



Starship Cargos

by David Jarvis and Mark Gedak



Whether you are a commercial transport pilot or an interstellar raider, it is important to know what you are hauling or what you target is hauling. In *13 Starship Cargos* and *Future: Datastream – 2005 Collection*, Ronin Arts has provide d20 gamers with a host of potential options for items that can be found within a starship's or hovertruck's cargo hold. For this issue of the *Modern Dispatch*, we have asked guest writers David Jarvis and Mark Gedak to explore the wonders of the cargo hold once again.

Future: Datastream

During 2005 Ronin Arts ran the *Future: Datastream*, a subscription service for players using the future SRD. That material has been recently collected into a 170+ page PDF packed with new starships, mecha, optional rules, and also some sensor contacts. You can find this collection for only \$20 at www.rpgnow.com.

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About the Authors

David Jarvis and Mark Gedak have been working collaboratively for several months to support the PDF publishing company Reality Deviant Publications.

What's Required to Use this PDF?

In order to use this *Modern Dispatch* issue you will need the *D20 Modern* roleplaying game, published by Wizards of the Coast, Inc., and the official future supplement, also published by Wizards of the Coast, Inc.. You can find both at your favorite local game store or online at any number of roleplaying game vendors. Though some products are suggested in the text, no other products are required to use this PDF.

8 Wooden Crates of Kryztal IPL 6I

Wooden crates line stacked against the east wall, held securely by cargo netting. The crates carry a shipping label that indicates the contents and Ridilan pottery. If opened, the crates are packed with a low density packing foam and a dozen earthenware vases (14 inches tall). The pots have a yellow and orange glaze; to give them a fiery appearance. Along the base and rim of the vase is a ring of black, bean-shaped moldings. A successful Craft (visual art) check DC 15 will identify that the potter's seal used by all Ridilan potters is absent.

The pottery is of course a poor reproduction; the true cargo is the black, bean-shaped moldings which are actually sealed packs of the drug kryztal. There are 192 samples of kryztal hidden in the moldings. Kryztal is illegal on most worlds due to its mutagenic properties. Any cargo transports found to be carrying kryztal are destroyed in most systems. A DC 21 Search check will reveal that the bean-shaped moldings are not

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permanently affixed and can be removed. Upon further examination, the moldings are a specialized form of glass used to transport volatile materials. If the glass becomes broken, the kryztal will vaporize and affect all within a 10 ft. radius. Though there is no evidence of their involvement, this shipment is the property of the Black Hole Syndicate and any souls unfortunate enough to disrupt shipment of this cargo will earn the Black Hole Syndicate's enmity.

Case Hardness/Hit Points: 5/10 (crate), 3/5 (steelglass)

Cargo Space Requirements: Two, five foot squares, 300 lbs.

Cargo Value/Purchase DC: 10 (imitation pottery), 33 (kryztal)

Restriction: Illegal (+4) (both the kryztal and the selling of imitation goods is considered illegal).

20 Faulty Mecha Sensor Modules (PL 6)

Inside this cargo hold you find five aluminsteel cases, each containing four Nighthawk IFF Target Designation System modules. These modules were bound for an asteroid mining colony in the Charon Nebula. The mining colony has been reporting attacks from Khytari raiders in recent weeks. The last attack left their mecha defense squadron in bad need of repair. Strangely enough, a cursory examination of this cargo reveals that the sensor modules appear to have been tampered with.

A Repair check (DC 25) determines that the sensory nodes have been rewired so that operators of this sensory array will believe that hostile targets are indeed friendly, negating the equipment bonus for the target designation system.

New Drug: Kryztal IPL 6I

Potency: 6; **Effects:** Euphoric (3), Stimulant (3); **Onset Time:** 5 minutes; **Dosage Intervals:** 2 hours; **Duration:** 24 hours; **Drawbacks:** Acute Side Effects, Additional Storage Requirements (hermetic, dry); **Side-Effects:** Cardiac Arrest (DC 23), Impaired Reaction Time (DC 23), Unstable*; **Method of Use:** Inhaled; **Craft DC:** 20; **Purchase DC:** 14 (illegal).

