

# Species Codex

# Cawshawni



Spooky McGee

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# Cawshawni

## Appearance

The Cawshawni are feathered bipedal semi-avians who evolved from communal flightless avian scavengers. On average they range from 1.25 to 1.8 meters in height, with the females being slightly smaller.

All Cawshawni are covered in feathers from ankle to head. The females feathers are typically glossy black to ash colored, with a severe minority being colored pure white. They are usually a single solid color, but different colored crest, tail, or breast are not unheard of.

Male Cawshawni have a long feathered crest at the top of their heads. Along with their wrist and tail plumage, these often have a metallic green or blue sheen to them.

Cawshawni heads begin with a sharp beak-like scaled snout full of small pointed teeth. Their eyes are large yellow, forward-facing orbs. They are able to see the entire visible spectrum and slightly into the ultraviolet range. Long slender necks connect their heads to their lightweight torso.

Their arms and hands are both quite long with the hands being nearly as long as the forearm. Their three long dexterous fingers and thumb end in short pointed nails; the vestigial remains of climbing claws.

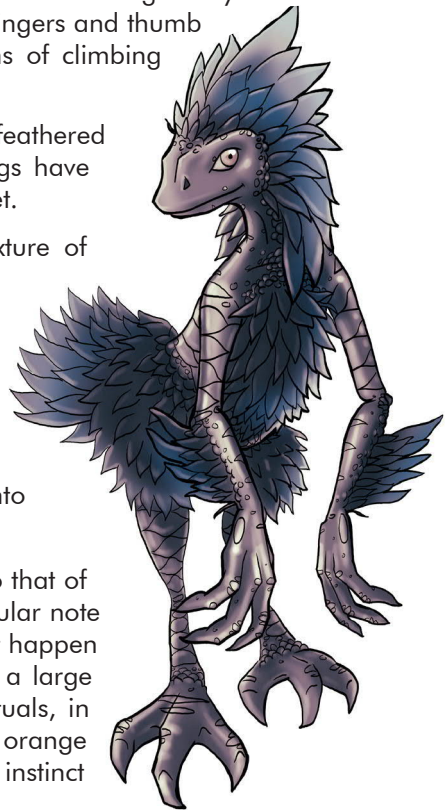
At their bird-like hips, the Cawshawni have a short feathered tail ending in a fan-like plume. Their scaled legs have feathered thighs and they stand on three-toed feet.

Typical Cawshawni dress is made up of a mixture of hoods, cloaks, aprons, capes, and skirts in various colors and fabrics. It is also quite rare to find one without a belt of pockets, haversack, or backpack of some sort.

## Psychology

Cawshawni are intensely curious, and have a strong communal drive that helps them fit into nearly any community they choose to live in.

Cawshawni psychology is generally quite close to that of humans with a few notable exceptions. Of particular note is their compulsion towards hoarding objects that happen to be colored orange. This instinct used to play a large role in in their non-sapient ancestors mating rituals, in which males would collect and gift a multitude of orange objects to entice a female. Now this once powerful instinct is a mere eccentricity.



Cawshani male

## Culture

As a species the Cawshawni are massive producers of popular culture. It is nearly impossible to travel throughout the Consortium without being bombarded by their music, fashion, and art. More Cawshawni recognize the pop super-diva Shrannon Krawft than they do the Supreme Lord of the Galactic Consortium

In mainline Cawshawni society, the base social structure is the rookery, a group of friendly extended family units. Rookeries are overseen by an older powerful (though the definition of powerful varies in many rookeries) male or female who in millennium past would negotiate work and contracts for the rookery members. Today the leaders duty is mostly a ceremonial, or at most that of a role model and mentor to younger members.

Modern Cawshawni typically enter into monogamous marriages and partnerships. Courtships involve the usual amount of wooing, with the male giving the female a series of ever more impressive and elaborate gifts of the color orange. The fascination with the color orange goes back to the pre-sapient ancestors of the Cawshawni, where the color orange was quite rare and impressive. Since then it has become deeply entwined in Cawshawni culture.

