she just went to visit the flumphs but found them like this. A DC 15 Medicine or Life Science check reveals that the burns are were both likely caused

by a different source than the jinncaster because the burns on the flumphs' bodies are electrical burns, not thermal burns. Alternatively, a DC 10 Perception check while examining the weapon reveals that the elemental crystal has never been fired. Either of these clues suggests that the weapon was likely left there to cover up what actually happened to the flumphs. Should the PCs come to this conclusion, a DC 10 Mysticism check allows them to realize that the wounds on the flumphs' bodies are consistent with the *jolting surge* spell.

The flumphs were murdered by **Yamatin Naran**, a vesk technomancer hired to train Blackvine mercenaries to fight against those who might have access to spells. Yamatin falsely believes flumphs are evil due to their nature as aberrations and that the ones aboard Station Paxem are spies for the Cult of Nyarlathotep and so has decided to eliminate them all if given the chance. Directly after the murder (which was committed using a *spell gem of jolting surge*), Yamatin quaffed one of two *spell amps of invisibility* she had stolen from Farrar Carus, the Station's resident merchant, and snuck all the way to the living quarters and went to sleep undetected. She has the second *spell amp of invisibility* hidden in her drawers along other with three other *spell gems of jolting surge*, and a journal which describes in detail her plan to kill as many flumphs as she can, so that Blackvine Company can be rid of them.

After ensuring that the PCs had an alibi for where they were during the murder—Dr. Jena will provide one for them—Captain Cosmilius will ask them to find the killer, preferably before they can strike again. There are several ways that the PCs could narrow their search for the killer. Everyone who works the first shift on the Station has an alibi as they were with at least one other person when the murder happened, suggesting



whoever murdered the flumphs are part of the second shift (and indeed, Yamatin does work the second shift).

Additionally, when the murdered flumphs are first encountered, a DC 10 Sense Motive check will show that Farrar looks especially nervous. If asked about this, he informs the PCs that he ordered a shipment of spell amps about a week ago. Two *spell amps of invisibility* he ordered were missing, but he thought this to be an error on the part of his supplier, though now he wonders if their disappearance has something to do with this murder. After all, Farrar notes, no one saw the killer and it is pretty hard to sneak past all of the mercenaries on guard and of all the spell amps he ordered only the two *spell amps of invisibility* were missing. This clue suggests that if the spell amps were in fact stolen, whoever took them would likely be trained in Mysticism. The only people aboard the Station who could possibly have the knowledge to identify *spell amps of invisibility* and do not have an alibi because they were either sleeping or alone at the time are: Rela of Clan Hyart, Sellia Loran, Tarak Losa, and Yamatin Naran.

If the given clues aren't enough (Yamatin is the only one on the ship who has the knowledge to identify spell amps, cast or otherwise use a *spell gem of jolting surge*, and does not have an alibi for when the murder took place) for the PCs to determine the identity of the killer by the start of the next day, Yamatin kills two more flumphs with her *spell gems of jolting surge* to the starboard of the holographic fountain (just out of sight of the posted guard there) and drinks the second *spell amp of invisibility* to get away. While escaping, she accidentally drops her last *spell gem of jolting surge* near the bodies, which can be spotted with a DC 5 Perception check.

If for some reason the PCs are still unable

to determine who the killer is by the start of the next day, Yamatin becomes more bloodthirsty towards the flumphs and believes that she has the implicit approval of the rest of Blackvine Company to continue killing the flumphs. At some point during the first shift, she attacks the flumphs in front of the PCs. If stopped, she does not attack the PCs but expresses confusion as to why the PCs would want to save the flumphs who, in her mind are evil and obviously working for the Cult. No matter the response the PCs give, she allows herself to be taken away without a struggle as she is unwilling to throw her life away.

If Yamatin is confronted at any point during the PCs' investigation and outright accused of being the murderer, Yamatin does not deny it and attempts to bargain with the PCs, asking that they allow her to continue killing the flumphs, explaining that she *knows* that they are evil. She does not struggle if the PCs attempt to arrest her, but seems disappointed in their decision. Regardless of how she is taken into custody, she is sentenced to 40 years in prison for every flumph she killed aboard the Station.

If the PCs manage to catch Yamatin before the second set of murders, they are granted 800 XP and 400 credits by the Captain. If the PCs catch her after the second set of murders but before Yamatin begins attacking a third set of flumphs, they are granted 600 XP and 300 credits by the Captain. If Yamatin attacks the third set of flumphs, the PCs do not earn any credits or XP but are still thanked by the Captain for bringing Yamatin in. Once Yamatin is arrested, the Captain begins looking for someone else to take over her former duties, hiring **Krisa of Clan Wa** (LG female kasatha technomancer 3) in 1d10+10 days.

AN INTERRUPTED FEAST

1d6 days after Yamatin Starhammer is locked away for the murders of several flumphs, a visitor named **Governor Zandar Tristala** (N female human envoy 1) arrives from Chyra to discuss Blackvine Company's presence in her town. Captain Cosmilus, hoping to make a good impression, has organized a feast for her and her advisors. Captain Cosmilus approaches the PCs and asks them to act as security during the feast. He tells the PCs, *"To be honest, nothing is likely to happen. I just want you to stand there and look tough for Governor Tristala, she's impressed by shows of force. I'm sure you've noticed by now that the Station is a bit understaffed. I need everyone at their posts to make it seem otherwise."*

The day that Governor Tristala arrives at the Station, all the mercenaries and officers are expected to work both shifts to make it seem like there are more mercenaries on board than there actually are, effectively doubling the amount of people on guard. Governor Tristala arrives during the first shift aboard a starship along with a team of nine advisors and twenty personal guards. Unknown to anyone is that ten of these guards are actually fear cultist infiltrators who are disguised as humans using their shapechanger racial ability. Their goal is to kill Governor Tristala and cause as much harm as possible aboard Station Paxem in order to diminish the public image of Blackvine Company and paint them as incompetent to the rest of Chyra. Fifteen of her guards, including five of the fear cultist infiltrators, stay in the docking bay along with the starship they arrived on, while Governor Tristala, her advisors, and the other five fear cultist infiltrators take the lift to the main level of Station Paxem and head to the dining center for the feast.

The PCs are stationed within the dining center the entire time, with Anasuji and

Banato Tamagi rushing to finish preparations for the feast (setting the table, finalizing dishes). Once the Captain, Governor Tristala, the advisors, and her 'bodyguards' walk in, both the feast and negotiations begin immediately. Throughout the feast, there are various ways that the PCs can be clued into their true intentions. A successful Perception check opposed to the infiltrators' Bluff checks is needed to completely see through their disguises and recognize that they are in fact, abiarazi, while a successful Sense Motive check opposed to the infiltrators' Bluff checks allows the PCs to notice that they are gripping their jinncasters as if they were expecting to use them at a moment's notice.

About twenty minutes into the feast, the fear cultist infiltrators still in the docking bay begin their attack, causing a skirmish downstairs to erupt. During the fighting, one of the Blackvine mercenaries triggers the alarm, causing a siren to ring out throughout the Station. Captain Cosmilus quickly gets up, orders the PCs to keep Governor Tristala safe and heads downstairs through one of the emergency lifts, locking the door to the dining center behind him. A DC 15 Perception or Sense Motive check shows that the infiltrators in the room with them do not seem as surprised as they should by this course of events.

Once the Captain is safely out of the room, the infiltrators attempt to assassinate the governor and her advisors, with one infiltrator focusing their attention on Governor Tristala and the others attacking the PCs directly (seeing them as the biggest threats in the room). Governor Tristala and their advisors do not aid in the fight, taking total defense actions whenever they can. They each have 11 Hit Points, EAC of 9, and KAC of 10. PCs who have expressed suspicion at the infiltrators and/or succeeded on any of their Sense Motive checks can act in the surprise round

along with the infiltrators. Defeating the fear cultist infiltrators and keeping Governor Tristala alive is a CR 4 encounter that grants 1,200 XP and a reward of 600 credits by the governor and her advisors. If Tristala were to die, this is reduced to 1,000 XP and 400 credits.

Fear Cultist Infiltrator **CR 1/2**
200 XP
HP 12 (see pg. 106)

Though several Blackvine mercenaries were hurt during the chaos down in the docking bay, none died, while all of the fear cultist infiltrators and three of Governor Tristala's actual bodyguards were killed. 1d6+1 minutes after the Captain leaves the dining center, he returns having dealt with the skirmish and sent priests and doctors to heal the wounded. In the ensuing hours, the Captain sends the governor (if she survived) and her advisors to his own private quarters to meet with them concerning the attack. After this, he interrogates all of the governor's bodyguards though learns nothing from them other than they must have been infiltrated by the Cult of Nyarlathotep. If there are any infiltrators who survived their fight with the PCs, the Captain also interrogates them and learns that the Cult of Nyarlathotep is to blame but nothing more. These infiltrators are transported to Chyra in 1d4 days in order to be executed.

Governor Tristala and her advisors are sent back home the day after the attack, though she requests that the PCs be the ones to bring her back to Chyra, trusting them the most as they are the ones who most directly saved her life. The Captain acquiesces and allows the PCs to borrow a blackvine cruiser in order to transport Governor Tristala. Once their starship leaves the Station, the trip is fairly uneventful, but before they can enter Chyra's atmosphere, the PCs are attacked by a scrapwork raider which comes from the

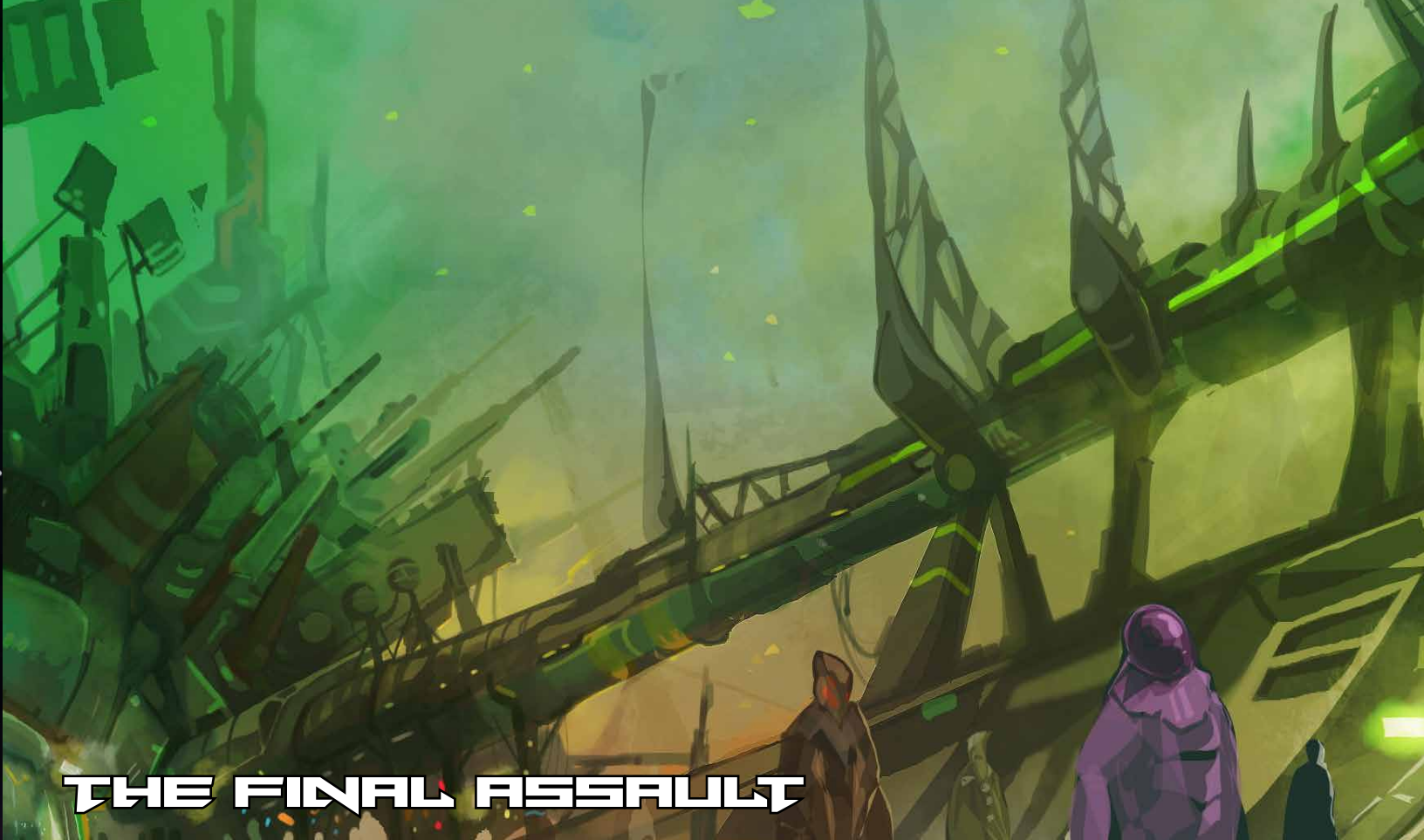
surface of Chyra. Even a brief glimpse of this enemy ship shows that it bears the unholy symbol of Nyarlathotep. Defeating this scrapwork raider grants 400 XP.

Blackvine Cruiser **TIER 1**
HP 40 (see pg. 107)

Scrapwork Raider **TIER 1/3**
HP 30 (see pg. 107)

Once the PCs arrive back at Station Paxem, Captain Cosmilius approaches them and informs them that it's clear he underestimated how bold the Cult was; infiltrating Station Paxem and openly attacking elected officials is something they've never attempted before. He tells the PCs that as much as he'd like to send a full scale force to the Swamps of Fear, such a thing would be far too dangerous and liable to mobilize all the cultists on Dymbra at once. Instead, he wants the PCs to go to the Swamps as a sort of strike force to learn more and, if they can, destroy the Cult's leadership. He informs the PCs that Blackvine Company has been able to narrow down where the Cult's main base of operations is and gives them permission to fly to Dymbra.

The PCs can now travel to and from Station Paxem to the Dymbra whenever they wish, allowing them to explore the Swamps of Fear at their leisure (see pg. 24).



THE FINAL ASSAULT

Once the PCs have gone through the Temple of Dread and made their way to the chapel of fear (area 17), defeating Namal, a fear cultist champion, they will find a need to make their way back to the Station as quickly as possible. Assuming that they use the *teleportation circle* in the chapel of fear, they will appear in the panic room (area 4b) of Station Paxem. By this point in time fear cultists all through Dymbra and their allies have already received Elder Warop's summons and have invaded Station Paxem, a plan that has been several years in the making. Fortunately for the PCs, as their plan was escalated by several months on such short notice, taking the Station proved much more of a challenge than expected, causing many of the invaders to fall in battle. Enough fear cultists did arrive, however, to capture several hostages: the children aboard the Station, the Captain's wife Yulia, among other captives. This quickly led to a surrender on the part of Captain Cosmilus

and the other Blackvine mercenaries, on the sole condition that non-militants were spared. Of course, trusting the cultists proved foolish as once the Blackvine mercenaries were disarmed, Elder Warop went back on his deal.

Elder Warop wants his cultists to begin torturing the Blackvine mercenaries before anyone else, seeing them as greater potential threats in case of an uprising and so wants to convert them into the Cult of Nyarlathotep first, or at the very least weaken their willpower. As such, the sounds of screams ring throughout the Station and will block out the eventual sounds of battle once the PCs arrive. Because of this torture, assume all Blackvine mercenaries aboard the Station are at 1 Hit Point and have the exhausted condition. Though the PCs might suggest they fight on, they are in no condition to, even should they be healed.

By this point in the adventure the PCs should be level 3 and will reach level 4 by the time they finish taking back the Station. Below are a list of locations aboard the Station, the captives taken, and the opposition the PCs will face.

1. DOCKING BAY

The docking bay is empty, though all the ships are opened from the fear cultists' search for anyone who may be hiding.

2A. PLANETARY LOOKOUT

The planetary lookout is empty.

2B. SENTRY POST

The door to the sentry post is opened, with the key still in the lock.

2C. FORCE FIELDS

The force fields have all been shut down.

3. LIVING QUARTERS (CR 5)

Though the port living quarters are empty, the first room in the starboard living quarters contains an akata prince—Prince Vyron's eldest brother—and two akata larvae. These akatas have allied themselves with the Cult, enamored by the promise that they will be able to implant their larvae into the prisoners that resist the Cult's tortures. The akatas are guarding Bascho Yendu, Doneo of Clan Tandí, Fylo Loran, Gabinia Pantera, Rxit Yendu, Sondu of Clan Tandí, Sukavia Tamagi, Tandem of Clan Uso, Xril Yendu, and Zella Carus.

Akata Larva CR 1/2

200 XP

HP 13 (see pg. 95)

Akata Prince CR 4

1,200 XP

HP 45 (see pg. 96)

4A. HOLOGRAPHIC FOUNTAIN

The bodies of dead akatas, boggards, and fear cultists litter the hallways close by—remnants of the battle that took place not long ago.

4B. PANIC ROOM

This is where the PCs teleport to from the Temple of Dread. It is completely empty but there are plenty of muddy tracks can be seen here. A DC 12 Survival check reveals that there are akata, boggard, fear devourer, and gripli tracks spread throughout the room.

5. THE TRUSTED PRIEST PUB (CR 5)

Farrar Carus, G4te-Keeper, Mrc. Aufidia Maro, Mrc. Hiratana Ayen, Mrc. Stian Dawal, and Patches are being guarded inside the pub by one fear cultist acolyte, one fear devourer, and two akata larvae. When the PCs enter the pub, Mrc. Aufidia Maro and Mrc. Stian Dawal are unconscious, having just undergone a 'conversion' session, and the fear cultist acolyte is on top of Mrc. Hiratana Ayen with a survival knife in his hand. The fear devourer and akata larvae are keeping watch over the remaining captives, ensuring that they don't interfere with the acolyte's work.

Akata Larva CR 1/2

200 XP

HP 13 (see pg. 95)

Fear Cultist Acolyte CR 1

400 XP

HP 17 (see pg. 102)

Fear Devourer CR 3

800 XP

HP 40 (see pg. 99)

Adjustments: If the PCs have completed the A Prince in Need side quest, the fear

cultist acolyte starts at 8 Hit Points and has only has one void blast left. In addition, subtract one akata larva. This decreases the CR of this encounter to 4 (1,200 XP). Additionally, if the PCs have completed Rela's companion quest, replace Mrc. Aufidia Maro with Mrc. Finu of Clan Larth.

6. DINING CENTER (CR 5)

D'lynn, Krisa of Clan Wa, Mrc. Bantia Reya, Mrc. N'zarm, Mrc. Roloba Fariko, and Sellia Loran are being guarded over by two fear cultist acolytes, two cantors, and one akata. When the PCs arrive, the akata is gnawing at Sellia Loran's leg because she tried and failed to escape. The fear cultist acolytes are busy with Mrc. N'zarm and Mrc. Roloba Fariko, having already pummeled Mrc. Bantia Reya unconscious. The cantors meanwhile, are watching the scene with glee.

Akata CR 1

400 XP

HP 20 (see pg. 88)

Fear Cultist Acolyte CR 1

400 XP

HP 17 (see pg. 99)

Fear Cultist Cantor CR 1/2

200 XP

HP 12 (see pg. 103)

Adjustments: If the PCs have completed Rela's companion quest, replace Mrc. Roloba Fariko with Mrc. K'tarii.

7. TRAINING AREA (CR 5)

One akata, one boggard, and two fear cultist cantors are in this room keeping watch over Kotorin Lasu, Mrc. Forosun Crossus, Mrc. Ved Pajarla, and Rusty. When the PCs enter the room, the boggard is busy tormenting the two mercenaries while the akata and cantors watch over the other prisoners.

Akata CR 1

400 XP

HP 20 (see pg. 88)

Boggard CR 2

600 XP

HP 35 (see pg. 89)

Fear Cultist Cantor CR 1/2

200 XP

HP 12 (see pg. 103)

Adjustments: If the PCs have completed the Righting Wrongs side quest, then the Cult's support from Dymbra's boggard tribes would have diminished. Subtract the boggard and one fear cultist cantor from this encounter. This decreases the CR of this encounter to 4 (1,200 XP).