Kryztal is an illegal mood enhancer with terrible mutagenic side effects. It, like many illegal substances was developed as a drug to keep soldiers involved in protracted sieges alert and positive. It was not until the duration expired that the soldiers of the Western Edge learned of its unstable properties. Kryztal is synthesized at extremely cool temperatures and hermetically sealed in an atmosphereless steelglass container. At room temperature it is a gas and at temperatures above 110 F it destabilizes and becomes completely harmless. A sample of kryztal must be taken every two hours to maintain its effect. Many early soldiers had the kryztal set to release directly into their life support system at regular intervals.

When taken the drug fills the user with a sense of peace and a freedom from fatigue. This translates into a +3 morale bonus to Will saves and +3 bonus to Fortitude checks to resist fatigue and unconsciousness after the onset time has elapsed. At this point the user must make a Fortitude check (DC 23) or suffer cardiac arrest and immediately drop to -1 hit points. Additionally, the user must make a Fortitude save (DC 23) or for the duration of the drugs effect suffer a -4 penalty on all Initiative checks (success means the user only suffers a -2 penalty.) Far more disturbing and dangerous is the mutagenic property that activates when a dosage interval is first missed or the 24 hour duration expires. The user must make a final Fortitude save (DC 23) or gain one mutation and two drawbacks from the mutations section of the *future SRD*. These mutations last for two days, unless the save was failed by 10 or more and then they are permanent.

New Drug Side Effect: Unstable

At the end of its duration the drugs unstable matrix causes mutations in the user.

Craft DC Modifier: -15.

Duration: Two days or permanent.

Saving Throw: Fortitude negates; if failed by 10 the effect becomes permanent.

Game Rules: The user gains one mutation and two drawbacks from the mutations section of the *future SRD*.

Special: Unlike most side effects, the unstable side effect is triggered the first time a dosage interval is missed or when the drugs duration elapses.

Case Hardness/Hit Points: 10/30.

Cargo Space Requirements: Five, five foot squares, 2000 lbs.

Cargo Value/Purchase DC: 28 for Mark I, 30 for Mark II, 32 for Mark III, 34 for Mark IV, 36 for Mark V.

Restriction: —

250 Aquaconverters IPL 6I

This 10 ft. by 20 ft. alumisteel case holds 250 aquaconverters (See *Future SRD*). The case is sealed with a mechanical lock. Opening the lock without a key requires a Disable Device check (DC 30). The shipping manifest shows that the aquaconverters were bound for a biological research facility on Altara IV. A Knowledge (current events) check (DC 20) will reveal that local Starnet communication traffic had picked up a distress signal from Altara IV a week ago. Shortly after, all contact with the water planet was lost.

Case Hardness/Hit Points: 10/30

Cargo Space Requirements: Three, five foot squares, 1000 lbs.

Cargo Value/Purchase DC: 32.

Restriction: —

1120 lbs. of Refined Vanadium IPL 6I

These four 5ft. by 5 ft. cargo containers hold two hundred 1.4 lb. bricks of the soft ductile metal known as vanadium. The container is filled with a neutral argon atmosphere to prevent oxidation of the metal before it arrives at the corvette shipyards at Anchelon III. This particular shipment of Vanadium was mined and refined by the Ghasmorgh of Tarkhog Prime. Possessing no starships of their own, the Ghasmorgh

Nighthawk IFF Target Designation System (PL5)

The Nighthawk International Friend/Foe (IFF) Target Designation System is an elaborate sensor array that scans incoming vehicles for identifying marks and compares the profile it generates to an internal database containing thousands of vehicle schematics. The results are then relayed to the pilot, identifying the inbound vehicle(s) as either friendly or non-friendly targets. This translates to an equipment bonus to Initiative rolls for the operator of the mecha based on the rating of the onboard Nighthawk IFF system. There are five different categories (denoted Mark I - Mark V). The Purchase DC varies depending on the equipment bonus conferred (+1 to +5).