Cawshawni culture is incredible accepting of alien species, even on an individual level easily assimilating other species into their families and culture. Due to their xenophilic nature, Cawshawni have spread throughout the universe.

Industriousness is encouraged no matter the field of work, though engineering and other high tech fields of expertise are especially well favored. Their natural knack for mathematics allows them to quickly grasp complex concepts, and most Cawshawni are looked upon favorable in the workplace as a result.

Being descended from opportunistic scavengers the Cawshawni have a much different idea on the ripeness of food than their human counterparts. Though certain delicacies are are prized for their well aged flavor, the eating of rotten food is looked down upon as an atavistic throwback to more primitive times.

Still, being omnivorous, the Cawshawni eat a wide variety of plants and meats, greatly enjoying sweet and savory flavors. Due to a quirk of biology, they are incapable of tasting spiciness, and they can gulp down dishes that would put a human in the chemical burn ward.



Cawshani female

## Religion

The Cawshawni have several large and noteworthy religions. The largest and most widespread is the philosophy of criticism called Chalwaak's Method. Billions of Cawshawni across the galaxy follow the ancient practices set down by the first Holy Critic Chalwaak. His ideas of guiding other to enlightenment based of of his great thesis.

*"As mortals we are fallible, so much so that we may not realize our wrongdoings. Thus it falls onto our fellows to point out these failing, no matter how obvious. Only then, now conscious of their failings, can they move on towards a more perfect existence.*

The other notable religion is the Heavenly Unkindness, a revivalist faith based on the old pantheons of Sayroost.

It is made up of seven divinities:

**Ailenren** the great father whose wings are the sky

**Illehnren** the great mother whose feathers are the trees

**Zhenratal** the heroic flame crested general

**Kawlrenla** the skeletal maiden who rules over the dead

**Leyawlya** the orange feathered maiden of passion

**Reyalttha** the prideful maiden of wisdom and forethought

**Woolunth** the ominous smasher of waves

These seven great gods rule over various aspects of reality and are celebrated throughout the year on a multitude of holidays. Although most Cawshawni might only believe in their gods in a more philosophical or cultural context, the holidays are seen as playing an important part in society, keeping alive traditions and rituals that may have otherwise passed beyond memory.

## Architecture

Most modern Cawshawni structures make use of neo-classical design style; spacious cylindrical buildings, with large sweeping staircases inside and outside. Exteriors are meant to evoke the image of the great redwoods of Sayroost, with an almost organic shape. Interiors are divided into levels with cooking and common rooms closer to the bottom and personal spaces and sleeping quarters farther up. Cawshawni are perfectly capable of sleeping on a human style bed, but much prefer their own hanging sleeping hammocks.

## Names

Cawshawni names tend to feature 'awks', 'caw', 'sh' and 'th' sounds somewhere in them. Cawshawni also tend to have four names. First a given name, followed by a Family name attached to the patronymic of '-ailith', or the matronymic of '-illew'. The family name is followed by a Clan name, which is usually a short clipped syllable or two, and lastly is a Clutch name, typically the name of the world where the individual was born.

The Given and family (sans patro/matronymic) name are the most commonly used in day to day life, with the clan and clutch names only getting dragged out when trying to pull rank, or in very formal situations.

**Example:** *Makaleva Threnwrist'illew Ahl Henrin*

## Alien Class Ability

When a Cawshawni takes the Alien Mystic, Alien Sneak, or any other possible alien class they gain the following benefit.

Gain an extra Rank 1 skill at first level.



# Cawshawni Pop Idol

As a huge entertainment exporter, the Cawshawni have a long tradition of musical superstars traveling the galaxy in search for new sounds and inspirations for their acts. Brash, excitable, and xenophilic when it comes to new forms of musical performance, Cawshawni Pop Idols can be counted on to be in the thick of things to help make their name.

**Style Over Substance** – Driven by the desire for fame and fortune the Pop Idol will throw themselves into any situation with panache and style and hoping for the best.