8. MEDICAL BAY (CR 4)

This room is guarded by two boggards. One of the boggards stands watch over Dr. Jena and Dr. Sidra Lansol, who are tied up and gagged in the fore of the room. Dr. Cea Karer is currently on the operating table undergoing a beating by the second boggard. The first thing PCs will notice is that Dr. Karer's hands have been amputated and laid out on the table. Dr. Karer was punished by the boggards for attempting to fight back against the boggards using his spells and was used as an example to the others. After his hands were cut off, the wounds were cauterized and he was given a *serum of healing Mk I* so that he didn't die.

Boggard CR 2

600 XP

HP 35 (see pg. 89)

9. LIBRARY (CR 3)

There are one fear cultist acolyte and two cantors in this room guarding Anasuji Tamagi, Mrc. Langari Furo, Mrc. Zatano Jaman, and Zova Lexum. One of the bookshelves has been overturned, pinning Mrc. Langari Furo while Mrc.

Zatano Jaman suffers the acolyte's full attention. The cantors are holding Anasuji Tamagi and Zova Lexum in place, forcing them to watch the violence.

Fear Cultist Acolyte **CR 1**

400 XP

HP 17 (see pg. 102)

Fear Cultist Cantor **CR 1/2**

200 XP

HP 12 (see pg. 103)

10. CRAFTING WORKSHOP (CR 3)

C-2, Mrc. Theodorus Caecilius, Mrc. Viducia Maro, and Peacemaker-12 are being watched over by two fear cultist cantors and one akata. When the PCs walk in, the fear cultists are busy using the various tools within the workshop as makeshift weapons against the mercenaries while the akata keeps the others from interfering.

Akata **CR 1**

400 XP

HP 20 (see pg. 88)

Fear Cultist Cantor **CR 1/2**

200 XP

HP 12 (see pg. 103)

Adjustments: If the PCs have completed the A Prince in Need side quest, then the fear cultist cantors have completely depleted their dark hymn ability and their smoke grenades. The akata also begins battle at 8 Hit Points. This decreases the CR of this encounter to 1 (400 XP). Additionally, if the PCs have completed Rela's companion quest, replace Mrc. Theodorus Caecilius and Mrc. Viducia Maro with Mrc. S'raffa and Mrc. Tugra Slenan.

11. STORAGE ROOM

The boxes in this room have been moved around and smashed, but the actual supplies themselves are still usable. This room is otherwise empty.

12. GREENHOUSE (CR 5)

Two fear devourers are in this room guarding Marach Yendu, Mrc. Ar'yun, Mrc. Sa'ranni, and Rela of Clan Hyart. They have orders not to kill any of the prisoners and so have been repeatedly subjecting everyone in the room to their *fear I* spell-like ability, leaving them sobbing in the port corner of the room.

Fear Devourer **CR 3**

800 XP

HP 40 (see pg. 99)

Adjustments: If the PCs have completed Altrius' companion quest, then the Blackvine mercenaries would have trained fiercely to defend against future attacks. Subtract one fear devourer from this encounter. This decreases the CR of this encounter to 3 (800 XP).

13. MARKET AREA (CR 3)

There are two fear cultist acolytes in this room guarding Banato Tamagi, Mrc. Aakil Pajarla, and Tarak Losa. The acolytes have utterly trashed the market area, leaving miscellaneous items scattered across the ground. By the time the PCs walk into the room, Banato Tamagi has been left bloodied and unconscious in a sack in the center of the room while Mrc. Aakil Pajarla and Tarak Losa are beaten without remorse.

Adjustments: If the PCs have completed Altrius' companion quest, then the Blackvine mercenaries would have trained fiercely to defend against future attacks, requiring the acolytes to expend more of their resources. They begin battle with

8 Hit Points and only one use of void blast each. This decreases the CR of this encounter to 1 (400 XP).

Fear Cultist Acolyte **CR 1**

400 XP

HP 17 (see pg. 102)

14. CHAPEL **(CR 4)**

The chapel is being guarded by two akata larvae, one boggard, and one fear cultist cantor. The Station's priests (Altrius Eptianus, Jamina Texa, and Senico of Clan Tandi) have all been drained of spells and healing touch abilities in order to heal both the cultists and Blackvine mercenaries who were in danger of dying, but are still gagged and tied down to the pews. When the PCs walk into the chapel, the boggard is in the middle of desecrating the holy symbols and religious texts with blood.

Akata Larva **CR 1/2**

200 XP

HP 13 (see pg. 95)

Boggard **CR 2**

600 XP

HP 35 (see pg. 89)

Fear Cultist Cantor **CR 1/2**

200 XP

HP 12 (see pg. 103)

Adjustments: If the PCs have completed the Righting Wrongs side quest, then the Cult's support from Dymbra's boggard tribes would have diminished. Subtract the boggard from this encounter. This decreases the CR of this encounter to 2 (600 XP).

15. ARMORY

After the Blackvine mercenaries were stripped of their weaponry and armor, their gear was thrown in here and the door locked. Elder Warop has possession of the key.



16. QUARANTINE AREA (CR 3)

The airlock doors to the quarantine area have been blown completely off with an unknown explosive. Kanda of Clan Batu, Malidius Pantera, Mrc. Izar Tapral, and Mrc. Naramoya "Voidkiller" Kanzo are being guarded by one fear cultist acolyte and two cantors. By the time the PCs walk into the room, the cultists have already made short work of the mercenaries who lie unconscious on the ground and are busy assaulting their other two prisoners.

Fear Cultist Acolyte CR 1

400 XP

HP 17 (see pg. 102)

Fear Cultist Cantor CR 1/2

200 XP

HP 12 (see pg. 103)

Adjustments: If the PCs have completed Rela's companion quest, the trust and cohesion the Blackvine mercenaries possess would have made the Cult's assault much more difficult. Delete this encounter entirely. The prisoners that would normally be here are instead locked in the detainment area.

17. DETAINMENT AREA

The detainment area was left unguarded. La'po, Tru-Blue, and Vega (assuming his companion quest hasn't been completed) are still locked in their cells but have been joined by Hoku Sarum, Lt. Majid, Mrc. Ba'nor, and Mrc. Waneta Ralon, all of whom were beaten unconscious before being thrown in. Elder Warop has the keys to the cells.

18. FLUMPH LIVING SPACE

Though there are currently no guards in this room. In the initial battle when the Cult took over the Station, seven flumphs were killed. The cultists took the remaining flumphs, beat them into unconsciousness and locked them into the cells here, planning to use them as food sources later. Elder Warop has the keys to the cells.

19. CAPTAIN'S QUARTERS (CR 6)

Captain Cosmilius and his wife Yulia are being kept here by two fear cultist cantors, Furopo (a fear cultist champion and twin brother of the champion the PCs met at the Temple of Dread), and Elder Warop. Because the elder knew Captain Cosmilius to be the most dangerous person aboard the Station, he made sure the first thing he did was cut off the Captain's hands, healing him with magic so that he didn't die. Right now he is unconscious and tied up atop his bed with his wife gagged and kept beside him. Elder Warop is waiting for him to wake up before he continues his torments and has decided to keep a close personal eye on him. The door to the room, though closed, is left unlocked.

Fear Cultist Cantor CR 1/2

200 XP

HP 12 (see pg. 103)

Fear Cultist Champion CR 3

800 XP

HP 40 (see pg. 104)

Fear Cultist Elder CR 4

1,200 XP

HP 43 (see pg. 105)

Adjustments: If the PCs have completed Rela's companion quest, the trust and cohesion the Blackvine mercenaries possess would have made

the Cult's assault much more difficult. Elder Warop has expended four of his five void blasts, three of his six 1st-level spells, and one of his three 2nd-level spells. In addition, the cantors have each already spent 4 out of their 7 rounds of their dark hymn ability. This factors reduces the CR of this encounter to CR 5 (1,600 XP).

CONCLUSION

Once the entire Station has been freed from the Cult's control, Captain Cosmilius and the rest of Blackvine take some much needed rest, with those who are seriously wounded (including Captain Cosmilius) using the *teleportation circle* in the panic room to seek immediate medical assistance. The PCs are encouraged to stay aboard the Station and rest in the meantime, as well as help keep watch just in case there are further attacks by the Cult. One week later, the Captain and all who went with him return (save for Dr. Karer who requested a leave of absence), healed of their injuries.

Captain Cosmilius approaches the PCs, extending a new, cybernetic hand. *"I would like to thank you all. You've saved me and everyone else aboard the Station. Moreso, you did what we could not: destroy the Cult's leadership. Though Blackvine Company has fallen on hard times as of late, you've set an example to the rest of us, and should be rewarded as the best of us. You will always find a home... and family here."*

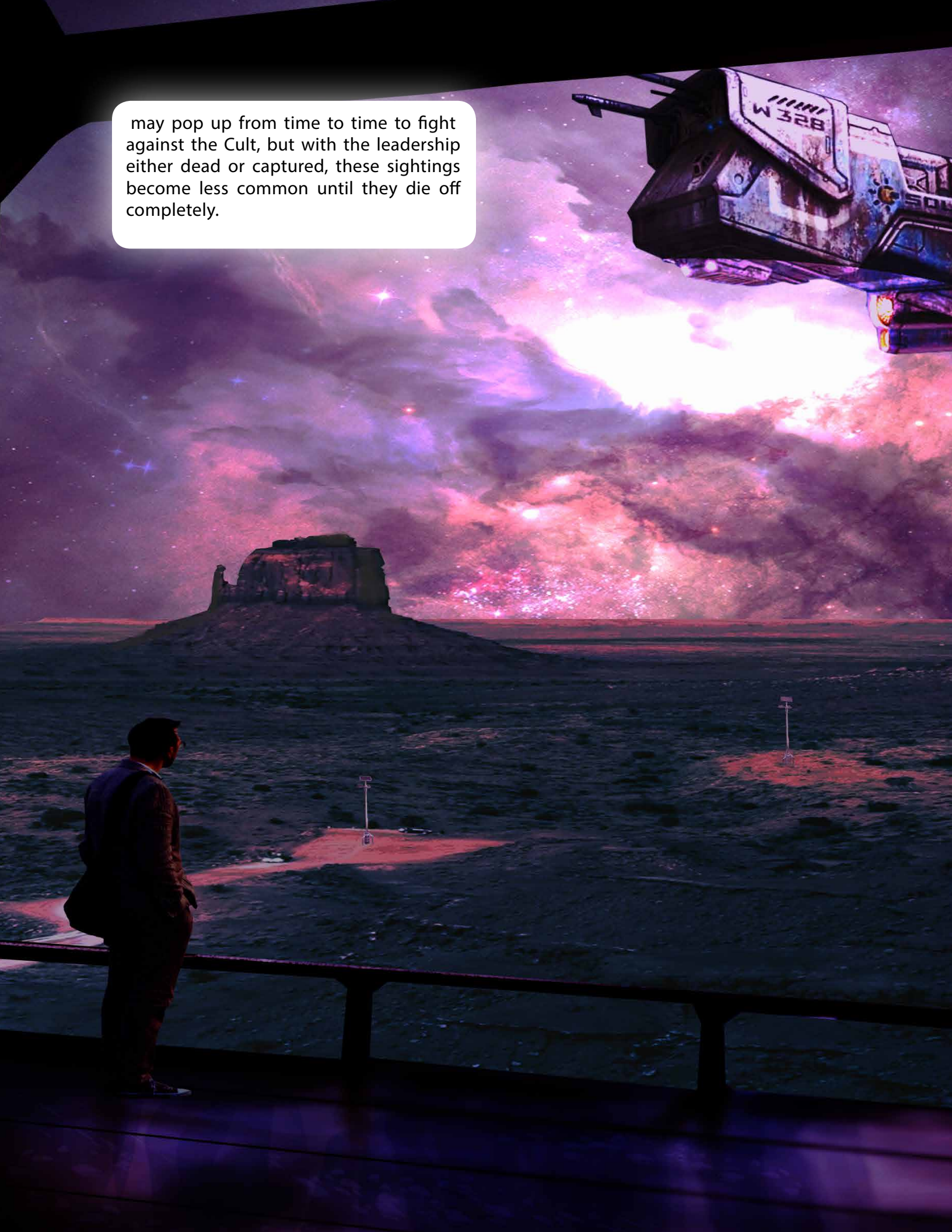
The PCs are given a lump sum of 6,000 credits and are promised permanent residence in Station Paxem should they wish it. Additionally, the Captain offers them positions as officers in Blackvine Company. GMs are encouraged to flesh out exactly what this entails, and how far the privileges of the PCs extend, potentially leading into future adventures

in the Cyrollia System. Lastly, if the PCs do not yet have a ship yet, this is a good time to offer them one as part of their reward for saving the Station, or give them an upgrade should they already own a ship.

In the coming months, Captain Cosmilius gathers Blackvine Company's forces and makes several coordinated strikes on the Cult's temples all over Dymbra. With the Crystal of Dread destroyed, there is nothing stopping Blackvine Company from sending mercenaries to the moon and using divination magic or technology in order to guide them to victory against the Cult. Chyrans soon learn that they can settle Dymbra (no longer called the Swamps of Fear) more safely than in the past, and so expeditions become more and more frequent. Though the rest of Cyrollia System is still under the Cult's grip, morale has been improved after they were wiped from both Chyra and Dymbra and so membership to Blackvine Company has increased greatly. Station Paxem sees an influx of new mercenaries, leading to it reaching maximum occupancy in the next 2d6 months. With this newfound power, there are even talks of Blackvine Company being able to start retaking some of the other planets within the Cyrollia System, but only time can tell.

On the other hand, if the PCs failed to take back the Station from the Cult of Nyarlathotep, the cultists take it for their own, utilizing all of the supplies, weapons, and ships aboard the Station to further their own plans. The cultists take whatever prisoners they can back to Dymbra and through torture and magic convert them to the Cult of Nyarlathotep. They use their expanded power to terrorize the people of Chyra, kidnapping indiscriminately and spreading their reach now that they have no one else to fear. Blackvine mercenaries

may pop up from time to time to fight against the Cult, but with the leadership either dead or captured, these sightings become less common until they die off completely.



Side Quests

A PRINCE IN NEED

If the PCs have not started this side quest by the third or fourth time they travel to the Swamps, then the akata Prince Vyron can be found waiting for them at the landing site along with four akatas, two akata larvae, and four void zombies (a CR 8 encounter if the PCs are foolish enough to initiate combat with all these creatures at once). Prince Vyron introduces himself to the PCs, requesting a civil discussion. Assuming the PCs agree, he thanks the PCs and informs them that regardless of how they may feel about one another, and no matter what past interactions they may have had, he is sure that both the akata tribe and the PCs hate the Cult of Nyarlathotep more than each other. He informs the PCs that the akata tribe that he leads over has been ordered not to attack or infect cultists in the region, but not because they are allies.

One of Prince Vyron's own larvae, Hydar, had shown the ability to use psychic powers and was likely to be the tribe's next prince. Unfortunately before these powers could more fully develop, the Cult kidnapped Hydar and is holding him hostage in exchange for protection against Prince Vyron's tribe. Prince Vyron was warned personally by one of the fear cultists champions that Hydar would be killed if attacks against the Cult continued or if any akatas were spotted trying to rescue him. As the birth of an akata prince is quite rare, Prince Vyron acquiesced and ordered attacks to stop.

Prince Vyron tells PCs that he will reward them greatly for Prince Hydar's return and informs them where Hydar is being held: in hex 6, somewhat north of the forgotten grove. Once in the appropriate hex, a DC 12 Survival check is required to track the movements of

the cultists in this region back to a small cave. A DC 15 Survival check also reveals that there are two sets of akata tracks. In the cave are two akatas; one is a fully grown akata prince, one of Prince Vyron's older brothers, and the other is Hydar, the akata prince larva the PCs are looking for. Prince Vyron's older brother is from outside of the valley, having come on behalf of the Cult in order to guard Hydar with orders to kill him should any akata stage a rescue. In exchange, the Cult will provide his own tribe with fresh bodies to create more akatas. Prince Hydar possesses the stats of a normal akata larva, except he also possesses telepathy up to 100 ft. with the ability to communicate with any creature that has a language as though under the effects of the *tongues* spell.

The moment the PCs step into the cave they are bombarded with two sets of telepathic messages. Prince Hydar pleads with the PCs to help him escape while Prince Vyron's brother demands to know why the PCs are here. No matter the reason the PCs give, Vyron's brother responds with *"Well, no matter why. You're here now. And you shall make perfect hosts for my larvae"* before launching into an attack. This is a CR 4 encounter that grants 1,200 XP.

Akata Prince

CR 4

1,200 XP

HP 45 (see pg. 96)

Once the PCs defeat Vyron's brother, Hydar profusely thanks the PCs and begs for them to bring him back to Prince Vyron. Once they do so, Prince Vyron expresses his gratitude to the PCs once more as well as surprise that one of his brothers ventured into the valley. He promptly breaks off his tribe's alliance with the Cult and promises the PCs protection in the future. From here on out whenever the PCs would normally have a random encounter with akatas in the valley, there is

a 75% chance that the PCs are from Prince Vyron's tribe and friendly to them. The other 25% of the time, the akatas encountered come from another tribe and so will attack on sight. They are also rewarded with a credstick with 300 credits that the akatas dug up from their previous victims. Additionally, the next time the PCs are traveling the Swamps and are in danger of dying, they are joined in battle by four akatas who will help them escape (or drag unconscious PCs away to safety if need be). This courtesy is only extended once.

HAG'S END

When the PCs meet with the medusa Serana at her cabin, she offers them a dinner of crocodile meat and a place to rest. She asks them questions during the dinner attempting to discern their possible affiliations with the Cult of Nyarlathotep. Once she is certain that they are not friendly with the Cult, she asks the PCs for their help. Serana tells the PCs that she was not originally from the valley, but came here recently to search for her sister Petrula who had gone missing six months ago. While Serana was still searching outside of the valley, a fear cultist named Elder Warop approached her and informed her that he knew of Petrula's location. According to Elder Warop, Petrula was kidnapped by a green hag located in the valley. Serana tells the PCs where the hag's cottage is and lets the PCs know that she would normally go after Petrula herself, but she is not sure if this is a trap specifically meant for her and would rather not take the chance of being betrayed by the Cult. She asks that the PCs go to the cabin and see if they can free her sister. If and only if the PCs agree to help does Serana reveal her true nature and let the PCs know that they should be careful not to gaze directly upon her sister. She calms down the PCs if necessary and says what she can to keep the PCs' trust, informing them that if she really wanted to hurt them she would have done it already.



The truth, unbeknownst to Serana, is that Elder Warop thought that a medusa would be a powerful ally against their enemies. He had Petrula kidnapped and killed, planning to pin the blame on the hag. Before this could happen, two of the Cult's champions (the

boggard twins named Furopo and Namal) had her killed for attempting to kill and consume them. Elder Warop had Petrula's corpse stripped of its flesh and sent two fear cultists to plant the skeleton in the hag's cabin in order to make it seem like she was eaten, planning to use manipulate her rage to the Cult's benefit.

But something went wrong for the cultists carrying her body. The magic in the Swamps caused Petrula's soul to cling to her skeleton and transform her into a sort of undead creature that used its newfound psychic energy to kill the two cultists and attempts to do the same to any living creature it sees.

Once the PCs arrive at the hag's cottage, they might be surprised to find the area relatively empty. Any PCs looking for tracks to and from the cottage will be surprised to find that there aren't any. Entering the cottage itself reveals a horrid scene. The decomposing corpses of two gripli fear cultists, rotting food (mostly meat) spread throughout the cabin, and the seemingly stripped clean skeleton of a medusa.