Equipment Slots: 1

Activation: None (Passive scan)

Range: 1-mile-radius emanation centered on your mecha.

Area: All non-living targets in a 1-mile radius.

Duration: Persistent (passive scan mode).

Saving Throw: None.

Purchase DC: 18 for Mark I (+1), 20 for Mark II (+2), 22 for Mark III (+3), 24 for Mark IV (+4), 26 for Mark V (+5).

Restriction: None.

trade the vanadium to the Black Hole Syndicate for weapons, slaves and kryztal. Vanadium is usually used to make a light interlocking armor plating for starships. Vanadium is considered to be a strategic metal by many of the war-like races of the Volut galaxy including the Khytari.

Case Hardness/Hit Points: 15/45

Cargo Space Requirements: Four, five foot squares, 1120 lbs.

Cargo Value/Purchase DC: 28

Restriction: Licensed (+1)

4 Crates of Neo-Unicorn Mk. II Neo-pets IPL 7I

The four neutronite cargo cases are stamped with the logo of the Neo-Pet Corporation. The Neo-Pet Corporation has been providing the galaxy with

more durable, faithful and happy pets since the end of earth's information age. Each container holds a single "Princess" model of the Neo-Unicorn Mk. II line. The cargo container's computerized manifest is encrypted to prevent people from gleaning the cargo information, though it can be recovered with a successful Computer Use check DC 28. The computerized lock can be open with a successful Disable Device check DC 31.

The cargo is supposed to be delivered to Empress Reis on Desak II in fourteen galactic standard days. Each of the neo-unicorns have been attuned to only respond to a person of her DNA profile. The fourth neo-unicorn has been sabotaged by a member of the Desak Liberation Force. When the child empress is riding the neo-unicorn, if its invisware accessory is activated, the neo-unicorn will explode with a power equal to that of a singularity grenade (see *future SRD*).

New Robot: Neo-Unicorn Mk. II [PL 7]

Neo-Unicorn Mk. II was one of the first “fantastical” creature designs developed for the Neo-Pet line. The complexity of its design made it a very expensive pet for a child.

Purchase DC: 32

Restriction: —

“Princess”: CR ½; Medium-size construct; HD 1d10+10; hp 15; MAS —; Init +1; Spd 40 ft.; Defense 17 (+1 Dex, +6 equipment), touch 11, flat-footed 16; BAB +0; Grp +2; Atk +2 melee (1d4+2, bite) or +2 melee (1d6+2, horn); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ construct traits; AL Owner; SV Fort +0, Ref +1, Will +0; Str 14, Dex 12, Con —, Int —, Wis 10, Cha 1

Skills: Jump +10, Listen +10, Spot +10

Feats: Run

Equipment: —

“Princess” has the following systems:

Frame: Biomorph

Locomotion: Legs (Multiple; 4; +10 ft.)

Armor: Resilium Armor

Sensors: Class IV Sensor System

Skill System: Jump Skill Chip (4 ranks), Language Chip (any one), Listen Skill Chip (8 ranks), Spot Skill Chip (4 ranks)

Feat System: Run Feat Chip

Ability Upgrade: Dexterity Upgrade (+2)

Accessories: Experimental Invisiware Suite*, Integrated Videophone

*Designers of the Neo-Unicorn Mk.2 have been encouraged to play up the magical nature of the unicorns in this design. As such they are experimenting with an invisware suite that will render the neo-unicorn invisible for 4 rounds. This ability is very taxing and a neo-unicorn must make a Fortitude check DC 15 + 5/use above one or be forced into a system shutdown for 24 hours. The

invisibility is to make it appear that the neo-unicorn is able to teleport from place to place, its horn glows blue briefly before it disappears.

