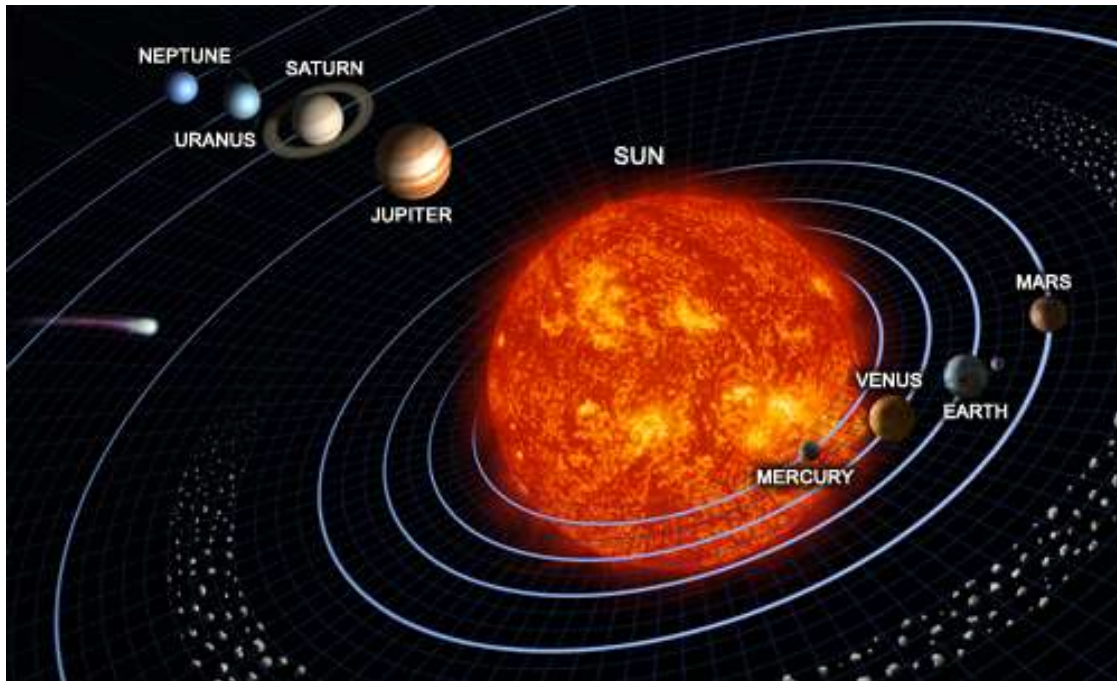


## ÆTHERNAUTS D20: TERRESTRIAL PLANETS



### INTRODUCTION

Aethernauts is a steampunk space opera campaign based on the works of 20th century pulp fiction authors and Greek Mythology. In this campaign, the player characters can travel the aether that separates the planets of the solar system in order to explore new worlds and encounter new life. The campaign setting works for either the d20 Modern or 3.5 D&D rule set. Rather than a single planet the creatures of the d20 game will be scattered throughout the Solar System. The primary literary works drawn upon to create this campaign are the novels by Edgar Rice Burroughs, H.G. Wells, Jules Verne, Ray Cummings, Arthur K. Barnes, and Phillip Reeve. How the Solar System functions is based on the Aristotle's "aether" theories and Victorian Era mysticism rather than exclusively on modern science. The roles of historic astronomers, scientists, and early explorers have been recast to fit the colonial expansion into space rather than the continents of Earth. Britannia has become the greatest nation on Earth and is the driving force behind space exploration.

### EARLY EXPLORERS OF THE AETHER



The first attempt to travel into the aether was attempted by the Song Dynasty of China. Early in the sixteenth century, Wan Hu decided to take advantage of China's advanced rocket and fireworks technology to launch himself into heaven. He supposedly had a chair built with forty-seven rockets attached. On the day of lift-off, Wan, splendidly attired, climbed into his rocket chair and forty seven servants lit the fuses and ran for cover. There was a huge explosion. When the smoke cleared, Wan Hu and the chair were gone, and was said never to have been seen again. Isaac Newton (1643-1727) was the first to discover the mathematical and alchemical formulas required to lift an object into the heavens. These

principles were adopted by Yankee inventors to create the **Verneshot Cannon** that could fire a manned capsule into orbit around the moon (1865). The first men to land on the moon were two British citizens who traveled in a **Cavorite Sphere** in 1901. This initial foray ended in disaster due to a hostile encounter with the insectoid natives of the Moon, the Selenites. In 1918, the first British lunar port was established on the moon called Port George. It is from this port that the Imperial Powers of the Earth launch their aethershops to explore and conquer the rest of the solar system. The British Empire is leading the charge to secure territory and trade routes through out the solar system. It has established human colonies on Mars, Venus, and the Moons of Jupiter.