As long as an action taken by the Pop Idol is described in a stylish and evocative manner, they gain a +1 bonus to the action.

**Center of Attention** – When properly attired a pop idol can make a spectacle of themselves, capturing the attention of those around them by schmoozing, flirting, and performing.

This acts as the Stupor gift, except that the pop idol must remain within sight and earshot of the targets and continue to perform to maintain the effect.

**Official Fan Club Roster** – The Idol's fans can be found almost anywhere, from all walks of life.

When hiring assistants and retainers reduce the hiring cost by 25% (increased to 50% at 5<sup>th</sup> level).

**Entourage** – At 5<sup>th</sup> level the pop idol has made it big and is constantly surrounded by fans and hangers on. One of which is a level 1 or 2 mercenary bodyguard, a level 1 Aristocrat (managing agent), and 2d6 flunkies, enablers, paparazzi, and assorted hangers on.

Level	XP	HD	BHB	ST
1	0	1	+0	14
2	1,500	2	+0	13
3	3,000	2+1	+1	12
4	6,000	3	+1	11
5	12,000	3+1	+2	10
6	24,000	4	+3	9
7	48,000	4+1	+3	8
8	96,000	5	+4	7
9	192,000	5+1	+4	6
10	384,000	6	+5	6

**Weapons and Armor proficiency:** As aristocrat

**Saving Throws:** Cawshawni Pop Idols gain a +2 bonus to saves against intimidation and poisons/toxins

**XP Bonus for Charisma:** Cawshawni Pop Idols with a Charisma of 13 or 14 receive a 5% Experience bonus, and those with 15 or higher get 10%

(Optional Class Skill: Interaction)





# Cawshawni Devout Criticist

Some Cawshawni take Chalwaak's Method much further than simple observance. They dedicate their lives towards the criticism and enlightenment of others. These holy men and women are known as Devout Criticists, traveling the galaxy in near poverty to correct the shortcomings of others, whether they want to hear it or not.

**No, No, No. You're Doing it Wrong:** By blithely informing an ally of their errors, they can in turn, learn from their mistakes.

Once per turn, upon witnessing a friendly character fail a roll, the Criticist can take a moment to correct them. If the friendly character takes the same action on their next turn they gain a +1 bonus (increased to a +2 bonus at level 4, and a +3 bonus at level 8).

**Respected:** A Devout Criticist is instantly recognized by other Cawshawni, and can count on food, shelter, information, and sometimes even equipment wherever other Cawshawni are found.

**A More Perfect Existence:** At fourth level the Criticist is sufficiently enlightened to the point where they can sidetep mortal peril through sheer karmic providence. Once per session the Devout Criticist can declare that an attack did not hit them (after damage is determined), or that they succeeded on a failed Saving Throw (again, declared after the Saving Throw failed and negative consequences are determined.)

**Weapon and Armor proficiency:** A Criticist can use any weapon they can carry. They cannot wear armor, but can make use of shields.

**Saving Throws:** Traveling the galaxy with only what they can carry, the Devout Criticist gains a +2 bonus to Saving Throws against environmental hazards.

Level	XP	HD	BHB	ST
1	0	1	+0	14
2	1,600	2	+0	13
3	3,200	3	+1	12
4	6,400	3+1	+1	11
5	12,800	4	+2	10
6	25,600	5	+2	9
7	51,200	6	+3	8
8	102,400	6+1	+3	7
9	204,800	7	+4	6
10	409,600	8	+4	6

**XP Bonus for Constitution:** Cawshawni Devout Criticsists with a Constitution of 13 or 14 receive a 5% Experience bonus, and those with 15 or higher get 10%

(Optional Class Skill: Survival)



# Alien Sneak

Alien Sneaks are crafty, duplicitous species known for deception and cunning. Often coming from smaller, or less combat adept species, the Alien Sneak make up for their lack of physical prowess with stealth and deadly skill.