Purchase DC: base DC of robot body + one quarter the base DC of the robot body.

Variant Neo-Unicorn Mk. II Neo Battler [PL 7]

Though rare a number of neo-battler versions of this robot exist. Dubbed “Princess Pain” by its owners the princess only enters more elite battles. In addition to the statistics indicated above “Princess Pain” also possesses the following modifications:

Purchase DC: 33

Init +3

Defense 18, touch 12, flat-footed 16

Atk +2 ranged (2d10, plasma pistol), +0 ranged (3d10, plasma pistol with double tap)

SV Ref +2

Dex 14

Feats: Double Tap, Point Blank Shot, Run

Feat System: Double Tap Feat Chip, Point Blank Shot Feat Chip

Ability Upgrade: Dexterity Upgrade (+4)

Accessories: Vocalizer, Weapon Mount replaces horn (2d10, plasma pistol), Weapon Safety Lock**

* This robot uses the unlimited robot feat variant rule first discussed in *Future: Datastream – 2005 Collection*.

** All neo-battlers are programmed with a weapon safety lock that prevents the neo-battler from targeting anything other than other neo-battlers. The program that guarantees this has *exceptional* security. This feature has a Purchase DC of 10 + ½ base robot DC.

Case Hardness/Hit Points: 25/75

Cargo Space Requirements: Four five foot squares, 90,000 lbs.*

Cargo Value/Purchase DC: 36 (any special notes).

Restriction: —

* The “Princess” neo-unicorns weigh approximately 2,000 lbs a piece with the neutronite containers

adding most of the weight. Neo-Pet Corporation has found that using such containers has reduced the amount of smash and grab raiding of their products common along the outer spiral of the Weilix galaxy.

New Vehicle Gear [PL 7]: Vehicle Bomb Bay

A vehicle mini-bomb bay is a small compartment, usually mounted under the carriage of a vehicle near the rear. A mini-bomb bay can hold up to 16 mini-bombs, 8 mini-fusion bombs, 4 mini-gyrocluster bombs or 1 mini-plasma bomb. The control mechanism allows for 1 bomb to be released as a standard action. Alternately, the pilot may release half the payload or as a full round action.

Restrictions: Mini-bombs only.

Purchase DC: 23

New Weapons

Mini-bomb, Basic [PL 5]

Mini-bombs are roughly the size of a handheld computer. Mini bombs are made of a combination of dynamite and semtex and deal 6d6 points of concussion damage to a 10ft radius. They are armed via a remote trigger and explode on impact with another object (a human, wall, etc).

Purchase DC: 19

Restriction: Military (+3)

Mini-bomb, Fusion [PL 6]

Mini Fusion bombs are roughly the size of a shoe box. When activated via remote trigger, the bomb sets off a small fusion reaction dealing 8d6 points of fusion damage to a 30 ft. radius.

Purchase DC: 22

Restriction: Military (+3)

8 Autodyn Hoverbikes [PL 7]

A search check (DC 20) reveals a large smuggler's compartment which holds 8 jet-black Autodyn Hoverbikes. There is no shipping manifest for the hoverbikes, but clues to their final destination can be gleaned by analyzing the navigation computer. A Computer Use check (DC 20) reveals a set of

navigation coordinates which lead to a desert planet known as Echelon Prime. A Knowledge (current events) check (DC 20) reveals that Echelon Prime is in the middle of a bloody civil war. Six warlords vie for control of the planet and its precious commodity, deuterium; a mineral used in the processing of fuel for fusion-powered starships.