As soon as any living creature comes within 15 feet of the skeleton, Petrula's skull rises from the ground and the skeletons of her snakes stare directly at the closest living creature. Almost immediately, all of the mouths open at once, screaming accusations of violence and murder. At the start of every turn, any creatures within 15 feet of the skeleton must succeed a DC 11 Will save or become paralyzed with fear for 1 round and take 1d6 damage from the psychic manifestations of Petrula's fear during her final minutes of life. The soul can be put to rest by dealing 25 points of damage to the skull (this does not actually harm the skeleton at all) but it will manifest again exactly 1 day later. The process can be repeated as often as is necessary. Alternatively, the PCs can calm down Petrula's

soul by informing her that Serana sent them and with a DC 13 Diplomacy check. This allows the PCs to transport the skeleton without any complications. The only way to put Petrula's soul to rest permanently is if her sister buries her.

Once the PCs give Serana her sister's skeleton, its skull begins to speak to Serana, telling her all about the last moments of her life in a somber tone. She finally pleads for Serana to take revenge on the Cult for murdering her, before collapsing into a regular skeleton. After Serana buries her sister's remains, she thanks the PCs and gives them 150 credits worth of jewelry and a black sphinx (the unholy symbol of Nyarlathotep) made of jet that is worth 350 credits. The PCs are also granted 800 XP for finally putting the haunt to rest. With her task complete, Serana decides to stay in the valley taking revenge in the Cult. For now on, the PCs may find the stony remains of fear cultists while they traverse the Swamps.

It is up to the GM to decide Serana's ultimate fate, however. If she pursues her vengeance in a reckless manner, she will kill many cultists but will ultimately be captured and killed by the Cult. The PCs will be able to find her corpse in one of the iron maidens in the Temple of Dread's torture chamber (area 10). Alternatively, if she is more cool-headed about her revenge, she kills fewer fear cultists but does not allow herself to be captured. She may then be used as a recurring NPC by the GM in future quests.

RIGHTING WRONGS

While the PCs are in the Swamps, should they make it clear to the gripli village that they are interested in destroying the Cult, they are approached by a gripli warrior named Yorksa. Yorksa explains that Cult has enlisted the aid of a boggards not native to the valley in order to kidnap gripplis from her

tribe and would like the PCs to find a way to be rid of them. The boggards, ruthless as they are, managed to capture an entire tribe in the past, giving up most of their victims to the Cult of Nyarlathotep to be forcibly converted into cultists. Those who resisted the Cult's indoctrination were used as slaves by the boggards and within a few short years were worked to death, with their corpses thrown unceremoniously into the Swamps. Yorksa informs the PCs that these former slaves rose from the dead as revenant wisps and suggests that these wisps might be useful in the PCs efforts should they choose to help.

If the PCs agree to help drive the boggards away, Yorksa thanks the PCs and tells them the location of both the revenant wisps and the boggard encampment. Should the PCs travel to hex 7 to speak with the wisps before confronting the boggards, they are stalked for quite some time before the wisps actually reveal themselves. The wisps, curious at the newcomers, interrogate the PCs in an attempt to determine if they are loyal to either the boggards or the Cult. Once their suspicions are put to rest, two wisps appear and speak to the PCs directly. They eagerly try to determine whether or not the PCs are capable warriors, circling them as they talk. Finally, they ask that the PCs ready themselves for a test of their abilities. PCs can attempt a DC 15 Diplomacy or Intimidate check to convince the wisps that such an attack is unnecessary. Failure means that the wisps are not convinced and attack the PCs. Each wisp surrenders once it reaches 6 Hit Points, satisfied that the PCs are strong enough to help. Even should the attacking wisps be destroyed, those that remain see this as a good thing as it means the PCs are even stronger allies than they thought. No matter how this conflict is resolved, this is a CR 3 encounter (because the wisps are not fighting to the death) that grants 800 XP.

Revenant Wisp

CR 2

600 XP

HP 23 (see pg. 100)

Once the revenant wisps are satisfied with the PCs' strength, all the other wisps in the area appear, with each excitedly telling the PCs of their plan to destroy the boggards. They explain that they've wanted to attack the boggard encampment for some time now, but were not able to because of a totem gifted to the boggards by Elder Warop of Nyarlathotep's Cult. The totem weakens the wisps, allowing those within 1,000 feet of it to be damaged by nonmagical weapons and completely stopping wisps from entering any space within 500 feet of it. The wisps propose that the PCs sneak into the camp and set the totem on fire, allowing the wisps to fight the boggards on their own once it has been destroyed. In order to help the PCs do this without being slaughtered by the boggards, the wisps are willing to provide a distraction by entering the battlefield early and attacking from the opposite side of the camp.

When the PCs are ready to go through with the wisps' plan, they can travel northeast together with the wisps (skip the random encounter from traveling to the next hex) in order to reach the boggard encampment. Once there, the wisps will wait for the PCs to travel across to the other side of the camp before they all move to attack the boggards. The boggards in the camp, thinking this a great opportunity to put some of these undead creatures down, join the fray leaving only a single guard by the totem. The totem itself is about six feet tall and made of dry wood and straw. It will light easily with something as simple as a torch. Grant the PCs 600 XP whether they sneak past the boggard and light the totem (which the boggard will try to put out, to no avail) or if they kill the boggard.

Boggard**CR 2****600 XP****HP 35** (see pg. 89)

Once the totem has been lit on fire and destroyed, the boggards will find it impossible to harm the revenant wisps any longer due to their lack of magical weaponry. They will attempt to flee but quickly be picked off by the wisps. Once the slaughter is finished, one of the wisps will approach the PCs, thanking them and informing them that they don't have much time left now that their tormentors are dead. It explains that the boggard encampment is located on the remains of the wisps' village back when they were still alive. It guides them to a small grove on the western end of the camp and tells the PCs to dig there if they wished to find some of the tribe's treasures that they were able to hide from the boggards. The wisp then fades into nothingness as do all the others, finally passing on into the afterlife. If the PCs spend some time digging in this grove they will find assorted jewels and relics including bloodstone, lapis lazuli, and peridot worth a total of 450 credits.

When the PCs report back to Yorksa, she is elated that the boggards will no longer be a problem for her tribe and provides them with credstick with 50 credits, completing the quest. This allows for Yorksa's companion quest to be started (see pg. 84). Additionally, there are only four boggards left in the entire valley. They will leave the valley entirely in 1d6 days once they learn that their encampment has been destroyed.

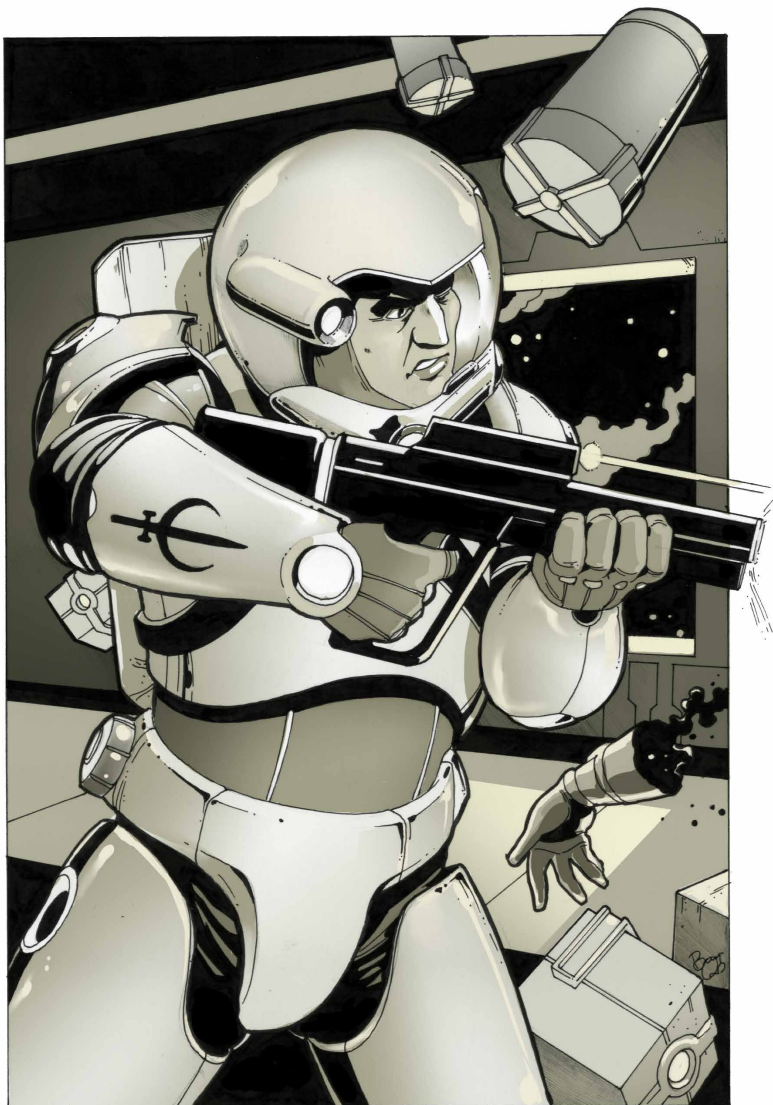
Companions

Below are five different companions who can join the PCs on their adventures. Each can be recruited to the party by completing their respective companion quests. These companions are capable adventurers in their own right and can prove adept in a number of situations. Throughout the events of this adventure, the PCs can have one and only one companion as part of the party at any given time to accompany them to the Swamps of Fear; Captain Cosmilus doesn't want too many people going into such a deadly environment at once in case disaster strikes.

After completing their respective quests, each companion proves loyal to the PCs. When directly adventuring the party, each companion expects an equal share of any treasure received, though exact details can be worked out in the case of equipment such as magic or technological items (e.g., if a party of four PCs and a companion find a single plasma cannon, and one party member takes it, the companion will expect to receive 1/5th of the value of the plasma cannon at some point in the future). Any XP earned is divided evenly amongst the members of the party and the companion traveling with them, allowing the companion to level up on their adventures along with the party.

Once the Cult has been defeated and their presence wiped from Chyra, the PCs may want to bring along one or more of these companions with them for future adventures across the Void. These companions can be fitted as part of the PC's crew or the PCs may wish to form their own mercenary band. Should this be the case, any remaining companions not adventuring directly with the party earn half

the XP and credits that the PCs do as they perform other activities. These companions have been fully stat'd out as if they were PCs, just in case tragedy occurs and a PC dies; these companions could be temporary replacements for a player until they create a new character OR a player could adopt one of these players as their own character on a more permanent basis.



ALTRIUS EPTIANUS

COMPANION QUEST

The first time that the PCs return from a trip in the Swamps, they will notice a group of 4 armed men speaking with Altrius in the docking bay in hushed tones with 2 more by a newly docked starship. A successful DC 12 Perception check allows the PCs to overhear part of the conversation as they walk by: *"—was betrayed. We just want to know if you knew anything."* The men stop at this point and wait for the PCs to leave to the main level before they continue talking. Later that day, Altrius approaches the PCs, asking for a favor. He explains to the PCs that the men in the docking bay are "old acquaintances" that he would rather not have contact with. He informs the PCs that they may not react well if Blackvine mercenaries were to ask them to leave, describing the men as "troublesome individuals." He offers the PCs a small reward of 25 credits from his own personal funds if they can convince them to leave the Station.

If pressed for more information about who these men are, Altrius eventually relents and shares that they are, in fact, former space pirates who were members of the now-deceased Pirate Captain Troijin's crew. When Altrius was still a teen, he was also a part of Troijin's crew and part of a failed raid on a caravan protected by Blackvine Company that left Troijin dead and Altrius jailed. In exchange for a reduced sentence, Altrius provided Blackvine Company information that led to the capture of countless other space pirates. Altrius isn't sure if they have proof that he was the one to betray them, but believes they are suspicious. He begs the PCs to talk with them and try to convince them to leave without revealing that he

was the traitor or involving Blackvine mercenaries, who would almost certainly further the pirates' suspicions.

There are a few approaches the PCs can attempt if they want the pirates to leave the Station. A DC 15 Diplomacy check will convince the pirates that even if Altrius were the traitor, it wouldn't be worth risking their freedom once again to take revenge. A successful Bluff check (opposed by the pirates' Sense Motive) can be used to convince the pirates that the real traitor is somewhere else. A DC 15 Intimidate check can be used to convince the pirates that any attempts to harm Altrius would be met with lethal force. If the PCs are successful in any of these methods, the pirates' leader still resists and the skill check may be tried one more time, this time specifically to convince the leader. Only if this second check is successful do the pirates leave. If the PCs fail to utilize any of these methods successfully, the pirates laugh at the PCs' attempts and ignore them.

If the PCs are successful in their attempts to drive off the pirates, the PCs gain 1,200 XP and are given 25 credits by Altrius immediately as promised. Altrius pledges his loyalty to the PCs, promising to join them in their adventures. In the next week, Captain Cosmilius approaches the PCs and offers them a reward of 400 credits. He explains that he knows exactly how much they helped Altrius, and was quite impressed that they were able to deal with the pirates without things coming to violence. This successfully completes Altrius' companion quest.

If the pirates are not successfully driven off, they decide that their suspicions about Altrius were correct and decide to take action. During the next shift change, they seize two mercenaries stationed at

the docking bay and demand a hostage exchange. They will release the mercenaries provided that Altrius surrender himself to their custody, but will refuse to do the exchange with any other Blackvine mercenaries, who they see as a threat. They demand the PCs make the exchange of hostages threatening to kill the hostages if they see any Blackvine mercenaries. Despite Captain Cosmilius' protests, Altrius is willing to go with them in exchange for the two hostages, but asks the PCs if they are willing to help him fight off the pirates. He suggests that once the hostages are secure that he break free and the PCs help him fight, but only if they are willing to potentially put their lives in jeopardy.

If the PCs refuse to fight, then Altrius sadly goes and gives himself up to the pirates but Captain Cosmilius is not content with this solution. He activates his divine bond, turning his wrack devastation blade and demands that Dr. Karer cast *invisibility* on him, allowing Captain Cosmilius to sneak down on the lift after the PCs; the PCs and pirates both notice the lift come down to the first level seemingly empty, but the pirates believe it to merely be a malfunction. As soon as the hostages are released and the pirates believe they have Altrius secure, the Captain strikes down two of them, targeting the ones holding Altrius first. Over the next two rounds, he easily strikes down the remaining pirates regardless of the PCs' actions at this point. Should this course of action occur, the PCs do not gain any XP from the encounter nor do they gain any reward as a result. Altrius' companion quest is failed and the PCs cannot gain him as a companion in any capacity due to their willingness to let him walk to his certain death. He does not treat them any differently despite the slight resentment he feels for them.

If the PCs do agree to help Altrius fight

the six pirates, he goes along with the exchange, allowing himself to be given over to the pirates first before they release their hostages. As soon as the hostages are released, he asks them once more to stop and leave while they have the chance. They laugh at his attempt for a peaceful resolution, after which he draws his weapon and begins combat. This is a CR 4 encounter that grants 1,200 XP.

Space Pirate CR 1/2

200 XP

HP 12 (see pg. 107)

Once the pirates have been defeated, Altrius thanks the PCs, though is obviously sad things came to violence. He pledges his loyalty to the PCs, thus successfully completing his companion quest. After the pirates' gear is gathered up and brought to the armory, the Captain rewards the PCs with 400 credits.

Altrius Eptianus CR 1

XP 400

Male human mystic 1/soldier 1

NG Medium humanoid (human)

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

Perception +7

DEFENSE **Endurance** 13; **HP** 17; **RP** 4

EAC 14; **KAC** 16

Fort +2, **Ref** +1, **Will** +6

OFFENSE

Speed 25 ft.

Melee *merciful tactical pike* +5 (1d8+3 P)

Ranged pulsecaster rifle +2 (1d6 E; nonlethal)

Offensive Abilities guard fighting style (armor training)

Mystic Spells Known (CL 1st)

1st (2/day)—*lesser remove condition*, *life bubble*, *mystic cure*^c

0 (at will)—*detect affliction*, *detect magic*, *psychokinetic hand*, *stabilize*

C Connection spell; Connection Healer

TACTICS

In Combat Against intelligent foes, Altrius first attempts to parley in order to arrange a peaceful outcome. Failing that, he fights fiercely, supporting allies with spells and attempting to bring enemies unconscious without killing them (using his tactical pike's *merciful* weapon infusion). He only actively tries to kill clearly unrepentant or non-sentient foes, or when he believes his allies to be in danger of death.

Morale Altrius attempts to heal himself when brought to 3 Hit Points. If out of healing options he surrenders or attempts to flee, unless it is clear his allies cannot do the same.

STATISTICS

Str 16, **Dex** 12, **Con** 10, **Int** 10, **Wis** 15, **Cha** 10

Feats Step Up, Weapon Focus (advanced melee weapons)

Skills Acrobatics +5, Athletics +7, Diplomacy +5, Mysticism +8,

Languages Common

Other Abilities connection (healer; healing channel), healing touch, priest theme (priest of Alula, theme knowledge)

Gear battery (20 charges) (5), hidden soldier armor (infrared sensors), *merciful tactical pike*, personal comm unit, pulsecaster rifle, *serum of healing Mk I* (2)

Fear Altrius' past is not something he is proud of. As a former space pirate, he has brought harm to countless people and though he repented for his crimes, he fears that he might one day slip back into evil.

Quote "The gods granted me the chance to atone and I took it. Even the most vile person in the universe should be afforded the

same opportunity.”

Altrius began his adventuring career along with his twin brother Benedictus as part of the infamous Pirate Captain Troijin’s crew. Together, the brothers pillaged both merchant freighters and outposts throughout the Cyrollia System. For years, they worked as partners in crime until one day they attempted to raid a caravan protected by Blackvine Company. That day, most of Pirate Captain Troijin’s crew, including Benedictus, were killed while Altrius was captured. In exchange for a reduced sentence, Altrius gave up the names of his fellow crew members and the locations of various safehouses, leading to the arrest and execution of Troijin.

While in prison, Altrius found comfort and peace in the goddess Alula’s teachings, seeking to reform himself and repent for his prior misdeeds. Upon being released, Altrius began delivering sermons concerning the joy and freedom which comes from doing good deeds, and seeking out evildoers who were looking for a path to redemption.

Altrius is a 26 year old human with tanned skin, brown hair and hazel eyes. He has a rugged handsomeness to him which is accentuated by his powerful physique.

RELA OF CLAN HYART

COMPANION QUEST

Regardless of the outcome, the day after Altrius Eptianus’ companion quest (see pg. 71) ends, Rela approaches the PCs in private. She informs them of her position as an infiltrator for Blackvine Company, showing them her credentials if necessary, and asks that they help her with a current investigation she is conducting, letting

them know that because they are new to the Station, the PCs are the only ones on board that she can trust – she doesn’t even want to rule out the possibility of Captain Cosmilus being involved in what she is investigating.

If the PCs refuse to help her, she storms off angrily but does not take action against them. One week after this incident, the Station is boarded by 4 space pirates who, with the help of several corrupt mercenaries (Mrc. Aufidia Maro, Mrc. Roloba Fariko, Mrc. Theodorus Caecilius, and Mrc. Viducia Maro), steal weapons and armor from the armory and attempt to leave the Station. If the PCs are in the Swamps when this occurs, the pirates and corrupt mercenaries successfully leave the Station, injuring C-2, Dr. Jena, Jamina Texa, and Mrc. Aakil Pajarla and leaving Rela dead. This would result in failure for Rela companion quest and has larger overall consequences for the Station. First, prices for weapons and armor increase by 150% due to the armory being robbed and there being a need to restock. Secondly, all non-authorized personnel (including the PCs) are immediately stripped of any weapons and magic items once they enter the docking bay, no matter if they are law abiding citizens or not.