### THE NATURE OF AETHER

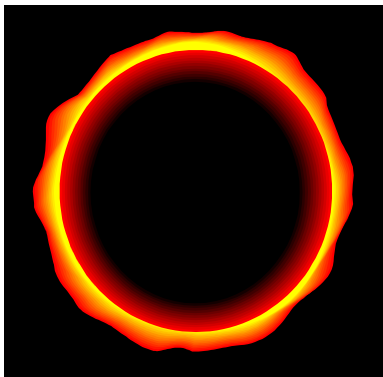
The fifth Classical Element, Aether, is the material that fills the region of the universe above the terrestrial sphere. Aristotle included aether as a fifth element distinct from the other four, Earth, Water, Air, and Fire. The word aether (αἰθήρ) in Homeric Greek means "pure, fresh air" or "clear sky", imagined in Greek mythology to be the pure essence where the gods lived and which they breathed, analogous to the air breathed by mortals.

Aristotle includes aether in the system of the classical elements of Ionic philosophy as the "fifth element" (the quintessence), on the principle that the four terrestrial elements were subject to change and moved naturally in straight lines while no change had been observed in the celestial regions and the heavenly bodies moved in mathematical circles.



Aether has no qualities (neither hot, cold, wet, nor dry) is incapable of change (with the exception of change of place), and moves in tidal circles throughout the solar system. It functions as a perfect conductor of energy between the stars.

Light, heat, cold, and all forms of EM radiation travel through the aether to reach various planets. Aethershops use the circular tidal forces of aether to help propel their ships through the solar system. The ships must provide the crew with air to breath since no life form can breathe pure aether. A strong aether tidal current will propel Solar Sail Ships to their destinations quickly. Maps of commonly known tidal paths are easily obtained but the quickest tides and the safest routes are closely held tradecraft. There are two types of aethership propulsion. The Solar Wind pushes solar sails starward. Tacking into the Solar Wind propels sailing ships sunward. Hydrogen rockets are faster but must constantly refuel. Only Britannia can travel faster than light due to the discovery of the "Golden Roads" by Sir Isaac Newton. These extra dimensional



space routes allow a ship to move rapidly across the solar system barring natural interference such as aether storms, meteor showers, and solar flares.

### THE SOLAR SYSTEM

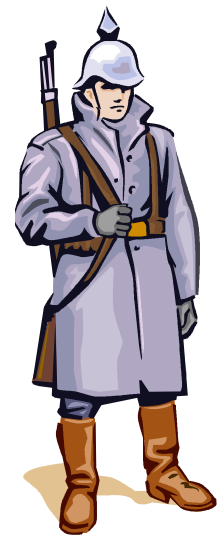
The solar system is the sun and all the celestial bodies which orbit around it. The terrestrial planets include Mercury, Venus, Earth, and Mars. Terrestrial plants are

made of minerals. They consist of a thin crust of solid rock over a molten core. All four have a native humanoid population. Between Mars and Jupiter is a field of asteroids. These asteroids are made of a variety of minerals, gases, and frozen liquids. Some claim that the asteroid belt is pieces of stellar matter that never coalesced into a planet. Others claim that it is the remains of an ancient empire that obliterated itself during a global civil war. The only inhabited planet within the belt is Ceres (Roman Goddess of Agriculture). Jupiter is a gas planet and all life on Jupiter floats in the upper atmosphere. The 63 moons of Jupiter are heavily populated by a variety of humanoid creatures. Saturn is another gas planet and is famous for its ice rings. The rings are the home of a race of monstrous spiders and other vermin that grow to enormous size in the microgravity of the rings. Titan is Saturn's largest satellite and is inhabited by a colony of mechanical creatures sent from a distant solar system. No British Explorers have yet traveled beyond Saturn. British fleets sent to survey savage Georgium Sidus (Uranus) and watery Neptune are underway.

### SOLAR EMPIRES

The first known interplanetary empire was the Mercurial Oligarchy. In those days the sun was smaller and less bright. Mercury Aetherships traveled throughout the solar system and visited the then frozen neighboring planets. The sudden expansion of the sun engulfed the Mercurial Oligarchy driving the survivors underground and back into the "Dark Ages". Only the occasional discovered ancient relic shows the greatness of this long lost empire. The Barsoomian Dominion eventually arose from red planet fourth from the sun. Back then the shallow seas of Mars engulfed the planet. Barsoomians also traveled along the Aether Tides and explored a dinosaur covered Earth. Eventually the seas of Mars dried up and the empire collapsed in spite of the global canal system dug by ancient Martians to preserve trade lines and feed their parched plantations. In modern times, the native Martians live nomadic lifestyles as hunter gatherers. What technology they still possess is carefully hoarded but few understand or can replicate the devices created by their forbearers. Earthlings are currently the greatest power in the solar system.