Mini-bomb, Gyrocluster [PL 7]

A gyrocluster bomb is roughly the size of a jet pack. When activated, the gyrocluster bomb explodes, releasing a number of gyros equal to the rating of the bomb (1-5) which then shoot out 10 feet from the initial blast and 15 feet into the air creating a kill zone. The gyros begin a spinning motion, shooting out rail shards. The gyro clusters have a range increment of 30 ft. The initial blast does 1d6 points of concussion damage to a 10 ft. area and knocks victims prone. Each individual gyro does 3d12 points of damage to a 15 ft. radius. Each gyro fires continuously for a number of rounds equal to the weapon's rating then falls to the ground, empty.

Purchase DC: 20 (Rating I), 22 (Rating II), 24 (Rating III), 26 (Rating IV), 28 (Rating V)

Restriction: Military (+3)

Mini-bomb, Plasma [PL 7]

Plasma bombs are the size of a footlocker. They come equipped with detonator which arms the bomb upon release from a bomb bay. Alternately, the detonator can be remotely activated if the bomb is placed in a fixed location (such as against a building, in a van, etc). When detonated, the bomb does 5d10 points of fire damage in a 60ft radius.

Purchase DC: 27

Restriction: Military (+3)

New Damage Type: Fusion Damage

Fusion damage is based on nuclear fusion where light nuclei such as deuterium and lithium combine together into heavier elements and release large amounts of energy. Weapons which have a fusion stage do ½ fire damage and ½ concussion damage simultaneously.

These hoverbikes have been modified from factory condition. Each are equipped with the following modifications:

Crystal Carbon Armor

The Autodyn Hoverbikes are equipped with the following weapons:

2 Mounted Rail Guns (one forward-facing, one rear-mounted) (3d12, Ballistic)

1 Mini-Bomb Bay (center-mounted on the vehicles undercarriage) with 4 gyrocluster bombs (Rating II).

Case Hardness/Hit Points: 10/30.

Cargo Space Requirements: Four, five foot squares, 500 lbs.

Cargo Value/Purchase DC: 44

Restriction: Military (+3)

Emergency Supplies IPL 7I

In the darkened cargo hold of a damaged freighter lie three, 5 ft. by 10 ft. alumisteel cases (see *future SRD*). Each is stamped with the official emblem of the Apex Sun Interstellar Medical Supply Corporation, a large “A” ringed by a halo with a sunburst in the background. The cases are sealed with a mechanical lock. Opening the lock without a key requires a Disable Device check (DC 22). Each case holds 120 lbs. of medical supplies (advanced medkits). The shipping manifest indicates the supplies were marked Priority Alpha. The ship was bound for a prison colony on Algaron V, a small ice-covered planet in the outer rim of the solar system.

A Knowledge (current events) check (DC 20) will reveal that yesterday a distress call went out on a priority channel. Authorities at the prison colony reported a full-scale riot in progress and asked for immediate assistance from the Tarun Galactic Police Force. The medical support freighter’s logs record leaving late last night from Janus II. Sometime in the last 20 hours the ship ran through the tail of a comet. The hull has been breached in a number of areas, causing the venting of its precious atmosphere into

The Cargo Specifics

In addition to gauze bandages, syringes, vitamins, blood plasma and other various sundry items, each of the cases contains specialized supplies as detailed below:

Case 1: This case contains 200 uses of Biocort. Biocort is a unique chemical compound that enhances the human body’s natural ability to heal. Biocort pushes the immune system into overdrive, and can cause the character to heal from grievous wounds at a greatly increased rate. Any character injected with biocort heals at twice the normal rate for a 24-hour period.

Case II: This case contains 7 medicomp sensors. The mechanicmp sensor is a hand-held computer or computerized gauntlet designed to assist in the evaluation and healing of the human body. The medicomp can identify a creature’s current and maximum hit points. Additionally, thanks to the medicomp’s extensive library of medical records and biological knowledge, any treatments administered using the medicomp as a reference are more efficient, granting a +4 equipment bonus on all Treat Injury checks.