If the PCs *are* at the Station when the space pirates attack, there is a chance to prevent them from being successful. When they arrive at the Station on the first shift of that day, a successful DC 13 Sense Motive check reveals that the corrupt mercenaries are acting suspicious. The cousins Mrc. Aufidia Maro and Mrc. Viducia Maro stay in the planetary lookout (area 2a) with two of the pirates while two other pirates are guided to the armory by Mrc. Roloba Fariko and Mrc. Theodorus Caecilius. A DC 10 Perception check reveals that the pirates have their hands on their weapons as they walk the halls of the Station, ready

to draw them at any moment. This second group of pirates and corrupt mercenaries will attack Mrc. Aakil Pajarla as he guards the armory, alerting everyone to their presence and starting combat with anyone in their way. Rela comes out of the Trusted Priest Pub and begins attacking the pirates and corrupt mercenaries on the first round of combat with other onlookers being too confused as to what is going on to realize who is on what side of the conflict. On the fourth round of combat, if the pirates and corrupt mercenaries have not been able to grab weapons and make their way back to the lift, the group of pirates and corrupt mercenaries in the planetary lookout also join the fight. By the sixth round of combat, 4 Blackvine mercenaries who were sleeping in the living quarters (Mrc. Ar'yun, Mrc. Izar Tapral, Mrc. Sa'ranni, and Mrc. Waneta Ralon) join the fight to help the PCs. This is a CR 5 encounter that grants 1,600 XP.

Blackvine Mercenary CR 1/2

200 XP

HP 13 (see pg. 101)

Use the same stats for the corrupt mercenaries, but switch alignment to CN.

Space Pirate CR 1/2

200 XP

HP 12 (see pg. 107)

If the PCs manage to defeat the pirates and corrupt mercenaries, they are thanked by the Captain and once the gear left behind is gathered and taken to the armory, he rewards the PCs with 350 credits. Rela meanwhile brings the PCs to the side and tells them this all could have been handled more delicately and without risk if they had listened to her. Her companion quest is failed and she is unable to be taken as a companion.

If the PCs instead choose to listen to help Rela with her investigation, she explains to



them that she believes that the cousins, Mrc. Aufidia Maro and Mrc. Viducia Maro, may in fact be former space pirates that enlisted using forged documentation. She does not know if the Captain has anything to do with this or if anyone else aboard the Station knows, but she does not want to risk anyone covering up evidence before the investigation is concluded. She tells the PCs that she can make a distraction that would allow them to sneak into the Captain's office and find their official documentation.

If they agree to this, she asks the PCs to wait until 2nd shift when she is working at the Trusted Priest Pub. On her shift, Rela will instigate a fight between a drunken mercenary and Peacemaker-12. This gets the attention of practically everyone on the floor as they try to break up the fight, and draws the Captain and his wife from his quarters (and in their rush to see what is going on, they leave their room unlocked). Each PC who searches the room gets to make two DC 15 Perception checks in order to search for the documentation as the brawl continues outside. After this, Rela knocks on the door and calls through, *"You have to finish up and*

get out, now”, giving the PCs ample time to end their search and leave undisturbed. Only one successful Perception check is required to find the documents.

Once the PCs have the documents, she can confirm that they are indeed forged but not signed by Captain Cosmilius, clearing him of suspicion. With this information in hand, she gives the Captain information about her mission and gets him to arrest the Maro cousins and suspend all travel to and from the Station for the time being. Rela sets up an interrogation, requesting the PCs also be there to help, as she is sure that the Maro cousins aren’t working alone. During the interrogation, the PCs can learn that Mrc. Roloba Fariko and Mrc. Theodorus Caecilius also have falsified documentation with a DC 15 Diplomacy or a DC 12 Intimidate check (no actual physical violence is allowed, though threats are fair game). The Maro cousins also share the details of a planned robbery to happen in the Station in one week’s time. With this information in hand, the Captain is able to root out the corrupt mercenaries and is able to arrest their pirate accomplices as soon as they land with the Station and do so without casualties. This will successfully complete Rela’s companion quest, rewarding 1,600 XP and 700 credits courtesy of the Captain. Rela lets the PCs know that her work arrangements are fairly flexible and that she would be happy to travel with the PCs so long as they are within the Cyrollia System.

No matter how this quest ends, the Captain calls in Blackvine mercenaries from Chyra in order to replace the corrupt ones. Aufidia Maro, Roloba Fariko, Theodorus Caecilius, and Viducia Maro are replaced in all their duties and shifts by **Mrc. Finu of Clan Larth** (NG male kasatha soldier 1), **Mrc. K’tarii** (NG male transgenic soldier 1), **Mrc. S’raffa** (NG female transgenic soldier

1), and **Mrc. Tugra Slenan** (NG female manu soldier 1) respectively.

Rela of Clan Hyart

CR 1

XP 400

Female kasatha envoy 2

LE Medium humanoid (kasatha)

Init +2; **Senses** Perception +1

DEFENSE **Endurance 12; HP 16; RP 4**

EAC 14; **KAC** 15

Fort +0, **Ref** +4, **Will** +3

OFFENSE

Speed 30 ft.

Ranged *glamered flame pistol* +3 (1d4 F)

TACTICS

In Combat When she notices a diplomatic situation rapidly deteriorating, Rela attempts to casually position herself between her allies and any potential threat. During combat, she uses her go get ‘em envoy improvisation in order to aid her allies while attacking from as far away as possible, alternating between firing and reloading each round. When necessary, she will use her don’t quit envoy improvisation to diminish negative status effects on her allies.

Morale Rela is fairly confident in her abilities and only flees when brought to 3 Hit Points or below. When a situation looks hopeless (only she and one other ally remains conscious) she either attempts to flee from unintelligent enemies, or parley with intelligent foes. She will attempt to save as many people as she can in such parleys, but will always prioritize her own life over the lives of her allies.

STATISTICS

Str 12, **Dex** 15, **Con** 10, **Int** 8, **Wis** 12, **Cha** 16

Feats Blind-Fight

Skills Acrobatics +9, Athletics +8, Bluff

+8, Diplomacy +8, Intimidate +8, Life Science +0, Sense Motive +6, Stealth +7

Languages Common, Kasatha

Other Abilities desert stride, envoy improvisation (don't quit, get 'em), expertise (1d6; Bluff, Sense Motive), four-armed, xenoseeker theme (theme knowledge)

Biotech/Cybertech gill sheath, vocal modulator

Gear freebooter armor I, *glamered flame pistol* (appears like a datapad), personal comm unit, *serum of healing Mk I* (2), standard petrol tank (20 charges) (5), 40 credits

Fear Ever since she was stranded by her former crew, Rela has developed a pathological fear of being alone. She will never willingly separate herself from others for more than an hour or two.

Quote *"A charming wink and a fond word never hurt anyone. The laser bolt in the back which comes afterwards, on the other hand..."*

Rela of Clan Hyart was the daughter of a moderately wealthy Red Tang merchant, quickly being promoted through the organization and given her own heavy freighter. Though popular with her crew, it was clear that she did not have the experience to be Captain, leading her to make many novice mistakes, most of which her First Mate, a kasatha named Jondo of Clan Sett, took the burden of directly. This continued for about a year before Rela made the mistake of ordering her crew to attack a freighter belonging to the infamous Pirate Captain Troijin's fleet. Though successful in capturing the pirate freighter and eliminating the crew, Rela suffered many losses of her own.

The remaining crew members, tired of taking orders from someone so

inexperienced, led a mutiny against Rela, marooning her on Vahren, a desert planet in the Cyrollia System (second closest from the star) and replacing her as Captain with Jondo. Starving and close to death, Rela was only saved when she was found by Blackvine mercenaries to whom she swore allegiance immediately. Due to her family's clout and personal vendetta against piracy, she was given a position as a spy. These days, she investigates rumors of corruption amongst members of Blackvine Company, though given the opportunity will track down and kill her former crew and First Mate.

Rela is a 24 year old kasatha female with milky blue skin, delicate facial tattoos and monochromatic green eyes. She is both tremendously beautiful and an accomplished liar.

TARAK LOSA

COMPANION QUEST

The third time the PCs return from the Swamps of Fear, they notice a group of three scientists have moved into the living quarters and have begun helping the Shaman Knights with various experiments. Once the new scientists and Shaman Knights notice that the PCs have returned to the Station, they noticeably begin packing equipment and bringing it to the docking bay. Tarak Losa, one of the Shaman Knights approaches the PCs and informs them that he and the scientists will be traveling to the Swamps in order to study the local fauna and how well they grow. Because the Captain doesn't want too many people in the Swamps at any given point in time, the PCs are to wait aboard the Station for two days while they complete their research. Any attempts to convince the scientists that

the Swamps are too dangerous to traverse are laughed off.

Tarak and the scientists set off the next day with Mrc. Ved Pajarla as the pilot. After two days, the starship comes back, but only Mrc. Ved Pajarla returns. He explains that Tarak and the scientists never arrived back at the landing site before the two days were up and that he couldn't stay any longer due to the lingering effects of the magical fear the Swamp generates. Mrc. Langari Furo takes his place and flies to the Swamps, spending two days there before returning with similarly poor results. It is at this point the Captain approaches the PCs and explains that he normally waits 14 days without contact before declaring someone deceased and allowing someone new to enter the Swamps but is willing to make an exception this time due to the fact that the scientists are citizens, not soldiers or adventurers. He asks the PCs to go down to the Swamps and try to see if they can bring back Tarak and the scientists alive.

Mrc. Ved Pajarla pilots the PCs to the Swamps in their normal landing site and shows them where the scientists headed off. Finding and following their tracks requires a DC 10 Survival check. The tracks lead southeast to the hex between the landing site and the akata tribe (roll for a random encounter as per usual). Once the PCs have crossed into the next hex, another DC 10 Survival check is required to realize that a second set of tracks has combined with the first set. A DC 11 Life Science or Survival check is required to realize that this second set of tracks was made by four akatas. The tracks continue on for some time before splitting off into two. One set of tracks shows the akatas chasing three humanoids in the direction of the akata camp while the second set of tracks was made by one humanoid who seems to have

broken off from the main group. Following the tracks with both akatas and humanoids shows that they both ran for about 10 minutes before the akatas caught up with the humanoids and likely killed them, as evident by splotches of dry blood in the area. The akata tracks continue towards their camp, dragging the humanoid bodies with them.

The second set of tracks, made by the sole humanoid that got away, loops around and heads back in the direction of the landing site. They continue on for 2 hours before leading to a small cave. There, they find Tarak panicked (as per the condition) and terrified of the PCs at first, but once he recognizes them, he grovels at their feet, begging them to take him away from the Swamps. If asked about what happened to him or the scientists, he only mumbles briefly about being chased by akatas. He follows the PCs to the landing site and when brought back to the Station, requires three days to recover both physically and mentally. The PCs earn a 50 credit reward from the Captain if they manage to find Tarak and bring him back alive.

After those three days are up, Tarak requests to speak with the PCs. He informs them that he knows that the scientists he guided to the Swamps are most likely dead. He asks the PCs if they could do him a favor and travel with him to the Swamps so that he can recover their corpses to be buried. If questioned about his ability to fight, he meekly explains that the only reason he ran previously is because none of the scientists had combat experience and trying to fight four akatas on his own would have been suicide. Rejecting his offer ends Tarak's companion quest as a failure. The PCs might later encounter the three scientists as void zombies in their travels through the Swamps, but bringing their bodies back at

this point does not change the outcome of the quest.

If the PCs accept Tarak's offer, he packs up his gear and travels with the PCs on their next expedition to the Swamps. He guides the PCs through the route he and the scientists traveled all the way to the point where he split off from them. He explains that if the akatas didn't eat the scientists, they likely dragged them off to be turned into void zombies. Following the tracks to the akata encampment is rather simple because the scientists had their bodies dragged through mud and brambles, requiring only a DC 5 Survival check.

Akata

CR 1

400 XP

HP 20 (see pg. 88)

If the PCs have already had interactions with Prince Vyron in the past (such as by starting the **A Prince In Need side quest**), they can walk into the akata camp unscathed. If they have not met Prince Vyron in the past, they are attacked by a single akata (CR 1 encounter granting 400 XP after which Prince Vyron approaches the PCs along with half of the tribe, demanding to know what the PCs want. In either instance, the PCs can explain to Prince Vyron they simply want to bring the bodies of the scientists back to be buried. Prince Vyron offers two suggestions. Either the PCs bring him three humanoids—or their corpses—that would be suitable to transplant the existing larvae into so that they may continue to grow as void zombies or prove to him that the larvae are too weak to survive, by fighting and killing the void zombies.

If the PCs decide to bring the akatas new corpses, the prince allows the PCs to leave, warning them that gripplis that aren't affiliated with the Cult are under

his protection. The PCs can bring the akatas either grippli fear cultist or boggard corpses which the akata larvae living within the scientists will transfer themselves into. There is no time limit for this quest. If the PCs instead decide to fight the void zombies, the prince guides the PCs to a clearing where the void zombies can be found. He then pits the PCs against the three void zombies (a CR 4 encounter). When the PCs defeat the void zombies, the prince allows the PCs to collect the bodies and leave. The PCs gain 1,200 XP for either defeating the void zombies or bringing three corpses to the akatas.

Void Zombie

CR 1

400 XP

HP 20 (see pg. 101)

Once the scientists' corpses have been brought back to the Station, Tarak travels to Chyra to prepare for their funerals. In one week, Tarak returns and gives the PCs 550 credits as a gift put together by the Shaman Knights, the Captain, and the families of the scientists. He also gives each PC a small vial of a sacred tonic important to the people of Chyra. PCs who drink the tonic gain a +1 divine bonus on all Life Science and Survival checks that lasts for 1 year. Tarak promises that he is forever indebted to the PCs and will join them on any of their future adventures, successfully concluding his companion quest.

Tarak Losa

CR 1

XP 400

Male manu solarian 2

NG Medium humanoid (manu)

Init +0; Senses darkvision 60 ft.; Perception +6

DEFENSE Endurance 14; HP 18; RP 3

EAC 14; KAC 15

Fort +3, Ref +0, Will +3

OFFENSE

Speed 30 ft.

Melee thunderstrike pulse gauntlet +4

(1d6+3 B & So)

Offensive Abilities +1 on attack rolls vs. goblins, stellar mode

Spell-Like Abilities (CL 2nd)

At will—*detect magic*

TACTICS

In Combat Tarak uses his thunderstrike pulse gauntlet as his sole weapon in battle, preferring to be up close and personal. He begins battle in photon mode and attempts to immediately use his stellar rush revelation in order to close the distance between an opponent and himself. Unless told otherwise, Tarak attacks weaker looking enemies first and then moves onto tougher foes.

Morale Before the deaths of the scientists he was sworn to protect, Tarak might have been reluctant to enter battle, but since then he is more than willing to lay down his life to protect his allies. Tarak never flees from battle unless all his allies are able to do the same, having a guilty conscious from when he ran from an akata pack only for those he was with to be killed.

STATISTICS

Str 16, **Dex** 10, **Con** 10, **Int** 12, **Wis** 12, **Cha** 15

Feats Cleave

Skills Athletics +8, Life Science +6, Physical Science +6, Piloting +5

Languages Common, Manu

Other Abilities craft magitech, mercenary theme (theme knowledge), snap innovation (1/day; level is treated as +4 higher for a class feature for 1 round), skill adept (Life Science, Piloting), solar armor +1, stellar revelations (black hole, radiation, solar eclipse)

Gear battery (20 charges) (2), graphite carbon skin (tensile reinforcement), personal comm unit, thunderstrike

pulse gauntlet, 35 credits

Fear Like most people, Tarak finds aberrations to be detestable, but after seeing innocent people torn apart by a pack of akatas, he has developed a fear of aberrations as a whole. Tarak will still fight such creatures, but might take some convincing first.

Quote *"I was unable to help my allies in the past. I do not intend to let history repeat itself."*

The Shaman Knights were fighting against the Servants of the Void in the Cyrollia System long before Blackvine Company was founded. In this system, they were made up primarily of a combination of vesk and manu, who despite their many differences, found unity in their distaste for the aberrations which twisted the once natural landscape into something far more sinister and unnatural.

Although Tarak, like the rest of his family, was born into the laborer caste, he always had a drive to fight back against the Servants of the Void. When his home planet of Xolan became overpopulated with aberrations and proved too dangerous to live on any more, he adopted the surname, Losa (the manu term for the casteless) and joined the Shaman Knights. Ever since then, he has made the planet Chyra his home, vigilantly ensuring that it does not fall to the same threats his birth planet did. Over time, his solarian abilities developed, allowing him to fight Servants of the Void with brutal efficiency.

Tarak is a 133 year old manu male with black skin, no hair, and bright yellow eyes. Although smaller and more lean than most manu, he is certainly not lacking in strength.

VEGA

COMPANION QUEST

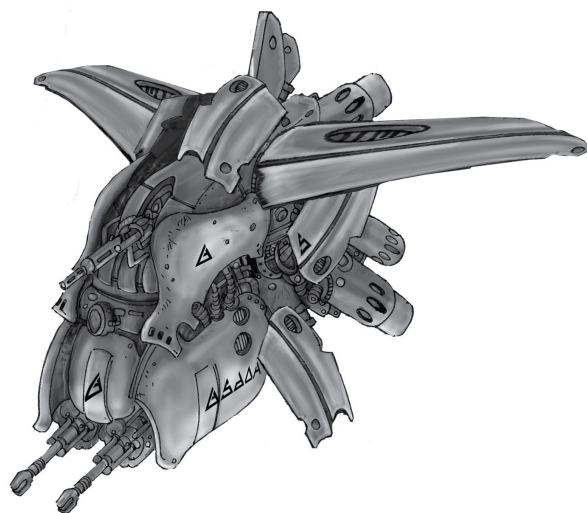
The day after the assassination attempt against Governor Zandar Tristala's life in the **An Interrupted Feast main quest**, Kotorin Lasu approaches the PCs and asks them to follow him. He leads the PCs just outside of detainment area and informs them that a few months ago, an abiarazi named Vega was arrested on suspicion of being a member of Nyarlathotep's Cult. A journal containing plots against the people aboard the Station and an unholy symbol of Nyarlathotep was found by the child, Sukavia Tamagi, while she was playing hide-and-seek with her friends. Kotorin admits *"When we first arrested him, he claimed he was framed. I mean, that's exactly what a cultist would say, right? Well after those assassins almost killed Governor Tristala, I'm starting to have second thoughts."*

Kotorin tells the PCs that it may be a just a gut feeling, but he thinks that the real spy may still be aboard the Station. He asks the PCs to conduct an unofficial investigation to see if he may be correct. He gives the PCs the journal that was confiscated from Vega and tells them that it may be useful. Reading through it reveals a plot to sabotage the various ships in the docking bay with explosives.

The real spy is, in fact, Octavia Gala. There are a variety of ways that the PCs can come to this conclusion. Reading through the journal, either a DC 10 Culture or Engineering check reveals that the journal uses language that suggests someone with extensive knowledge in engineering or crafting. Speaking with Sukavia Tamagi about the day Vega was arrested leads to her telling the PCs that she remembers a woman telling her that underneath Vega's

bunk was a good place to hide, but she can't remember exactly who it was. Any PC who reads the various notes strewn throughout the crafting workshop and succeeds a DC 12 Culture or Perception check finds that the notes signed "O.G." have a style of writing remarkably similar to that found in the journal. PCs who search through Octavia's personal belongings in the living quarters will find her own journal written completely in Aklo. This journal details the habits and schedules of everyone on the Station. There are also references to "The Crawling Chaos."

If confronted with any of this evidence, Octavia asks to speak with the PCs in private. She willingly admits to her affiliation with the Cult and attempts to persuade the PCs



that they should allow her to leave rather than bring her in. She offers the PCs 300 credits and a blessing from Nyarlathotep in exchange for keeping her secret for just long enough for her to file her resignation and. If the PCs agree, she gives them their credits right away. She then asks for a drop of blood from each PC to complete the ceremony. She collects the drops in

a small vial and tells the PCs they will be visited in their dreams by an avatar of her god. True to her word, the next time the PCs sleep anyone who provided a drop of their blood to Octavia finds themselves in a shared dream. A chalice of blood sits on a small wooden table in the midst of a black void. A voice booms out to them, *"Drink to gain my blessing. Know, however, that when you wake, the one you were meant to help shall not. No one outside of myself shall know your decision, this I promise you."* Should any PC take a sip from the chalice, that PC gains a +1 divine bonus on all saving throws for the next three months but their alignment shifts to evil. Vega will die the moment the PCs awake and Kotorin will forget ever asking the PCs for help discovering another spy. If all PCs refuse, however, they will wake up the next day, no worse for wear. In either instance, Octavia requests for her transfer while the PCs sleep and will be shipped from the Station within 2 weeks. This fails Vega's companion quest but grants 800 XP.