**Sneak Attack:** Before combat starts if the Alien Sneak has the opportunity to attack someone with a melee weapon without them noticing (requiring a Saving Throw by the target), it counts as a sneak attack dealing an extra 1d6 damage (increased to an extra 2d6 at level 4)

**Parkour:** Alien Sneaks are experts at traversing vertical terrain, having a climb speed equal to their normal movement. Further they can even climb what would normally be unimaginably sheer surfaces with a successful Saving Throw.

**Night Eyes:** Whether a part of natural biology, or carefully trained eyesight, the Alien Sneak can effectively see in the dark without any special equipment.

**An Eye for Secrets:** Ever conscious of their surroundings, the Alien Sneak can pick out hidden chambers and secret doors.

When searching for hidden doors and secret compartments they must roll under 2 + their dexterity modifier.

**Saving Throws:** Being naturally quick and knowing where to look, the Alien Sneak gains a +2 bonus to Saving Throws to avoid area effects and detect concealment.

**Weapons and Armor Proficiency:** Alien Sneaks prefer smaller subtle weaponry and can use any one handed weapon. They wear light armor, but not use shields.

**XP Bonus for Dexterity:** Alien Sneaks with a Dexterity of 13 or 14 receive a 5% Experience bonus, and those with 15 or higher get 10%

(Optional Class Skill: Larceny)

Level	XP	HD	BHB	ST
1	0	1	+0	13
2	1,800	2	+1	12
3	3,600	2+1	+1	11
4	7,200	3	+2	10
5	14,400	3+1	+2	9
6	28,800	4	+3	8
7	57,600	4+1	+3	7
8	115,200	5	+4	6



## New Equipment

**Book of Critical Maxims:** A palm-sized book of saying, teachings, and stories of the Critical faith.

**Critical Icon:** A small icon, typically of a precious metal, carried by followers of the Chalwaak's Method.

**Micro-phone:** A hand-held or head-clip that can amplify and harmonize the wearers voice.

**Musical Instrument (small):** Any small musical instrument from tambourines, flutes, and bongos.

**Musical Instrument (medium):** Larger two handed instruments from violins, guitars, and saxophones.

**Musical Instrument (large):** Bigger instruments like drums sets, keyboards, and tubas.

**Stage Clothing:** Extravagant costuming used for live stage events, often outrageous, non-practical, and blindingly colorful.

**Personal Holo-projector:** A small wearable device that can project simple holographics to enhance a performance.

**Musical Composition Studio:** A series of small consoles used in most aspects of recording editing, and tuning music.

## New Weapons

**Sonic Axe:** A specially made musical instrument that doubles as a deadly weapon, usually shaped like a guitar or keytar. A thrum on the strings, or jamming down several keys can emit a pulsing blast of sonic energy.

Damage	ROF	Range	Weight	Cost
3d6	1	50	5	300

**Shock Stick:** An advanced taser-like device designed to non-lethally disable a target.

Damage	Weight	Cost
1d6-1*	2	30

If a target is reduced to 0 hit points through use of a shock stick, they are not dead, but rendered unconscious for ten minutes.

# New Star Ships

## Customs Patrol Boat

Essentially a gunned up military version of a light transport, the customs patrol boat is a common sight on the shipping lanes. They patrol likely entry points into a system, stop arriving traffic that arouses their suspicion, check licenses, and perform thorough inspections of cargo. Not heavily armed as far as military craft go, but still packing enough of a punch to dissuade targets from running.

**Armor Class:** 5 (14)

**Hit Points:** 55

**Shield Strength:** 1

**Movement:** 9

**Targeting:** +0

**Attacks:** Light Laser (2d6, pilot linked), Laser Cannon x2 (4d6)

**Mods:** FTL, tractor beam

## Touring Corvette

Not every aspiring pop diva can afford a space yacht. So when traveling from gig to gig with just a few band-mates, back-up dancers, and hangers-on the touring corvette is the way to go. Not much larger than an actual bus, the touring corvette boasts a highly modular interior that is capable of turning its cabins into cargo space or even a mobile performing stage.