Case III: This case contains 500 uses of neutrad. A chemical found in many first aid kits, neutrad is a special hypodermic injection that can be used to neutralize the effects of radiation poisoning. Each neutrad injector contains a specialized analyzer linked to chemical generators. When the needle penetrates the skin of the target, it samples the target’s blood and sends the data back to the analyzer, which determines the nature of the radiation sickness and generates an antidote from stored chemical compounds. Once the neutrad delivers its specially formulated chemicals, the target character is completely cured of the radiation poisoning and its effects in 1d4 hours.

space, which was, presumably, the cause of death for the five-man crew.

Case Hardness/Hit Points: 10/30

Cargo Space Requirements: Three, five foot squares, 750 lbs.

Cargo Value/Purchase DC: 30

Restriction: Licensed (+1)

Refugees from Helle’qa III IPL 7I

Golden yellow webbing hangs from every conceivable surface in the cargo hold. Amongst the

webbing are the tightly bound bodies of twenty to thirty Mirlarians. Their meditative cocoons hang from the ceiling, stick to the walls and cover every square inch of the cargo hold. Having fled the destruction of Helle’qa III, the refugee Mirlarians were only able to escape with a minimum of personal effects.

Case Hardness/Hit Points: 2/5. (The mirlarian have sealed the entire cargo hold with their webbing).

Cargo Space Requirements: Twenty five - 5 ft. squares, 35 lbs per refugee (average 875 lbs.)

Cargo Value/Purchase DC: Nil (the mirlarian are refugees)

Restriction: —

What happened to Helle'qa III?

Helle'qa III was the first target of the prototype super weapon being developed at the Echo Destroyer Weapons Research and Manufacture Facility located on Helle'qa VII. Helle'qa III was largely uninhabited at the time of its destruction, possessing a small colony of 800 Mirlarian settlers trying to escape religious persecution. The destruction of New Mirlar, as the Mirlarians called it, was quick and devastating. The blast from Helle'qa split the planet's moon into two pieces before striking the western plains of New Mirlar. The blast tore through the planetary crust and into the core of the planet, sending shockwaves through the underground colony of the Mirlarians. The core began to superheat and within an hour vaporized much of the surrounding rock. Within three hours the whole planet had vaporized leaving only a debris field and pieces of its moon in orbit. Small numbers of Mirlarians escaped.

New Species: Mirlarian

“That jacket doesn't look very confining, wouldn't you be more comfortable more firmly wrapped?”

The Mirlarians are a compact species no taller than 3 ft. and not weighing more than forty pounds. Four pair of solid amber eyes dominate an otherwise featureless face. Their purplish-grey segmented body is covered with short stiff black hairs. They possess tiny claws that are good for clinging onto rock surfaces and scurrying across their webs.

Mirlarians, by practice, are now isolationists. Long ago the Mirlarians left their home world never to return. Setting off in all directions, they sought to bring enlightenment to the furthest corners of the universe. For a time they tried to live among other races and even tried to share the Truth with others. Sadly a number of unfortunate accidents has led many civilizations to ban the ritual binding practices, known as the mirlar trials, and expel the Mirlarians. Mirlarians know that the universe is filled with complex struggle and suffering; only by experiencing this suffering to the fullest in life will the soul be free from suffering in the afterlife. The mirlar trials often involve restrictive binding combined with elements of

masochism and sadism. Mirlarians are encouraged to struggle violently against their bindings in order to promote purification; they were not aware that other species were as fragile as they turned out to be.

Mirlarians adventurers tend to operate alone, away from the judging eyes of others. The ability to survive in any atmosphere, web projection and climbing ability makes them excellent spies and infiltrators. Many Mirlarians that have left their own society become explorers as well.

Species Traits

Mirlarians share the following species traits:

Type: Aberration

Size: Small. Mirlarians gain a +1 size bonus to Defense, a +1 size bonus to on attack rolls, and a +4 to Hide checks. They take a -4 size penalty on grapple checks. Their lifting and carrying limits are three-quarter of those of a Medium-size character. Mirlarians must use two hands to wield a Medium-size weapon, and light weapons for them are Tiny or smaller.

