

DOOMSPACE



VOYAGE OF THE CHITIN CHASER

CONVERSION GUIDE



Setting Conversion Guide

This conversion guide contains notes and rules to adapt *Voyage of the Chitin Chaser* from a 5th edition (5e) Dungeons and Dragons adventure to other game editions (namely 2nd edition - aka 2e - and the revised 3rd edition - 3.5e), as well as adaption notes to instead set the adventure in the world's most popular post-apocalyptic campaign setting.

- Rather than taking place in the Doomspace system, the adventure takes place in the Crimson Sphere, the star system that contains the world of Athas - home of the Dark Sun campaign setting (more information about this wildspace system is available in the accessory *The Crimson Sphere*, also available at <https://athas.org/products/crimson-sphere>).
- The Crimson Sphere is still enclosed in a nearly impregnable crystal sphere that prevented travel in or out of the system. Likewise, the system's primary - the massive, dark red, and oppressively hot sun that is its central celestial body - is intact.
- Rather than being located in a small cluster of asteroids about three days travel from the icy world of Malas, the asteroid of Reedon's Folly is located in the cluster of asteroids known as the Gray Reef that lies within the asteroid belt known as the Sextant. The Gray Reef is currently a warzone being fought over by two nearby city-states - Hopa and Nijhal.
- Thorne and the crew of the King's Klawns are not just pirates, but are in fact privateers in the employ of the nearby city-state of Nijhal.

Credits

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Edition-Specific Rules



A) 2e Rules

Based on the rules from the Spelljammer supplement *The Concordance of Arcane Space*.

Spelljamming Basics

This section lays out basic spelljamming rules. Rules that differ between various editions of the Spelljammer setting are **in bold**, while alternate rules that a DM might use to stay consistent between various editions of the setting are listed as “DM’s Options.”

Wildspace

Wildspace is the airless void that surrounds most campaign worlds.

Celestial Bodies

Celestial bodies are objects that can be found in a wildspace system: suns, moons, planets, asteroids, comets, and the like. All celestial bodies exert gravity and many possess air envelopes. Celestial bodies can be of nearly any shape or size, though most are spherical.

Temperature

The temperature in most wildspace systems is that of a mild summer’s day (i.e., around 70°F or 21°C) as is usually consistent throughout the system. The temperature of the Crimson Sphere, however, is often much hotter: around 120°F or 49°C (considered severe heat) near the system’s primary and dropping to as low as 40°F or 4°C in the outer reaches of the system.

Gravity and Gravity Planes

All objects (and creatures) in wildspace exert gravity. For large objects, such as celestial bodies, the pull of gravity is towards the center, allowing creatures to easily walk along all sides of a large asteroid or planet. For smaller objects, the pull of gravity is towards a central plane running through the horizontal center of

the object and extending out to the edge of the object’s air envelope (the air envelope itself is maintained by this gravitational effect). For such objects (such as a ship), gravity is bidirectional - creatures and objects on the top deck(s) of a ship are pulled down towards the ship’s gravity plane and creatures and objects on the ship’s lower deck(s) are pulled “up” towards the ship’s gravity plane (walking upside down relative to those on the upper decks).

- When two gravity planes meet (such as when two ships approach each other in wildspace, or when a ship approaches an asteroid), **their gravity planes of the respective objects remain in effect until the objects physically touch, at which point the larger object’s gravity plane overrides the other, suppressing the smaller object’s gravity plane and imposing its definition of “up” on the other ship or object.** This means that when a ship approaches a large planet (or similarly-sized object), that planet’s gravity field (orientated towards the center of the planet) suppresses the ship’s gravity plane, possibly sending unsecured objects and creatures on the ship’s lower decks crashing towards the “ceiling” (i.e., the bottom of the ship).

DM’s Option: The rules seem to contradict themselves, also discussing ships passing close enough to each other for one ship’s gravity plane to affect the other without them coming into contact. This also agrees with how the gravity field of a world interacts with a ship, as a ship does not need to come into physical contact with a world (i.e., land/crash) for the world’s gravity field to affect the ship.

Therefore, a DM might instead rule that when two air envelopes or gravity fields/planes come into contact, the gravity of the larger object supersedes that of the other.

Voyage of the Chitin Chaser

Air Envelopes

While some objects in wildspace are devoid of air (many small asteroids, for instance), many objects - including most spelljamming ships - are surrounded by an envelope of breathable air. Envelopes of air can vary in quality, running from fresh to foul to deadly.

- Fresh air is completely safe to breathe; the air of most campaign worlds is fresh.
- Foul air is stale and partially depleted of oxygen, making it difficult for most creatures to breathe. Air might become fouled due to the existence of smoke, airborne toxins, or simply because too many creatures have been breathing the same limited supply of air for too long; any creature that breathes foul air suffers a **-2 penalty to all attack rolls and ability checks** until returned to fresh air.
- Deadly air is unsafe to breathe. Any creature that attempts to breathe deadly air **must make a Save vs. Poison. Failing one such save causes the creature to pass out; failing a second causes death.**

One ton of a ship's mass carries with it enough air to support 1 crewmember with fresh air for 120 days and foul air for another 120 days. **The air envelope around an individual air-breathing creature adrift in space remains fresh for 20-200 minutes (or 2-20 turns).**

Air envelopes mingle when one comes into contact with another, with the condition of the larger envelope replacing that of the smaller one. If the smaller body is two-thirds or more the size of the larger body, then both bodies equally split the larger body's remaining supply air; if the smaller body is smaller than two-thirds the size of the larger body, then both bodies receive the larger body's full supply of air, minus one week. Fresh air is produced by living plants, and most spelljammers refresh their air envelopes by dipping into the atmospheres of celestial bodies that host thriving ecosystems of plantlife, such as planets and large asteroids.

For example, if a 5 ton ship with a deadly air envelope (0 days of air, fresh or foul) were to mingle air envelopes with a 30 ton ship with an envelope of fresh air (100 days of fresh air), both ships would have envelopes of fresh air when they parted ways, with the 5 ton ship (5 tons being less than two-thirds of 30) retaining 93 days of fresh air and the 30 ton ship also retaining 93 days of fresh air. However, if the same 30 ton ship (with 93 days of fresh air retaining) were to then descend into the atmosphere of a planet with

deadly air (0 days of air, fresh or foul), the 30 ton ship's air envelope would be immediately replaced with deadly air.

DM's Option: A DM might instead choose to more rigorously track a ship's supply of fresh air. A ship or other body's fully refreshed air envelope could be described as containing a number of days worth of air equal to 240x its tonnage, with the air turning from fresh to deadly when the number of man-days falls to the body's tonnage or less. Then, a DM need only track how many creatures aboard the body are consuming air each day to determine how long the air lasts. When two bodies meet, their air envelopes would mingle, and each would leave with their share of the air when they parted ways.

Using this system with the same two ships as above, the 5 ton ship again has 0 days of air in its envelope and the 30 ton ship's air envelope contains 200 days of air (100 days of fresh air and 100 days of foul air), and when they meet, their air envelopes combine, giving us a combined total of 200 days worth of air and 35 tones of bodies. When the two ships part ways, we divide 200 by 35, yielding about 5.7 days worth of air per ton, so the 5 ton ship's air envelope now contains around 28.5 (5.7 x 5) days worth of air (about 14 days of fresh air and 14 days of foul air), and the 30 ton ship's envelope contains 171 (or 5.7 x 30) days of air (85.5 days of fresh air and 85.5 days of foul air).

Spelljamming Speeds

When traveling through the open void or between wildspace systems, spelljamming ships travel at extremely high speeds, but a spelljamming helm automatically slows a ship to its "tactical" speed in the presence of objects that could present navigational hazards (see the Spelljamming Helms section below for more information). The distance from an object at which a ship will slow to tactical speed varies, but is usually related to the size of the object (i.e., a spelljammer will drop to tactical speed much further from a planet than from a small asteroid or another ship).

Spelljamming Helms

Spelljamming helms are chair-shaped objects that allow the user to propel and maneuver a ship (or other object) through the air and wildspace. While seated on a spelljamming helm, a creature with the appropriate abilities (often referred to as the ship's helmsman) may:

Voyage of the Chitin Chaser

- Steer the vessel in a general way (fine maneuverability of the ship is generally accomplished by the ship's crew making adjustments to the rigging).
- See and hear what's happening on and around the vessel as if they were standing on the deck.
- Move the ship at up to the ship's maximum speed.
 - If no objects of 1 ton or more are within 1 mile of the ship, it may move at full spelljamming speed (100 million miles every 24 hours)
 - When making a turn or when within the gravity field of an object of 10 tons or more, the ship is reduced to moving at its listed speed (often referred to as its "Fly" or "tactical" speed)

Multiple types of helms exist, including standard spelljamming helms that require spellcasting abilities, psijammer helms that require the helmsman to possess psionic powers, lifejammer helms that drain the life out of a captive individual while a second individual serves as the helmsman, and furnace helms that operate by burning a flammable magical item within their furnace.

Furnace Helms: The furnace helm is an ancient form of spelljamming helm that still sees occasional use. Instead of taking its energy directly from a creature, a furnace helm takes it from magical (or psionic) items that are fed into it and subsequently destroyed. For every 1,000xp an item is worth, the furnace helm will function for one week at SR 2, regardless of the helmsman's level or spellcasting abilities (obviously, this can very quickly become an expensive way of powering a ship). Adding a second item to the furnace can increase the Ship's Rating to 3, but risks an explosion (25% chance), which will cause 10d10 points of damage to everything in a 30 ft. radius (including the spelljamming ship).

Helms can be divided into major and minor helms. Both types of helms operate as described above, but minor helms can only power ships of up to 50 tons, while major helms can power ships of up to 100 tons.

Ship's Rating by Helmsman Level and Helm Type

Helmsman Level	Major Helm	Minor Helm
1	1	1
2	1	1
3	1	1
4	2	1
5	2	1
6	3	2
7	3	2
8	4	2
9	4	3
10	5	3
11	5	3
12	6	4
13	6	4
14	7	4
15	7	5
16	8	5
17	8	5
18	9	6
19	9	6
20	10	6

Maneuvering and Steering a Ship in Combat

Using a minor vs. a major helm also affects the maximum "tactical" speed a ship can achieve with a given type of helm and level of the helmsman, per the Ship's Rating by Helmsman Level and Helm Type table.

Well-rested helmsmen function best, as a spellcaster who has used up even one of their spell slots (or equivalent) reduces their Ship's Rating (SR) for the rest of the day. Additionally, using a helm for even a few minutes prevents a helmsman from using their spellcasting ability until they have rested long enough to recover their spells (or equivalent).

A Ship's Rating SR is descriptive of a ship's speed and maneuverability. A ship with a high SR can move faster in a turn than one with a low SR.

A ship has a "facing" (also known as its "bearing" or "heading"), which indicates which face of the map hex that the ship is facing towards. A ship can change its facing as part of its movement.

In a round, a ship may move one map space or change its facing by one hex face - in any order or combination, but see Maneuverability Class for more details - for each point of SR it possesses, and a ship may always change its facing by 1 at the end of its movement for free, regardless of what movement or facing changes it had made.

Maneuverability Class (MC) refers to the tactical maneuverability of a ship, which is dictated by sails, oars, fins, and other control surfaces. Maneuverability Classes are rated A to F, with A being the most maneuverable and F being below the minimum maneuverability standards for a spelljamming ship (these are usually surface ships or other hopelessly unmaneuverable vessels). A ship's

Voyage of the Chitin Chaser

Maneuverability Class limits how often and when the ship can change is facing:

- Ships of class A may change their facing at will, even being able to change their facing 180°. A-class ships do not expend SR when changing their facing.
- Ships of class B or C can change their facing by up to two faces in a single hex, and may change their facing as their first action in a turn.
- Ships of class D and E cannot change their facing by more than one face within a single hex, and may change their facing as their first action in a turn.
- Ships of class F cannot change their facing by more than one face within a single hex, and they must move into the hex they are facing before changing their facing - they may not change their facing as their first action in a turn.

The number of SR points a ship uses in a turn is called its "speed." A ship using a major helm may change its speed by up to its SR each turn. Ships using minor helms or lesser forms of propulsion are less capable of altering their speed, as limited by their MC:

- Ships of class C or better may increase or decrease their speed by three in a turn.
- Ships of class D or E may increase or decrease their speed by two in a turn.
- Ships of class F may only increase or decrease their speed by one in a turn.

Boarding

When two ships are close enough (usually within 5 ft of each other), creatures can move between two ships. **Members of a boarding party must ready an action to move onto the other vessel at the right time**, though the use of grappling hooks to draw the two ships together can greatly extend this time period.

Crashing

When two objects crash into each other, both objects take damage equal to the current hull points of the smaller object (i.e., if a ship with 15 of its original hull points left crashes into a ship with 45 hull points left, both ships take 15 hull points of damage, destroying the smaller ship and seriously damaging the larger ship).

A helmsman can attempt to avoid a crash by making a Save vs. Death, modified by the ship's maneuver rating.

Ship Repairs

Repairs to a damaged ship can be made in most civilized areas. Repairing 1 hull point of damage to a berthed ship takes 1 day and costs 2,000cp worth of materials and labor by 5 trained individuals; for every additional 5 trained individuals and 2,000cp worth of materials, 1 additional hull point can be repaired each day.

Severely damaged ships - those that have lost 50% or more of their hull points - cost 5,000cp worth of materials and three days for each hull point repaired (by 5 trained individuals).

Ship Stats

Eel Ship: Tonnage: 15 tons, Hull Points: 15, Crew 4/15, Maneuvering Class: C, Landing: Ground or Water, Armor Rating: 8, Saves as: Thin Wood, Keel: 110 ft., Beam: 15 ft.

Scorpion Ship: Tonnage: 15 tons, Hull Points: 15, Crew 6/15, Maneuvering Class: D, Landing: Ground only, Armor Rating: 7, Saves as: Bone, Keel: 75 ft., Beam: 20 ft.

Maneuver Rating	Modifier
A	+8
B	+6
C	4
D	+2
E	0
F	-2

Voyage of the Chitin Chaser

Random Encounters

Die Roll: d8

1) **Glass Storm:** A cloud of glass shards that are largely invisible against the black backdrop of the void (possibly pieces of the shattered spherewall, possibly relics from some past volcanic event). The storm lasts for 1d4 rounds and causes 1d6 slashing damage each round to anyone exposed on the upper deck, though exposed characters may make a Save vs. Paralyzation for half damage.

2) **Ice Storm:** A small nebula of ice shards and freezing cold air. The ice storm does little damage to the ship itself, but the ice shards might cause injuries to the crew on the open deck. The storm lasts 2d4 rounds, and causes 1d4 piercing damage each round to anyone exposed on the upper deck, though exposed characters may make a Save vs. Paralyzation for half damage. At the DM's discretion, a buildup of ice on the deck, ratlines, and ladders could also lead to falls and other minor injuries, and the associated frigid air could lead to hypothermia (Save vs. Petrification or take another 1d6 cold damage).

3) **Infestation of Immature Krajen (CR 1/4):** 2-12x (2d6); A clump of krajen spores have gestated on the ship and now the immature krajens must be dealt with before they compromise the hull. The krajen infestation could occur anywhere on the exterior of the ship, including on the top deck.

4) **Infestation of Mortiss (CR 1/4):** 4-24x (4d6); Similar to a krajen infestation, mortiss egg casings have gestated on the ship and now these so-called 'termites of wildspace' must be dealt with before they compromise the hull. The mortiss infestation could occur on any exterior surface of the ship, including the upper deck.

5) **Pirates:** see Encounter 12A - Pirates in the Void for details.

6) **Scavvers (CR 4):** 10-20x (4d4+5); A pack of these brown shark-like creatures float past the characters' ship and awaken. Starving, the scavvers attack rather than wait for scraps.

7) **Sluk:** A clump of this magic-eating plant is drawn to the aura of the ship's helm and attaches itself to the hull. A poor man's sargasso, the sluk reduces the ship's speed and must be destroyed, cleared away, or otherwise escaped for the ship to continue on its way. When encountered, the strands of the sluk patch fill 2d10 x 50 cubes of space, each 5 ft. by 5 ft. by 5 ft. in

size. When sluk comes in contact with a motionless ship, it uses the spelljamming helm's energy to reproduce, increasing the size of the patch by another 2d10 x 50 cubes of space in mere rounds. Sluk is immune to most magical effects; magical spells cast at a patch of sluk allow it to reproduce as if draining spelljamming energy, with 10 spell levels worth of energy causing the sluk to reproduce. Cold damage, however, causes sluk to die and crumble away, reducing the amount of time required to free the ship by the spell's level. Sluk is immune to defiling, and cannot be used to power arcane spells. It takes 1d6+3 rounds to cut away enough sluk to un mire a ship, but if an unmired ship comes into contact with another patch of sluk, it will become mired once more.

The sluk patch reduces a ship's SR by half each round until the ship is immobile. When draining a spelljamming helm's energy, it takes a number of rounds equal to 10 - the ship's SR for a sluk patch to reproduce (i.e., 10 - 7 = 3 rounds with a ship with a SR of 7).

8) **Spaceworm Swarm (CR 3):** 15-25x (2d12+3); Space worms attack the PCs and their ship, consuming hull and flesh with equal abandon.

2) Aboard a Ghost Ship

Pirates 3x

If one or more of the PCs escape from the cargo hold sooner than might be expected (perhaps by teleporting or otherwise bypassing the wall or door), they run into the last few pirates aboard the ship - stragglers looking for one last thing to loot.

Until the ship's rigging is repaired, the Chitin Chaser's maneuverability is reduced from class C to class D.

4) The Captain's Quarters

The magical doll only contains enough magical energy (450 XP worth) to power the furnace helm at SR 2 for 3 days.

6A) Oasis

Assassin Vines 5x

Voyage of the Chitin Chaser

6B) Landing Site

If they choose to attempt to land anywhere on the asteroid other than at this location, PCs' ship takes 1d4 points of hull damage.

6C) Scorpion Den

Large Scorpions 4x

6D) Castaway

Willie 1x

Willie prefers to use his psionics to protect himself until he can escape danger, but Willie will use his *project force* power to defend himself if left with no other recourse. His ability to summon planar creatures can also create a dangerous and interesting encounter by bringing in reinforcements.

The cloak Willie has been using as a blanket is a *cloak of protection* +3 that can, if necessary, power the Chitin Chaser's furnace helm for 3 weeks.

6F) Wrecked Spelljammer

Forty (40) silver pieces can be found scattered throughout the wrecked spelljammer.