**Armor Class:** 4 (15)

**Hit Points:** 35

**Shield Strength:** 0

**Movement:** 14

**Targeting:** +0

**Attacks:** Light Laser (2d6, pilot linked)

**Mods:** FTL



# Cawshawni Antagonists

## Fritheska Vurandth'illew vn Corsath

A strikingly slender Cawshawni woman who is made ominous by the skeleton painted over her glossy black feathers. She typically wears a fine silken hood and apron, both pitch black. She is always armed with a sacrificial mono-blade, a discreet laser pistol, and a extremely powerful energy shield.

Fritheska is the leader of a radical cult dedicated to the Cawshawni goddess of death and darkness, Kawlrenla. Unbeknownst to the galaxy at large, Fritheska is a Cawshawni supremacist who is secretly building an army of fanatical followers to purge the galaxy of non-Cawshawni.

To most of the galaxy Fritheska is a fabulously wealthy philanthropist and religious leader. The public face of her cult can be found all across the galaxy promoting the natural balance of galactic renewal, as represented by their goddess Kawlrenla. The cult actively seeks out wealthy patrons to convert, siphoning resources off of them while keeping them ignorant of her true intentions.

<b>Armor Class</b>	3 [AAC 16]
<b>Hit Dice</b>	8
<b>Total Hit Bonus</b>	+5
<b>Attacks</b>	mono knife 1d6 laser pistol 1d6+2 deathbolt 4d6
<b>Saving Throws</b>	11
<b>Special</b>	star knight abilities
<b>Move</b>	12
<b>XP</b>	8/2,000

Fritheska can focus a bolt of deathly energy from her hands 3 times per day dealing 4d6 damage.

She can also call upon the meditations of a 8<sup>th</sup> level Star Knight, and is most likely to use the following abilities: Charm Person, Detect Thoughts, Alter Reflexes, Confusion, and Protection from Missiles II



## Kekrethia Marlth'illew Zhl Sawsalth

Bounty Hunter Kekrethea is tall for a Cawshawni covered head to toe in advanced battle armor. When out of her armor, she has a large disfiguring burn scar running down her face and neck ruining her left eye, which she has since replaced with a cybernetic one.

Cruel and hard-bitten, Kekrethia is always on call to the galaxy's biggest gangsters bringing in snitches, trouble making law enforcement, and meddlesome do-gooders so that her bosses can make a proper gruesome example out of them.

Kekrethea pilots a scout ship that can take her anywhere in the galaxy, and also rides a "suped" up skybike.

<b>Armor Class</b>	2 [AAC 17]
<b>Hit Dice</b>	5
<b>Total Hit Bonus</b>	+5
<b>Attacks</b>	Laser Rifle 2d6 Tangle Blaster Monosword 1d6+1
<b>Saving Throws</b>	14
<b>Special</b>	Bounty Hunter abilities
<b>Move</b>	12/ 18 jetpack
<b>XP</b>	5/1,000

In battle Kekrethea prefers to start out at extreme range with her laser rifle, moving closer each turn with her jet pack. In mid range she will try to disable several of her foes with a tangle blaster before closing in melee with her mono-sword.

If she is after a particularly large group she can hire several 2HD Bounty hunters to assist her. These extra Hunters would close to close range, while Kekrethea takes out lone opponents with her tangle blaster.

## Lawlthran Kensee'ailith yn Rhincalth

A bit on the small side for a Cawshawni male, which he will use to his advantage whenever possible. Skinny and ragged looking, his crest, tail, and wrist plumage has a deep green glossy sheen to it. When on the job he dresses to blend in, wearing a non-descript hoody and skirt.

He dislikes direct conflict and will generally try to flee when confronted, but if cornered he has a shock stick, and a hold out laser pistol.

Lawlthran is a petty crook, specializing in cat burglary. He usually works for himself, but he can be hired to steal particular objects if the price is right.