If the PCs refuse Octavia's offer, she immediately surrenders herself, not willing to start combat aboard the Station and believing that she can escape at a later date. When she is brought to Kotorin, she admits to framing Vega and allows herself to be imprisoned. Kotorin immediately meets with the Captain and Vega is freed within the hour. The Captain and Vega meet with the PCs to thank them for freeing an innocent man. The Captain rewards the PCs with 400 credits and Vega pledges himself to the PCs, promising that he is willing to risk life and limb to accompany them should they ever want him to join them on their travels. Octavia is moved out of the Station and brought to Chyra in 3 days as she is seen as far too dangerous to be kept aboard. This ends Vega's companion quest in a success and grants 800 XP.

Vega

CR 1
XP 400

Male abiarazi operative

LG Medium ooze (shapechanger)

Init +2; Senses Perception +5
DEFENSE Endurance 14; HP 18; RP 5
EAC 13; KAC 14
Fort +4, Ref +5, Will +0; -2 vs. compulsions
Immunities sleep

OFFENSE

Speed 40 ft.

Melee plasmic lash +1 (see offensive abilities)

Ranged *called tactical shirren-eye rifle* +3 (1d10 P)

Offensive Abilities plasmic lash (10 ft. range, 2 HP, EAC 11, KAC 11; target's EAC and KAC is decreased by 2), scholar theme (theme knowledge [Physical Science: physics]), shapechanger

TACTICS

In Combat Vega prefers long ranged combat, and will stay as far away from enemies as possible, commanding his combat drone every single round if possible and using his sniper rifle to aid the drone.

Morale Vega will attempt to flee from combat when reduced to 5 Hit Points or less, leaving his drone behind to fight. Once he gets a safe distance away from a foe, however, he will turn back around and use his sniper rifle to continue to aid his allies.

STATISTICS

Str 10, Dex 14, Con 12, Int 19, Wis 10, Cha 8
Feats Sniper Proficiency

Skills Athletics +5, Computers +10, Engineering +10, Medicine +9, Physical Science +10, Piloting +7, Profession (electrician) +9

Languages Aklo, Common, Grippli, Kasatha, Manu, Pasimachus

Other Abilities bypass, custom rig, drone, mechanic trick (quick repair), oozeform (2 rounds/day), voracious appetite

Gear personal comm unit, second skin, sniper rounds (100), *called tactical shirren-eye rifle*, 40 credits

Fear Ever since he attempted to learn the ways of the technomancer when he was younger and failed horribly, Vega has has a fear of magic, especially when practiced by friends and allies. He constantly worries that it will backfire and harm him as it did when he was young.

Quote *"Give me half a minute to think. There is a logical solution to every problem."*

Vega's Combat Drone

N Medium construct (technological)

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

DEFENSE **HP 20**

EAC 12; **KAC** 15

Fort +3, **Ref** +1, **Will** +0

DR 1/-; **Immunities** construct immunities

OFFENSE

Speed 30 ft.

Melee tactical doshko +3 (1d12+3 P)

STATISTICS

Str 14, **Dex** 12, **Con** -, **Int** 6, **Wis** 10, **Cha** 6

Feats Advanced Melee Weapon Proficiency, Basic Melee Weapon Proficiency, Jet Dash

Languages Aklo, Common, Grippli, Kasatha, Manu, Pasimachus

Other Abilities mods (enhanced senses, melee weapon mount [2], reductive plating, weapon proficiency), basic melee weapon proficiency (specialization at 3rd level)

Gear tactical doshko

Although most abiarazi might long for their race to return to their former glory, there are a few who want to do nothing more than live a perfectly normal, boring life. Although Vega is one of these rare abiarazi, he has not had much of an opportunity to settle down and fulfill this goal. Ever since he was just 4 years old, Vega had been jumping from planet to planet for a variety of reasons: pirates, disease, famine, and Servants of the Void to list a few. The only constant in his life has been Blackvine Company.

Having lived on a starship his entire life, Vega attempted to pick up a variety of skills in order to help in any way he could. He was generally able to pick up most things, but stopped short of learning arcane magic after he accidentally caused a fire which nearly killed him and several others. Recently, Vega was indefinitely assigned as a handyman, fixing doors and other items aboard Station Paxem. He had begun to learn the basics of engineering when he was falsely accused of being a spy for the Cult of Nyarlathotep and arrested. Once released, he was given possession of a combat drone that he had designed under the tutelage of Marach Yendu and trained with on only a few occasions.

Vega is a 15 year old abiarazi male. Although he is a shapechanger, Vega prefers to appear as a younger version of his adopted father: a sturdy looking vesk with greenish blue scales and beady red eyes.

YORKSA

COMPANION QUEST

If the PCs successfully complete the **Righting Wrongs side quest** (see pg. 68), Yorksa approaches the PCs while they are still in the gripli village and tells them that with the threat of the boggards eliminated, all that threatens the griplis is the Cult. She swears to the PCs that if they allow her to join them when they decide to assault the Temple of Dread and they can successfully kill the fear cultist elder, that she will dedicate the rest of her life to helping the PCs in their future endeavors. If the PCs refuse her offer, she decides not to take no for an answer and follows the PCs as they go through the valley. Should they leave to the Station, she waits for them to land in the Swamps again, after which she follows them to see if they make their way to the Temple of Dread, staying hidden unless the PCs seem like their lives are in danger. Once the PCs finally make their way to the Temple, she reveals herself and insists they allow her to help, following them within the Temple regardless of their answer. Once they defeat the fear cultist champion in the ritual chamber, destroy the Crystal of Dread, and learn that the Station has been invaded by the Cult, Yorksa readily joins the PCs on the *teleportation circle*. Once the PCs clear out the Station and defeat the fear cultist elder, Yorksa thanks the PCs once more and invites the PCs to the Swamps to take part in a ceremony.

Should they accept, the PCs are brought back to the gripli village and are treated to a celebratory feast. At the end of the feast, Yorksa invites the PCs to get mystical tattoos as a gift of thanks. Any PC who accepts is taken by the village's chief for a private ceremony in which the PC is given their tattoo on a location of their choice. The tattoo grants a permanent +1 divine bonus

against all fear effects. After the ceremony, Yorksa lets the PCs know that she would be honored to join them in their future adventures, thus successfully completing her companion quest.

This companion quest does not grant any XP, but the PCs also do not have to split their XP earned with Yorksa throughout the Temple of Dread or while they reclaimed the Station.

GM NOTE: You should only allow Yorksa to accompany the PCs into the Temple of Dread and Station Paxem for the final part of their adventure if and only if they did not bring another companion with them on their quest, otherwise the PCs might find the encounters are too easy with an additional ally. In this case, simply have Yorksa contact the PCs on their personal comm units and invite them to the ceremony after they defeat the cultists aboard Station Paxem. If the PCs are having trouble in the Temple or Station Paxem and it seems like they might die, you are welcome to have Yorksa suddenly appear to save them, having trailed along behind them and swooping in just at the nick of time.

Yorksa

CR 2
XP 600

Female gripli soldier 3

CG Small humanoid (gripli)

Init +4; **Senses** darkvision 60 ft., Perception +1

DEFENSE **Endurance 24; HP 25; RP 5**
EAC 14; KAC 15
Fort +4, **Ref** +5, **Will** +4

OFFENSE

Speed 30 ft.; climb 30 ft.

Ranged *trailblazer squad machine gun*
+7 (1d10+3 P)

TACTICS

In Combat Yorksa is a fairly fearsome and pragmatic combatant, willing to

use any tools at her disposal in order to survive combat. She focuses on the toughest or clearly most powerful foe she can before moving onto lesser opponents. If ever brought to 0 Hit Points, she uses the Diehard feat to immediately get back into the fight.

Morale Yorksa never attempts to flee while it seems like there is even the slightest chance of her victory; that being said, she will still run away from fights that seem suicidal to even attempt (she will not, for example, fight an aboleth alone). If she is the last member of the party standing, she will attempt to carry as many unconscious allies as she can to safety.

STATISTICS

Str 10, **Dex** 18, **Con** 13, **Int** 10, **Wis** 12, **Cha** 10

Feats Diehard, Opening Volley, Skill Synergy (Stealth, Survival), Weapon Specialization (basic melee weapons, advanced melee weapons, small arms, longarms, heavy weapons, sniper weapons, grenades)

Skills Acrobatics +6, Athletics +0 (+8 when climbing), Survival +10, Stealth +4 (+8 in swamps)

Languages Common, Grippli

Other Abilities armored advantage, bounty hunter theme (theme knowledge), hit-and-run fighting style (opening volley), swamp stride (ignore non-magical difficult terrain in swamps)

Gear defiance series squad armor, heavy rounds (80), *serum of healing Mk I* (3), *trailblazer squad machine gun*, 90 credits

Fear Though she would certainly deny it, Yorksa is quite afraid of heights. This naturally extends to a fear of flying in a starship, though she noticeably calms down once the starship leaves the atmosphere and goes into space, likely because one cannot 'fall' in zero gravity.

Quote "My people have suffered for too long. No longer."

Yorksa lived within the Swamps of Fear her entire life, having been born to grippli tribes in the valley where the Cult of Nyarlathotep resides. While most gripplis in her tribe tend to flee from danger in order to preserve their own lives, Yorksa trained to fight against any threats to her people. For most of her childhood, akatas posed the largest threat to the tribe due to their need for humanoid hosts to grow their young, but due to a recent treaty with the akata prince, Yorksa's efforts have been focussed on making sure the Cult and boggards don't kidnap members of her village.

In the past year, Yorksa has scouted the area around the Temple of Dread quite extensively and is prepared to attack the Cult if she can find anyone to join her in the assault.

Yorksa is a 17 year old grippli female with dark green skin and black polka dots.

Appendix A

NEW EQUIPMENT

Below are two new pieces of equipment available for use by both PCs and NPCs alike.

Elemental crystal: Elemental crystals are small crystals which are infused with a single drop of blood from a genie and are traded in bulk from the Elemental Planes to the Material Plane in exchange for either favors or treasure. There are four basic types of elemental crystals which can be used in tandem with jinncasters: acid crystals (which are made from shaitan blood), cold crystals (marid blood), electricity crystals

(djinn blood), and fire crystals (efreet blood).

Each crystal has 20 charges, one being depleted with each shot from a jinncaster, after which it disintegrates and must be replaced. The type of damage done by the jinncaster depends on the crystal used.

Jinncaster: This weapon appears almost like a crossbow, though instead of strings and a drawing mechanism, it features a small glass case. The jinncaster is a specially designed weapon which harnesses the power of elemental crystals into focused blasts of energy. The jinncaster is a longarm that requires two hands to wield.

If the wielder scores a critical hit while using an acid crystal, the target suffers the corrode critical effect (1d4 acid damage). If the wielder scores a critical hit while using a cold crystal, they must succeed a Fortitude save (DC equal to 12 + wielder's Dexterity modifier) or suffer the staggered critical hit effect. If the wielder scores a critical hit while using a fire crystal the target suffers the burning critical effect (1d4 fire damage). If the wielder scores a critical hit while using an electricity crystal the arc critical effect activates (1d4 electricity damage to closest creature in 10 feet).

Appendix B

CULT OF NYARLATHOTEP

NYARLATHOTEP

"Just one drop of insanity is all that is needed to pollute a sane person's mind and just one spark of fear is all that is needed to burn down civilization itself."

The Crawling Chaos

Outer God of accidents, destruction, insanity, nightmares, and space

Alignment Chaotic Evil

Mystic Connections Empath, Mindbreaker, Overlord

Symbol a black, faceless sphinx

Sacred Animal lion

Sacred Colors black

The Crawling Chaos. The Black Pharaoh. The Faceless Messenger. These are but a few of the names to describe the Outer God most commonly named Nyarlathotep. He is seen by many as the most relatable of all the evil deities but this in turn also makes him one of the most dangerous. Nyarlathotep's Cult spans the void, taking root in the darkest edges of civilization and corrupting all who come into contact with it. Nyarlathotep's Cult is so varied and adaptable that across different star systems it may have different organizational structures and even different names for their shared deity. In fact, one sect of the Cult may even interact with another

New Equipment

Item	Level	Price	Damage	Range	Critical	Capacity	Charges/ Usage	Bulk	Special
Elemental Crystal	1	70	See text	–	–	–	20	L	–
Jinncaster	2	450	1d6 A, C, E, or F	50 ft.	See text	20	1	1	Analog

sect without ever realizing they are devotees of the same Outer God.

Interestingly, Nyarlathotep seems to take a perverse enjoyment in interacting with mortals directly. He delights in blending into the most lawful of civilizations as a gifted leader or industrious pioneer, forming a cult of personality around himself and taking direct control of government before using fear and insanity to allow society to tear itself apart. Only when everything shifts into anarchy does Nyarlathotep move onto his next set of victims. Of course, as an immortal being, his machinations may take hundreds or thousands of years to fully realize themselves.

While Nyarlathotep revels in anarchy and destruction, he and his followers attempt not to simply murder their foes. This is not out of kindness or some moral qualms he may have, rather, he and his followers take more pleasure in spreading madness than wiping out their enemies. A favorite practice amongst Nyarlathotep's priesthood is forcibly converting their conquered foes through magic and torture, breaking the minds of those they encounter and leaving them as mere puppets of Nyarlathotep's whims. Such priests see murder and genocide as too easy, inelegant tools that are used by those who lack the creativity to find more creative ways of eliminating their enemies. This is not to say such methods are not used, only that they are never a proposed as the first solution to a problem.

While public worship of Nyarlathotep is taboo wherever law exists in the galaxy, it is not uncommon for him to send his avatar, a swarthy and regal looking man, to communicate his will within the dreams of his followers. This avatar is also seen in the dreams of those who might harbor resentment in their hearts for existing power structures, offering advice and promises of

power in exchange for small, seemingly innocuous favors. These people almost never realize that they are aiding an Outer God until they've been granted his power or knowledge; gifts which drive those even with the greatest of mental fortitudes to insanity.

PRIESTS, TEMPLES, AND THE CHURCH

There are very few star systems in which Nyarlathotep has official temples or priesthoods and even then, the organizational structure is never consistent from system to system. This is because in most instances, societies which allow public worship of the Outer God have already fallen into anarchy and so his devotees tend to adopt existing structures for their own purposes. Temples and churches are defaced and rebranded in the name of The Black Pharaoh, while priests of other gods are tortured and brainwashed until they are broken and corrupted, turning to Nyarlathotep as their new patron deity.

In other systems where Nyarlathotep's worship is either taboo or outright illegal, his agents are far subtler about their motives and actions, often forming secret societies or worshipping one of his myriad manifestations. Many of these seem quite benign to all except the most learned of scholars: the Faceless Messenger for example is often seen as a god of space travel while the Whimsical Artist is often mistaken for a god of art and creativity. Often, the truth about the nature of these manifestations are hidden until it is too late.

In these more acceptable forms, Nyarlathotep is often favored by politicians, philosophers, celebrities, and scientists, all of whom believe that they can keep control of the dark gifts they are granted. The truth is, all who call to Nyarlathotep are pawns in his game and once one of his followers works their way into the upper echelons of society, ruin is soon to follow.

MYSTICISM

Nyarlathotep is one of the more well-known of the Outer Gods, but the truth is most people don't know much more than his name and his penchant for anarchy. Players who want more information about the Cult of Nyarlathotep can roll Mysticism checks.

DC 10: Nyarlathotep, also known as The Crawling Chaos, is the Chaotic Evil deity of insanity, nightmares, and catastrophe.

DC 15: Nyarlathotep's Cult can be found across the galaxy, though only rarely do they refer to themselves as devotees of Nyarlathotep due to the taboo nature of his religion. His clergy are rarely organized, though individuals tend to be drawn to positions of power.

DC 20: The most commonly revered manifestations of Nyarlathotep are The Black Pharaoh (a patron to politicians and leaders), The Faceless Messenger (a patron to travelers in the void), and The Whimsical Artist (a patron to artists and celebrities).

DC 25: Nyarlathotep has been known to send his avatar, a handsome, dark skinned kasatha to both his followers and to the unsuspecting in both dreams and hallucinations. During such interactions with mortals, he makes bargains: power or knowledge in exchange for small, unassuming favors. These bargains become larger and larger over time, corrupting those who continue to receive Nyarlathotep's dark rewards.

Appendix C

LEGACY CREATURES

Akata**CR 1****XP 400**

N Medium aberration

Init +2; **Senses** blindsense (scent) 30 ft., darkvision 120 ft.; Perception +5**DEFENSE****HP 20****EAC** 11; **KAC** 13**Fort** +3, **Ref** +3, **Will** +3**Defensive Abilities** no breath;**Immunities** cold, disease, poison;**Resistances** fire 30**Weaknesses** deaf, vulnerable to saltwater**OFFENSE****Speed** 40 ft., climb 20 ft.**Melee** bite +8 (1d6+5 P plus void bite)**STATISTICS****Str** +4, **Dex** +2, **Con** +1, **Int** -4, **Wis** +0, **Cha** +0**Skills** Acrobatics +5, Athletics +10 (+18 when climbing), Stealth +5**Other Abilities** hibernation**SPECIAL ABILITIES**

Deaf (Ex) Akatas cannot hear. They are immune to spells and effects that rely on hearing to function, but they also cannot make Perception checks to listen.

Hibernation (Ex) Akatas can enter a state of hibernation for an indefinite period of time when food is scarce. When an akata wishes to enter hibernation, it seeks out a den and surrounds itself in a layer of fibrous material excreted from its mouth — these fibers quickly harden into a dense, almost metallic cocoon. While hibernating, an akata does not need to drink or eat. The cocoon has hardness 10 and 60 Hit Points, and is immune to fire and bludgeoning

(including falling) damage. As long as the cocoon remains intact, the akata within remains unharmed. The akata remains in a state of hibernation until it senses another living creature within 10 feet or is exposed to extreme heat, at which point it claws its way to freedom in 1d4 minutes as its cocoon degrades to fragments of strange metal.

Salt Water Vulnerability (Ex) Salt water acts as an extremely strong acid to akatas. A splash of salt water deals 1d6 points of damage to an akata, and full immersion in saltwater deals 4d6 points of damage per round.

Void Bite (Ex) Akatas hold hundreds of invisibly small larval young within their mouths, spreading these parasitic creatures to hosts through their bite. Only humanoids make suitable hosts for akata young — all other creature types are immune to this parasitic infection. The disease itself is known as void death.

ECOLOGY

Environment any

Organization solitary, pair, pack (3–5 plus 1 akata prince and 20–25 akata larvae), tribe (10–20 plus 5 akata princes and 25–75 akata larvae)

Void Death (Ex)

Type disease (injury); **Save** Fortitude DC 10; **Onset** 1 hour

Track physical; **Frequency** 1/day

Effect An infected creature who dies rises as a void zombie 2d4 hours later

Cure 2 consecutive saves

Boggard CR 2

XP 600

CE Medium humanoid (boggard)

Init +1; **Senses** darkvision 60 ft., low-

light vision; **Perception** +7

DEFENSE HP 35

EAC 13; **KAC** 14

Fort +6, **Ref** +4, **Will** +1

OFFENSE

Speed 20 ft., swim 30 ft.

Melee tactical pike +10 (1d6+6 P) or tongue +10 (sticky tongue)

Space 5 ft.; **Range** 5 ft. (10 ft. with tactical pike)

Offensive Abilities terrifying croak

STATISTICS

Str +4, **Dex** +1, **Con** +2, **Int** –1, **Wis** +0, **Cha** +0

Skills Acrobatics +7, Athletics +12 (+20 when swimming), Stealth +7

Languages Boggard

Other Abilities hold breath, swamp stride

Gear personal comm unit, second skin, tactical pike, 20 credits

SPECIAL ABILITIES

Hold Breath (Ex) A boggard can hold its breath for a number of rounds equal to four times its Constitution score (currently 56 rounds) before it risks drowning or suffocating.