8) A Friendly Face

Aralu 1x and Grissom 1x

If the PCs attack, Aralu will fight to defend himself, his ship, and his family; Grissom will move to defend Aralu. The third member of their family (Aralu's wife and Grissom's mother), Eldora, serves as the ship's helmsman and will not leave the ship's helm; treat her as a 7th level psionist for the purposes of her spelljamming abilities.

Aralu has the following goods for trade: 3 bone daggers, 4 bone short swords, 1 quarterstaff, 2 clubs, 1 carrikal, 7 javelins, 1 shortbow (with 30 arrows), 1 tortoise blade, 2 suits of leather armor, 1 small shield, 5 gallons of water, and 3 pounds of food.

10) Dead in Space

Defiled Aartuk 18x

The aartuk are hidden beneath the sand and dust that covers the ship in three distinct groups of six: those on the upper deck, those on the lower deck in the passageway leading to the bridge and one the bridge itself, and a group on the underside of the ship. While each group aartuk will generally ignore the others, prolonged sounds of combat (3 or more rounds) will cause the other remaining groups of aartuk to come and investigate, so a prolonged battle could escalate quickly for the PCs.

11) Reedon's Folly

Grot 1x, Kob 1x, and Trik 1x

Grot, Kob, and Trik immediately attack when the PCs enter the village, striking to hurt, humiliate, and subdue rather than kill them, hoping to capture the party and further cow the villagers.

12A/12B) Pirates

Thorne 1x, Drog and Grud 1x each, Mata 1x, Pirates 8x

The pirates' tactics will vary, depending on if they encounter the PCs in the void of wildspace or after landing on the asteroid of Reedon's Folly.

In the Void: The defiler Thorne prefers to command his scorpion ship from the tail, using his magic wands to soften up opponents before the pirate ship uses its ram-claws to capture and immobilize an enemy ship. Drog and Grud will remain in the wardroom through the battle, guarding the bridge and spelljamming helm once they are finished operating the ship's ram-claws. Not paid to engage in ship-to-ship battles, Mata will remain on the bridge throughout the battle. The pirates' tactics will vary depending on the PCs actions - if the PCs seem likely to board the King's Klaws, the pirates will engage in missile fire until the PCs are aboard and then defend themselves; if the PCs do not seem to be preparing to board, the pirates will spend a round or two attacking the PCs with missile fire before rushing between the two ships to bring the fight to the PCs.

Voyage of the Chitin Chaser

On Reedon's Folly: If he catches sight of them, Thorne will gleefully use his spells against the party with abandon, casually defiling the land around him. The defiler will order his crew to rush the PCs en masse if possible, hoping to overwhelm them. Mata, of course, will hang back from the battle, not entering combat unless it becomes necessary for her to defend herself.

If the PCs manage to conceal themselves, the pirates will gleefully rush into the village for shore leave, but Drog and Grud will proceed more slowly, possibly allowing the party a chance to quickly defeat the pirate crew members before Thorne's two giant bodyguards arrive. For his part, the defiler Thorne will take his time entering the village, using the time to attempt to threaten his captive Evi into accepting his advances.

B) 3.5e Rules

Based on the rules from *Polyhedron Magazine* #151.

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Gravity and Gravity Planes

All objects (and creatures) in wildspace exert gravity. For large objects, such as celestial bodies, the pull of gravity is towards the center, allowing creatures to easily walk along all sides of a large asteroid or planet. **Spelljamming helms channel the natural gravity of a ship to allow those aboard it to act as if they were on a planetbound ship.**

DM’s Option: A DM might instead choose to treat shipboard gravity as other editions do: a horizontal plane running through and directed towards the center of the ship, extending out as far as the ship’s air envelope. For ease of use, the adventure assumes this is the case; refer to the 2e Rules Appendix for more details.

Air Envelopes

While some objects in wildspace are devoid of air (many small asteroids, for instance), many objects - including most spelljamming ships - are surrounded by an envelope of breathable air. **A properly functioning ship’s helm provides enough breathable air to sustain all those aboard the ship.** Envelopes of air can vary in quality, running from fresh to foul to deadly.

- Fresh air is completely safe to breathe; the air of most campaign worlds is fresh.
- Foul air (referred to as “stale air” in *Polyhedron* #151) is stale and partially depleted of oxygen, making it difficult for most creatures to breathe. Air might become fouled due to the existence of smoke, airborne toxins, or simply because too many creatures have been breathing the same limited supply of air for too long; any creature that breathes foul air **for a period of more than 6 hours must make a Fortitude save (DC 15, +1 per previous check) or take one point of damage to each of their ability scores.**
- Deadly air (referred to as “foul air” in *Polyhedron* #151) is unsafe to breathe. Any creature that attempts to breathe deadly air **must make a Fortitude save (DC 15, +1 per previous check) every hour or take 1d6 points of non-lethal damage (those who fall unconscious instead take lethal damage) and become fatigued.**

Replenishing the air envelope around a ship or other body - whether from exposure to a fresh atmosphere or a functional spelljamming helm - takes 4 hours.

A ship without a properly functioning helm runs out of air quickly if carrying a normal crew complement, growing stale after 1 day and foul after 3 days.

DM’s Option: A DM might instead choose to treat air envelopes as 2e does: a slowly fouling, limited amount of air that must be replenished - either by living plants or by mingling it with another air source (typically another ship or a larger celestial body, such as a planet or asteroid). For ease of use, the adventure assumes this is the case; refer to the 2e Rules Appendix for more details.

Voyage of the Chitin Chaser

Spelljamming Speeds

When traveling through the open void or between wildspace systems, spelljamming ships travel at extremely high speeds, but a spelljamming helm automatically slows a ship to its listed speed (often referred to as its "Fly" or "tactical" speed) in the presence of objects that could present navigational hazards (see the Spelljamming Helms section below for more information). The distance from an object at which a ship will slow to tactical speed varies, but is usually related to the size of the object (i.e., a spelljammer will drop to tactical speed much further from a planet than from a small asteroid or another ship).

Spelljamming Helms

Spelljamming helms are chair-shaped objects that allow the user to propel and maneuver a ship (or other object) through the air and wildspace. While seated on a spelljamming helm, a creature with the appropriate abilities (often referred to as the ship's helmsman) may:

- Steer the vessel in a general way (fine maneuverability of the ship is generally accomplished by the ship's crew making adjustments to the rigging).
- See and hear what's happening on and around the vessel as if they were standing on the deck.
- Move the ship at up to the ship's maximum speed.
 - If no large objects are within a certain distance of the ship (see *Maneuvering and Steering a Ship in Combat* for more information), it may move at full spelljamming speed (100 million miles every 24 hours)
 - When too close to one or more large objects, the ship is reduced to moving at its listed speed (often referred to as its "Fly" or "tactical" speed)

Multiple types of helms exist, including standard spelljamming helms that require spellcasting abilities, psijammer helms that require the helmsman to possess psionic powers, lifejammer helms that drain the life out of a captive individual while a second individual

serves as the helmsman, and furnace helms that operate by burning a flammable magical item within their furnace.

Furnace Helms: The furnace helm is an ancient form of spelljamming helm that still sees occasional use. Instead of taking its energy directly from a creature, a furnace helm takes it from magical (or psionic) items that are fed into it and subsequently destroyed. For every 3,000 gp an item is worth, the furnace helm will function for one week (obviously, this can very quickly become an expensive way of powering a ship).

Helms can be divided into major and minor helms. Both types of helms operate as described above, but minor helms can only power ships of up to **Huge size**, while major helms can power ships of up to **Colossal size**.

Using a minor or major helm also affects the maximum "tactical" speed a ship can achieve with a given type of helm and level of the helmsman, per the Spelljammer Tactical Speeds table. The value given in the table is the distance that a spelljammer can move in a single move action (a ship, like a character, can take a double move to move twice its speed in a round).

Spelljammer Tactical Speeds		
Ship Size	Major Helm	Minor Helm
Up to Large	120 ft	180 ft
Huge	60 ft	120 ft
Gargantuan	30 ft	90 ft
Colossal	n/a	60 ft
Awesome	n/a	30 ft

Maneuvering and Steering a Ship in Combat

Spelljamming ships have a facing: a distinct front, back, and sides. Facing determines a ship's default direction of movement - a ship must move in the direction of its facing unless it turns. Facing also determines what direction each of a ship's weapons points - each weapon has a firing arc that limits the directions in which it can fire.

A spelljammer's maneuverability (running from perfect to clumsy) affects its ability to easily execute maneuvers, as listed in the Spelljammer Maneuverability table. A pilot may also attempt to perform a maneuver appropriate to a higher maneuverability, but must make a Pilot check to do so. The DC is 20 for a maneuver one category higher, 30 for two categories higher, 40 for three categories higher, and 50 for four categories higher. Failing this Pilot check means the attempted maneuver fails and that the pilot might also lose control of the ship; to maintain control of the ship, a second Pilot check of the same DC must be made, with failure indicating that the ship is out of control. Out of control ships

Voyage of the Chitin Chaser

continue to move in their current direction of movement at their last speed, and control may be regained by making a successful Pilot check at the previous DC in each subsequent round.

- **Minimum Forward Speed:** When within range of another source of gravity, a spelljammer must maintain its listed minimum forward speed or begin to fall, landing or crashing as appropriate. A falling ship drops 150 ft. the first round and 300 ft. each subsequent round. A DC 20 Pilot check can be made each round to arrest the fall.
- **Hover:** This is the ability to remain motionless in one place when within range of another source of gravity.
- **Fly Backward:** Whether or not a ship can move backwards at its normal speed.
- **Reverse:** Indicates how fast a ship flying backward can move, relative to its normal speed.
- **Turn:** How much a ship can turn after moving the indicated distance.
- **Turn in Place:** Indicates how much of its normal movement speed a ship must spend to rotate in place, rather than turning while moving.
- **Maximum Turn:** Indicates how much a ship can turn with any given move.
- **Loop:** Indicates if the ship can perform a vertical loop as a move, ending its turn in the same location but with a different facing.
- **Up Angle:** Indicates the maximum angle at which a ship can climb when within range of another source of gravity.
- **Up Speed:** Indicates the maximum speed at which a ship can climb when within range of another source of gravity.
- **Down Angle:** Indicates the maximum angle at which a ship can descend when within range of another source of gravity.
- **Down Speed:** Indicates the maximum speed at which a ship can descend when within range of another source of gravity.

Spelljammer Maneuverability					
Maneuver	Perfect	Good	Average	Poor	Clumsy
Minimum Forward Speed	None	None	Half	Half	Half
Hover	Yes	Yes	No	No	No
Fly Backward	Yes	Yes	No	No	No
Reverse	Free	-30 ft.	-	-	-
Turn	Any	90° / 30 ft.	45° / 30 ft.	45° / 30 ft.	45° / 60 ft.
Turn in Place	Any / 0 ft.	+90° / -30 ft.	+45° / -30 ft.	No	No
Maximum Turn	Any / 0 ft.	Any	90°	45°	45°
Loop	Yes	Yes	No	No	No
Up Angle	Any	Any	60°	45°	45°
Up Speed	Full	Half	Half	Half	Half
Down Angle	Any	Any	Any	45°	45°
Down Speed	Double	Double	Double	Double	Double
Between Down and Up	0 ft.	0 ft.	30 ft.	60 ft.	90 ft.

Voyage of the Chitin Chaser

- **Between Down and Up:** Indicates the maximum distance that a ship must fly level after descending and before climbing when within range of another source of gravity.

Objects in wildspace exert a gravitational influence on other objects around them. When a spelljammer is under the influence of gravitational effects greater than that exerted by the ship itself, it is limited to moving at its tactical speed. The normal gravitational influence of objects can be found in the Gravitational Effects table; especially dense objects might exert twice as much gravity as is normal for an object of its size, while objects with especially low densities might exert as little as half as much gravity.

The impact of an object's gravitational effects is also lessened with distance (see the Gravity and Distance table). To determine the total gravitational effects on a ship, multiply each object's Gravitational Value by the appropriate fraction based on its distance from the ship and compare the two - if the ship's Gravitational Value is less than the adjusted object's Gravitational Value, then the spelljamming ship is limited to moving at tactical speed. For multiple nearby objects, calculate each object's adjusted Gravitational Value and add them together.

Boarding

When two ships are close enough (usually within 5 ft of each other), the moving ship can be maneuvered alongside the other, allowing creatures to move between ships while the ships remain in range.

Crashing

When one object crashes into another (intentionally or unintentionally), it inflicts

Gravitational Effects	
Object Size	Gravitational Value
Medium or smaller	0
Large / Huge	1
Gargantuan / Colossal	2
Awesome	4
Planetary Body	32

Gravity and Distance	
Distance	Fraction
1,000 ft or less	1
2,001 to 1,001 ft.	1/2
4,001 to 2,001 ft.	1/4
8,001 to 4,001 ft.	1/8
16,000 to 8,001 ft.	1/16
32,000 to 16,001 ft.	1/32
More than 32,000 ft.	n/a

damage based on its size, as shown in the Collision Damage table. Add +1d6 damage per 60 ft. of the object's current speed, and apply the damage to both objects involved in the crash.

A crash can be intentionally caused (generally known as ramming) by moving into the target's area, which requires a successful Pilot check equal to the AC of the target. A ship that has a piercing or bludgeoning ram takes only half damage when it rams another object. Such rams add +4d6 to the normal damage inflicted by a ramming attack.

Ship Repairs

Repairing lost hull points requires a DC 10 Craft (shipbuilding) check and one hour to restore 1d6 hull points. For every 5 points by which the check exceeds 10, another 1d6 hull points are restored. Each repair check consumes 10gp worth of supplies. A character with 5 or more ranks in Profession (spacehand) gains a +2 synergy bonus to Craft (shipbuilding) checks to repair a spelljammer.

A rushed repair job can be performed, but only on a ship that has lost more than half of its hull damage. A rushed repair takes one round and requires a Craft (shipbuilding) check. A DC 20 check restores 1 hull point, and an additional hull point is restored for every 10 points by which the check exceeds 20. A rushed repair cannot restore a ship's hull points above half.

Crash Damage	
Object Size	Damage
Awesome	20d6
Colossal	16d6
Gargantuan	12d6
Huge	8d6
Large	4d6
Medium-size or smaller	0

Voyage of the Chitin Chaser

Ship Stats

Eel Ship: Helm: *major*, Size: Gargantuan, Face: 15 ft. by 110 ft., Crew 4/15 (trained/+4), Mtl: shell (as wood - 5), hp: 45, Init: -4, Speed: 30 ft. (average), AC: 9 (-4 size, +3 natural), Arm: -, LC: Ground or Water, Cargo: 4.

Scorpion Ship: Helm: *major*, Size: Gargantuan, Face: 30 ft. by 75 ft., Crew 5/15 (trained/+4), Mtl: shell (as wood - 5), hp: 55, Init: -4, Speed: 35 ft. (poor), AC: 10 (-4 size, +4 natural), Arm: -, LC: Ground, Cargo: 5.

Random Encounters

Die Roll: d8

1) EL 3 - Glass Storm: A cloud of glass shards that are largely invisible against the black backdrop of the void (possibly pieces of the shattered spherewall, possibly relics from some past volcanic event). The storm lasts for 1d4 rounds and causes 1d6 slashing damage each round (DC 22 Reflex save for half damage) to anyone exposed on the upper deck.

2) EL 2 - Ice Storm: A small nebula of ice shards and freezing cold air. The ice storm does little damage to the ship itself, but the ice shards might cause injuries to the crew on the open deck. The storm lasts 2d4 rounds, and causes 1d4 piercing damage each round (DC 20 Reflex save for half damage) to anyone exposed on the upper deck. At the DM's discretion, a buildup of ice on the deck, ratlines, and ladders could also lead to falls and other minor injuries, and the associated frigid air could lead to hypothermia (DC 16 Fortitude save or become Fatigued).

3) EL 2 to EL 6 - Infestation of Immature Krajen (CR 1): 2-8x (2d4); A clump of krajen spores have gestated on the ship and now the immature krajens must be dealt with before they compromise the hull. The krajen infestation could occur anywhere on the exterior of the ship, including on the top deck.

4) EL 2 to EL 7 - Infestation of Mortiss (CR 2): 1-6x (1d6); Similar to a krajen infestation, mortiss egg casings have gestated on the ship and now these so-called 'termites of wildspace' must be dealt with before they compromise the hull. The mortiss infestation could occur on any exterior surface of the ship, including the upper deck.

5) EL 9 to EL 12 - Pirates: see Encounter 12A - Pirates in the Void for details.

6) EL 2 to EL 5 - Scavvers (CR 1): 2-5x (1d4+1); A pack of these brown shark-like creatures float past the

characters' ship and awaken. Starving, the scavvers attack rather than wait for scraps.

7) Sluk: A clump of this magic-eating plant is drawn to the aura of the ship's helm and attaches itself to the hull. A poor man's sargasso, the sluk reduces the ship's speed and must be destroyed, cleared away, or otherwise escaped for the ship to continue on its way. When encountered, the strands of the sluk patch fill 2d10 x 50 cubes of space, each 5 ft. by 5 ft. by 5 ft. in size. When sluk comes in contact with a motionless ship, it uses the spelljamming helm's energy to reproduce, increasing the size of the patch by another 2d10 x 50 cubes of space in mere rounds. Sluk is immune to most magical effects; magical spells cast at a patch of sluk allow it to reproduce as if draining spelljamming energy, with 10 spell levels worth of energy causing the sluk to reproduce. Cold damage, however, causes sluk to die and crumble away, reducing the amount of time required to free the ship by the spell's level. Sluk is immune to defiling, and cannot be used to power arcane spells. It takes 1d6+3 rounds to cut away enough sluk to unmire a ship, but if an unmired ship comes into contact with another patch of sluk, it will become mired once more.

The sluk patch reduces a ship's speed by half each round until the ship is immobile. When draining a spelljamming helm's energy, it takes a number of rounds equal to 10 - 1/10th the ship's speed for a sluk patch to reproduce (i.e., 10 - 70/10 = 3 rounds with a ship with a speed of 70).

8) Spaceworms (CR 8): 1x; Spaceworms attack the PCs and their ship, consuming hull and flesh with equal abandon.

2) Aboard a Ghost Ship (EL - or 4)

Pirates (CR 2) 3x

If one or more of the PCs escape from the cargo hold sooner than might be expected (perhaps by teleporting or otherwise bypassing the wall or door), they run into the last few pirates aboard the ship - stragglers looking for one last thing to loot.

Until the ship's rigging is repaired, the Chitin Chaser's maneuverability is reduced from Average to Poor.