**Armor Class** 6 [AAC 13]

**Hit Dice** 2

**Total Hit Bonus** +2

**Attacks** Shock Stick 1d6  
Hold-out laser pistol 1d6-1

**Saving Throws** 17

**Special** Sneaky Alien Abilities

**Move** 12/

**XP** 2/500

As a skilled thief and burglar, Lawlthran inflicts a -2 penalty on Saving Throws that are trying to notice him filching, catching him hiding, or picking him out of a crowd. Before combat starts, if Lawlthran has not been noticed by the player, and has the opportunity to attack someone with his shock stick (requiring a Saving Throw by the target), it deals an extra 1d5 damage. The target must succeed on a Saving Throw, or they fall unconscious for 10 minutes.

# Cawshawni Worlds

## Sayroost

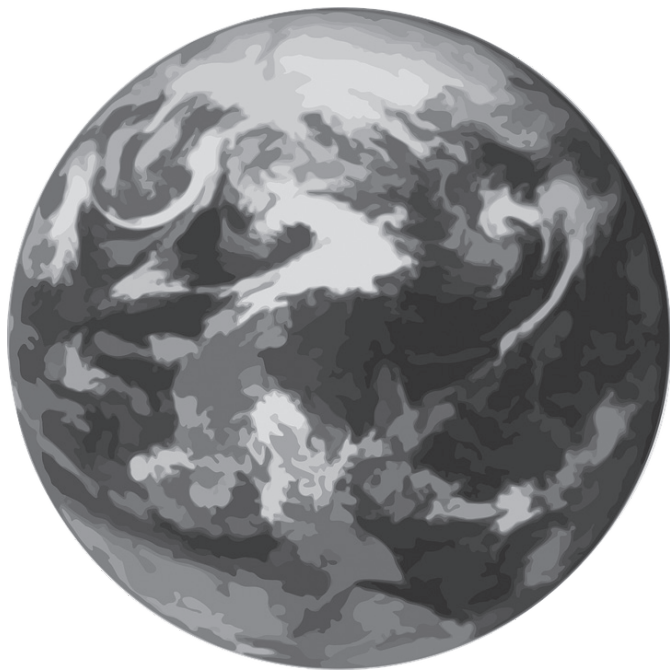
The ancient Cawshawni home world is a temperate earth-like world of wide open plains, towering peaks, and massive redwood-sized forests where the Cawshawni evolved and built their first cities.

Since the development of space travel and interstellar colonization, Sayroost has become a cultural preserve where pilgrimages are made, ancient festivals are celebrated, historic landmarks are gawked at, and modern Cawshawni get to dress up in old timey clothes.

Other than the large cities dotting the surface, most of the world has been returned to a pristine wilderness, or turned over to historical reserves which seek to faithfully recreate what life was like in the distant past.

The more popular historical reserves include:

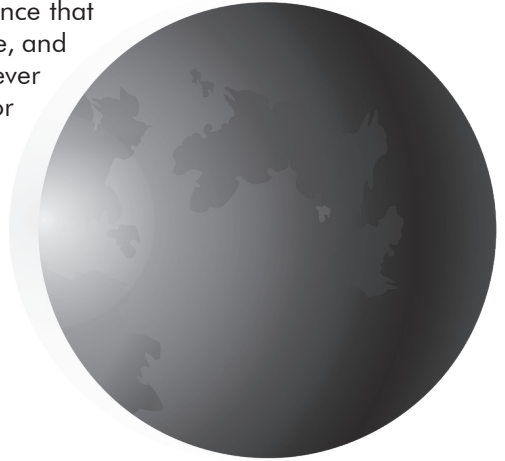
- A recreation of a city during the first global era (roughly analogous to 20<sup>th</sup> century Earth) complete with non-toxic simulated pollution.
- A re-enactment of village life during the rise of Criticism (reminiscent of 11<sup>th</sup> century Japan) with lots of ninjas and sword fights to keep the youngsters interested.
- A recreation of a battle between Cawshawni city-states during the Old Confederation Era (pseudo Roman era) with actors in massed battle formations, flying cavalry in full battle regalia, and speeches from famous historical generals.