Sticky Tongue (Ex) A creature hit by a boggard's tongue attack cannot move more than 10 feet away from the boggard and takes a –2 penalty to both EAC and KAC as long as the tongue is attached (this penalty does not stack if multiple tongues are attached). The tongue can be removed by making an opposed Strength check as a standard action or by dealing 2 points of slashing damage to the tongue (EAC 11, KAC 11, damage does not deplete the boggard's actual Hit Points). The boggard cannot move more than 10 feet away from the target, but the boggard can release its tongue as a swift action.

Swamp Stride (Ex) A boggard can move

through any sort of natural difficult terrain at its normal speed while within a swamp. Magically altered terrain affects a boggard normally.

Terrifying Croak (Su) Once per hour, a boggard can, as a standard action, emit a loud and horrifying croak. Any non-boggard creature within 30 feet of the boggard must make a DC 11 Will save or become shaken for 1d4 rounds. Creatures that succeed at this save cannot be affected again by the same boggard's croak for 1 day. Creatures that are already shaken become frightened for 1d4 rounds instead.

ECOLOGY

Environment temperate marshes

Organization solitary, pair, or army (3–12)

Crocodile

CR 2

XP 600

N Large animal

Init +0; **Senses** low-light vision; **Perception** +7

DEFENSE **HP 25**

EAC 14; **KAC** 16

Fort +6, **Ref** +6, **Will** +1

OFFENSE

Speed 20 ft., swim 30 ft.; sprint

Melee bite +10 (1d6+6 P plus grab) or tail slap +10 (1d6+6 B)

Space 10 ft.; **Range** 5 ft.

Offensive Abilities death roll (1d6+6 P plus trip)

STATISTICS

Str +4, **Dex** +0, **Con** +2, **Int** –5, **Wis** +1, **Cha** +0

Skills Athletics +12 (+20 when swimming), Stealth +7 (+11 in water), Survival +7

Other Abilities hold breath

SPECIAL ABILITIES

Death Roll (Ex) When grappling a foe of its size or smaller, a crocodile can perform a death roll upon making a



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successful grapple check. As it clings to its foe, it tucks in its legs and rolls rapidly, twisting and wrenching its victim. The crocodile inflicts its bite damage and knocks the creature prone. If successful, the crocodile maintains its grapple.

Hold Breath (Ex) A crocodile can hold its breath for a number of rounds equal to 4 times its Constitution score (currently 56 rounds) before it risks drowning.

Sprint (Ex) Once per minute a crocodile may sprint, increasing its land speed to 40 feet for 1 round.

ECOLOGY

Environment warm rivers and marshes

Organization solitary, pair, or colony (3–12)

Giant Frog

CR 1

XP 400

N Medium animal

Init +1; **Senses** blindsense (scent) 30 ft., low-light vision; **Perception** +5

DEFENSE

HP 20

EAC 11; KAC 13

Fort +5, **Ref** +5, **Will** +1

OFFENSE

Speed 30 ft., swim 30 ft.

Melee bite +8 (1d6+3 P plus grab) or tongue +8 (grab)

Space 5 ft.; **Reach** 5 ft. (15 ft. with tongue)

Offensive Abilities pull (tongue, 5 feet), swallow whole (1d6+3 bludgeoning damage, EAC 11, KAC 9, 5 HP), tongue

STATISTICS

Str +2, **Dex** +1, **Con** +4, **Int** –5, **Wis** –1, **Cha** –2

Skills Acrobatics +5, Athletics +10 (+18 when swimming), Stealth +5

SPECIAL ABILITIES

Tongue (Ex) A giant frog's tongue is a primary attack with reach equal to three times the frog's normal reach (15 feet for a Medium giant frog). A

giant frog's tongue deals no damage on a hit, but can be used to grab. A giant frog does not gain the grappled condition while using its tongue in this manner.

ECOLOGY

Environment temperate or warm marshes and aquatic

Organization solitary, pair, or army (3–8)

Giant Spider

CR 1

XP 400

N Medium vermin

Init +4; **Senses** blindsense (vibration) 60 ft., darkvision 60 ft.; **Perception** +5

DEFENSE

HP 20

EAC 11; KAC 13

Fort +5, **Ref** +3, **Will** +1

Immunities mind-affecting effects

OFFENSE

Speed 30 ft., climb 30 ft.

Melee bite +8 (1d6+3 P plus poison)

Offensive Abilities web (+5 ranged, DC 10 Strength to burst or Acrobatics to escape, HP 3)

STATISTICS

Str +2, **Dex** +4, **Con** +1, **Int** —, **Wis** +0, **Cha** –4

Skills Athletics +10 (+18 when climbing), Stealth +5

Other Abilities mindless

SPECIAL ABILITIES

Web (Ex) Giant spiders can use webs to support themselves and up to one additional creature that is Medium sized or smaller. As a standard action up to eight times per day, the giant spider can shoot a web up to 50 feet that entangles those that it hits (targeting KAC). An entangled creature can escape with as a standard action with a successful DC 10 Strength or Acrobatics check. Attempts to burst a web by those

caught in it take a –4 penalty.

ECOLOGY

Environment any

Organization solitary, pair, or colony (3–8)

Giant Spider Poison (Ex)

Type poison (injury); **Save** Fortitude DC 14

Track Strength; **Frequency** 1/round for 4 rounds

Cure 1 save

Giant spiders can create sheets of sticky webbing up to 15 feet wide. Approaching creatures must succeed on a DC 20 Perception check to notice a web; otherwise they stumble into it and become trapped as though by a successful web attack. Attempts to escape or burst the webbing gain a +5 bonus if the trapped creature has something to walk on or grab while pulling free. Each 5-foot-square section of web has 3 Hit Points and DR 5/—. Giant spiders can move across its own web at its climb speed and can pinpoint the location of any creature touching its web.

Medusa CR 7

XP 3,200

LE Medium monstrous humanoid

Init +5; **Senses** all-around vision, darkvision 60 ft.; **Perception** +14

DEFENSE HP 100

EAC 19; **KAC** 20

Fort +6, **Ref** +8, **Will** +12

OFFENSE

Speed 30 ft.

Melee tactical knife +14 (2d4+7 S) or snake bite +14 (1d8+7 P plus poison)

Ranged advanced semi-auto pistol +16 (2d6+7 P)

Offensive Abilities petrifying gaze

STATISTICS

Str +0, **Dex** +5, **Con** +4, **Int** +1, **Wis** +1, **Cha** +2

Skills Bluff +19, Disguise +19, Intimidate +14, Stealth +19, Survival +14

Languages Common

Gear advanced semi-auto pistol, tactical knife

SPECIAL ABILITIES

All-Around Vision (Ex) A medusa's snake-hair allows her to see in all directions. Furthermore, she cannot be flanked.

Petrifying Gaze (Su) Turn to stone permanently, 30 feet, Fortitude DC 17 negates.

ECOLOGY

Environment temperate marshes and underground

Organization solitary

Medusa Poison (Ex)

Type poison (injury); **Save** Fortitude DC 17

Track Strength; **Frequency** 1/round for 6 rounds



Cure 2 consecutive saves

Mimic

CR 4

XP 1,200

N Medium aberration

Init +1; **Senses** darkvision 60 ft.; **Perception** +10

DEFENSE

HP 70

EAC 14; **KAC** 16

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

Immunities acid

OFFENSE

Speed 10 ft.

Melee slam +12 (1d6+9 B plus adhesive)

Offensive Abilities constrict (slam, 1d6+9 B)

STATISTICS

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

Skills Athletics +10, Disguise +15 (+35 when mimicking objects), Physical Science +10 **Languages** Common

Other Abilities mimic object

SPECIAL ABILITIES

Adhesive (Ex) A mimic exudes a thick slime that acts as a powerful adhesive, holding fast any creatures or items that touch it. An adhesive-covered mimic automatically grapples any creature it hits with its slam attack. Opponents so grappled cannot get free while the mimic is alive without removing the adhesive first. A weapon that strikes an adhesive-coated mimic is stuck fast unless the wielder succeeds on a DC 13 Reflex save. A successful DC 13 Strength check is needed to pry off a stuck weapon. Strong alcohol dissolves the adhesive, but the mimic can still grapple normally. A mimic can dissolve its adhesive at will, and the substance breaks down 5 rounds after the creature dies.

Mimic Object (Ex) A mimic can assume the general shape of any Medium object, such as a massive chest, a stout bed, or a door. The creature cannot

substantially alter its size, though. A mimic's body is hard and has a rough texture, no matter what appearance it might present. A mimic gains a +20 racial bonus on Disguise checks when imitating an object in this manner.

ECOLOGY

Environment any

Organization solitary

Mosquito Swarm

CR 3

XP 800

N Diminutive vermin (swarm)

Init +4; **Senses** darkvision 60 ft.; **Perception** +13

DEFENSE

HP 40

EAC 14; **KAC** 16

Fort +7, **Ref** +5, **Will** +2

Defensive Abilities swarm defenses;

Immunities swarm immunities

OFFENSE

Speed 5 ft., fly 40 ft (perfect).

Melee swarm attack (2d6 P and 1d6 bleed plus malaria)

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

Offensive Abilities bleed, distraction (DC 12)

STATISTICS

Str -5, **Dex** +4, **Con** +1, **Int** —, **Wis** +2, **Cha** -2

Skills Acrobatics +8 (+16 when flying), Stealth +8

SPECIAL ABILITIES

Bleed (Ex) A mosquito swarm causes wounds that continue to bleed, inflicting 1d6 additional damage each round at the start of the affected creature's turn. This bleeding can be stopped by a successful DC 15 Medicine skill check or through the application of any magical healing.

ECOLOGY

Environment tropical swamps

Organization solitary, pair, or colony (3-8)

Malaria (Ex)

Type disease (injury); **Save** Fortitude DC 12; **Onset** 1d3 days

Track physical; **Frequency** 1/day

Effect the victim takes all penalties from progressing on both the physical and mental disease tracks

Cure 2 consecutive saves

Small Air Elemental CR 1

XP 400

N Small outsider (air, elemental)

Init +4; **Senses** darkvision 60 ft.; **Perception** +5

DEFENSE **HP** 20

EAC 13; **KAC** 15

Fort +2, **Ref** +4, **Will** +0

Defensive Abilities air mastery; **Immunities** elemental immunities

OFFENSE

Speed fly 100 ft. (perfect)

Melee slam +9 (1d6+3 B)

Offensive Abilities whirlwind (DC 10)

STATISTICS

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

Skills Acrobatics +10 (+18 when flying), Mysticism +5, Stealth +10

SPECIAL ABILITIES

Air Mastery (Ex) Airborne creatures take a -1 penalty on attack and damage rolls against an air elemental.

Flyby Attack (Ex) When flying, the air elemental can take a move action and another standard action at any point during the move. The air elemental cannot take a second move action during a round when it makes a flyby attack.

ECOLOGY

Environment Plane of Air

Organization solitary, pair, or gang (3-8)

Small Earth Elemental CR 1

XP 400

N Small outsider (earth, elemental)

Init +1; **Senses** blindsense (vibration) 60 ft., darkvision 60 ft.; **Perception** +5

DEFENSE **HP** 25

EAC 11; **KAC** 13

Fort +4, **Ref** +2, **Will** +0

Immunities elemental immunities

OFFENSE

Speed 20 ft., burrow 20 ft., earth glide

Melee slam +9 (1d6+5 B)

Offensive Abilities earth mastery, power attack

STATISTICS

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

Skills Athletics +10, Physical Science +5, Stealth +5

SPECIAL ABILITIES

Earth Glide (Ex) A burrowing earth elemental can pass through stone, dirt, or almost any other sort of earth except metal as easily as a fish swims through water. If protected against fire damage, it can even glide through lava. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other sign of its presence.

Earth Mastery (Ex) An earth elemental gains a +1 bonus on attack and damage rolls if both it and its foe are touching the ground. If an opponent is airborne or waterborne, the elemental takes a -4 penalty on attack and damage rolls. These modifiers apply to bull rush maneuvers, whether the elemental is initiating or resisting these kinds of attacks. (These modifiers are not included in the statistics block.)

Power Attack (Ex) The earth elemental can choose to take a -1 penalty on all melee attack rolls to gain a +2

bonus on all melee damage rolls. The earth elemental must choose to use this ability before making an attack roll and its effects last until it ends its turn.

ECOLOGY

Environment any (Plane of Earth)

Organization solitary, pair, or gang (3–8)

Small Water Elemental CR 1

XP 400

N Small outsider (elemental, water)

Init +2; **Senses** darkvision 60 ft.; **Perception** +5

DEFENSE **HP 20**

EAC 11; **KAC** 13

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

Immunities elemental immunities

OFFENSE

Speed 20 ft., swim 90 ft.

Melee slam +9 (1d6+5 B)

Offensive Abilities drench, power attack, vortex (DC 10), water mastery

STATISTICS

Str +4, **Dex** +2, **Con** +1, **Int** –3, **Wis** +0, **Cha** +0

Skills Acrobatics +5, Athletics +5 (+13 when swimming), Stealth +10

SPECIAL ABILITIES

Drench (Ex) The water elemental's touch puts out nonmagical flames of Large size or smaller. The creature can dispel magical fire it touches as *dispel magic* (caster level 2).

Power Attack (Ex) The water elemental can choose to take a –1 penalty on all melee attack rolls to gain a +2 bonus on all melee damage rolls. The water elemental must choose to use this ability before making an attack roll and its effects last until it ends its turn.

Vortex (Su) A water elemental can create a whirlpool as a standard action, at will. This ability functions identically to the whirlwind offensive ability, but can only form underwater and cannot

leave the water.

Water Mastery (Ex) A water elemental gains a +1 bonus on attack and damage rolls if both it and its opponent are touching water. If the opponent or the elemental is touching the ground, the elemental takes a –4 penalty on attack and damage rolls. These modifiers apply to bull rush maneuvers, whether the elemental is initiating or resisting these kinds of attacks.

ECOLOGY

Environment any (Plane of Water)

Organization solitary, pair, or gang (3–8)

Appendix D

NEW CREATURES

Akata Larva CR 1/2

This hairless blue kitten-like creature has a pair of glowing, unblinking yellow eyes which focus on any amount of movement.

XP 200

N Small aberration

Init +3; **Senses** blindsense (scent) 30 ft., darkvision 120 ft.; **Perception** +4

DEFENSE **HP 13**

EAC 10; **KAC** 12

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

Defensive Abilities no breath; **Immunities** disease, poison; **Resistances** cold 10, fire 10

Weaknesses deaf, vulnerable to saltwater

OFFENSE

Speed 30 ft., climb 10 ft.

Melee bite +5 (1d6+1 P)

STATISTICS

Str +1, **Dex** +3, **Con** +2, **Int** –4, **Wis** –1, **Cha** –1

Skills Athletics +9 (+17 when climbing),

Stealth +4, Survival +4

SPECIAL ABILITIES

Deaf (Ex) Akata larvae cannot hear. They are immune to spells and effects that rely on hearing to function, but they also cannot make Perception checks to listen.

Salt Water Vulnerability (Ex) Salt water acts as an extremely strong acid to akata larvae. A splash of salt water deals 1d8 points of damage to an akata larva, and full immersion in saltwater deals 4d8 points of damage per round.

ECOLOGY

Environment any

Organization solitary, pair, gang (3–5 plus 1 akata), pack (20–25 plus 1 akata prince and 3–5 akatas), tribe (25–75 plus 5 akata princes and 10–20 akatas)

Whereas a fully grown akata is a terrifying sight, their larvae tend to be much less intimidating, as they look more like kittens than they do lions and lack the mane of tentacles that their older kin possess. Not only do they look less threatening, they also tend to be less vicious as well. Akata larvae are weaker and do not possess the abilities that a fully grown akata has once it matures—namely, they cannot infect humanoids they bite with void death nor can they go into hibernation.

Akata larvae technically start off their life within void zombies—humanoids killed while infected with an akata's parasites—but are too frail to survive outside of their host. After about a year as a void zombie, the larva is typically too large to remain inside of the host and so it discards the body, typically burying the remains. As food and resources tend to be scarce, however, only 1 in 4 larvae actually make it to adulthood. It takes a typical akata larva 3 years to fully mature.

Akata Prince

CR4

Although an akata prince looks to be an oversized version of a standard member of its race, the waves of magical energy pulsing from its body quickly dispel this notion.

XP 1,200

N Large aberration

Init +3; **Senses** blindsense (scent) 30 ft., darkvision 120 ft.; **Perception** +10

DEFENSE

HP

45

EAC 16; **KAC** 17

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

Defensive Abilities no breath;

Immunities cold, disease, fire, poison

Weaknesses deaf, vulnerable to saltwater

OFFENSE

Speed 40 ft., climb 20 ft.

Melee bite +12 (1d6+9 P plus void bite)

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

Spell-Like Abilities (CL 4th)

2nd (1/day)—*fear II* (DC 15), *hold person* (DC 15)

1st (3/day)—*charm person* (DC 14), *lesser confusion* (DC 14), *mystic cure I*

0 (at will)—*daze* (DC 13), *detect magic*

STATISTICS

Str +5, **Dex** +3, **Con** +1, **Int** +1, **Wis** +1, **Cha** +2

Skills Acrobatics +10, Athletics +15 (+23 when climbing), Mysticism +10, Stealth +10

Languages *tongues* (can't speak); telepathy 100 ft.

Other Abilities hibernation, mute, psychic assault

SPECIAL ABILITIES

Deaf (Ex) Akata princes cannot hear. They are immune to spells and effects that rely on hearing to function, but they also cannot make Perception checks to listen.

Hibernation (Ex) Akata princes can enter a state of hibernation for an indefinite

period of time when food is scarce. When an akata prince wishes to enter hibernation, it seeks out a den and surrounds itself in a layer of fibrous material excreted from its mouth—these fibers quickly harden into a dense, almost metallic cocoon. While hibernating, an akata prince does not need to drink or eat. The cocoon has hardness 20 and 120 Hit Points, and is immune to fire and bludgeoning (including falling) damage. As long as the cocoon remains intact, the akata prince within remains unharmed. The akata remains in a state of hibernation until it senses another living creature within 60 feet or is exposed to extreme heat, at which point it claws its way to freedom in 1d4 minutes as its cocoon degrades to fragments of strange metal.

Mute (Ex) Due to their lack of lungs, akata princes cannot speak. An akata prince can cast all of its spell-like abilities without them requiring verbal components.

Psychic Assault (Su) As a standard action, an akata prince is able to overwhelm the minds of nearby creatures with psychic feedback. All creatures within 15 feet of the akata prince must succeed a DC 15 Will save or take 2d6 damage and be sickened for 1 turn. A successful saving throw halves the damage and negates the sickened effect.

Salt Water Vulnerability (Ex) Salt water acts as an extremely strong acid to akata prince. A splash of salt water deals 1d6 points of damage to an akata prince, and full immersion in saltwater deals 4d6 points of damage per round.

Void Bite (Ex) An akata prince's void bite is similar to that of a standard akata in that it still only affects humanoids,

though an akata prince's larva are much more resilient. Should a humanoid die while infected by void death caused by an akata prince, there is a 5% chance that the resulting akata larva grows up to be an akata prince.

ECOLOGY

Environment any

Organization pack (1 plus 3–5 akatas and 20–25 akata larvae), tribe (5 plus 10–20 akatas and 25–75 akata larvae)

Void Death (Ex)

Type disease (injury); **Save** Fortitude DC 15; **Onset** 1 hour

Track physical; **Frequency** 1/day

Effect An infected creature who dies rises as a void zombie 2d4 hours later

Cure 2 consecutive saves

Where most akatas can be described to have nothing more than animal-like intelligence, akata princes function as the masterminds behind these leonine aberrations and are the only akatas to bear names. Though it might be assumed from their particular manner of reproduction, akata princes seem to bear no ill will towards humanoids, only coordinating attacks against them as a means of maintaining the akata population. Adventurers and researchers who happen to stumble into an akata prince might be able to reason with akata princes and in some systems, akata princes have been able to maintain peaceful relations with humanoids. Of course, such relationships are only maintained as long as the humanoid civilizations provide occasional tributes—often criminals or evildoers—so that the akatas can continue to reproduce.