4) The Captain's Quarters

The magical doll only contains enough magical energy to power the furnace helm for 3 days.

Voyage of the Chitin Chaser

6A) Oasis (EL 8)

Assassin Vines (CR 3) 6x

6B) Landing Site

If they choose to attempt to land anywhere on the asteroid other than at this location, the hull of the PCs' ship takes 2d6 points of damage.

6C) Scorpion Den (EL 7)

Large Monstrous Scorpions (CR 3) 4x

6D) Castaway (EL 9 or -)

Willie (CR 9) 1x

Willie prefers to use his psionics to protect himself until he can escape danger, but Willie will use his *energy push* and *mental barrier* powers to defend himself if left with no other recourse.

The cloak Willie has been using as a blanket is a *cloak of resistance* +3 that can, if necessary, power the Chitin Chaser's furnace helm for 3 weeks.

6F) Wrecked Spelljammer

Forty (40) silver pieces can be found scattered throughout the wrecked spelljammer.

8) A Friendly Face (EL 9 or -)

Aralu (CR 7) 1x and Grissom (CR 7) 1x

If the PCs attack, Aralu will fight to defend himself, his ship, and his family; Grissom will move to defend Aralu. The third member of their family (Aralu's wife and Grissom's mother), Eldora, serves as the ship's helmsman and will not leave the ship's helm; treat her as a 7th level psion for the purposes of her spelljamming abilities.

Aralu has the following goods for trade: 3 bone daggers, 4 bone short swords, 1 quarterstaff, 2 clubs, 1 carrikal, 7 javelins, 1 shortbow (with 30 arrows), 1 tortoise blade, 2 suits of leather armor, 1 light shield, 5 gallons of water, and 3 pounds of food.

10) Dead in Space (EL 7 - 10)

Defiled Aartuk (CR 4) 9x

The aartuk are hidden beneath the sand and dust that covers the ship in three distinct groups of three: those on the upper deck, those on the lower deck in the passageway leading to the bridge and one the bridge itself, and a group on the underside of the ship. While each group aartuk will generally ignore the others, prolonged sounds of combat (3 or more rounds) will cause the other remaining groups of aartuk to come and investigate, so a prolonged battle could escalate quickly for the PCs.

11) Reedon's Folly (EL 9)

Grot (CR 6) 1x, Kob (CR 7) 1x, and Trik (CR 6) 1x

Grot, Kob, and Trik immediately attack when the PCs enter the village, striking to hurt, humiliate, and subdue rather than kill them, hoping to capture the party and further cow the villagers.

12A/12B) Pirates (EL 12)

Thorne (CR 9) 1x, Drog (CR 6) 1x, Grud (CR 6) 1x, Mata (CR 7) 1x, Pirates (CR 2) 8x

The pirates' tactics will vary, depending on if they encounter the PCs in the void of wildspace or after landing on the asteroid of Reedon's Folly.

In the Void: The defiler Thorne prefers to command his scorpion ship from the tail, using his magic wands to soften up opponents before the pirate ship uses its ram-claws to capture and immobilize an enemy ship. Drog and Grud will remain in the wardroom through the battle, guarding the bridge and spelljamming helm once they are finished operating the ship's ram-claws. Not paid to engage in ship-to-ship battles, Mata will remain on the bridge throughout the battle. The pirates' tactics will vary depending on the PCs actions - if the PCs seem likely to board the King's Claws, the pirates will engage in missile fire until the PCs are aboard and then defend themselves; if the PCs do not seem to be preparing to board, the pirates will spend a round or two attacking the PCs with missile fire before rushing between the two ships to bring the fight to the PCs.

Voyage of the Chitin Chaser

On Reedon's Folly: If he catches sight of the PCs, Thorne will gleefully use his spells against the party with abandon, casually defiling the land around him. The defiler will order his crew to rush the PCs en masse if possible, hoping to overwhelm them. Mata, of course, will hang back from the battle, not entering combat unless it becomes necessary for her to defend herself.

If the PCs manage to conceal themselves, the pirates will gleefully rush into the village, but Drog and Grud will proceed more slowly, possibly allowing the party a chance to quickly defeat the pirate crew members before Thorne's two giant bodyguards arrive. For his part, the defiler Thorne will take his time entering the village, using the time to attempt to threaten his captive Evi into accepting his advances.

Monsters & NPCs



A) 2e Stats

Aartuk, Defiled

Climate/Terrain:	Any
Frequency:	Very Rare
Organization:	Tribe
Activity Cycle	Any
Diet:	N/A
Intelligence:	Average (8-10)
Treasure:	Q (I)
Alignment:	Lawful Evil
No. Appearing:	5-20
Armor Class:	6
Movement:	6
Hit Dice:	2+1
THAC0:	19
No. of Attacks:	1
Damage/Attacks:	1-8 (branches or pellet) or special (see below)
Special Attacks:	Tongue (see below)
Special Defenses:	Backlash (see below)
Magic Resistance:	Nil
Size:	M (6' tall)
Morale:	Average (11-12)
Level/XP Value:	120
Psionics	Nil
Summary:	

Combat: Aartuk can spit a secretion through the opening in their heads. The secretion solidifies upon contact with air and forms a rock-hard pellet that causes 1d8 points of damage. The range and other effects of the pellet are identical to those of a regular sling bullet. An aartuk can shoot one such pellet per round of combat, without any penalty for close combat.

Instead of shooting a pellet, an aartuk may choose to shoot forth its gooey tongue to entangle an adversary. The sticky tongue is effective up to a maximum

distance of 30 feet. When attacked by the tongue, the victim must roll a successful Dexterity check or become immobilized. An unconscious victim is automatically entangled. A successful Strength check is needed to pull free of the sticky tongue, with a cumulative -1 penalty per round of continuous immobilization.

The goal of the aartuk is to pull the victim to the center of its body. The head then coils back into the center of the body to hold the victim down, while the branches roll back to crush the victim. The aartuk thus causes 1d8 points of damage per round to an immobilized victim. The aartuk does not use its branches for combat in any other fashion.

A defiled aartuk causes backlash damage to any wizard who attempts to defile it, dealing 2d4+2 points of negative energy damage to the wizard.

Description: Aartuk are star-shaped plant creatures. Their bodies are covered in a thick, flexible bark that is similar to spiked leather. Aartuk possess a six-foot-tall, snake-like stalk that can coil in and out of the center of their body. An aartuk's head is oblong in shape, with a hole on one end surrounded by three black lumps. These are the sensory organs of the aartuk, which enable it to detect movement via vibration, smell, and infrared vision.



Aralu

	Male Human Air Cleric, 7th level
Climate/Terrain:	Any
Frequency:	Individual
Organization:	N/A

Voyage of the Chitin Chaser

Activity Cycle	N/A
Diet:	Omnivore
Intelligence:	High (14)
Treasure:	See below
Alignment:	Neutral Good
No. Appearing:	1
Armor Class:	7
Movement:	12
Hit Dice:	7 (38 hp)
THAC0:	16
No. of Attacks:	1
Damage/Attacks:	Longbow (1d8) or short macahuitl (1d6)
Special Attacks:	N/A
Special Defenses:	N/A
Magic Resistance:	Nil
Size:	M (6' tall)
Morale:	Elite (13-14)
Level/XP Value:	2,000
Psionics	Conceal thoughts (wild talent)
Summary:	

Psionics Summary

Level	Dis/Sci/ Dev	Attack/ Defense	Score	PSPs
7	-/-1	-	Wisdom (17)	41
Player's Option: #AT1; MTHAC0 17; MAC 8				

Wild talent: Conceal thoughts

Though Aralu calls himself a trader, he means it in a general sense; his class is that of Air cleric. Aralu has the following stats: Str 10, Dex 8, Con 12, Int 14, Wis 17, Cha 14.

He has in his possession 7,200cp worth of coins and gems, and his combat gear: *Pearl of Wisdom*, *Ring of Protection +1*, *Staff of Curing*.

Air Cleric Spells:

1st level - *Bless*, *Cure Light Wounds*, *Curse of Tongues*, *Know Direction*, *Light*

2nd level - *Augery*, *Aura of Comfort*, *Barkskin*, *Dust Devil*, *Nap*

3rd level - *Call Lightning*, *Dispel Magic*, *Zone of Sweet Air*

4th level - *Defiler Scent*

Combat: If attacked, Aralu uses his spells to defend himself and his family while attempting to withdraw.

Description: Dressed in simple but well-made clothes, Aralu is an Air cleric and merchant, using his small ship to travel the Crimson Sphere and making a living transporting small, high-value goods. His warm and friendly demeanor make him a welcome sight wherever he goes.



Assassin Vine

Climate/Terrain:	Temperate forests
Frequency:	Rare
Organization:	Solitary or patch (1d4)
Activity Cycle	Any
Diet:	Carnivore
Intelligence:	0 (plant)
Treasure:	K
Alignment:	TN
No. Appearing:	1d4
Armor Class:	5
Movement:	2
Hit Dice:	4+3
THAC0:	17
No. of Attacks:	1
Damage/Attacks:	Slam (2d6+4) or constrict (2d4+5)
Special Attacks:	See below
Special Defenses:	Camouflage
Magic Resistance:	Nil
Size:	L
Morale:	11-12 (Steady)
Level/XP Value:	975
Psionics	Nil
Summary:	

Combat: An assassin vine attacks by slamming victims with its tendrils, attempting to grapple and constrict them. The vine slams opponents with surprising force, causing 2d6+4 damage. After a successful attack, a victim must make a Save vs. Paralyzation or be snared

Voyage of the Chitin Chaser

by the vine. On subsequent rounds, the victim may not use their hands, arms, or legs unless they roll a successful Bend Bars/Lift Gates check. Each round the victim suffers 2d4+5 damage from the constriction.

An assassin vine can also animate plants in its vicinity, causing them to entangle opponents as if casting the 1st level priest spell *Entangle*, but with an open-ended duration, as the vine uses this power continuously until it believes there is no longer any threat.

Assassin vines have no visual organs, but can ascertain all foes within 30 feet via sound, scent, and vibration.

When the assassin vine remains motionless it is indistinguishable from a normal plant. The DM may secretly roll a check for characters with either the proficiency Survival for the appropriate terrain or the Herbalism proficiency to see if they notice the vine. Otherwise, the vine imposes a -4 penalty to its opponent's surprise rolls.

Description: An assassin vine is a plant creature that kills unsuspecting creatures and uses their remains as fertilizer. Assassin vines have woody, fibrous stems with brown bark and hand-shaped leaves.



Drog & Grud

	Half-giant fighters, 4th level
Climate/Terrain:	Any
Frequency:	Individuals
Organization:	N/A
Activity Cycle	N/A
Diet:	Omnivore
Intelligence:	Average (8)
Treasure:	See below
Alignment:	? Evil
No. Appearing:	2
Armor Class:	7 (Studded leather armor)
Movement:	12
Hit Dice:	4+5 (42 hp)
THAC0:	17
No. of Attacks:	1

Damage/Attacks:	Forearm axe (1d6), great macahuitl (1d8), or javelin (1d6)
Special Attacks:	N/A
Special Defenses:	N/A
Magic Resistance:	Nil
Size:	L (10' tall)
Morale:	Elite (13-14)
Level/XP Value:	420 (each)
Psionics Summary:	Nil

Drog and Grud can each be treated as having the following stats: Str 24, Dex 11, Con 20, Int 8, Wis 6, Cha 4. Note that their strength score grants them a +12 to damage and a +6 to hit if using standard strength table in the Players' Handbook or a +8 to damage and a +3 to hit if using the Dark Sun Revised Boxed Set.

Each has studded leather armor, 5 javelins, a forearm axe, and a great macahuitl. The duo has a 4,300 CP worth of money between the two of them. Drog also has a *Periapt of Health*.

Combat: When aboard ship, Drog and Grud tend to remain in the wardroom, operating the ship's ram-claws or guarding the bridge; while in the wardroom, they attack foes using their forearm axes. On land or while on the upper deck of the ship, they use their great macahuitls or javelins as appropriate.

Description: Drog and Grud are half-giants - huge and generally dull-witted warriors who serve the defiler Thorne as bodyguards and enforcers. Each carries several javelins, an axblade mounted on their lower arm (a forearm axe), and a giant wooden weapon shaped like a flat club and lined with razor-sharp pieces of obsidian (a great macahuitl).



Voyage of the Chitin Chaser

Grissom

	Male Mul Gladiator, 7th level
Climate/Terrain:	Any
Frequency:	Individual
Organization:	Individual
Activity Cycle	Any
Diet:	Omnivore
Intelligence:	High (14)
Treasure:	See below
Alignment:	Neutral Good
No. Appearing:	1
Armor Class:	4
Movement:	12
Hit Dice:	7+3 (60 hp)
THAC0:	14
No. of Attacks:	3/2 rounds
Damage/Attacks:	Double-tipped spear (1d6+5)
Special Attacks:	N/A
Special Defenses:	N/A
Magic Resistance:	Nil
Size:	M (6' tall)
Morale:	Elite (13-14)
Level/XP Value:	1,400
Psionics Summary:	Nil

Grissom has the following ability scores: Str 20, Dex 10, Con 17, Int 14, Wis 12, Cha 6.

He wears a magical metal breastplate +1 (AC of 6) as well as a Cloak of Protection +1 (which, in addition to his +1 bonus for armor optimization as a gladiator, increase his armor class to 4). He also wears a special pair of *Gauntlets of Strength* which increase his strength by +2 to 20. (Without his gauntlets, his strength would be 18).

Grissom carries 5 double-tipped spears, 2 potion fruit of *Chant*, 2 potion fruit of *Enchanted Weapon*, and 7,200 cp worth of money.

Combat: Grissom largely just stands behind Aralu and looks intimidating during negotiations, but his first priority is to protect his father. He attacks with his spears from range or in melee combat as necessary, always moving to interpose himself between Aralu and any attackers.

Description: Grissom is a tall, powerfully-built mul (a half-dwarf) with broad shoulders, thick arms and legs, and bulging muscles. Grissom is genial and quick to laugh in private, but is all business in public - as a mighty and attractive gladiator, he makes quite the impression. As the merchant Aralu's son and bodyguard, Grissom never goes anywhere without his combat gear - a suit of studded leather armor and several double-tipped spears.



Grot

	Male Ssurran Thief, 5th level
Climate/Terrain:	NA
Frequency:	Individual
Organization:	Individual
Activity Cycle	Any
Diet:	Carnivore
Intelligence:	High (14)
Treasure:	See below
Alignment:	Neutral Evil
No. Appearing:	Individual
Armor Class:	2
Movement:	12
Hit Dice:	5+1 (29 hp)
THAC0:	18
No. of Attacks:	1 weapon or talon/talon/bite
Damage/Attacks:	Short macahuitl (1d6), javelin (1d4, talon (1d8), bite (1d4)
Special Attacks:	Backstab x3
Special Defenses:	NA
Magic Resistance:	NA
Size:	M (5')
Morale:	Elite 13-14
Level/XP Value:	420
Psionics Summary:	Nil

Grot has the following ability scores: Str 14, Dex 14, Con 16, Int 14, Wis 8, Cha 12.

His possessions include a short macahuitl and studded leather armor. He has 5,600 cp worth of money, as well

Voyage of the Chitin Chaser

as an Amulet of Constitution, which increases his constitution from 14 to 16 (+2 bonus to constitution, maximum of 19), two potion fruit of *Cure Light Wounds*, and two potion fruit of *Jump*.

Combat: Grot usually wields his short macahuitl (a wooden weapon lined with razor-sharp pieces of obsidian) in melee, only abandoning it for his talons and bite in only the most desperate of situations. Given the chance, he will attempt to backstab foes, only engaging in a straightforward fight when absolutely unavoidable.

Description: Grot is a ssuran, a type of reptilian humanoid that strongly resembles a red-scaled lizardman. Cruel, servile, and ingratiating, Grot acts as a perfect henchman to Kob. Thickly built, he wears little more than several belts and harnesses upon which to hang his weapons and other gear.



Kob

	Male Elf Thief, 7th level
Climate/Terrain:	NA
Frequency:	Individual
Organization:	Individual
Activity Cycle:	Any
Diet:	Omnivore
Intelligence:	High (14)
Treasure:	See below
Alignment:	Neutral Evil
No. Appearing:	Individual
Armor Class:	3
Movement:	12
Hit Dice:	7 (25 hp)
THAC0:	17
No. of Attacks:	1
Damage/Attacks:	Dagger (1d4) or long bow (1d8)
Special Attacks:	Backstab x3
Special Defenses:	NA

Magic Resistance:	NA
Size:	M (7')
Morale:	Elite 13-14
Level/XP Value:	975
Psionics Summary:	Nil

Kob has the following stats: Str 8, Dex 18, Con 13, Int 14, Wis 10, Cha 12

His preferred weapon is the dagger, carrying several so that he can throw them as necessary, though Kob does also carry a longbow. He wears studded leather armor (AC 7), which combined with a -4 defensive adjustment due to dexterity yields an AC of 3. He has 7,200 cp worth of money as well as Gloves of Dexterity +2 (without the gloves, his dexterity would be 16) and two potion orbs of *Invisibility*.

Combat: Kob prefers to intimidate his foes into backing down before a fight even begins, but will happily wade in with his daggers if a potential victim shows some backbone. Unless long range attacks are necessary, he attacks with his daggers, throwing or stabbing with them as necessary. Kob attempts to backstab foes whenever possible, using his potion orbs of *Invisibility* to do so if necessary.

Description: Kob is a cruel and sadistic Athasian elf with only one eye. His skin is tanned a deep leather-brown from his years under the crimson sun, and he wears tight-fitting, comfortable leathers. Kob proudly keeps his many daggers on a chest bandoleer where others can see them.



Krajen, Immature

Climate/Terrain:	Any
Frequency:	Common
Organization:	Colony
Activity Cycle:	Any
Diet:	Scavenger
Intelligence:	Non (0)
Treasure:	Nil

Voyage of the Chitin Chaser

Alignment:	Neutral
No. Appearing:	10-100
Armor Class:	9
Movement:	3
Hit Dice:	½
THAC0:	20
No. of Attacks:	1
Damage/Attacks:	tentacle (1d3)
Special Attacks:	Paralysis
Special Defenses:	Nil
Magic Resistance:	Nil
Size:	S (1' long)
Morale:	Unsteady (7)
Level/XP Value:	35
Psionics Summary:	Nil

Combat: Immature krajen flail out with their tentacle at creatures that approach too closely. Such tentacle attacks cause little injury, but are tipped with a paralytic poison.

Immature krajen have little interest in paralyzed or dead attackers, and often move away from such individuals to seek out a more quiet location in which to dwell.