## Hahkwrench

A red arid world of gray leafed scrublands and scenic wind swept rock formations. Hahkwrench is named after the Cawshawni colony that was built near the center of a large former lake bed. It is well known as a dumping ground for eccentrics, mad inventors, and inveterate tinkers. For miles in every direction around the settlement the ground is littered with half buried remains of wrecked hulks, exploded prototypes, and the occasional rampaging robot.

Surrounding governments and corporations are quick to make sure Hahkwrench is well supplied and funded on the off-chance that some revolutionary breakthrough is made, and also to keep the various scientists from ever getting ideas about galactic domination or doomsday weapons.



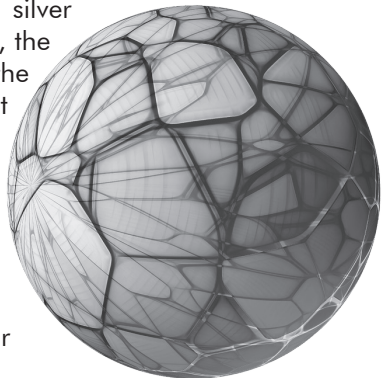
## Thonis

The pockmarked world of Thonis is a mystery to modern scholars. No one is sure of the cause of its strange surface of 10-mile deep craters that are hundreds of miles wide and connected by twisting canyons. The winding cavern complexes may be a part of natural geologic processes, or the result of some ancient bombardment.

Out above the craters, Thonis is a windswept wasteland of ice and barren earth. No native life can survive the frigid temperatures of its thin atmosphere. Below, the great craters are warmed to tropical temperatures by geothermal processes. Dense jungles fill the crater floors, of which are crisscrossed by rivers, lakes, and an open Savannah.

A quasi-subterranean human ethnicity with silver hair, chalk white skin, and silver almond eyes, the Kin Yani have begun colonizing several of the crater rims and canyon systems that connect them.

The large and influential Cawshawni church of Kawlrenla have settled in one of the larger craters, using the tropical climate as a place to build something like a wellness center where those confused and stressed about their faith can relax and reaffirm their loyalty to the church.





## Sarnth

A Mars-sized world tidally locked with its small orange parent star. Though small, it is very dense and massive for its size and quite abundant in heavy metals, which results in the occasional natural nuclear fission explosion.

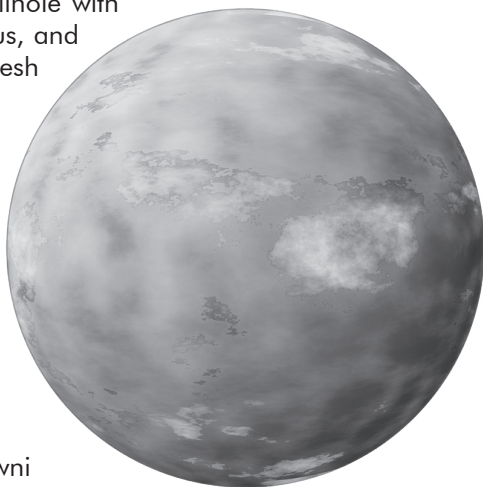
The sun-ward face of Sarnth is a baking hellhole with temperatures in excess of 300 degrees Celsius, and a gigantic cyclone of roiling steam and flesh scouring grit.

The night-side is the opposite; vast swathes of polar wasteland and continents of permafrost, where life can only exist deep under the glacial oceans near thermal vents.

The Cawshawni have colonized the habitable twilight zone surrounding the terminator line, and built several sizable cities and spaceports. Sarnth is most notable for being one of the main bases of the Concordant Fleet Support (CFS), a paramilitary company of patriotic Cawshawni recruited from all across the galaxy.

From Sarnth the CFS strikes out against slavers and pirates

in and around Cawshawni space, sets up customs points, and enforces material embargos against smugglers. On occasion CFS will approach and deputize groups of outsiders and mercenaries for special operations and intelligence gathering.