Ability Modifier: +2 Strength, -2 Dexterity, +2 Constitution, -2 Charisma. Mirlarians are physical powerful, but clumsy and socially awkward. Their

fascination with bondage as well as their arachnid appearance makes them unsettling to most intelligent species they encounter.

Speed: 30 ft., climb 10 ft.

Darkvision (Ex): A Mirlarian has darkvision out to a range of 60 ft. Darkvision is black and white only, but otherwise like normal sight, and Mirlarians can function with no light at all.

Light Sensitivity (Ex): Abrupt exposure to bright light (such as sunlight) blinds a Mirlarian for 1 round. On subsequent rounds, mirlarians take a -1 penalty on all attack rolls, saves, and checks when working in bright lights.

Adaptive Gas Exchange (Ex): The unique physiology of the Mirlarian is such that they can breathe in any sort of atmosphere. They suffer no ill effects from poisonous gases as well.

Web (Ex): A Mirlarian can throw a web once per day for every four character levels they possess. This is similar to an attack with a net but has a maximum range of 20 feet, with a range increment of 10 feet, and is effective against targets of up to Medium-size. The web anchors the target in place, allowing no movement.

An entangled creature can escape with a DC (10 + 1/2 character level + Constitution modifier) Escape Artist check or burst the web with a DC (10 + 1/2 character level + Constitution modifier +4 racial bonus). The web has 5 hit points, hardness 2, and is immune to fire but dissolves readily in contact with alcohol.

Mirlarians can also create sheets of sticky webbing from 5 to 20 feet square. They usually position these to snare flying creatures but can also try to trap prey on the ground. Approaching creatures must succeed on a DC 20 Spot check to notice a web, or they stumble into it and become trapped as though by a successful web attack. Attempts to escape or burst the webbing receive a +5 bonus if the trapped creature has something to walk on or grab while pulling free.

Each 5-foot-square section has 5 hit points, hardness 2, and is immune to fire but dissolve readily in contact with alcohol.

A Mirlarian can move across its own sheet web at its climb speed and can determine the exact location of any creature touching the web. Mirlarians are never entangled by they own web.

Skills: Mirlarian have a +4 racial bonus to all Climb and Escape Artist checks.

Free Language Skills: Read/Write Mirlarian, Speak Mirlarian

Level Adjustment: +1

Tomb Raiders with Five Archeological Artifacts from a Dead Planet IPL 81

The passengers on this ship are carrying artifacts from a dead planet. The exact location of which, these highly paranoid men are unwilling to divulge to the characters. They have a haunted look about them. They are frequently encountered whispering amongst themselves, but fall silent as soon as the PC's enter the room. A Listen check (DC 21) will reveal snatches of conversation:

Passenger I: *"Can you believe what we have found? I want to do more research before we turn them over to Krannik."*

Passenger II: *"I've been having nightmares ever since we left that damned rock."*

Passenger III: *"Do you think they are still following us? I shudder to think about what they'll do if they catch us You saw what happened to Riley..."*

The Artifacts

To say that these artifacts are old would be a gross understatement. They were already antediluvian when the first druids built Stonehenge back on earth. These relics come from an ancient civilization which rose and fell when the earth was still a mass of white-hot primordial matter. The artifacts are five Onyx-hued statues that are carved out of stone which is laced with an unknown ore. Blue lines run vertically lace each statue.

Statue I: This 3 ft tall relic is a carving of a monstrous looking being. The creature is incredibly muscular, with four arms and a three-pronged tail. Its head is bulbous with eyes protruding in various places. Long tentacles with suckers on the underside snake out from its mouth.

Statue II: This 3 ft statue is of, presumably, a female version of the first statue. Three sets of full, round breasts can be seen just underneath the tentacles. Overall, the figure is less muscular, with smooth curves and only two prongs on the tail. The creature seems to be smiling.