When forced into combat, however, akata princes prove themselves to be

unpredictable foes, using their mind altering abilities to confound the senses of their enemies and cause general chaos on the battlefield.

Dreadroot Cluster **CR 1**

At first glance, a dreadroot cluster may seem like nothing more than a mess of small brambles and thorns. Closer inspection reveals that the entire cluster seems to shudder every minute or so, as if breathing... or sniffing for food.

XP 400

N Tiny plant (swarm)

Init +4; **Senses** blindsense (scent) 30 ft., low-light vision; **Perception** +5

DEFENSE **HP 20**

EAC 11; **KAC** 13

Fort +5, **Ref** +3, **Will** +1

Defensive Abilities bloodsoaked, swarm defenses; **Immunities** plant immunities, swarm immunities

OFFENSE

Speed 15 ft., climb 15 ft.

Melee swarm attack (1d6 P)

Space 10 ft.; **Reach** 0 ft.

Offensive Abilities distraction (DC 11 Fort)

STATISTICS

Str -4, **Dex** +4, **Con** +2, **Int** —, **Wis** +1, **Cha** -5

Skills Athletics +10 (+18 when climbing), Stealth +5, Survival +5

Other Abilities camouflage

SPECIAL ABILITIES

Bloodsoaked (Ex) Whenever a dreadroot cluster damages a creature that possesses blood with its swarm attack, it can draw the victim's blood into its body for 1 hour. For this hour, the dreadroot cluster gains fire resistance 5.

Camouflage (Ex) Since a dreadroot cluster looks like a normal plant when at rest, a successful DC 15 Perception

check is required to notice it before it attacks for the first time. Anyone trained in either Life Science or Survival can use either of those skills instead of Perception to notice the plant.

ECOLOGY

Environment forests, jungles, swamps, underground

Organization solitary, pair, patch (2–6 clusters and 1 assassin vine)

Dreadroot clusters are thought to be a distant relative of the more infamous and dangerous assassin vines; some reports even suggest that the two could be found growing next to each other in a select few swamps. Depending on the area, dreadroot clusters may have differing characteristics which allow them to blend in with the environment: one found in a tropical jungle might produce sweet fruit while those found growing near flowerbeds would have scarlet flowers.

Though vicious, dreadroot clusters are not liable to travel far from a single location and stop chasing their prey once they are no longer able to smell them. Interestingly, though water has no maleficial effects on dreadroot clusters, they will almost never follow a creature into a body of water.

Fear Devourer **CR 3**

This humanoid figure has the features of a bloated, dark green frog which is most evident by its slathering tongue twitching erratically on the ground.

XP 800

CE Small fey

Init -1; **Senses** darkvision 60 ft., low-light vision; **Perception** +8

DEFENSE **HP 40**

EAC 14; **KAC** 16

Fort +7, **Ref** +7, **Will** +2

DR 5/cold iron; **Immunities** fear

OFFENSE

Speed 15 ft., climb 5 ft.

Melee gore +10 (1d6+7 P)

Offensive Abilities deadly precision, devour fear

Spell-Like Abilities (CL 3rd)

At will—*fear I* (DC 12)

STATISTICS

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

Skills Athletics +13 (+21 when climbing), Intimidate +8, Sense Motive +8, Stealth +8

Languages Aklo, Common, Sylvan

Other Abilities fear sense

SPECIAL ABILITIES

Deadly Precision (Ex) Whenever the fear devourer successfully attacks an enemy that it flanks or has the flat-footed condition, it deals another 1d6 points damage in addition to its normal damage.

Devour Fear (Su) Whenever a fear devourer successfully attacks a creature being affected by a fear effect (shaken, frightened, or panicked), the fear devourer can use an immediate action that does not provoke an attack of opportunity to regain 5 Hit Points and teleport to a space that it can see within 30 feet as if using *dimension door*. When a fear devourer activates this effect, the creature that it attacked has its state of fear lessened by one step (panicked becomes frightened, frightened becomes shaken, and shaken creatures lose this condition).

Fear Sense (Su) Fear devourers are able to tell if any creatures within 30 feet are being affected by a fear effect (shaken, frightened, or panicked) and can also tell exactly

what stage of fear they are at.

ECOLOGY

Environment any

Organization solitary, pair, swarm (3–10)

These twisted fey creatures are shells of their former selves, having been subjected to centuries of transformative magic that changed them from kind, but mischievous tricksters into warped beings which literally subsist off of fear. Fear devourers, as they are known, are said to have once shared a common ancestor to either gripplis or boggards due to their froglike features, but beyond that, these are wholly separate beings.

As their bloated bodies make them sedentary creatures, fear devourers tend to wait for an opportune moment to strike before teleporting away, just as quickly as they came. Their tongues, which thrash



around erratically on the floor, can stiffen into a sharp, spearlike appendage which they use to impale their prey. Often, fear devourers will keep other creatures alive instead of killing them so that they might have a source of nourishment in the future.

Revenant Wisp CR 2

This flickering green ball of light gently bobs in the air, occasionally crackling with black sparks of negative energy.

XP 600

LE Small undead (incorporeal)

Init +4; **Senses** darkvision 60 ft.; **Perception** +12

DEFENSE HP 23

EAC 13; **KAC** 14

Fort +1, **Ref** +1, **Will** +7

Defensive Abilities incorporeal;
Immunities undead immunities

OFFENSE

Speed fly 30 ft. (average)

Melee deathly touch +8 (1d8+2 C)

Offensive Abilities frightening moan (DC 13)

STATISTICS

Str —, **Dex** +4, **Con** —, **Int** –2, **Wis** +1, **Cha** +2

Feats Step Up

Skills Acrobatics +12, Bluff +7, Intimidate +7, Stealth +12

Languages any it knew in life

Other Abilities unliving

SPECIAL ABILITIES

Frightening Moan (Su) Once every 1d4 rounds, a revenant wisp can moan as a standard action. All creatures within a 60-foot spread must make a DC 13 Will save or become frightened for 1d4 rounds. This is a mind-affecting fear effect.

ECOLOGY

Environment any

Organization solitary, slaughter (5–30)

Though will-o'-wisps may seem similar in

appearance, these undead creatures have quite a bit more in common with revenants when it comes to their goals. Revenant wisps are not particularly malicious to most people who come into contact with them, though they may give such passerbys a good fright. These wisps have very specific goals: torment those who have caused them pain or suffering in life.

Though a revenant wisp's goal is ultimately to kill their victims, they tend to draw out their vengeance as long as possible, using their eerie appearance and supernatural moans to assail their victims for weeks before finally killing them with concentrated amounts of negative energy. Groups of these wisps — often called slaughters — have been known to gather and harass entire communities. These groups of revenant wisps are usually formed out of the souls of oppressed groups who have risen to turn the tables on those who tormented them in life.

Void Zombie CR 1

This shambling humanoid moves erratically with surprising speed and a blue, whiplike tongue hanging out of its mouth.

XP 400

N Small undead

Init +4; **Senses** darkvision 60 ft.; **Perception** +5

DEFENSE HP 20

EAC 11; **KAC** 13

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

Immunities undead immunities

OFFENSE

Speed 40 ft.; climb 20 ft.

Melee tongue +8 (1d6+3 plus blood drain)

Offensive Abilities blood drain

STATISTICS

Str +2, **Dex** +4, **Con** —, **Int** —, **Wis** +1, **Cha** +0

Skills Athletics +10 (+18 when climbing), Stealth +10

Other Abilities blood drain, quick strikes, unliving

Gear second skin

SPECIAL ABILITIES

Blood Drain (Ex) If a void zombie hits a living creature with its tongue attack, that creature must succeed at a DC 10 Fortitude save or take 2 points of Strength damage before the tongue detaches.

ECOLOGY

Environment any; usually near an akata tribe

Organization solitary, pair, hoard (5–15)

Void zombies may look and function like undead creatures, but the truth is that they are reanimated by a living host rather than necromantic energies. Unlike other akatas, the akata larva controlling the host body hunt both humanoids and other creatures in order to survive, simply trying to gather enough nutrients in order for the larva to grow and eventually discard its host so that it may join the rest of its tribe.

Other akatas neither attempt to hinder nor help the larva inhabiting the void zombie host, leaving it to its own devices. As food tends to be scarce near akata tribes, the older akatas use this time in order to allow the larva to figure out how to survive on its own. Those that cannot survive long enough to eventually leave its host are generally considered too weak to be helpful to the tribe.

Appendix E

NPCs

Though the below NPC is stated as a human, Station Paxem is filled with mercenaries of a variety of different races: kasatha, manu, transgenics, etc. Blackvine Company isn't picky about the race of their recruits so long as they prove themselves to be devoted to protecting Chyra and helping fight the Servants of the Void in the Cyrollia System.

Blackvine Mercenary CR 1/2

XP 200

Human soldier

NG Medium humanoid (human)

Init +3; **Perception** +4

DEFENSE **HP 13**

EAC 10; **KAC** 12

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

OFFENSE

Speed 50 ft.

Melee tactical baton +3 (1d4+2 B)

Ranged jinncaster +6 (1d6 C)

Offensive Abilities blitz fighting style (rapid response)

TACTICS

In Combat When dealing with belligerent humanoids or other manageable situations, Blackvine mercenaries tend to use nonlethal methods in order to ensure compliance, using their tactical batons to knock their target unconscious (taking the penalty for dealing nonlethal damage). Against monsters or hardened criminals they will not hesitate to kill with their jinncasters.

Morale Blackvine mercenaries will attempt to flee or surrender when

brought to 3 Hit Points or below.

STATISTICS

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

Feats Fleet, Lightning Reflexes, Skill Focus (Acrobatics)

Skills Acrobatics +7, Athletics +4, Engineering +4, Piloting +9

Languages Common

Gear elemental crystal (cold; 20 charges), freebooter armor I, jinncaster, manacles, personal comm unit, tactical baton

Fear Cultist Acolyte CR 1

XP 400

CE Small humanoid (gripli)

Init +4; **Senses** darkvision 60 ft.; **Perception** +10

DEFENSE **HP 17**

EAC 11; **KAC** 12



Fort +1, **Ref** +3, **Will** +4

OFFENSE

Speed 30 ft., climb 20 ft.

Melee survival knife +6 (1d4+1 S)

Offensive Abilities dark blessing, deadly precision, void blast (3/day, 1d6, DC 12)

TACTICS

In Combat If possible, acolytes will attempt to ambush their enemies to make use of their deadly precision ability. Once combat begins, they attempt to flank a single opponent at a time and attack with their survival knife but if this is not possible, they use their void blast ability to damage all nearby foes. The acolytes will use their dark blessing ability to heal themselves once they reach 6 or fewer Hit Points.

Morale Acolytes are fanatical and will fight to the death.

STATISTICS

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

Skills Acrobatics +5, Athletics +10 (+18 when climbing), Medicine +5, Stealth +10 (+14 in marshes and forested areas)

Languages Aklo, Boggard, Common, Gripli

Other Abilities swamp stride

Gear clear spindle aeon stone, kasatha microcord I, *serum of healing Mk I* (2), survival knife, silver unholy symbol of Nyarlathotep (worth 50 credits), 9 credits

SPECIAL ABILITIES

Dark Blessing (Su) Once per day, the acolyte can draw upon their unholy connection to Nyarlathotep to heal their wounds. As a standard action that provokes attacks of opportunity, the acolyte can regain 1d8+1 Hit Points.

Deadly Precision (Ex) Whenever

an acolyte successfully attacks an enemy that it flanks or has the flat-footed condition, it deals another 1d6 points of damage in addition to its normal damage.

Swamp Stride (Ex) An acolyte can move through difficult terrain at its normal speed while within a swamp. Magically altered terrain affects the acolyte normally.

Void Blast (Su) As a standard action, the acolyte can release a blast of energy conjured from the depths of the Void, dealing 1d6 cold damage to all creatures within a 30-foot radius (DC 12 Fortitude for half damage); the acolyte can choose one creature in this radius that is unaffected by the void blast every time it uses this ability. An acolyte can use their void blast three times per day.

Fear Cultist Cantor CR 1/2

XP 200

CE Small humanoid (grippli)

Init +2; **Senses** darkvision 60 ft.; **Perception** +4

DEFENSE HP 12

EAC 10; **KAC** 11

Fort +0, **Ref** +2, **Will** +3

OFFENSE

Speed 30 ft., climb 20 ft.

Melee survival knife +2 (1d4 S)

Ranged jinncaster +4 (1d6 E) or smoke grenade +4 (explode 20 ft.; smoke cloud 1 minute; DC 15 Fort + 1 per previous check)

Offensive Abilities dark hymn (7 rounds/day)

TACTICS

In Combat Cantors will begin combat by using their dark hymn ability on themselves (or an acolyte/champion if one is nearby) and an enemy within their sight. If the cantor drops to 3 Hit Points or below, they use their smoke grenades to try and escape long

enough for them to use their *serum of healing Mk I* and rejoin the fight.

Morale Cantors are fanatical and will fight to the death.

STATISTICS

Str +0, **Dex** +2, **Con** +0, **Int** +1, **Wis** +0, **Cha** +3

Skills Acrobatics +4, Athletics +9 (+17 when climbing), Medicine +4, Profession (musician) +9, Sleight of Hand +4, Stealth +9 (+13 in marshes and forested areas)

Languages Aklo, Boggard, Common, Grippli

Other Abilities swamp stride

Gear elemental crystal (electricity; 20 charges), jinncaster, personal comm unit, second skin, *serum of healing Mk I*, smoke grenade

SPECIAL ABILITIES

Dark Hymn (Su) As a standard action, the cantor can begin singing mystical hymn to bolster the combat abilities of its allies and to hinder its foes. The cantor chooses one ally (or itself) to grant a +1 competence bonus on attack and weapon damage rolls and one enemy to impose a –1 penalty to both attack and weapon damage rolls. The enemy can attempt a DC 11 Will save to negate this penalty. All allies and enemies chosen must be able to hear the cantor, otherwise the dark hymn has no effect on them. Once the cantor has started a dark hymn, they may continue it as a swift action at the beginning of their turn and if the cantor does they can choose a new ally and new enemy to target if they wish. A cantor can use this ability for 7 rounds per day. This is a mind-affecting effect.

Swamp Stride (Ex) A cantor can move through difficult terrain at its normal speed while within a swamp. Magically altered terrain affects the

cantor normally.

Fear Cultist Champion CR 3

XP 800

CE Medium humanoid (boggard)

Init +0; **Senses** darkvision 60 ft., low-light vision; **Perception** +8

Aura pharaoh's radiance (30 ft.)

DEFENSE HP 40

EAC 14; **KAC** 16

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

OFFENSE

Speed 10 ft., swim 20 ft.

Melee carbon steel curve blade +11 (1d10+7 S) or tongue +9 (sticky tongue)

Ranged squad machine gun +8 (1d10+3 P)

Offensive Abilities terrifying croak (DC 12)

TACTICS

In Combat Champions are extremely aggressive in combat, often disregarding tactics in order to crush the creature closest to them in melee combat, unless there is an obvious devotee of a good-aligned deity nearby, in which case the champion will focus their assault on them.

Morale Champions are fanatical and will fight to the death.

STATISTICS

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

Skills Athletics +13 (+21 when swimming), Intimidate +8, Stealth +8 (+12 in swamps)

Languages Aklo, Boggard

Other Abilities hold breath, swamp stride

Gear carbon steel curve blade, defiance series squad armor, heavy rounds (80), *serum of healing Mk I* (3), squad machine gun, 39 credits

SPECIAL ABILITIES

Hold Breath (Ex) A champion can hold its breath for a number of rounds

equal to four times its Constitution score (currently 56 rounds) before it risks drowning or suffocating.

Pharaoh's Radiance (Su) Nyarlathotep's champions are granted a small iota of their god's otherworldly aura. Creatures who do not worship Nyarlathotep that get within 30 ft. of the champion must succeed a DC 12 Will save or become shaken for 1d4 rounds. Whether or not the save is successful, that creature cannot be affected again by the same champion's pharaoh's radiance for 25 hours. This is a mind-affecting fear effect.

Sticky Tongue (Ex) A creature hit by a champion's tongue attack cannot move more than 10 feet away from the boggard and takes a –2 penalty to both EAC and KAC as long as the tongue is attached (this penalty does not stack if multiple tongues are attached). The tongue can be removed by making an opposed Strength check as a standard action or by dealing 2 points of slashing damage to the tongue (EAC 11, KAC 11, damage does not deplete the champion's actual Hit Points). The champion cannot move more than 10 feet away from the target, but the champion can release its tongue as a swift action.

Swamp Stride (Ex) A champion can move through any sort of natural difficult terrain at its normal speed while within a swamp. Magically altered terrain affects a boggard normally.

Terrifying Croak (Su) Once per hour, a champion can, as a standard action, emit a loud and horrifying croak. Any non-boggard creature within 30 feet of the champion must make a DC 12 Will save or become shaken for 1d4 rounds. Creatures that succeed at this save cannot be affected again

by the same champion's croak for 1 day. Creatures that are already shaken become frightened for 1d4 rounds instead.

Fear Cultist Elder CR 4

XP 1,200

Grippli mystic

CE Small humanoid (grippli)

Init +1; Senses darkvision 60 ft.; Perception +10

DEFENSE HP 43; RP 4

EAC 15; KAC 16

Fort +3, Ref +5, Will +7

OFFENSE

Speed 30 ft., climb 20 ft.

Ranged thunderstrike sonic pistol +8 (1d8+4 So)

Offensive Abilities dark blessing, visions of the void (DC 15), void blast (5/day, 3d6, DC 15)

Mystic Spells Known (CL 4th)

2nd (3/day)—*fear II* (DC 16), *hold person* (DC 16)

1st (6/day)—*charm person* (DC 15), *command* (DC 15), *lesser confusion*^c (DC 15)

0 (at will)—*daze* (DC 14), *stabilize*

C Connection spell; Connection Mindbreaker

TACTICS

In Combat When combat begins, elders attempt to use as much of their mind-affecting spells as possible in order to make use of their backlash connection ability, targeting those with the heaviest armor first. They will make liberal use of their share pain connection ability, spending a Resolve Point whenever they are attacked. If surrounded by more enemies than allies or forced into direct combat, the elder will use their void blast (choosing to protect champions, then cantors, then all others). When the elder reaches 20 Hit Points, they will

use their dark blessing ability.

Morale Elders are fanatical and will fight to the death.

STATISTICS

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

Skills Athletics +15 (+23 when climbing), Bluff +15, Diplomacy +10, Disguise +10, Mysticism +15

Languages Aklo, Boggard, Common, Grippli, Kasatha, Manu, Pasimachus, Vesk

Other Abilities connection (mindbreaker; share pain, backlash), mindink, swamp stride

Gear battery (20 charges), defrex hide (targeting computer), gold unholy symbol of Nyarlathotep (worth 500 credits), personal comm unit, *serum of healing Mk I*, thunderstrike sonic pistol (trailblazer), 42 credits

SPECIAL ABILITIES

Dark Blessing (Su) Once per day, the elder can draw upon their unholy connection to Nyarlathotep to heal their wounds. As a standard action that provokes attacks of opportunity, the elder can regain 3d8+5 Hit Points.

Swamp Stride (Ex) An elder can move through difficult terrain at its normal speed while within a swamp. Magically altered terrain affects the elder normally.

Visions of the Void (Su) Whenever an elder successfully strikes an enemy with a melee attack, it can use a swift action to give their foe a glimpse at the horrors which reside in the Void. The enemy must succeed a DC 15 Will save or be sickened for 3 rounds, unable to process what they just saw. Whether or not the save is successful, that enemy cannot be affected again by the same elder's visions of the void ability for 25 hours. This is a mind-affecting fear effect.

Void Blast (Su) As a standard action, the elder can release a blast of energy conjured from the depths of the Void, dealing 3d6 cold damage to all creatures within a 30-foot radius (DC 15 Fortitude for half damage); the elder can choose three creatures in this radius that are unaffected by the void blast every time it uses this ability. An elder can use their void blast five times per day.