Description: Krajen are space-dwelling creatures that are vaguely similar to marine cephalopods. Krajen have three stages of life: small spaceborne spores, an immature barnacle-like stage, and a huge adult stage that makes them the bane of ships.

Krajen in their spore stage are harmless and can be slain by a *cure disease* spell. These spores drift in the void, waiting to land on a ship or other solid body; a spelljamming ship can pass through a cloud of spores without stopping or even attracting the notice of its crew. It is only when krajen spores take root in the hull of the ship that they are noticeable.

Krajen spores can take root in any solid object, including asteroids, ship hulls, and large creatures. Once they take root, the spore digs into the surface while its outer surface hardens into a shell similar to that of a barnacle. A central tentacle grows to extend from an opening at the top of this shell; this tentacle can whip out to attack enemies in the area, often

lashing out at random. When not attacking, the tentacle remains tucked into the shell.

Immature krajens can survive in the airless void, and prefer the air of fouled air envelopes over fresh air. They do, however, need a solid surface to draw nutrients from, though they can also absorb nutrients from dead bodies.



Mata

	Female Human Psionist, 7th level
Climate/Terrain:	Any
Frequency:	Individual
Organization:	Individual
Activity Cycle:	Any
Diet:	Omnivore
Intelligence:	Genius (18)
Treasure:	See below
Alignment:	Lawful neutral
No. Appearing:	Individual
Armor Class:	10
Movement:	12
Hit Dice:	7 (25 hp)
THAC0:	17
No. of Attacks:	1
Damage/Attacks:	Dagger (1d4)
Special Attacks:	See below
Special Defenses:	See Below
Magic Resistance:	Nil
Size:	M (6')
Morale:	Elite (13-14)
Level/XP Value:	975
Psionics Summary:	see below

Psionics Summary

Level	Dis/Sci/Dev	Attack/ Defense	Score	PSPs
7	3/4/12	IF, M-, TS, TW	-	83

Player's Option: #AT1; MTHAC0 12; MAC 8

Voyage of the Chitin Chaser

Psychokinesis — *Sciences*: detonate, disintegrate, telekinesis; *Devotions*: ballistic attack, control light, control wind, inertial barrier, levitation, molecular agitation, soften.

Psychoportation — *Science*: -; *Devotions*: phase.

Psychometabolism — *Science*: life draining; *Devotions*: adrenalin control, body equilibrium, chemical simulation, reduction.

Mata has the following ability scores: Str 8, Dex 12, Con 13, Int 18, Wis 15, Cha 10

Mata has 7,200 cp worth of money, as well as a *Bag of Holding* (250 lb limit), and wears a *Headband of Intelligence* (which yields a +2 intelligence bonus when worn; without the headband, her intelligence is 16).

Combat: As a mercenary spelljammer, Mata prefers to avoid combat. However, she will use her psionics to defend herself if necessary, striking hard and fast before attempting to make her retreat.

Description: Mata is a plain-looking, seemingly humorless human woman. She can be friendly and talkative in the right company, but she finds Thorne's pirate crew to be crude and distasteful, no matter how good the defiler's money is. Mata dresses in no nonsense, comfortable, utilitarian clothes, and can almost always be found either in her quarters or on the bridge.



Mortiss

Climate/Terrain:	Space/Non-moon, non-planet
Frequency:	Rare
Organization:	Colony
Activity Cycle:	Constant
Diet:	Organic debris & solar energy
Intelligence:	Non (0)
Treasure:	Nil
Alignment:	Neutral
No. Appearing:	1
Armor Class:	4

Armor Class:	4
Movement:	1
Hit Dice:	1-100
THAC0:	20
No. of Attacks:	1-6 per foe
Damage/Attacks:	1
Special Attacks:	Sting
Special Defenses:	Withdraw into tubes, webs
Magic Resistance:	Nil
Size:	Varies (2" - 6' long)
Morale:	Fearless (20)
Level/XP Value:	Varies
Psionics Summary:	Nil

Combat: Mortiss attack any creatures that attempt to destroy their burrows, stinging the invading creatures with their head spines and causing 1 point of damage per sting. Victims must roll a successful Saving Throw vs. Poison (with a -2 penalty) or suffer the effects of mortiss venom: taking an additional 1d6 points of damage and suffer a delusional side effect for 1d6 hours, often seeing dangers as greater or lesser than they really are, experiencing hallucinations of being elsewhere, shutting out reality altogether. Victims may roll an Intelligence check to disbelieve an aspect of their delusion each round, but suffer an additional +1 penalty per sting suffered.

Mortiss can also latch onto a victim with their jaws, causing 1 point of damage per round. Up to six mortiss can attack for every five-foot-square area an intruder enters.

Each mortiss has 1 Hit Die; the number of mortiss worms in a colony equals the total number of Hit Dice. A mortiss colony increases by 1d6 Hit Dice for every point of hull damage it causes. A colony takes up a five-foot-square area for every Hit Die. For every 4 Hit Dice of mortiss, the colony erects one ten-foot-square "castle" to a height of 1d6 feet.

Description: Mortiss range from around two inches long when young to an adult length of six feet. Unsegmented roundworms with a dorsal and ventral rib, they are eyeless, sensing by smell and vibration (likely with the collar of leathery tendrils ringing their head). Mortiss have a poisonous stinger on the top of their heads and can extrude two pairs of opposing jaws to latch onto and suck blood from prey. They have the

Voyage of the Chitin Chaser

magical ability to absorb light energy and then burrow through wood and rock as if it were soil. The digested material is converted into a clay that is used to the "castles" that top their burrows. Early infestations of mortiss often go undetected until stone-like tubes appear on a ship's hull. Left to their own devices, mortiss will encase a ship within a year with their constructions, destroying the hull in the process. Mortiss are hermaphroditic, producing egg casings that resemble geodes and releasing them into the void. Casings that attach on spelljammer hulls hatch within a week.

Pirate

Climate/Terrain:	Any
Frequency:	Common
Organization:	Crew
Activity Cycle:	Any
Diet:	Omnivore
Intelligence:	Average (8-10)
Treasure:	V
Alignment:	Lawful Evil
No. Appearing:	5-20
Armor Class:	8
Movement:	12
Hit Dice:	2
THAC0:	19
No. of Attacks:	1
Damage/Attacks:	Short macahuitl (1d6) or javelin (1d6)
Special Attacks:	Nil
Special Defenses:	Nil
Magic Resistance:	Nil
Size:	M (5' tall)
Morale:	Average (9)
Level/XP Value:	35
Psionics Summary:	Nil

Combat: These pirates tend to open any ship-board engagement with a volley of javelins. Once within range, they tend to charge into combat as a group, hoping their sheer ferocity will keep them safe.

Description: Dressed in mismatching clothes, these rough-looking men and women operate as ship-borne raiders, always in search of vulnerable-looking ships to seize, board, and loot.

Scavver, Brown

Climate/Terrain:	Any space
Frequency:	Uncommon
Organization:	Pack
Activity Cycle:	Any
Diet:	Scavenger
Intelligence:	Animal (1)
Treasure:	Nil
Alignment:	Neutral
No. Appearing:	2-20
Armor Class:	5
Movement:	12
Hit Dice:	4
THAC0:	17
No. of Attacks:	1
Damage/Attacks:	Bite (1d4)
Special Attacks:	Swallow
Special Defenses:	Poison Gas
Magic Resistance:	Nil
Size:	L (10' long)
Morale:	Unsteady (7)
Level/XP Value:	420
Psionics Summary:	Nil

Combat: Brown scavvers can swallow a man-sized or smaller creature whole on an attack roll of 19 or 20 (the gullet can instead hold two smaller creatures). Once swallowed, a victim must Save vs. Poison or die in three rounds. A scavver can be attacked from within, provided a short (less than 3') edged weapon is used, though 1-6 points of damage must be inflicted before the scavver regurgitates its meal.

Brown scavvers can also release a cloud of poison gas from their gullet against an attacker once per day. Once released, the poison is less potent (+3 on saving throws), but no less deadly (save or die within three rounds). A brown scavver can do this once per day to a single target in front of it. Brown scavvers cannot be

Voyage of the Chitin Chaser

affected by brown scavver poison, but the poison of other species of scavvers can affect them.

Description: Scavvers are long, fishlike creatures native to wildspace. Possessing one huge, human-like eye at the leading edge of their head and a wide, sweeping mouth, other body details such as number of fins vary, but their behavior and general coloring divide them into four basic groups: gray, brown, black and void scavvers. Scavvers trail ships, asteroids, and similarly large creatures for droppings and refuse. They drift inside the air envelopes of these large bodies, allowing the larger body to pull them along.

Brown scavvers range from a sun-dappled gold to a dark rusty umber.



Scorpion, Large

Climate/Terrain:	Warm wilderness and subterranean areas
Frequency:	Uncommon
Organization:	Swarm
Activity Cycle:	Any
Diet:	Carnivore
Intelligence:	Non- (0)
Treasure:	D
Alignment:	Neutral
No. Appearing:	1-6
Armor Class:	5
Movement:	9
Hit Dice:	2+2
THAC0:	19
No. of Attacks:	3 (claw/claw/sting)
Damage/Attacks:	Claw (1d4), claw (1d4), sting (1)
Special Attacks:	Poison Sting
Special Defenses:	Nil
Magic Resistance:	Nil
Size:	S (2' long)
Morale:	Average (8)
Level/XP Value:	175
Psionics Summary:	Nil

Combat: A large scorpion is 95% likely to attack any creature that approaches. Scorpions have a hard, chitinous carapace, and attack by grabbing their prey with two huge pincers while lashing forward with their tail to sting. A large scorpion can attack three opponents at once. If a large scorpion manages to grab a victim in a pincer, it will automatically inflict damage each round until it releases the victim. The only chance of escape is making a Bend Bars/Lift Gates roll. However, this can be the character's only action that round and it can be tried only once per combat. If the sting is employed against a pincer victim, no attack roll required, but untrapped foes can only be stung with a successful attack roll.

The sting inflicts only 1 point of damage, but the victim must Save vs. Poison or die the next round (type F). Note that scorpions are not immune to their own poison. If a scorpion is reduced to 1 or 2 hit points, it will go into a stinging frenzy, stinging everything in sight, making two attacks per round with only its tail. Slain creatures are dragged to the scorpion's burrow to be eaten.

Description: With a green carapace, yellowish-green legs and pincers, and a black segmented tail, large scorpions look like much larger versions of common scorpions.



Spaceworms

Climate/Terrain:	Any Space
Frequency:	Common
Organization:	Pack
Activity Cycle:	Any
Diet:	Omnivore (anything organic)
Intelligence:	Low (5-7)
Treasure:	J, K, L, N, Q, V (two types each)
Alignment:	Chaotic Neutral
No. Appearing:	4-48 (4d12)
Armor Class:	7
Movement:	3, FL 17 (A)

Voyage of the Chitin Chaser

Hit Dice:	1-1
THAC0:	15
No. of Attacks:	1
Damage/Attacks:	Bite (2-5)
Special Attacks:	Continuous damage unless dislodged, attack eyes
Special Defenses:	Immune to poisons and diseases
Magic Resistance:	Nil
Size:	S (3' long)
Morale:	Average (10)
Level/XP Value:	65
Psionics Summary:	Nil

Combat: Spaceworms attack in packs, darting this way and that to overwhelm foes. They are unpredictable: when encountered, roll 1d8 (one die per four worms, for large groups):

- On a result of 1, the spaceworms split apart in a welter of glistening slime and rent skin, revealing 1-3 tiny worms. These do only half damage, and wander aimlessly for 1 round after birth. Their reactions should then be checked on a d8.
- On a 2, the worms cruise past, ignoring all potential meals.
- On a roll of 3 or 4, the spaceworms will not attack, but one or more will come to rest on the ship or other solid object, darken, and die. Amid the melting pool of wrinkled skin and spreading slime, treasure is 80% likely to be found.
- On a result of 5 to 8, the spaceworms attack relentlessly, striking (as 5-hit die monsters, not as their hit points would ordinarily indicate) until slain or sated. A spaceworm is sated when it has caused 12 hit points of damage. It will break off combat and cruise into space, dodging to avoid attacks.

A spaceworm does not burrow below the skin when attacking; instead it eats furrows in flesh, wood, and plant matter alike, gouging along the surface with razor-sharp teeth. These furrows continue from round to round (causing automatic damage) unless the worm is wounded, in which case it will tear free and swoop in to attack again.

Description: Miniscule creatures, spaceworms are feared menaces of both spacefaring ships and beings, chewing furrows in the surfaces of all organic objects they encounter, being particularly fond of consuming eyes.

Spaceworms resemble glistening, pale-white sea slugs that grow to be up to three feet long. When encountered, they swarm over a ship, biting holes in wooden or bone hulls and attacking the crew on deck.



Thorne

	Male Human Defiler, 9th level
Climate/Terrain:	Any
Frequency:	Individual
Organization:	Individual
Activity Cycle	Any
Diet:	Omnivore
Intelligence:	Genius (18)
Treasure:	See below
Alignment:	Lawful evil
No. Appearing:	Individual
Armor Class:	10
Movement:	12
Hit Dice:	9 (23 hp)
THAC0:	18
No. of Attacks:	1
Damage/Attacks:	Dagger (1d4)
Special Attacks:	See below
Special Defenses:	See below
Magic Resistance:	Nil
Size:	M (6' tall)
Morale:	Elite (15-16)
Level/XP Value:	1400
Psionics Summary:	Catfall (wild talent)

Psionics Summary

<u>Level</u>	<u>Dis/Sci/Dev</u>	<u>Attack/ Defense</u>	<u>Score</u>	<u>PSPs</u>
9	-/-/1	-	Dex-2 (10)	40
Player's Option: #AT1; MTHAC0 15; MAC 8				

Voyage of the Chitin Chaser

Wild talent: Catfall

Thorne has the following ability scores: Str 8, Dex 12, Con 10, Int 18, Wis 14, Cha 14.

Throne has 12,000 cp worth of money, a dagger, his spellbook, a *Headband of Intelligence* (which yields a +2 intelligence bonus when worn; without the headband, his intelligence is 16), a *Wand of Magic Missile*, and a *Wand of Fireball*.

Defiler Spells:

- 1st level - *Armor, Magic Missile, Read Magic, Spider Climb, Unseen Servant*
- 2nd level - *Invisibility, Mirror Image, Summon Swarm*
- 3rd level - *Dispel Magic, Fly, Lightning Bolt*
- 4th level - *Ice Storm, Wall of Fire*
- 5th level - *Hold Monster*

Spellbook:

- 1st Level - *Change Self, Color Spray, Detect Magic,Enlarge, Feather Fall, Identify, Magic Missile, Phantasmal Force, Read Magic, Shocking Grasp, Spider Climb, Unseen Servant*
- 2nd Level - *Blur, ESP, Invisibility, Knock, Levitate, Mirror Image, Scare, Summon Swarm, Wizard Lock*
- 3rd Level - *Dispel Magic, Haste, Fly, Lightning Bolt, Spectral Force, Suggestion, Wraithform*
- 4th Level - *Confusion, Fear, Fire Shield, Ice Storm, Solid Fog, Vacancy, Wall of Fire*
- 5th Level - *Advanced Illusion, Chaos, Hold Monster, Passwall, Wall of Force*

Combat: In wildspace, Thorne has no vegetation upon which to draw energy from to cast his spells, so he employs wands and scrolls instead. Thorne likes to begin ship-to-ship combat by launching a *fireball* or *lightning bolt* to sweep the enemy ship's deck or to try and disable the ship's captain or helmsman, and then launches *magic missiles* from his wand.

When on the surface of a life-sustaining world, the defiler revels in his ability to cast spells again, launching spells with abandon and defiling the land in the process.

Description: A cruel and vicious defiler, Thorne nonetheless commands the fear and respect of his crew. He won his commission partly due to his psionic wild talent - if his psionic helmsman were ever disabled, Thorne could slowly pilot his ship until

another helmsman could be found. Thorne dresses in a similar manner to other ship captains: loose pants and shirt, tall boots, and a colorful sash.



Trik

	Female Thri-kreen Fighter/Psionist, 5th/5th level
Climate/Terrain: Frequency: Organization: Activity Cycle Diet: Intelligence: Treasure: Alignment: No. Appearing:	Any Individual Individual Any Omnivore Very intelligent (12) See below Neutral evil Individual
Armor Class: Movement: Hit Dice: THAC0: No. of Attacks: Damage/Attacks: Special Attacks:	5 18 5+2 (33 hp) 16 5 or chatkcha Claws x4 (1d4+1) and bite (1d4+1) or chatkcha (1d6+2) See below
Special Defenses: Magic Resistance: Size: Morale: Level/XP Value: Psionics Summary:	See below Nil L (7' tall) Elite (15-16) 2000 See below

Psionics Summary

<u>Level</u>	<u>Dis/Sci/Dev</u>	<u>Attack/Defense</u>	<u>Score</u>	<u>PSPs</u>
5	2/3/10	IF, M-, TS	-	61
Player's Option: #AT1; MTHAC0 16; MAC 10				

Psychometabolism — *Science:* animal affinity, metamorphosis; *Devotions:* accelerate, adrenalin

Voyage of the Chitin Chaser

control, body equilibrium, cell adjustment, chameleon power, ectoplasmic form, reduction.

Telepathy - *Science*: Mindlink; *Devotions*: contact, mind bar, ego whip

Trik has the following stats: Str 16, Dex 14, Con 16, Int 12, Wis 15, Cha 4

Combat: Trik prefers to leap into combat with her claws, gleefully tearing into foes. If she cannot reach her enemies, Trik will use her chatkcha (a type of three-bladed boomerang). She uses her psionics to improve her combat abilities both before and during a battle, as appropriate.

Description: Trik is a female thri-kreen, a type of four-armed insectile humanoid. It is almost impossible for other humanoids to discern a thri-kreen's gender - a situation made even more difficult by the kreen tendency to eschew the use of clothing, often only wearing a number of belts and harnesses to carry their scant gear.



Willie

	Human male psionist, 9th level
Climate/Terrain:	Any
Frequency:	Individual
Organization:	Individual
Activity Cycle	Any
Diet:	Omnivore
Intelligence:	Very intelligent (12)
Treasure:	See below
Alignment:	True neutral
No. Appearing:	Individual
Armor Class:	10
Movement:	12
Hit Dice:	9 (32 hp)
THAC0:	16
No. of Attacks:	1
Damage/Attacks:	See below
Special Attacks:	See below

Special Defenses:	See below
Magic Resistance:	Nil
Size:	M (6' tall)
Morale:	Elite (15-16)
Level/XP Value:	2,000
Psionics Summary:	See below

Psionics Summary

Level	Dis/Sci/Dev	Attack/ Defense	Score	PSPs
9	4/7/14	IF	-	117
Player's Option: #AT1; MTHAC0 12; MAC 10				

Telepathy — *Devotions*: radial navigation

Psychokinesis — *Sciences*: project force, telekinesis; *Devotions*: astral projection, duo dimension, dimensional door, dimension blade, ethereal traveler, phase, teleport object, time dilation, time shift.