## Crescentworld

A strange artifact leftover by some long vanished civilization, Crescentworld is a vast fragment of a ring-world with an arc of 100 degrees and several million kilometers long. Discovered several decades ago, a number of Cawshawni universities and research institutes has mounted ongoing expeditions to study the nature of the Crescentworld and discover its secrets.

The inner rim of the artifact houses a standard atmosphere and gravity, and holds thousands of continent-sized land masses and huge oceans. The diverse climates and lifeforms living in them have caused speculation that Crescentworld was originally meant to serve as a biological preserve, where endangered creatures from all across the galaxy could be preserved for posterity.

# Cawshawni Adventure Seeds

**1.)** The PCs are contracted by an exasperated talent agent. His star pop idol is stranded on a space station after her star ship was sabotaged. She's being swamped by increasingly over-excited fans, and her security detail is in danger of being overrun.

The PCs are to arrive, find the pop idol, and safely extract her and deliver her to her next big gig.

Unbeknownst to the PCs however, a group of Cyborg Replicas are trying to abduct the pop idol, and replace her with one of their own to help propagandize their cause of cyborg liberation.

**2.)** The players have attracted a group of dedicated critics who will follow them around in public and constantly offer advice and friendly criticism on nearly everything the PC's might be doing.

Although annoying, the critics mean well and their attentions have a more hidden meaning. The critics are trying to use their pestering behavior to push the players towards various troubles that plague their immediate area.

**3.)** The players come across a Concordant Fleet Support star cruiser surrounded by the wreckage of two pirate ships. Inside the star cruiser is a battle zone; gravity is sporadic, lights constantly flicker, and the remains of bodies are left as they died (in obvious agony).

The pirates were smuggling bio-symbiotes that escaped during the commotion and were able to sneak aboard the star cruiser, where they have been hunting down the crew. During the initial attacks by the bio-symbiotes, it was made clear they intended to try and seize the ship, so the crew disabled the engines.

Once the bio-symbiotes discover the players, they will attempt to kill or trap them on the cruiser in hopes of making off with their own ship.

**4.)** The players receive an urgent message sent by Cawshawni freedom fighters to help liberate their world from an army of invading Qinlon. The Qinlon, looking for a easy target after being chased out of more civilized areas by the Consortium navy, are taking out their frustrations out on the Cawshawni colony. Most of the captured colonists are being held in a bulk storage silo while the invaders loot and pillage anything that is not nailed down. A handful of the colonists managed to escape into the wilderness, and are trying to find any way to strike back at the Qinlons.

Having set up a defensive patrol to keep lone ships from taking too close a look, the Qinlon squadron will try to force new arrivals to the ground, and capture them from there.

The colony's transmitter array is still operational, but kept under guard. The resisting colonists believe that if they could recapture it, they could call for help to liberate the colony.

**5.)** A Cawshawni star knight has contacted the players to assist her in hunting down a powerful way amplifying artifact, before a powerful rival void knight can get to it first. The artifact is believed to have been lost thousands of years ago on the death trap planet Labyrinthos, whose deep caverns and caves twist down over one hundred kilometers into the world's cold, dead mantle.

Infesting the caverns are the ghost-like chillerlings which attack in misty, cloudy swarms, and deal a chilling bite of cold on each attack. The artifact is held in an ancient temple built to non-euclidean aesthetics that can cause headaches if contemplated too much.

The Void Knight is escorted by a small band of mercenaries and aliens, who will be thoughtlessly sacrificed if necessary.

**6.)** During one of the high holidays of Reytaltha, the Prideful Maiden of Wisdom and Forethought, where the revelers eat gold colored candies and sweets. (Gold is noted in Reytaltha's myths as being her favorite snack) However, once the party is in full swing it becomes apparent that someone has spiked the candies with a powerful psychotic, driving the tens of thousands of revelers mad.

The riot is meant as a cover for a gang of alien thieves who are intent on pilfering cultural treasures from an art museum and selling them on the black market. Can the players stop the caper while not damaging the priceless art, or harming drug-crazed Cawshawni civilians?



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