Fear Cultist Infiltrator CR 1/2

XP 200

Abiarazi operative

CE Medium ooze (shapechanger)

Init +4; **Senses Perception** +5

DEFENSE HP 12

EAC 11; **KAC** 12

Fort +2, **Ref** +1, **Will** +1; -2 vs. compulsions

Immunities *sleep*

OFFENSE

Speed 30 ft.

Melee survival knife +2 (1d4+1 S)

Ranged jinncaster +4 (1d6 A)

Offensive Abilities psychic obscurity, plasmic lash (10 ft. range, 2 HP, EAC 11, KAC 11; target's EAC and KAC is decreased by 2), trick attack +1d4

TACTICS

In Combat Since infiltrators function as spies and assassins, they avoid direct combat whenever possible. When forced into combat, they will use their jinncasters to fend off foes but switch to their survival knives and use trick attacks to take down one foe at a time when they are engaged in close combat.

Morale Infiltrators are fanatical and will fight to the death.

STATISTICS

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

Feats Skill Focus (Bluff)

Skills Bluff +13, Computers +10, Disguise +10 (+20 when using *disguise self*), Sleight of Hand +10, Stealth +10

Languages Aklo, Common

Other Abilities oozeform (1 round/day), operative's edge +1, operative exploit (master of disguise), shapechanger, spy specialization, voracious appetite

Gear elemental crystal (acid; 20 charges), estex suit I, jinncaster, *serum of healing Mk I*, survival knife, 15 credits

Space Pirate CR 1/2

XP 200

Transgenic mechanic

NE Medium humanoid (transgenic)

Init +4; **Senses** darkvision 60 ft.; **Perception** +4

DEFENSE HP 12

EAC 10; **KAC** 11

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

OFFENSE

Speed 30 ft.

Melee ember flame doshko +4 (1d8+3 F)

Ranged hunting rifle +2 (1d8 P) or smoke grenade +2 (explode 20 ft.; smoke cloud 1 minute; DC 15 Fort + 1 per previous check)

TACTICS

In Combat Space pirates are comfortable with close quarters combat, attempting to rush down opponents when possible in order to attack with their doshkos, only using their hunting rifles as a backup weapon.

Morale A space pirate will never surrender to lawful authority, and will try to escape combat by using their smoke grenades if brought to 3 Hit Points or less.

STATISTICS

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

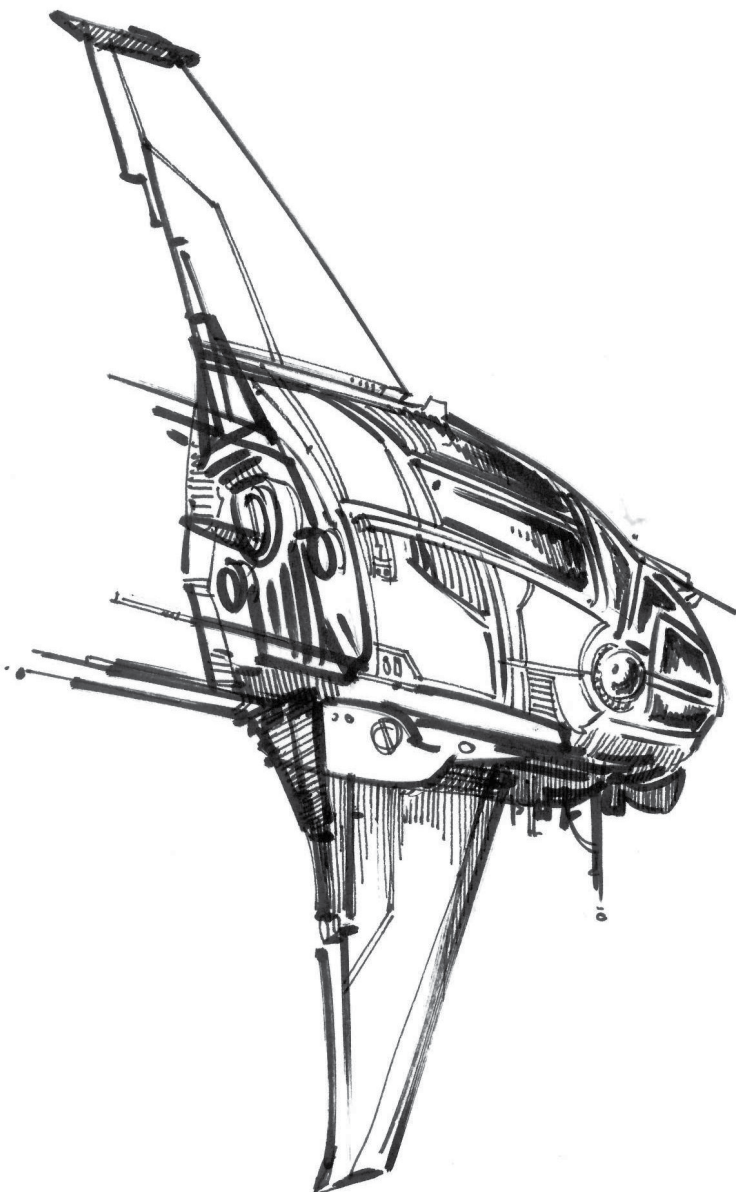
Feats Advanced Melee Weapon Proficiency

Skills Acrobatics +9, Bluff +4, Computers +9, Engineering +9, Piloting +9, Stealth +4, Survival +9

Languages Aklo, Common, Lashunta, Vesk; individual telepathy 50 ft. (1 round/day)

Other Abilities bypass, custom rig, exocortex (combat tracking), void survival

Gear battery (20 charges), ember flame doshko, golemforged plating I, longarm rounds (25), personal comm unit, smoke grenade, 6 credits



Appendix F

NEW STARSHIPS

Blackvine Cruiser

TIER 1

Small light freighter

Speed 8; **Maneuverability** perfect (turn 1)

AC 15; **TL** 14

HP 40; **DT** —; **CT** 8

Shields basic 30 (forward 9, port 6, starboard 9, aft 6)

Attack (Forward) flak thrower (3d4), laser net (2d6)

Attack (Port) light laser cannon

Attack (Starboard) light laser cannon

Power Core Micron Ultra (80 PCU);

Hyperspace Engine Signal Basic; **Systems** basic computer, basic short-range sensors, mk 3 armor, mk 2 defenses; **Expansion Bays** cargo hold, escape pods, passenger seating

Modifiers +2 Computers, +1 Piloting; **Complement** 6

CREW

Engineer Engineering +4 (1 rank)

Gunners (4) gunnery +4

Pilot Computers +9 (1 rank), gunnery +4, Piloting +9 (1 rank)

Scrapwork Raider

TIER 1/3

Tiny interceptor

Speed 12; **Maneuverability** perfect (turn 0)

AC 15; **TL** 16

HP 30; **DT** —; **CT** 6

Shields basic 20 (forward 6, port 4, starboard 4, aft 6)

Attack (Forward) 2 light laser cannons (2d4)

Power Core Micron Light (50 PCU);

Hyperspace Engine none; **Systems** basic computer, budget short-range sensors, mk 2 armor, mk 3 defenses;

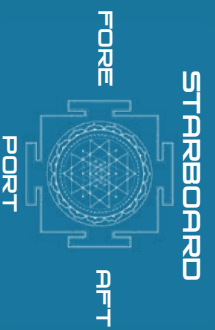
Expansion Bays none

Modifiers +0 Computers, +0 Piloting; Complement 1

CREW

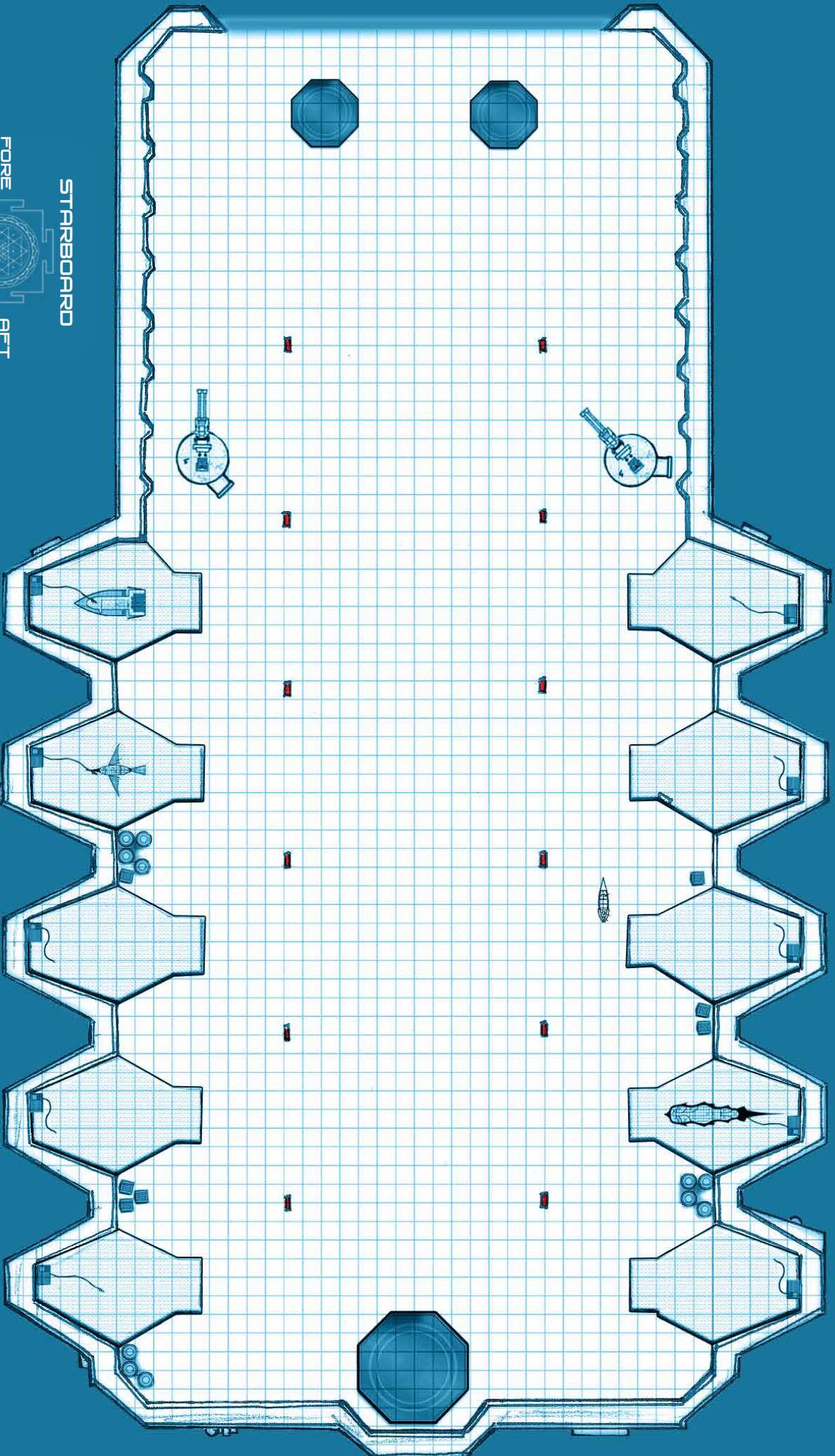
Pilot Computers +9 (1 rank), gunnery +2, Piloting +9 (1 rank)

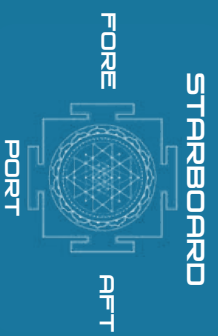




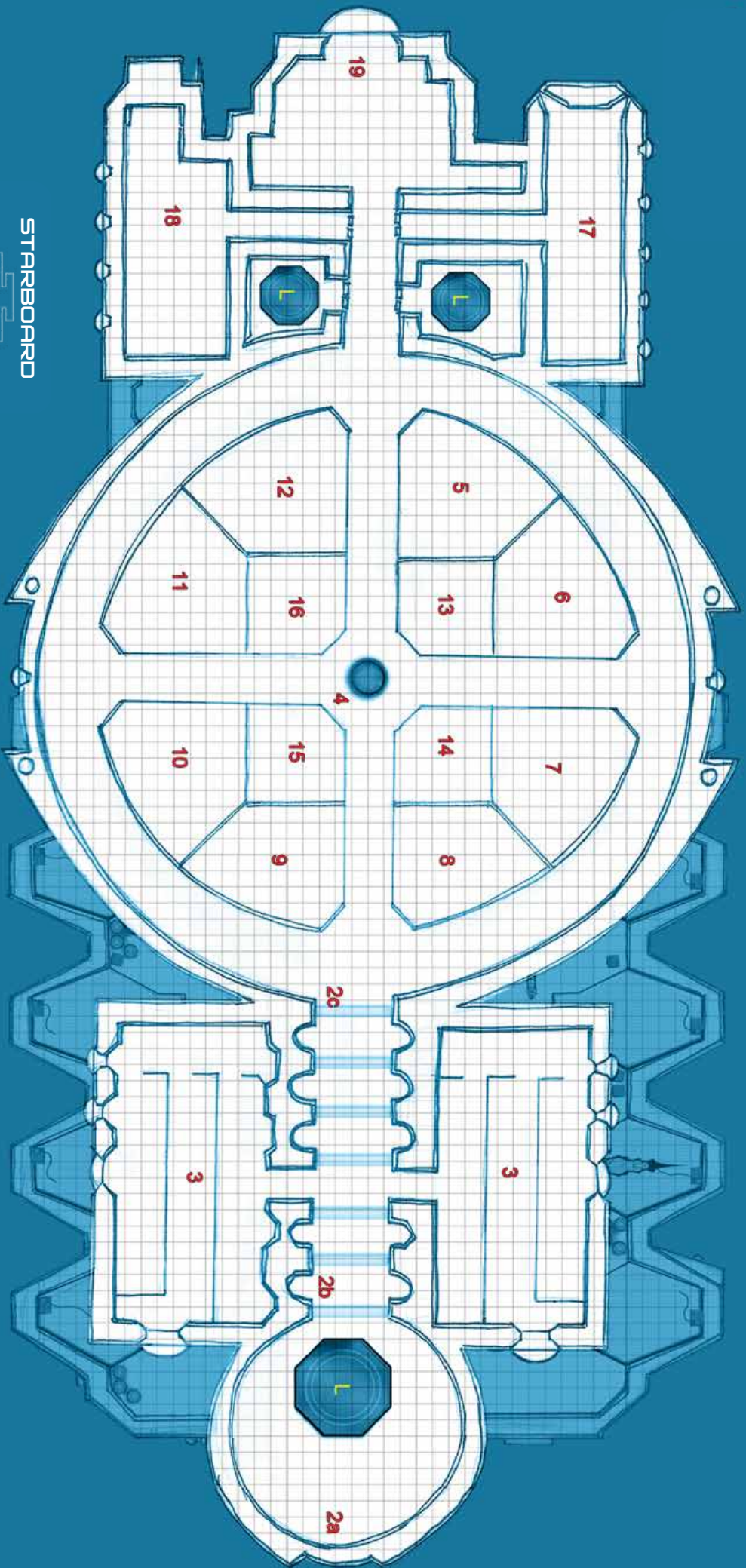
ONE SQUARE = 5 FEET

STATION PAXEM DOCKING BAY





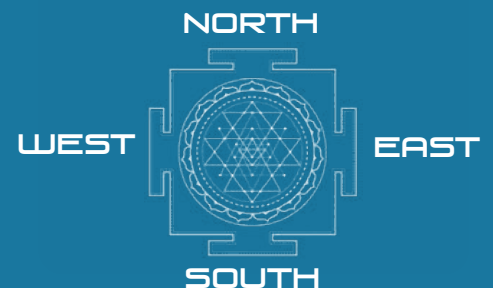
ONE SQUARE = 5 FEET



STATION PAXEN MAIN LEVEL

TEMPLE OF DREAD

1. Hall of Mosaics
2. Temple's Entrance
3. Grand Foyer
- 4a/4b. Secret Passageways
5. Hall of Pain
6. Prayer Room
7. Living Area
8. Armory
9. Treasury
10. Torture Chamber
11. Crystal of Dread
12. Boulder Trap
13. Dining Room
14. Iskanda's Fountain
15. Holding Cells
16. Final Corridor
17. Chapel of Fear



ONE SQUARE = 5 FEET

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WELCOME TO ADVENTURE. WELCOME TO THE STATION ON THE BORDERWORLDS.

FOR HUNDREDS OF YEARS, A MERCENARY GROUP KNOWN AS **BLACKVINE COMPANY** HAS FOUGHT AGAINST THE **SERVANTS OF THE VOID**, TRYING TO KEEP THEM FROM OVERWHELMING THE GOOD PEOPLE OF THE **CYROLLIA SYSTEM**. AND FOR HUNDRED OF YEARS THEY HAVE FAILED. **DOOM** NOW CREEPS OVER THE FINAL UNTOUCHED PLANET IN THE STAR SYSTEM, BUT **BLACKVINE COMPANY** IS ONLY A SHELL OF ITS FORMER SELF, BEATEN AND WARY AFTER YEARS OF UNSUCCESSFULLY FIGHTING THE EVILS WHICH PLAGUE THEM. THE INSIDIOUS **CULT OF FEAR** THAT WORSHIPS THE **OUTER GOD NYARLATHOTEP** HAS SPREAD ITS TENDRILS AND IS NOW READY TO PLACE THE FINAL NAIL IN THE COFFIN FOR THOSE FOOLISH ENOUGH TO DEFEND THE WEAK AND INNOCENT.

THIS IS WHERE YOU ENTER THE STORY, ARRIVING AT **STATION PAXEM**, EITHER AS AN OUTSIDER OR CITIZEN OF THE LAST CIVILIZED WORLD IN THE SYSTEM, READY TO WORK WITH **BLACKVINE COMPANY**. WILL YOU BE THE ONE TO SAVE THE **CYROLLIA SYSTEM** FROM THE **CULT OF FEAR**? OR WILL **NYARLATHOTEP'S** MINIONS MAKE SHORT WORK OF YOU AND FINALLY DOMINATE THE ONE PLANET WHICH HAS EVADED THEIR GRASP FOR SO LONG?

STATION BY THE BORDERWORLDS IS AN ADVENTURE FOR ADVENTURERS FROM LEVELS 1 TO 3, PITTING PLAYERS AGAINST FANATICAL CULTISTS, FEAR EATING MONSTROSITIES, AND THE ENVIRONMENT ITSELF AS THEY TRAVERSE THROUGH THE **SWAMPS OF FEAR** IN ORDER TO MAKE THEIR WAY TO THE **TEMPLE OF DREAD** AND STOP THE **CULT** ONCE AND FOR ALL. ON THEIR JOURNEY, THEY WILL FIND THE NEED TO MAKE ALLIES IN UNLIKELY PLACES AS WELL AS WATCH OUT FOR TREACHERY AMONGST THOSE THEY BELIEVE TO BE FRIENDS. THIS ADVENTURE FEATURES A MAIN STORYLINE AS WELL AS EIGHT ADDITIONAL QUESTS, DOZENS OF **NPCs**, NEW SHIPS, NEW CREATURES, AND A FULLY DETAILED HOME BASE WHERE THE PLAYERS CAN RETURN AND REST IN SAFETY, BUILDING RELATIONSHIPS WITH THOSE AROUND THEM. EVEN IN THE **SWAMPS**, IT PAYS TO KEEP A CLOSE EYE OUT FOR HELP, AS EVEN THOSE WHO WOULD NORMALLY BE HOSTILE TO THE PLAYERS MIGHT BE INTERESTED IN ALLYING AGAINST THE **CULT**.

THE POSSIBILITIES FOR ADVENTURE ARE ENDLESS AND THE STAKES ARE HIGH. DO YOU HAVE WHAT IT TAKES TO SAVE EVERYONE IN THE **STATION BY THE BORDERWORLDS**?