Psychoportation — *Science*: summon planar creature, summon planar energies, teleport, teleport other; *Devotions*: phase.

Telepathy — *Science*: mindlink; *Devotions*: contact, intellect fortress, life detection, psychic crush.

Willie is a type of psionist known as an Untutored One (from Dragon Magazine #194) and has the powers of *project force* and *telekinesis* as a result of this kit.

Willie has the following stats: Str 10, Dex 12, Con 14, Int 12, Wis 15, Cha 14.

Combat: Always wary of combat, Willie has grown even more conflict-adverse during his isolation. He prefers to use his psionics to protect himself until he can escape danger, but Willie will use his *energy push* power to defend himself if left with no other recourse.

Description: Once considered a handsome, if flighty man, Willie has been stranded alone on a small asteroid for some time, and is now scraggly-looking and mentally unhinged. Dressed in ragged clothes, this former ship's helmsman wants nothing more than to be reduced and to not be alone again for a very long time.

B) 3.5e Stats

Aartuk, Defiled CR 4

LE Medium Undead (Augmented Plant)

Init +6; **Senses** Blindsight 60 ft.; Listen +6, Spot +6

Languages: Aartuk, Common

AC 19, touch 12, flat-footed 17
(+2 Dex, +7 Nat)

hp 39 (6d12); **Fast Healing:** 4

Immunities: Undead Traits

Fort +5, **Ref** +4, **Will** +2

Speed 20 ft. (4 squares)

Ranged: Pellet +7 (1d8+3)

Space: 5 ft.; **Reach:** 5 ft.

Base Attack +4; **Grapple** +7

Combat Actions: Backlash (6d4+6, DC 16), Constrict (1d8+3), Tongue Attack (Range 30 ft., DC 16)

Abilities Str 16, Dex 14, Con -, Int 10, Wis 10, Cha 9

SQ: Blindsight 60 ft., Camouflage, Fast Healing, Undead Traits.

Feats: Alertness, Improved Initiative, Weapon Focus (pellet)

Skills: Hide +6 (+10), Listen +0+6, Spot +0+6

Backlash (Su): The creature can directly damage any wizard whose defiling radius touches a square it occupies. Any attempt to draw energy from the creature exposes the wizard to 1d4+1 points of negative energy damage per HD of the plant creature, with a Fortitude save (10 + 1/2 HD + Str modifier) for half damage. The wizard must make a Concentration check (DC 10 + spell level + damage dealt, as described in the Concentration skill) in order to continue casting the spell.

Blindsight (Ex): An aartuk's head possesses sensory organs that can detect scent and vibrations within 60 feet.

Camouflage (Ex): Aartuk come in a variety of types and colorations. In all cases, their coloration allows an aartuk to conceal itself in its preferred natural environment, granting them a +10 to Hide checks in their natural environment.

Pellet (Ex): Aartuk spit a secretion through the opening of their head. This secretion hardens upon contact with air, forming a rock-hard pellet. This pellet is treated as a thrown weapon with a range equal to that of a sling, and the aartuk suffers no penalties or attacks of opportunity for its use in melee combat.

Tongue Attack (Ex): Instead of making a normal attack, an aartuk may choose to shoot forth its gooey tongue to entangle an opponent. The sticky tongue is effective up to thirty feet. On a successful attack, the victim must make a Reflex save (DC 10 + 1/2 HD + Str modifier) or become immobilized. An opposed Strength roll is required to escape (the victim receives a -1 penalty for every round of continuous entanglement). The goal of the aartuk is to draw the victim against its body. At this point the aartuk coils its head back into its body so as to hold the victim, using its branches to crush the victim. Anyone crushed in this fashion receives 1d8+3 points of constriction damage every round. The aartuk draws a victim towards itself at a rate of 5 feet per round. An aartuk's tongue has 10 hit points and can be attacked by making a successful sunder attempt, but does not provoke an attack of opportunity. If the tongue is currently attached to a target, the aartuk takes a -4 penalty on its opposed attack roll to resist the sunder attempt. Severing a tongue deals no damage to an aartuk.

Description: Aartuk are star-shaped plant creatures with bodies that are covered in a thick, flexible bark that is similar to spiked leather in texture. Aartuk have a six-foot-tall, snake-like stalk that can coil in and out of the center of their body. An aartuk's head sits atop this stalk and is oblong in shape, with a hole on one end surrounded by three black lumps. These black lumps are the sensory organs of the aartuk.

Tactics: These aartuk will begin combat by shooting pellets at their foes until they can use their tongue attacks to latch onto a foe and draw them in to be crushed by the aartuk's branch limbs.



Voyage of the Chitin Chaser

Aralu CR 7

Male Human Cleric (Air) 7

NG Medium Humanoid (Psionic)

Init +3; Senses Listen +3, Spot +3

Languages: Common, Elven, Ssurran

AC 13, touch 10, flat-footed 13

(-1 Dex, +3 armor, +1 Def)

hp 38 (7d8+7);

Fort +6, Ref +1, Will +8

Speed 30 ft. (6 squares)

Melee: Short Macahuitl +6 (1d6; 19-20/x2)

Ranged: Longbow +5 (1d8; 20/x3)

Space: 5 ft.; Reach: 5 ft.

Base Attack +5; Grapple +5

Combat Actions: MW Longbow, MW Studded
Leather Armor, MW Short Macahuitl

Cleric Spells (CL 7th, DC 13 + spell level):

4th: ice storm (d), sending.

3rd: create food and water, fly (d), summon monster
III, windwall.

2nd: aid, augury, spider climb (d), silence, spiritual
weapon.

1st: bless, bless element, comprehend languages,
entropic shield, gust of wind (d), shield of faith.

0: detect magic, guidance, light, read magic,
resistance, virtue.

Psionic Powers (ML 1st, PP: 2, DC 12 + power level):

1st: *conceal thoughts*.

Abilities Str 10, Dex 8, Con 12, Int 14, Wis 17, Cha 14

SQ: Rebuke Undead (CL 7th, 5/day)

Feats: Hidden Talent, Improved Initiative, Inquisitor,
Negotiator.

Skills: Appraise +7, Concentration +7, Diplomacy +12,
Heal +8, Knowledge (religion) +3, Listen +3, Sense
Motive +11, Spellcraft +3, Spot +3.

Possessions: 7,200cp or Combat Gear plus: *Periapt of
Wisdom* +2, *Ring of Protection* +1, *Wand of Cure Light
Wounds* (CL 1st, 40 charges).

Cleric Domains:

- **Furious Storm** - Class Skill: Balance; Weapon:
Short Macahuitl; Granted Power: You get a +4
bonus to resist being bull rushed or tripped, and
are treated as one size larger against wind effects
(such as *gust of wind*).

- **Soaring Spirit** - Class Skill: Escape Artist;
Weapon: Longbow; Granted Power: For a total
time per day of 1 round per cleric level, you can
act normally regardless of magical effects that
impede movement as if you were affected by the
freedom of movement spell. This effect occurs
automatically as soon as it applies, lasts until it
runs out or is no longer needed, and can operate
multiple times per day (up to the total daily limit
of rounds). This granted power is a supernatural
ability.

Description: Dressed in simple but well-made clothes, Aralu is an Air cleric and merchant, using his small ship to travel the Crimson Sphere and making a living transporting small, high-value goods. His warm and friendly demeanor make him a welcome sight wherever he goes.

Tactics: If attacked, Aralu uses his spells to defend himself and his family while attempting to withdraw.



Assassin Vine CR 3

TN Large Plant

Init: +0; Senses: Blindsight 120 ft.; Listen -, Spot -

Languages: -

AC 15, touch 9, flat-footed 15

(-1 size, +6 Nat)

hp 30 (4d8+12)

Fort +7, Ref +1, Will +2

Speed: 5 ft. (1 square)

Melee: Slam +7 (1d6+7)

Space: 10 ft.; Reach: 20 ft.

Base Attack +3; Grapple +12

Combat Actions: Constrict (1d6+7), Entangle,
Improved Grab

Abilities Str 20, Dex 10, Con 16, Int -, Wis 13, Cha 9

SQ: Blindsight 30 ft., Camouflage, Immunity to
Electricity, Plant Traits, Resistances.

Feats: -

Skills: -

Voyage of the Chitin Chaser

Environment: Temperate forests

Organization: Solitary or patch (2-4)

Treasure: 1/10 coins; 50% goods; 50% items

Alignment: Always neutral

Advancement: 5-16 HD (Huge); 17-32 HD (Gargantuan); 33+ HD (Colossal)

Level Adjustment: -

Blindsight (Ex): Assassin vines have no visual organs but can ascertain all foes within 30 feet using sound, scent, and vibration.

Camouflage (Ex): Since an assassin vine looks like a normal plant when at rest, it takes a DC 20 Spot check to notice it before it attacks. Anyone with ranks in Survival or Knowledge (nature) can use one of those skills instead of Spot to notice the plant.

Constrict (Ex): An assassin vine deals 1d6+7 points of damage with a successful grapple check.

Entangle (Su): An assassin vine can animate plants within 30 feet of itself as a free action (Reflex DC 13 partial). The effect lasts until the vine dies or decides to end it (also a free action). The save DC is Wisdom-based. The ability is otherwise similar to the *entangle* spell (CL 4th).

Improved Grab (Ex): To use this ability, an assassin vine must hit with its slam attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

Description: An assassin vine is a plant creature that kills unsuspecting creatures and uses their remains as fertilizer. Assassin vines have woody, fibrous stems with brown bark and hand-shaped leaves.

Tactics: Assassin vines remain still until prey comes within range, often being mistaken for innocuous plants until they lash out quickly, grabbing and constricting their prey. Assassin vines use their ability to animate nearby plants to restrain and/or slow other creatures.



Drog & Grud CR 5

Male Half-Giant Barbarian 4

?E Large Giant

Init +0; **Senses:** Darkvision 60 ft.; Listen +6, Spot -2

Languages: Common

AC 13, touch 9, flat-footed 13

(-1 size, +2 Nat, +2 armor)

hp 65 (2d8+4d12+30)

Fort +12, **Ref** +1, **Will** -1

Speed 50 ft. (10 squares)

Melee: Forearm Axe +11 (1d6+7; 20/x3) or Great Macahuitl +12 (3d6+10; 19-20/x2)

Ranged: Javelin +4 (1d8+7; Range 30 ft.; 20/x2)

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

Base Attack +5; **Grapple** +16

Combat Actions: Cleave, Power Attack, Rage (2/day)

Combat Gear: Forearm Axe, Large Javelin x5, Large Leather Armor, MW Large Great Macahuitl

Abilities Str 24, Dex 11, Con 20, Int 8, Wis 6, Cha 4

SQ: Fast Movement, Trap Sense +1, Uncanny Dodge, Wasteland Trapsense

Feats: Cleave, Fearsome, Power Attack.

Skills: Climb +7+0, Intimidate +7+9+2, Jump +7+0, Listen -2+8, Spot -2+0.

Possessions: 4,300cp or Combat Gear plus: *Amulet of Health* +2.

Rage (Ex): A barbarian can fly into a rage a certain number of times per day. In a rage, a barbarian temporarily gains a +4 bonus to Strength, a +4 bonus to Constitution, and a +2 morale bonus on Will saves, but he takes a -2 penalty to Armor Class. The increase in Constitution increases the barbarian's hit points by 2 points per level, but these hit points go away at the end of the rage when his Constitution score drops back to normal. (These extra hit points are not lost first the way temporary hit points are.) While raging, a barbarian cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except for Balance, Escape Artist, Intimidate, and Ride), the Concentration skill, or any abilities that require patience or concentration, nor can he cast spells or activate magic items that require a command word, a spell trigger (such as a wand), or spell completion (such as a scroll) to function. He can use any feat he has except Combat Expertise, item creation feats, and metamagic feats. A fit of rage lasts for a number of rounds equal to 3 + the character's (newly improved) Constitution modifier. A barbarian may prematurely end his rage. At the end of the rage,

Voyage of the Chitin Chaser

the barbarian loses the rage modifiers and restrictions and becomes fatigued (-2 penalty to Strength, -2 penalty to Dexterity, can't charge or run) for the duration of the current encounter (unless he is a 17th-level barbarian, at which point this limitation no longer applies).

A barbarian can fly into a rage only once per encounter. At 1st level he can use his rage ability once per day. At 4th level and every four levels thereafter, he can use it one additional time per day (to a maximum of six times per day at 20th level). Entering a rage takes no time itself, but a barbarian can do it only during his action, not in response to someone else's action.

Trap Sense (Ex): Starting at 3rd level, a barbarian gains a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps. These bonuses rise by +1 every three barbarian levels thereafter (6th, 9th, 12th, 15th, and 18th level). Trap sense bonuses gained from multiple classes stack.

Uncanny Dodge (Ex): At 2nd level, a barbarian retains his Dexterity bonus to AC (if any) even if he is caught flat-footed or struck by an invisible attacker. However, he still loses his Dexterity bonus to AC if immobilized. If a barbarian already has uncanny dodge from a different class, he automatically gains improved uncanny dodge instead.

Wasteland Trapsense (Ex): You can apply your trap sense class feature to natural hazards, such as quicksand or an ant lion's sand pit (TotDL 82), as well as your Armor Class against attacks made by natural hazards, such as a mekillot stampede (FFN 146). This ability replaces the trapsense ability a standard barbarian receives.

Description: Drog and Grud are half-giants - huge and generally dull-witted warriors who serve the defiler Thorne as bodyguards and enforcers. Each carries several javelins, an axeblade mounted on their lower arm (a forearm axe), and a giant wooden weapon shaped like a flat club and lined with razor-sharp pieces of obsidian (a great macahuitl).

Tactics: When aboard ship, Drog and Grud tend to remain in the wardroom, operating the ship's ram-claws or guarding the bridge; while in the wardroom, they attack foes using their forearm axes. On land or

while on the upper deck of the ship, they use their great macahuitls or javelins as appropriate.



Grissom CR 7

Male Mul Gladiator 7

NG Medium Humanoid (Dwarf)

Init +4; **Senses** Darkvision 30 ft; Listen +1, Spot +10

Languages: Common, Dwarven, Elven

AC 16, touch 10, flat-footed 16; **Uncanny Dodge** (+6 armor)

hp 66 (7d12+21)

Nonlethal Damage Resistance: 1/-

Fort +9, **Ref** +6, **Will** +4

Speed 30 ft. (6 squares)

Melee: Double-Tipped Spear +12 (1d8+5; 20/x3)

Full Melee: Double-Tipped Spear +8 (1d8+5; 20/x3) and Double-Tipped Spear +4 (1d8+2; 20/x3)

Ranged: Double-Tipped Spear +7 (1d8+5; Range 20 ft.; 20/x3)

Space: 5 ft.; **Reach** 5 ft.

Base Attack +7/+2; **Grapple** +12

Combat Actions: Cleave, Gladiatorial Performance (Combat Stance, Martial Display, Shake Off, Taunt, Team Strike +2/+2d4), Improved Feint ^B, Mercy, No Mercy, Power Attack

Combat Gear: Breastplate +1, Double-Tipped Spear x5, Potion-Fruit of *Shield of Faith* (+2) x2, Potion-Fruit of *Magic Weapon* x2.

Abilities Str 20, Dex 10, Con 17, Int 14, Wis 12, Cha 6
SQ: Arena Guile, Armor Optimization (one category lighter), Darkvision 30 ft., Nonlethal Damage Resistance, Uncanny Dodge.

Feats: Exotic Weapon Proficiency (Double-Tipped Spear) ^B, Exotic Weapon Proficiency (Weighted Pike) ^B, Improved Feint ^B, Improved Initiative, Improved Unarmed Strike ^B, Power Attack.

Skills: Balance +0+5-3, Bluff -2+10 (+3), Climb +5+5-3, Diplomacy -2+0+2+2, Intimidate -2+9+2, Jump +5+5-3, Perform -2+7, Sense Motive +1+10 (+3), Spot +1+9, Tumble +0+0+2.

Possessions: 7,200cp or Combat Gear plus: Cloak of Resistance +1, Gauntlets of Strength +2.

Arena Guile: Starting at 2nd level, you add one-half your gladiator level (round down) as a bonus to all

Voyage of the Chitin Chaser

Bluff and Sense Motive checks that relate directly to melee combat.

Extended Activity: Muls may engage in up to 12 hours of hard labor or forced marching without suffering from fatigue.

Gladiatorial Performance: Once per day per gladiator level, you can use your talents to affect enemies and allies. Each ability requires both a minimum gladiator level and a minimum number of ranks in the Perform skill to qualify.

Starting a gladiatorial performance effect is a standard action unless otherwise stated. Some effects require concentration, which means you must take a standard action each round to maintain the ability.

- **Combat Stance:** A gladiator with 3 or more ranks in Perform can assume a combat stance, showing off to spectators and displaying a warning to opponents. You receive a +2 competence bonus to AC against the first attack made against you within 5 rounds after assuming the stance. At 6th level combat stance can be assumed as a move action, and at 12th level as a swift action.
- **Martial Display:** A gladiator with 3 or more ranks in Perform can entertain the crowd and intimidate enemies with a display of unarmed attacks or weapon prowess. You receive a +2 competence bonus to the first attack roll you make within 5 rounds after ending the martial display. At 6th level martial display can be assumed as a move action, and at 12th level as a swift action.
- **Team Strike:** A gladiator with 3 or more ranks in Perform can distract an enemy so an ally can exploit a vital spot when making a melee attack. Team strike can only be used against an enemy you threaten with a melee weapon. The ally must act on the same initiative as you or before your next turn to gain the benefit of team strike. The ally receives a +1 bonus to hit and inflicts an additional 1d4 points of damage on the next melee attack against the target. If the enemy moves out of your threat range before your ally attacks, the ally does not receive the benefits of team strike. Creatures immune to sneak attack damage and critical hits are immune to team strike. At 7th level and every six levels thereafter these bonuses increase by +1 to attack and +1d4 to damage (+2 attack and +2d4 damage at 7th, +3 attack and +3d4 at 13th, +4 attack and +4d4 at 19th).