Statue III: This 4 ft tall statue is truly monstrous, resembling a gigantic coiled worm with tentacles snaking out from various places on its smooth body, especially around the cavernous mouth.

Statue IV: This 2 ft tall statue is an odd deviation from the first three, being of a small, bald humanoid boy roughly 10 years of age. The boy - who has no discernable retinas - is holding a triangular object in both hands. A polished orb is set in the center of the object. Strange symbols are etched along the objects perimeter.

Statue V: The last statue isn't a statue at all, but rather a 5 ft tall obelisk. Strange sigils are carved all over the obelisk. In the center is a cavity shaped like a star burst.

Passenger IV: *"Don't think about such things. Riley was stupid and superstitious. His fear is the only thing that killed him; That and the fall of course."*

Passenger V: *"I just want to get this damned job over with. I'm never going back there again."*

The five artifacts are stored in separate containers—megatanium chests—so as to limit their contact with each other and reduce the chances of all five being stolen. Each one is in the possession of a different

passenger and is hidden in their personal quarters. Once characters know the name of the passengers, a Computer Use check (DC 18) will call up a location of their quarters and a Disable Device check DC 20 will override the locks.

Case Hardness/Hit Points: 30/50

Cargo Space Requirements: Five, five foot squares, 50 lbs. each

Cargo Value/Purchase DC: Unknown

Restriction: Illegal (+4)

Sample Khytari Cyborg (Space creature Strong Hero 4/Soldier 4): CR 9; Medium-size humanoid; HD 4d8+20 plus 4d10+20; HP 80; Mas 20; Init +6; Spd 20 ft, fly 30 ft. (average); Defense 21, touch 17, flatfooted 19 (+0 size, +2 Dex, +5 class, +4 equipment); BAB +7; Grap +8; Atk +8 melee (2d8+2, Concussion rod), or +9 ranged (3d10+0, Plasma Rifle); FS 5 ft by 5 ft; Reach 5 ft; SQ cold resistance 20, damage reduction 4/—, fire resistance 20, darkvision 60 ft., radiation resistance, vacuum survival; AL Khytari military; SV Fort +9, Ref +5, Will +2; AP 4; Rep +0; Str 13, Dex 14, Con 20, Int 10, Wis 10, Cha 8.

Occupation: Military (Knowledge [Tactics], Navigate)

Skills: Climb +3, Intimidate +4, Knowledge (Tactics) +5, Listen +5, Move Silently +2, Navigate +5, Spot +5, Survival +7

Feats: Advanced Firearms Proficiency, Alien Weapons Proficiency, Armor Proficiency (light), Armor Proficiency (medium), Combat Martial Arts, Improved Initiative, Personal Firearms Proficiency, Power Attack, Simple Weapons Proficiency, Wild Talent^B, Zero-G Training

Talents (Strong Hero): Melee Smash, Ignore Hardness

Talents (Soldier): Weapon Focus, Weapon Specialization, Tactical Aid

Cybernetics: External Weapon Mount (plasma rifle) 10/5, Fortified Skeleton -/12, Injector Unit (boost x2, biocort) 2/5, Invisiware 4/20, Nightvision Optics -/2, Psi Implant
Psionic Power: 3/day—*burst* or *far hand* or *valor*.

Possessions: Combat Armor, Concussion rod, Plasma Rifle; Wealth +6

Xenomorph Cyborg Warriors in Cryostasis (PL 8)

Upon entry to this incredibly cold cargo hold you find 8 cryotanks, each containing a Khytari cyborg. These cyborgs were on route to a military base on Dagon; the home world of the Khytari empire. There the cyborgs were to undergo a debriefing of their

latest mission, an insurgent campaign on another planet the Khytari have been working to destabilize in preparation for an invasion.

Case Hardness/Hit Points: 2/15

Cargo Space Requirements: Eight, five foot squares, 5000 lbs.

Cargo Value/Purchase DC: —
Restriction: —