- **Taunt:** A gladiator of 3rd or higher level with 6 or more ranks in Perform can demoralize enemies by verbal ridicule. Enemies must be within 30 feet of the gladiator and capable of hearing you, and you must be able to see your enemies. Each enemy affected suffers a –1 morale penalty to attack and damage rolls, and a –1 morale penalty on saving throws versus charm and fear effects. The effect lasts as long as enemies hear your taunts and for 5 rounds thereafter. At 8th level and every six gladiator levels thereafter, the penalties increase by 1 (–2 at 8th, –3 at 14th and –4 at 20th). Taunt is a mind-affecting ability.
- **Shake Off:** A gladiator of 6th or higher level with 9 or more ranks in Perform can try to end a mind-affecting effect in play on themselves or an ally. You shake your head violently to clear your mind, or slap an ally to bring her back to their senses. The recipient of the shake off can reroll a single failed save or opposed skill check (with the same DC as the failed roll) to end a mind-affecting effect. If there is no save or check to avoid the mind-affecting effect, the effect ends automatically.

Mercy: At 1st level, you suffer no penalty to attack rolls when attacking with a weapon to inflict nonlethal damage.

No Mercy: Beginning at 6th level, you can perform a coup de grace as a standard action rather than a full-round action.

Tireless: Muls get a +4 racial bonus to checks for performing a physical action that extends over a period of time (running, swimming, holding breath, and so on). This bonus stacks with the Endurance feat. This bonus may also be applied to saving throws against spells and magical effects that cause weakness, fatigue, exhaustion or enfeeblement.

Uncanny Dodge (Ex): At 4th level, you retain your Dexterity bonus to AC (if any) even if you are caught flat-footed or struck by an invisible attacker. However, you still lose your Dexterity bonus to AC if immobilized. If you already have uncanny dodge from a different class, you automatically gain improved uncanny dodge (see below) instead.

Voyage of the Chitin Chaser

Description: Grissom is a tall, powerfully-built mul (a half-dwarf) with broad shoulders, thick arms and legs, and bulging muscles. Grissom is genial and quick to laugh in private, but is all business in public - as a mighty and attractive gladiator, he makes quite the impression. As the merchant Aralu's son and bodyguard, Grissom never goes anywhere without his combat gear - a suit of studded leather armor and several double-tipped spears.

Tactics: Grissom largely just stands behind Aralu and looks intimidating during negotiations, but his first priority is to protect his father. He attacks with his spears from range or in melee combat as necessary, always moving to interpose himself between Aralu and any attackers.



Grot CR 6

Male Ssurran Rogue 5

Neutral Evil Medium Monstrous Humanoid

Init +6; **Senses:** Darkvision 60 ft.; Listen -1, Spot -1

Languages: Common, Elven, Giant, Ssurran

AC 19, touch 12, flat-footed 17; Dodge, Mobility, Uncanny Dodge

(+2 Dex, +3 Nat, +4 Armor)

hp 55 (3d8+5d6+24)

Fort +6, **Ref** +9, **Will** +3; Evasion

Speed 30 ft. (6 squares)

Melee: Short Macahuitl +8 (1d6+2; 19-20/x2) or Claw +8 (1d4+2)

Full Melee: Short Macahuitl +8/+3 (1d6+2; 19-20/x2) and Bite +3 (1d4+1) or 2x Claw +8 (1d4+2) and Bite +3 (1d4+1)

Ranged: Javelin +8 (1d4+2; Range 30 ft.; 20/x2)

Space/Reach: 5 ft./5 ft.

Base Attack +6/+1; **Grapple** +8

Combat Actions: Sneak Attack (+3d6)

Combat Gear: Short Macahuitl, Studded Leather Armor +1

Abilities Str 14, Dex 14, Con 16, Int 14, Wis 8, Cha 12

SQ: Evasion, Heat Tolerance, Skills, Trapfinding, Trap Sense +1, Uncanny Dodge.

Feats Dodge, Improved Initiative, Mobility.

Skills: Appraise +2+11+4, Balance +2+5, Bluff +1+9, Climb +2+5, Diplomacy +1+0+2+2, Handle Animal

+0+6, Intimidate +1+9+2, Jump +2+5, Profession (trader) -1+9+4, Sense Motive -1+9, Survival -1+6+8, Tumble +2+0+2.

Possessions: 5,600cp or Combat Gear plus: Amulet of Health +2, Potion-Orb of *Cure Light Wounds* x2, Potion-Orb of *Jump* x2, Shard of Tumble +5.

Evasion (Ex): At 2nd level and higher, a rogue can avoid even magical and unusual attacks with great agility. If she makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage. Evasion can be used only if the rogue is wearing light armor or no armor. A helpless rogue does not gain the benefit of evasion.

Heat Tolerance (Ex): A ssurran's scales regulate its body's temperature in the sun. Ssurrans suffer no ill effects from hot temperatures under the sun, though fire affects them normally.

Skills (Ex): Ssurrans receive a +8 racial bonus to all Survival checks and a +4 racial bonus to all Appraise and Profession (trader) checks.

Sneak Attack: If a rogue can catch an opponent when he is unable to defend himself effectively from her attack, she can strike a vital spot for extra damage.

The rogue's attack deals extra damage any time her target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when the rogue flanks her target. This extra damage is 1d6 at 1st level, and it increases by 1d6 every two rogue levels thereafter. Should the rogue score a critical hit with a sneak attack, this extra damage is not multiplied.

Ranged attacks can count as sneak attacks only if the target is within 30 feet.

With a sap (blackjack) or an unarmed strike, a rogue can make a sneak attack that deals nonlethal damage instead of lethal damage. She cannot use a weapon that deals lethal damage to deal nonlethal damage in a sneak attack, not even with the usual -4 penalty.

A rogue can sneak attack only living creatures with discernible anatomies - undead, constructs, oozes, plants, and incorporeal creatures lack vital areas to attack. Any creature that is immune to critical hits is not vulnerable to sneak attacks. The rogue must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. A rogue cannot

Voyage of the Chitin Chaser

sneak attack while striking a creature with concealment or striking the limbs of a creature whose vitals are beyond reach.

Trapfinding: Rogues (and only rogues) can use the Search skill to locate traps when the task has a Difficulty Class higher than 20.

Finding a nonmagical trap has a DC of at least 20, or higher if it is well hidden. Finding a magic trap has a DC of 25 + the level of the spell used to create it.

Rogues (and only rogues) can use the Disable Device skill to disarm magic traps. A magic trap generally has a DC of 25 + the level of the spell used to create it.

A rogue who beats a trap's DC by 10 or more with a Disable Device check can study a trap, figure out how it works, and bypass it (with her party) without disarming it.

Trap Sense (Ex): At 3rd level, a rogue gains an intuitive sense that alerts her to danger from traps, giving her a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps. These bonuses rise to +2 when the rogue reaches 6th level, to +3 when she reaches 9th level, to +4 when she reaches 12th level, to +5 at 15th, and to +6 at 18th level.

Trap sense bonuses gained from multiple classes stack.

Uncanny Dodge (Ex): Starting at 4th level, a rogue can react to danger before her senses would normally allow her to do so. She retains her Dexterity bonus to AC (if any) even if she is caught flat-footed or struck by an invisible attacker. However, she still loses her Dexterity bonus to AC if immobilized.

If a rogue already has uncanny dodge from a different class she automatically gains improved uncanny dodge instead.

Description: Grot is a ssurran, a type of reptilian humanoid that strongly resembles a red-scaled lizardman. Cruel, servile, and ingratiating, Grot acts as a perfect henchman to Kob. Thickly built, he wears little more than several belts and harnesses upon which to hang his weapons and other gear.

Tactics: Grot usually wields his short macahuitl (a wooden weapon lined with razor-sharp pieces of obsidian) in melee, only abandoning it for his claws and bite in only the most desperate of situations. Given

the chance, he will maneuver in an attempt to sneak attack foes, only engaging in a straightforward fight when absolutely unavoidable.



Kob CR 7

Male Elf Rogue 7

Neutral Evil Medium Humanoid (Elf)

Init: +4; **Senses:** Low-Light Vision; Listen +12, Spot +12

Languages: Common, Dwarven, Elven, Ssurran

AC 17, touch 14, flat-footed 13; **Uncanny Dodge** (+4 Dex, +3 Armor)

hp 31 (7d6+7)

Resistances: mundane extreme heat or cold

Fort +3, **Ref** +9, **Will** +2; **Evasion**

Speed 40 ft. (8 squares)

Melee: Dagger +10 (1d4; 19-20/x2)

Ranged: Dagger +9 (1d4-1; Range 10 ft.; 19-20/x2) or Longbow +9 (1d8; Range 100 ft.; 20/x3)

Space/Reach: 5 ft./5 ft.

Base Attack +5; **Grapple** +4

Combat Actions: Combat Expertise, Improved Feint Sneak Attack (+4d6)

Combat Gear: Dagger x5, Dagger +1, MW Studded Leather Armor

Abilities Str 8, Dex 18, Con 13, Int 14, Wis 10, Cha 12

SQ: Elf Run, Evasion, Resistances, Skills, Trapfinding, Trap Sense +2, Uncanny Dodge.

Feats: Combat Expertise, Improved Feint, Weapon Finesse.

Skills: Balance +4+5, Bluff +1+10, Climb -1+5, Diplomacy +1+0+2+2, Escape Artist +3+5, Intimidate +1+10+2, Jump -1+5, Listen +0+10+2, Perform +1+0+2, Search +2+0+2, Sense Motive +0+10, Sleight of Hand +3+0+2, Spot +0+10+2, Tumble +3+10+2.

Possessions: 7,200cp or Combat Gear plus: Gloves of Dexterity +2, Psionic Tattoo of *Force Screen* x3, Potion-Orb of *Invisibility* x2.

Elf Run: After a minute of warm-up and a Concentration check (DC 10), elves can induce an elf run state. This state allows elves to hustle for long distances as easily as a human can move normally, and run for long distances as easily as a human can hustle. Each day that an elf continues the elf run, he must make additional Concentration checks to maintain his elf run state: A trivial check (DC 10) on the second day,

Voyage of the Chitin Chaser

an easy check (DC 15) on the third day, an average check (DC 20) on the fourth day, a difficult check (DC 30) on the fifth day, and an heroic check (DC 40) on the sixth day. Once the elf fails his Concentration check, he loses the elf run benefits and suffers normal penalties for extended hustling and running (PH 164). After a full day's rest, the elf may attempt again to induce an elf run state. With a group of elves, runners add their leader's Charisma bonus both to their movement rate and to any Fortitude checks related to movement.

Evasion (Ex): At 2nd level and higher, a rogue can avoid even magical and unusual attacks with great agility. If she makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage. Evasion can be used only if the rogue is wearing light armor or no armor. A helpless rogue does not gain the benefit of evasion.

Resistances: Elves have a natural resistance to extreme temperatures and aren't adversely affected by the heat of the day or the chill of the night. They treat extreme heat or cold as if it were only very hot or cold, (see DMG for rules on temperature effects) but suffer normally from abysmal heat, or from magical supernatural heat and cold.

Skills: Elves have a +2 racial bonus to Listen, Perform, Search and Spot checks.

Sneak Attack: If a rogue can catch an opponent when he is unable to defend himself effectively from her attack, she can strike a vital spot for extra damage.

The rogue's attack deals extra damage any time her target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when the rogue flanks her target. This extra damage is 1d6 at 1st level, and it increases by 1d6 every two rogue levels thereafter. Should the rogue score a critical hit with a sneak attack, this extra damage is not multiplied.

Ranged attacks can count as sneak attacks only if the target is within 30 feet.

With a sap (blackjack) or an unarmed strike, a rogue can make a sneak attack that deals nonlethal damage instead of lethal damage. She cannot use a weapon that deals lethal damage to deal nonlethal damage in a sneak attack, not even with the usual -4 penalty.

A rogue can sneak attack only living creatures with discernible anatomies - undead, constructs, oozes, plants, and incorporeal creatures lack vital areas to attack. Any creature that is immune to critical hits is not vulnerable to sneak attacks. The rogue must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. A rogue cannot sneak attack while striking a creature with concealment or striking the limbs of a creature whose vitals are beyond reach.

Trapfinding: Rogues (and only rogues) can use the Search skill to locate traps when the task has a Difficulty Class higher than 20.

Finding a nonmagical trap has a DC of at least 20, or higher if it is well hidden. Finding a magic trap has a DC of 25 + the level of the spell used to create it.

Rogues (and only rogues) can use the Disable Device skill to disarm magic traps. A magic trap generally has a DC of 25 + the level of the spell used to create it.

A rogue who beats a trap's DC by 10 or more with a Disable Device check can study a trap, figure out how it works, and bypass it (with her party) without disarming it.

Trap Sense (Ex): At 3rd level, a rogue gains an intuitive sense that alerts her to danger from traps, giving her a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps. These bonuses rise to +2 when the rogue reaches 6th level, to +3 when she reaches 9th level, to +4 when she reaches 12th level, to +5 at 15th, and to +6 at 18th level.

Trap sense bonuses gained from multiple classes stack.

Uncanny Dodge (Ex): Starting at 4th level, a rogue can react to danger before her senses would normally allow her to do so. She retains her Dexterity bonus to AC (if any) even if she is caught flat-footed or struck by an invisible attacker. However, she still loses her Dexterity bonus to AC if immobilized.

If a rogue already has uncanny dodge from a different class she automatically gains improved uncanny dodge instead.

Description: Kob is a cruel and sadistic Athasian elf with only one eye. His skin is tanned a deep leather-brown from his years under the crimson sun, and he wears tight-fitting, comfortable leathers. Kob proudly

Voyage of the Chitin Chaser

keeps his many daggers on a chest bandoleer where others can see them.

Combat: Kob prefers to intimidate his foes into backing down before a fight even begins, but will happily wade in with his daggers if a victim shows some backbone. Unless long range attacks are necessary, he attacks with his daggers, throwing or stabbing with them as necessary. Kob attempts to maneuver to sneak attack foes whenever possible, using Improved Feint or his potion-orbs of *Invisibility* to do so if necessary.



Krajen, Immature CR 1

TN Small Aberration

Init +3; **Senses** Blindsight 30 ft.; Listen +4, Spot +4

Languages: -

AC 14, touch 14, flat-footed 10

(+1 size, +3 Dex)

hp 7 (1d8+3);

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

Speed 5 ft. (1 square)

Melee: Tentacle +4 (1d4-2)

Space: 5 ft.; **Reach** 5 ft.

Base Attack +0; **Grapple** -6

Combat Actions: Paralysis (DC 13)

Abilities Str 6, Dex 16, Con 16, Int 1, Wis 14, Cha 3

SQ: Blindsight 30 ft..

Feats: Weapon Finesse.

Skills: Hide +7, Listen +4, Spot +4.

Environment: Asteroids or Wildspace

Organization: Cluster (1-6) or colony (10-100)

Treasure: None

Alignment: Always neutral

Advancement: 2-3 HD (Medium)

Level Adjustment: -

Blindsight (Ex): An immature krajen can use nonvisual means to ascertain all foes within 30 feet as a sighted creature would.

Paralysis (Ex): Anyone struck by an immature krajen's tentacle must succeed on a Fortitude save (DC 10 + ½ HD + Con modifier) or be paralyzed for 1d3+1 rounds.

Wildspace Native (Ex): Krajen are native to the void of wildspace and can survive with no air.

Description: Krajen are space-dwelling creatures that are vaguely similar to marine cephalopods. Krajen have three stages of life: small spaceborne spores, an immature barnacle-like stage, and a huge adult stage that makes them the bane of ships.

Krajen in their spore stage are harmless and can be slain by a *cure disease* spell. These spores drift in the void, waiting to land on a ship or other solid body; a spelljamming ship can pass through a cloud of spores without stopping or even attracting the notice of its crew. It is only when krajen spores take root in the hull of the ship that they are noticeable.

Krajen spores can take root in any solid object, including asteroids, ship hulls, and large creatures. Once they take root, the spore digs into the surface while its outer surface hardens into a shell similar to that of a barnacle. A central tentacle grows to extend from an opening at the top of this shell; this tentacle can whip out to attack enemies in the area, often lashing out at random. When not attacking, the tentacle remains tucked into the shell.

Immature krajen can survive in the airless void, and prefer the air of fouled air envelopes over fresh air. They do, however, need a solid surface to draw nutrients from, though they can also absorb nutrients from dead bodies.

Tactics: Immature krajen flail out with their tentacle at creatures that approach too closely. Such tentacle attacks cause little injury, but are also tipped with a paralytic poison.

Immature krajen have little interest in paralyzed or dead attackers, and often move away from such individuals to seek out a more quiet location in which to dwell.



Voyage of the Chitin Chaser

Mata CR 7

Female Human Psion (Shaper) 7

Lawful Neutral Medium Humanoid (Human)

Init +3; **Senses** Listen +4, Spot +4

Languages: Common, Dwarven, Elven, Giant, Ssurran

AC 11, touch 11, flat-footed 10
(+1 Dex)

hp 24 (7d4+7)

Fort +3, **Ref** +3, **Will** +7

Speed 30 ft. (6 squares)

Melee: Dagger +2 (1d4-1; 19-20/x2)

Space: 5 ft.; **Reach:** 5 ft.

Base Attack +3; **Grapple** +2

Combat Actions: Extend Power, Psionic Focus (2x, Move action)

Combat Gear: Dagger

Psion Powers (ML 7th, PP: 60, DC 14 + power level):

4th: correspond, psionic dimension door;

3rd: dispel psionics, ectoplasmic cocoon, energy wall, greater concealing amorphia;

2nd: cloud mind, psionic identify, psionic lock, psionic tongues;

1st: astral construct, conceal thoughts, inertial armor, mind thrust, psionic minor creation.

Abilities Str 8, Dex 12, Con 13, Int 18, Wis 14, Cha 10

SQ: Psicrystal (Nimble, Singleminded)

Feats: Alertness^B, Boost Construct, Extend Power, Improved Psicrystal^B, Psicrystal Affinity^B, Psicrystal Containment, Psionic Meditation.

Skills: Bluff +0+10, Concentration +1+10+3, Disguise +0+10, Knowledge (Psionics) +4+10, Listen +2+0+2, Psicraft +4+10+2, Spot +2+0+2, Use Psionic Device +0+10.

Possessions: 7,200cp or Combat Gear plus: Bag of Holding (type I), Headband of Intellect +2, Psionic Tattoo of Body Adjustment.

Description: Mata is a plain-looking, seemingly humorless human woman. She can be friendly and talkative in the right company, but she finds Thorne's pirate crew to be crude and distasteful, no matter how good the defiler's money is. Mata dresses in no nonsense, comfortable, utilitarian clothes, and can almost be found either in her quarters or on the bridge.

Tactics: Mata hires onto ships as a spelljammer pilot, not as a combat caster. She is extremely adverse to entering into combat and will only use her psionics to defend herself, focusing on creating astral constructs (which she calls 'harbringers') to defend her.

Monstrous Scorpion, Large CR 3

TN Large Vermin

Init: +0; **Senses:** Darkvision 60 ft., Tremorsense 60 ft.; Listen +0, Spot +4

Languages: -

AC: 16; touch 9, flat-footed 16
(-1 size, +7 Nat)

hp 32 (5d8+10)

Saves: Fort +6, Ref +1, Will +1

Speed: 50 ft.

Melee: Claw +6 (1d6+4)

Full Melee: 2x Claw +6 (1d6+4) and Sting +1 (1d6+2 plus Poison)

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

Base Attack: +3; **Grapple:** +11

Combat Options: Constrict (1d6+4), Improved Grab, Poison (DC 14, 1d4 Con/1d4 Con)

Abilities: Str 19, Dex 10, Con 14, Int -, Wis 10, Cha 2

SQ: Darkvision 60 ft., Tremorsense 60 ft., Vermin Traits.

Feats: -

Skills: Climb +8, Hide +0, Spot +4

Constrict (Ex): A monstrous scorpion deals automatic claw damage on a successful grapple check.

Improved Grab (Ex): To use this ability, a monstrous scorpion must hit with a claw attack. A monstrous scorpion can use either its Strength modifier or Dexterity modifier for grapple checks, whichever is better.

Poison (Ex): A monstrous scorpion has a poisonous sting. The save DC is Constitution-based.

Skills: A monstrous scorpion has a +4 racial bonus on Climb, Hide, and Spot checks.

Voyage of the Chitin Chaser

Description: With a green carapace, yellowish-green legs and pincers, and a black segmented tail, large scorpions look like much larger versions of common scorpions.

Tactics: Monstrous scorpions are unsubtle combatants, rushing forward to attack potential prey with their claws and tail stingers.



Mortiss CR 2

TN Medium Aberration

Init +2; **Senses** Darkvision 60ft.; Listen +5, Spot +6

Languages: -

AC 14, touch 12, flat-footed 12

(+2 Dex, +2 Nat)

hp 13 (2d8+4);

Immune: Mortiss Anatomy

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

Speed 0 ft. (0 squares)

Melee: Sting +3 (1d6-1 plus Poison) or Bite +3 (1d3-1)

Space: 5 ft.; **Reach** 5 ft.

Base Attack +1; **Grapple** +4

Combat Actions: Attach, Colonial Assault, Poison (DC 13, 1d4 hp + confusion/confusion)

Abilities: Str 8, Dex 15, Con 14, Int 1, Wis 16, Cha 3

SQ: Mortiss Anatomy, Darkvision 60 ft.

Feats: Alertness, Weapon Finesse[®].

Skills: Hide +2+0, Listen +3+2, Spot +3+3.

Environment: Asteroids or Wildspace

Organization: Cluster (1-6) or colony (10-100)

Treasure: none

Alignment: Always neutral

Advancement: 3–6 HD (Medium); 7–18 HD (Large)

Level Adjustment: -

Attach (Ex): If mortiss hit with their bite attack, they use their powerful jaws to latch onto the opponent's body and automatically deal bite damage each round they remain attached. Attached mortiss are not considered grappled themselves, do not lose their Dexterity bonus to Armor Class, still threaten an area, and can use their

remaining attacks (if any) against whatever opponents they choose (including opponents they are attached to). To remove attached mortiss through grappling, the opponent must achieve a pin against the mortiss (at which point the opponent pulls free of the mortiss and the grapple ends).

Colonial Assault (Ex): As a colony of multiple individual creatures, mortiss function differently in combat than other creatures:

- Mortiss gain an additional attack per round for every 6 Hit Dice the colony possesses (two attacks at 6 HD, 3 attacks at 9 HD, etc).
- The unique nature of mortiss causes them to function in many ways as if they were one size category larger. Whenever mortiss are subject to a [size modifier](#) or special size modifier for an opposed check (such as during [grapple checks](#), [bull rush](#) attempts, and [trip](#) attempts), they are treated as one size larger if doing so would be advantageous for them. Mortiss are also considered to be one size larger when determining whether a creature's special attacks based on size (such as [improved grab](#) or [swallow whole](#)) can affect them. However, their space and reach remain those of a creature of their actual size. The benefits of this stack with the effects of powers, abilities, and spells that change the subject's size category.
- Additionally, as stated above, Mortiss do not count as grappled when attached: they do not suffer the standard -20 penalty on grapple checks, do not lose their Dexterity bonus to Armor Class, still threaten an area, and can use their remaining attacks (if any) against whatever opponents they choose (including opponents they are attached to).

Mortiss Anatomy (Ex): As a colony of multiple individual creatures, mortiss have no clear front or back and no discernible anatomy, so they are not subject to critical hits or sneak attacks. Mortiss cannot be flanked, tripped, grappled, or bull rushed.

While similar to standard swarms, mortiss colonies are made up of relatively small numbers of individual creatures, so spells or effects that target specific numbers of creatures can have an effect on mortiss. Each specific creature that is slain, disabled, or otherwise incapacitated by spells or effects that target specific creatures bestows one negative level on the mortiss. As usual, a mortiss colony that gains negative

Voyage of the Chitin Chaser

levels equal to its Hit Dice is instantly slain. Negative levels gained in this manner are not the result of negative energy (and thus cannot be blocked by *death ward* or removed by *restoration*), but never result in permanent level loss. Mortiss take half again as much damage (+50%) from spells or effects that affect an area, such as splash weapons and evocation spells.

Poison (Ex): Injury, Fortitude save (DC 10 + ½ HD + Con modifier), initial damage 1d4 damage and confusion for 1d4 rounds, secondary damage *confusion* (as the spell) for 1d6 hours.

Description: Mortiss range from around two inches long when young to an adult length of six feet. Unsegmented roundworms with a dorsal and ventral rib, they are eyeless, sensing by smell and vibration (likely with the collar of leathery tendrils ringing their head). Mortiss have a poisonous stinger on the top of their heads and can extrude two pairs of opposing jaws to latch onto and suck blood from prey. They have the magical ability to absorb light energy and then burrow through wood and rock as if it were soil. The digested material is converted into a clay that is used to the “castles” that top their burrows. Early infestations of mortiss often go undetected until stone-like tubes appear on a ship’s hull. Left to their own devices, mortiss will encase a ship within a year with their constructions, destroying the hull in the process. Mortiss are hermaphroditic, producing egg casings that resemble geodes and releasing them into the void. Casings that attach on spelljammer hulls hatch within a week.

Tactics: Mortiss attack any creatures that attempt to destroy their burrows, latching onto and immobilizing creatures with their jaws or stinging the invading creatures with their head spines. Those poisoned by mortiss take additional damage and suffer a delusional side effect for sometime, seeing dangers as greater or lesser than they really are, experiencing hallucinations of being elsewhere, or shutting out reality altogether.



Pirate CR 2

Male Human Rogue 1 / Warrior 2

Neutral Evil Medium Humanoid (Human)

Init: +6; **Senses:** Listen +3, Spot +3

Languages: Common, Elven, Ssurran

AC 14, touch 12, flat-footed 12; Dodge, Mobility (+2 Dex, +2 Armor)

hp 15 (1d6+2d8+3)

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

Speed 30 ft. (6 squares)

Melee: Short Macahuitl +3 (1d6+1; 19-20/x2) or Dagger +3 (1d4+1; 19-20/x2)

Ranged: Javelin +4 (1d6+1; Range 30 ft.; 20/x2)

Space: 5 ft.; **Reach:** 5 ft.

Base Attack +2; **Grapple** +3

Combat Actions: Sneak Attack (+1d6)

Combat Gear: Dagger, Javelin x5, Leather Armor, Short Macahuitl

Abilities: Str 13, Dex 15, Con 12, Int 14, Wis 10, Cha 8

SQ: Trapfinding.

Feats: Dodge, Improved Initiative, Mobility.

Skills: Balance +2+3, Bluff -1+3, Climb +1+3, Hide +2+3, Intimidate -0+3, Jump +1+3, Listen +0+3, Move Silently +1+3, Search +2+3, Sense Motive +0+3, Spot +0+3.

Sneak Attack: If a rogue can catch an opponent when he is unable to defend himself effectively from her attack, she can strike a vital spot for extra damage.

The rogue’s attack deals extra damage any time her target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when the rogue flanks her target. This extra damage is 1d6 at 1st level, and it increases by 1d6 every two rogue levels thereafter. Should the rogue score a critical hit with a sneak attack, this extra damage is not multiplied.

Ranged attacks can count as sneak attacks only if the target is within 30 feet.

With a sap (blackjack) or an unarmed strike, a rogue can make a sneak attack that deals nonlethal damage instead of lethal damage. She cannot use a weapon that deals lethal damage to deal nonlethal damage in a sneak attack, not even with the usual -4 penalty.

Voyage of the Chitin Chaser

A rogue can sneak attack only living creatures with discernible anatomies - undead, constructs, oozes, plants, and incorporeal creatures lack vital areas to attack. Any creature that is immune to critical hits is not vulnerable to sneak attacks. The rogue must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. A rogue cannot sneak attack while striking a creature with concealment or striking the limbs of a creature whose vitals are beyond reach.

Trapfinding: Rogues (and only rogues) can use the Search skill to locate traps when the task has a Difficulty Class higher than 20.

Finding a nonmagical trap has a DC of at least 20, or higher if it is well hidden. Finding a magic trap has a DC of 25 + the level of the spell used to create it.

Rogues (and only rogues) can use the Disable Device skill to disarm magic traps. A magic trap generally has a DC of 25 + the level of the spell used to create it.

A rogue who beats a trap's DC by 10 or more with a Disable Device check can study a trap, figure out how it works, and bypass it (with her party) without disarming it.

Description: Dressed in mismatching clothes, these rough-looking men and women operate as ship-borne raiders, always in search of vulnerable-looking ships to seize, board, and loot.

Tactics: These pirates tend to open any ship-board engagement with a volley of javelins. Once within range, they tend to charge into combat as a group, hoping their sheer ferocity - as well as their Dodge and Mobility feats - will keep them safe. Once in melee combat, the pirates attack targets in pairs to make use of their sneak attacks, using Mobility to safely maneuver for flanking bonuses.



Scavver, Gray CR 1

TN Medium Animal

Init: +2; **Senses:** Darkvision 120 ft., Low-Light Vision; Listen +6, Spot +10

Languages: -

AC 15, touch 12, flat-footed 13
(+2 Dex, +3 Nat)
hp 16 (3d8+3)
Fort +4, **Ref** +5, **Will** +2

Speed: Fly 60 ft. (average) (12 squares)
Melee: Bite +4 (1d6+1; 20/x2)
Space: 5 ft.; **Reach:** 5 ft.
Base Attack: +2; **Grapple:** +3
Combat Actions: -

Abilities: Str 13, Dex 15, Con 13, Int 1, Wis 12, Cha 2
SQ: Darkvision, Low-Light Vision, Skills, Wildspace Native.
Feats: Alertness, Weapon Finesse.
Skills: Listen +6, Spot +10.

Environment: Wildspace
Organization: Solitary, school (2-5), or pack (6-11)
Treasure: None
Alignment: Always neutral
Advancement: 4-6 HD (Medium)
Level Adjustment: -

Skills: Scavvers have a +4 racial bonus to Spot checks.

Wildspace Native (Ex): Scavvers are native to the void of wildspace and can shut down their basic body functions when in deep space. In this state, they require no air or food. Scavvers can also fly through both the void of space and atmospheres.

Description: Scavvers are long, fishlike creatures native to wildspace. Possessing one huge, human-like eye at the leading edge of their head and a wide, sweeping mouth, other body details such as number of fins vary, but their behavior and general coloring divide them into four basic groups: gray, brown, black and void scavvers. Scavvers trail ships, asteroids, and similarly large creatures for droppings and refuse. They drift inside the air envelopes of these large bodies, allowing the larger body to pull them along.

The hides of gray scavvers run the gamut of shades of gray, but many of them are the color of an airless, dead asteroid.

Tactics: Grays are the smallest and least dangerous type of scavver, though they tend to travel in large packs. Gray scavvers are fairly timid, rarely attacking

Voyage of the Chitin Chaser

prey larger than themselves unless it appears to be dead or otherwise helpless.

The largest threat that gray scavvers pose is the consumption of air, as each scavver trailing a ship or other body's air envelope uses up air at the same rate as a human crew member.



Scavver, Brown CR 3

TN Large Animal

Init: +6; **Senses:** Darkvision 120 ft., Low-Light Vision; Listen +8, Spot +7

Languages: -

AC 15, touch 11, flat-footed 13

(-1 size, +2 Dex, +4 Nat)

hp 38 (7d8+7)

Fort +8, **Ref** +7, **Will** +3

Speed: Fly 60 ft. (average) (12 squares)

Melee: Bite +7 (1d8+4; 20/x2)

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

Base Attack: +5; **Grapple:** +12

Combat Actions: Improved Grab, Poisonous Gullet (DC 14, 1d4 Con / 2d4 Con), Swallow Whole

Abilities: Str 17, Dex 15, Con 13, Int 1, Wis 12, Cha 2

SQ: Darkvision, Low-Light Vision, Skills, Wildspace Native.

Feats: Alertness, Great Fortitude, Improved Initiative.

Skills: Listen +8, Spot +11.

Environment: Wildspace

Organization: Solitary, school (2-5), or pack (6-11)

Treasure: None

Alignment: Always neutral

Advancement: 8-9 HD (Large)

Level Adjustment: -

Improved Grab (Ex): To use this ability, a scavver must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can attempt to swallow the foe the following round.

Poisonous Gullet (Ex): The gullet of a brown scavver is filled with poisonous gas. A creature that has been swallowed whole suffers the effects of the gullet's

poisonous gas each round. Inhaled, Fortitude save (DC 10 + ½ HD + Con modifier), initial damage 1d4 Con, secondary damage 2d4 Con.

Once per day, a brown scavver can breathe forth a cloud of the poison gas which it evacuates from its gullet. This cloud fills a single 5-foot square directly in front of the creature, affecting all opponents caught in that square.

Skills: Scavvers have a +4 racial bonus to Spot checks.

Swallow Whole (Ex): A scavver can try to swallow a grabbed opponent of a smaller size than itself by making a successful grapple check. Once inside, the opponent takes 1d8+3 points of crushing damage plus 1d6+1 points of acid damage per round from the scavver's gizzard. A swallowed creature can cut its way out by using a light slashing or piercing weapon to deal 15 points of damage to the gizzard (AC 12). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out. A Large scavver's interior can hold 2 Medium, 8 Small, 32 Tiny, or 128 Diminutive or smaller opponents.

Wildspace Native (Ex): Scavvers are native to the void of wildspace and can shut down their basic body functions when in deep space. In this state, they require no air or food. Scavvers can also fly through both the void of space and atmospheres.

Description: Scavvers are long, fishlike creatures native to wildspace. Possessing one huge, human-like eye at the leading edge of their head and a wide, sweeping mouth, other body details such as number of fins vary, but their behavior and general coloring divide them into four basic groups: gray, brown, black and void scavvers. Scavvers trail ships, asteroids, and similarly large creatures for droppings and refuse. They drift inside the air envelopes of these large bodies, allowing the larger body to pull them along.

Brown scavvers range from a sun-dappled gold to a dark rusty umber.

Tactics: Brown scavvers generally act as scavengers, and will often flee from attacks from anything larger than themselves. Due to the size of their mouth and gut, however, these creatures tend to try and swallow anything smaller than themselves, whether or not their intended prey tries to defend itself. When under dire

Voyage of the Chitin Chaser

threat, a brown scavver can also release a cloud of poison gas from their gullet, though they can only do so once per day without reducing their ability to digest prey.



Scavver, Night CR 5

TN Huge Animal

Init: +6; **Senses:** Darkvision 120 ft., Low-Light Vision; Listen +10, Spot +10

Languages: -

AC 15, touch 10, flat-footed 13

(-2 size, +2 Dex, +5 Nat)

hp 65 (10d8+20)

Fort +11, **Ref** +9, **Will** +6

Speed: Fly 60 ft. (average) (12 squares)

Melee: Bite +10 (2d6+7; 20/x2)

Space: 15 ft.; **Reach** 10 ft.

Base Attack: +7; **Grapple:** +20

Combat Actions: Improved Grab, Swallow Whole

Abilities: Str 21, Dex 15, Con 15, Int 1, Wis 12, Cha 2

SQ: Darkvision, Low-Light Vision, Skills, Wildspace Native.

Feats: Alertness, Great Fortitude, Improved Initiative, Iron Will.

Skills: Hide +2, Listen +10, Spot +14.

Environment: Wildspace

Organization: Solitary, school (2-5), or pack (6-11)

Treasure: None

Alignment: Always neutral

Advancement: 11-17 HD (Huge)

Level Adjustment: -

Improved Grab (Ex): To use this ability, a scavver must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can attempt to swallow the foe the following round.

Skills: Scavvers have a +4 racial bonus to Spot checks. Night scavvers have a +4 racial bonus to Hide checks due to the coloration of their hide.

Swallow Whole (Ex): A scavver can try to swallow a grabbed opponent of a smaller size than itself by making a successful grapple check. Once inside, the opponent takes 2d6+5 points of crushing damage plus 1d6+1 points of acid damage per round from the scavver's gizzard. A swallowed creature can cut its way out by using a light slashing or piercing weapon to deal 15 points of damage to the gizzard (AC 12). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out. A Huge scavver's interior can hold 2 Large, 8 Medium, 32 Small, 128 Tiny, or 256 Diminutive or smaller opponents.

Wildspace Native (Ex): Scavvers are native to the void of wildspace and can shut down their basic body functions when in deep space. In this state, they require no air or food. Scavvers can also fly through both the void of space and atmospheres.

Description: Scavvers are long, fishlike creatures native to wildspace. Possessing one huge, human-like eye at the leading edge of their head and a wide, sweeping mouth, other body details such as number of fins vary, but their behavior and general coloring divide them into four basic groups: gray, brown, black and void scavvers. Scavvers trail ships, asteroids, and similarly large creatures for droppings and refuse. They drift inside the air envelopes of these large bodies, allowing the larger body to pull them along.

Night scavvers tend to be black with white spots, blending into the void of space from a distance.

Tactics: Night scavvers are more bold than their lesser kin, often slipping aboard a ship to consume random objects or individuals. Stubborn in the extreme, these creatures are difficult to drive off from their chosen prey, sometimes even refusing to be dislodged from the deck of a ship.



Scavver, Void CR 10

TN Huge Animal

Init: +6; **Senses:** Blindsight 30 ft., Darkvision 120 ft., Low-Light Vision; Listen +12, Spot +15

Languages: -

Voyage of the Chitin Chaser

AC 17, touch 10, flat-footed 15
(-2 size, +2 Dex, +7 Nat)
hp 144 (18d8+63)
Fort +14, **Ref** +13, **Will** +12

Speed: Fly 60 ft. (average) (12 squares)
Melee: Bite +18 (2d8+9; 20/x2)
Space: 15 ft.; **Reach** 10 ft.
Base Attack: +13; **Grapple:** +27
Combat Actions: Improved Grab, Swallow Whole

Abilities: 23, Dex 15, Con 17, Int 1, Wis 12, Cha 10
SQ: Blindsight 30 ft., Darkvision, Low-Light Vision, Skills, Wildspace Native.
Feats: Improved Natural Attack (bite), Toughness (3), Weapon Focus (bite).
Skills: Hide +2, Listen +12, Spot +15.

Environment: Wildspace
Organization: Solitary, school (2-5)
Treasure: None
Alignment: Always neutral
Advancement: 19-32 (Huge); 33-54 (Gargantuan)
Level Adjustment: -

Blindsight (Ex): Void scavvers can pinpoint creatures within a distance of 30 feet. Opponents the scavver can't actually see still have total concealment against it.

Improved Grab (Ex): To use this ability, a scavver must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can attempt to swallow the foe the following round.

Skills: Scavvers have a +4 racial bonus to Spot checks. Void scavvers have a +4 racial bonus to Hide checks due to the coloration of their hide.

Swallow Whole (Ex): A scavver can try to swallow a grabbed opponent of a smaller size than itself by making a successful grapple check. Once inside, the opponent takes 2d6+5 points of crushing damage plus 1d6+1 points of acid damage per round from the scavver's gizzard. A swallowed creature can cut its way out by using a light slashing or piercing weapon to deal 15 points of damage to the gizzard (AC 12). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out. A Huge scavver's interior can hold 2 Large, 8

Medium, 32 Small, 128 Tiny, or 256 Diminutive or smaller opponents.

Wildspace Native (Ex): Scavvers are native to the void of wildspace and can shut down their basic body functions when in deep space. In this state, they require no air or food. Scavvers can also fly through both the void of space and atmospheres.

Description: Scavvers are long, fishlike creatures native to wildspace. Possessing one huge, human-like eye at the leading edge of their head and a wide, sweeping mouth, other body details such as number of fins vary, but their behavior and general coloring divide them into four basic groups: gray, brown, black and void scavvers. Scavvers trail ships, asteroids, and similarly large creatures for droppings and refuse. They drift inside the air envelopes of these large bodies, allowing the larger body to pull them along.

The hides of void scavvers are completely black.

Tactics: Void scavvers are generally solitary creatures, but are extremely aggressive and are willing to attack a ship's crew directly. Some are even rumored to grow large enough to threaten spelljamming ships themselves, tearing into the hull and shaking the crew out to consume at their leisure.



Spaceworms CR 8

CN Gargantuan Animal (mob of Small Spaceworms)
Init: +0; **Senses:** Darkvision 60 ft., Low-Light Vision; Listen +2, Spot +2
Languages: -

AC: 14; touch 8, flat-footed 12
(-4 size, +2 Dex, +6 natural)
hp: 135 (30 HD; 30d8)
Immunities: Disease, Poison
Saves: Fort +18, Ref +19, Will +9

Speed: Fly 30 ft. (6 squares) (average)
Melee: Mob (5d6)
Space: 20 ft. **Reach:** 0 ft.
Base Attack: +22; **Grapple:** +32
Combat Options: Expert Grappler

Abilities: Str 6, Dex 15, Con 12, Int 1, Wis 10, Cha 10

Voyage of the Chitin Chaser

SQ: Darkvision 60 ft., Immunities, Low-Light Vision, Mob Anatomy, Wildspace Native

Feats: Alertness, Improved Bull Rush^B, Improved Overrun^A.

Skills: Listen +2, Spot +2

Environment: Any Space

Organization: Pack (4–48)

Treasure: 1/10th coins; 50% goods (gems only)

Alignment: Usually chaotic neutral

Advancement: -

Level Adjustment: -

Expert Grapppler (Ex): A mob can maintain a grapple without penalty and still make attacks against other targets (normally, attacking other targets while grappling imposes a –20 penalty on grapple checks). A mob is never considered flat-footed while grappling.

Immunities: Spaceworms are immune to poison and disease.

Mob Anatomy (Ex): A mob has no clear front or back and no discernible anatomy, so it is not subject to critical hits or sneak attacks. A mob cannot be flanked, tripped, grappled, or bull rushed.

Unlike standard swarms, mobs are made up of relatively small numbers of individual creatures, so spells or effects that target specific numbers of creatures can have an effect on a mob. Each specific creature that is slain, disabled, or otherwise incapacitated by spells or effects that target specific creatures bestows two negative levels on the mob. A mob that gains negative levels equal to its Hit Dice breaks up as if reduced to 0 hit points. Negative levels gained in this manner are not the result of negative energy (and thus cannot be blocked by *death ward* or removed by *restoration*), but never result in permanent level loss. A mob takes half again as much damage (+50%) from spells or effects that affect an area, such as splash weapons and evocation spells.

Although mobs are treated as one creature, it sometimes becomes necessary to determine the fate of a specific individual caught up in the mob. If a mob is dispersed by nonlethal attacks, there are no casualties. If the mob is dispersed by lethal attacks, assume that 30% of its number are slain and 30% are reduced to 0 hit points. To determine a specific individual's fate, simply roll d%: a result of 01–30 indicates death, 31–60 indicates the victim is reduced to 0 hit points, and a roll of 61–100 indicates the victim escapes relatively unscathed.

Description: Miniscule creatures, spaceworms are feared menaces of both spacefaring ships and beings, chewing furrows in the surfaces of all organic objects they encounter, being particularly fond of consuming eyes.

Spaceworms resemble glistening, pale-white sea slugs that grow to be up to three feet long. When encountered, they swarm over a ship, biting holes in wooden or bone hulls and attacking the crew on deck.

Tactics: A pack of spaceworms are unobvious opponents. Once sighting something edible (nearly anything organic), the spaceworms swarm it. Spaceworms are, however, highly unpredictable; in any given combat, roll 1d8 to determine the spaceworms' actions in a round:

- 1) The worms split apart in a shower of gore, each revealing 1-3 newly born Tiny spaceworms, who wander around aimlessly for 1 round before rejoining the group.
- 2) The spaceworms ignore all potential meals.
- 3-4) Several of the spaceworms land on a solid surface and die, possibly leaving behind a bit of treasure in their rapidly melting remains.
- 5-8) The spaceworms attack relentlessly.



Thorne CR 9

Male Human Wizard (Defiler) 9

LE Medium Humanoid (Human)

Init: +1; Senses: Listen +4, Spot +4

Languages: Common, Hopan, Ssurran

AC: 11; touch 11, flat-footed 11 (+1 Dex)

hp 22 (9d4)

Saves: Fort +3, Ref +4, Will +8

Speed: 30 ft. (6 squares)

Melee: Dagger +3 (1d4-1; 19-20/x2) or Touch +3 (by spell)

Ranged: Ranged Touch +5 (by spell)

Space: 5 ft.; Reach: 5 ft.

Base Attack: +4; **Grapple:** +3

Voyage of the Chitin Chaser

Combat Options: -
Combat Gear: Dagger

Psionic Powers (ML 1st, PP: 2, DC 12 + power level):
1st: *catfall*.

Wizard Spells (CL 9th, DC 14 + spell level, +1 for Evocation spells *):
5th: *cone of cold* *;
4th: *fire shield* *, *greater invisibility*, *ice storm* *;
3rd: *dispel magic*, *extended protection from arrows*, *fireball* *, *lightning bolt* *;
2nd: *extended mage armor*, *gust of wind* *, *invisibility*, *scorching ray* * x2;
1st: *alarm*, *chill touch*, *magic missile* * x2, *shocking grasp* *;
0th: *detect magic*, *light*, *mage hand*, *message*.

Spellbook (collection of stone rods):
5th: *cone of cold* *, *dominate person*;
4th: *fire shield* *, *greater invisibility*, *ice storm* *, *mass enlarge person*;
3rd: *dispel magic*, *fireball* *, *fly*, *lightning bolt* *;
2nd: *gust of wind* *, *invisibility*, *protection from arrows*, *scorching ray* *;
1st: *alarm*, *chill touch*, *mage armor*, *magic missile* *, *obscuring mist*, *shocking grasp* *, *ray of enfeeblement*.
0th: *detect magic*, *light*, *mage hand*, *message*.
* Spell cast at +1 caster level due to Path Sinister.

Abilities: Str 8, Dex 12, Con 10, Int 18, Wis 14, Cha 14
SQ: Familiar (Lizard)
Feats: Alertness ^B, Craft Wand ^B, Extend Spell, Hidden Talent, Path Sinister*, Scribe Scroll ^B, Skill Focus (Concentration), Spell Focus (Evocation).
Skills: Bluff +2+12, Climb -1+(10/2)+3, Concentration +0+12+3, Diplomacy +2+0+2, Intimidate +2+0+2, Knowledge (arcana) +4+12, Knowledge (psionics) +4+8, Listen +2+0+2, Spellcraft +4+12+2, Spot +2+0+2.
Possessions: 12,000cp or Combat Gear plus: Headband of Intellect +2, Wand of *Extended Mage Armor* (CL 9th, 10 charges), Wand of *Magic Missile* (CL 9th, 30 charges), Wand of *Fireball* (CL 5th, 5 charges); 125cp.

Description: A cruel and vicious defiler, Thorne nonetheless commands the fear and respect of his crew. He won his commission partly due to his psionic wild talent - if his psionic helmsman were ever disabled, Thorne could slowly pilot his ship until another helmsman could be found. Thorne dresses in

a similar manner to other ship captains: loose pants and shirt, tall boots, and a colorful sash.

Tactics: In wildspace, Thorne has no vegetation upon which to draw energy from to cast his spells, so he employs wands and scrolls instead. Thorne begins each day by casting extended *mage armor* on himself and likes to begin ship-to-ship combat by launching a *fireball* or *lightning bolt* to sweep the enemy ship's deck or to try and disable the ship's captain or helmsman, and then launches *magic missiles* from his wand.

When on the surface of a life-sustaining world, Thorne revels in his ability to cast spells again, launching spells with abandon and defiling the land in the process.



Trix CR 6

Female Thri-Kreen Psychic Warrior 5
NE Medium Monstrous Humanoid (Psionic)
Init +2; **Senses:** Darkvision 60ft.; Listen +4, Spot +4
Languages: Common, Thri-Kreen

AC 15, touch 12, flat-footed 13
(+2 Dex, +3 Nat)
hp 58 (7d8+21+6)
Immunities: Sleep
Fort +7, **Ref** +6, **Will** +7

Speed 40 ft. (8 squares); Speed of Thought
Melee: Claw +8 (1d6+3)
Full Melee: 4x Claw +8 (1d6+3) and Bite +6 (1d4+1 plus Poison)
Ranged: Chatkcha +6 (1d6+3)
Space: 5 ft.; **Reach** 5 ft.
Base Attack +4; **Grapple** +7
Combat Actions: Deflect Arrows, Psionic Fist, Psionic Focus, Poison (DC 14)

Psychic Warrior (ML 5th, PP: 12, DC 12 + power level):
2nd - dissolving touch, psionic lion's charge;
1st - empty mind, inertial armor, offensive precognition;
*Powers can be augmented.

Abilities Str 16, Dex 14, Con 16, Int 10, Wis 15, Cha 4
SQ: Darkvision 60 ft.
Feats: Deflect Arrows ^B, Improved Natural Attack (Claw), Multiattack, Psionic Body ^B, Psionic Fist ^B, Speed of Thought ^B, Weapon Focus (Claw).

Voyage of the Chitin Chaser

Skills: Balance +4, Concentration +13, Hide +2 (+4), Jump +39, Listen +4, Speak Language (Common), Spot +4.

Poison (Ex): A thri-kreen delivers its poison (Fortitude save DC 11 + Con modifier) with a successful bite attack. The initial damage is 1d6 Dex, and the secondary damage is paralysis. A thri-kreen produces enough poison for one bite per day.

Skills (Ex): Thri-kreen have a +30 racial bonus on Jump checks. They also have a +4 racial bonus on Hide checks in sandy or arid areas.

Description: Trik is a female thri-kreen, a type of four-armed insectile humanoid. It is almost impossible for other humanoids to discern a thri-kreen's gender - a situation made even more difficult by the kreen tendency to eschew the use of clothing, often only wearing a number of belts and harnesses to carry their scant gear.

Tactics: Trik prefers to leap into combat with her claws, gleefully tearing into foes. If she cannot reach her enemies, Trik will use her chatkcha (a type of three-bladed boomerang).

Trik uses her psionics to improve her combat abilities both before and during a battle, using *inertial armor* before a fight, *psionic lion's charge* when leaping into battle, and *Psionic Fist* throughout the battle to drop her foes as quickly as possible.



Willie CR 8

Male Human Wilder 9

Neutral Medium Humanoid (Human, Psionic)

Init +2; **Senses:** Listen +11, Spot +11

Languages: Common, Ssurran

AC: 12, touch 12, flat-footed 10; Elude Touch (+2 Dex)

hp 57 (9d6+18+8)

Saves: Fort +6, Ref +5, Will +5; Volatile Mind (+2)

Speed: 30 ft. (6 squares)

Melee: Rock +6 (1d3; 20/x2)

Ranged: Rock +6 (1d3; Range 15 ft.; 20/x2)

Space: 5 ft.; **Reach:** 5 ft.

Base Attack: +6/+1; **Grapple:** +6

Combat Actions: Psionic Focus, Surging Euphoria (+1), Wild Surge (+3)

Wilder Powers (ML 9th, PP: 85, DC 13 + power level):

4th - *psionic divination*;

3rd - *mental barrier**;

2nd - *energy push**, *sustenance*;

1st - *empty mind**, *far hand**;

*Power can be augmented.

Abilities: Str 10, Dex 14, Con 14, Int 12, Wis 8, Cha 16

SQ: Elude Touch, Psychic Elevation.

Feats: Expanded Knowledge (*energy push*), Extend Power, Psionic Body, Quicken Power, Wastelander.

Skills: Concentration +2+12, Knowledge (psionics) +1+12, Listen -1+12, Psicraft +1+12+2, Spot -1+12, Survival -1+(12/2)+2.

Possessions: None (-1 CR)

Elude Touch (Ex): Starting at 2nd level, a wilder's intuition supersedes her intellect, alerting her to danger from touch attacks (including rays). She gains a bonus to Armor Class against all touch attacks equal to her Charisma bonus; however, her touch AC can never exceed her Armor Class against normal attacks.

Psychic Elevation (Ex): Pushing oneself by invoking a wild surge is dangerous. Immediately following each wild surge, a wilder may be overcome by the strain of her effort. The chance of suffering psychic elevation is equal to 5% per manifester level added with the wild surge.

A wilder who is overcome by psychic elevation is dazed until the end of her next turn and loses a number of power points equal to her wilder level.

Surging Euphoria (Ex): Starting at 4th level, when a wilder uses her wild surge ability, she gains a +1 morale bonus on attack rolls, damage rolls, and saving throws for a number of rounds equal to the intensity of her wild surge.

If a wilder is overcome by psychic elevation following her wild surge, she does not gain the morale bonus for this use of her wild surge ability.

At 12th level, the morale bonus on a wilder's attack rolls, damage rolls, and saving throws increases to +2. At 20th level, the bonus increases to +3.

Voyage of the Chitin Chaser

Volatile Mind (Ex): A wilder's temperamental mind is hard to encompass with the discipline of telepathy. When any telepathy power is manifested on a wilder of 5th level or higher, the manifester of the power must pay 1 power point more than he otherwise would have spent.

The extra cost is not a natural part of that power's cost. It does not augment the power; it is simply a wasted power point. The wilder's volatile mind can force the manifester of the telepathy power to exceed the normal power point limit of 1 point per manifester level. If the extra cost raises the telepathy power's cost to more points than the manifester has remaining in his reserve, the power simply fails, and the manifester exhausts the rest of his power points.

At 9th level, the penalty assessed against telepathy powers manifested on a wilder is increased to 2 power points. At 13th level, the penalty increases to 3 power points, and at 17th level it increases to 4 power points.

As a standard action, a wilder can choose to lower this effect for 1 round.

Wild Surge (Su): A wilder can let her passion and emotion rise to the surface in a wild surge when she manifests a power. During a wild surge, a wilder gains phenomenal psionic strength, but may harm herself by the reckless use of her power (see *Psychic Enervation*, below).

A wilder can choose to invoke a wild surge whenever she manifests a power. When she does so, she gains +1 to her manifester level with that manifestation of the power. The manifester level boost gives her the ability to augment her powers to a higher degree than she otherwise could; however, she pays no extra power point for this wild surge. Instead, the additional 1 power point that would normally be required to

augment the power is effectively supplied by the wild surge.

Level-dependent power effects are also improved, depending on the power a wilder manifests with her wild surge.

This improvement in manifester level does not grant her any other benefits (psicrystal abilities do not advance, she does not gain higher-level class abilities, and so on).

She cannot use the *Overchannel* psionic feat and invoke her wild surge at the same time.

At 3rd level, a wilder can choose to boost her manifester level by two instead of one. At 7th level, she can boost her manifester level by up to three; at 11th level, by up to four; at 15th level, by up to five; and at 19th level, by up to six.

In all cases, the wild surge effectively pays the extra power point cost that is normally required to augment the power; only the unaugmented power point cost is subtracted from the wilder's power point reserve.

Description: Once considered a handsome, if flighty man, Willie has been stranded alone on a small asteroid for some time, and is now scraggly-looking and mentally unhinged. Dressed in ragged clothes, this former ship's helmsman wants nothing more than to be reduced and to not be alone again for a very long time.

Tactics: Always adverse to combat, Willie has grown even more conflict-adverse during his isolation. He prefers to use his psionics to protect himself until he can escape danger, but Willie will use his *energy push* power to defend himself if left with no other recourse.