The most powerful of all Earth nations is the British Empire, Britannia. The British were the first to land on the Moon, establish colonies on Mars and Venus, and to open trade with the Moons of Jupiter. Most other European nations have also established colonies and solar trade routes but trail behind the British in wealth, power, and scientific knowledge. Some nations support pirates and privateers who prey upon British shipping in an attempt to slow the growth of the British Empire or obtain some of its scientific secrets. Additionally, many of the solar colonies of the British Empire are rife with rebellion and political intrigue. Many nations believe that the British Empire can not endure for much longer. If the British Empire falls, who knows where the next Solar Empire will arise, but many believe that beneath the sweltering greenhouse gases of Venus will arise a new solar power.



### PARALLEL EVOLUTION

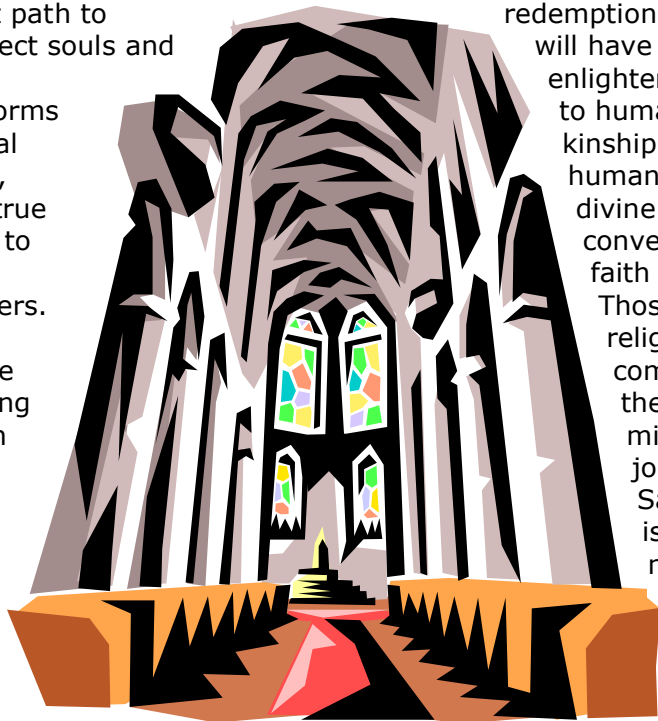
Many have asked why so many of the planets have developed humanoid creatures and why have they developed similar technology. The theories of the luminary Charles Darwin may provide the answer. As stated in his masterwork On the Origin of Species; "As many more individuals of each species are born than can possibly survive; and as, consequently, there is a frequently recurring struggle for existence,

it follows that any being, if it vary however slightly in any manner profitable to itself, under the complex and sometimes varying conditions of life, will have a better chance of surviving, and thus be naturally selected. From the strong principle of inheritance, any selected variety will tend to propagate its new and modified form." Many attribute the evolution of so many sentient species as a result of the superiority of an intelligent and creative mind to overcome any natural hazard. So the development of a humanoid form is the result of the perfection of that design in nature.

The logical evolutionary progression of mankind (and the British Empire) can be demonstrated as follows. Tools help animals thrive in a challenging habitat. Animals need intelligent minds to create tools. A creature with an intelligent mind needs hands to best utilize and create tools. A bipedal stance is required to free the limbs that will develop hands. Upright, intelligent creatures that work together are more likely to thrive. Civilization is a result of intelligent creatures working together well. Civilizations will contest with each other over the possession of resources. The superior civilization will increase in wealth, power, and prestige while the inferior civilizations will either integrate with their superior or die out entirely.

### **DIVINE DESTINY**

The existence of so many sentient races was a first a great shock for theologians, but after much debate and divine research the answer was found. As mankind was created by the divine so too must every sentient creature in the universe. Since mankind is made in the image of the divine, those most closely resembling humans will find the easiest path to redemption. Those least like humans are imperfect souls and difficulty grasping similarity of alien forms they have a spiritual As the chosen race, other races to the true mission of humans to worship of the true false path of Idolaters. accept the true driven from a divine their ideas corrupting this holy purpose in missionaries have the solar system. eternal damnation every devout offer the olive peace while the rod of divine British Empire will support missionaries possible, but some missionaries travel to regions so remote that they must depend on their own faith to survive. Many in the British Empire believe that by expanding the empire, humans are fulfilling divine will.

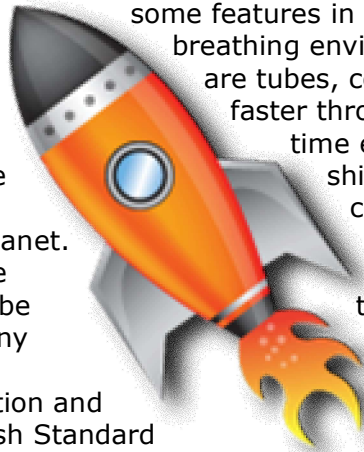


Most missionaries attempt to create a church and train natives as ministers and

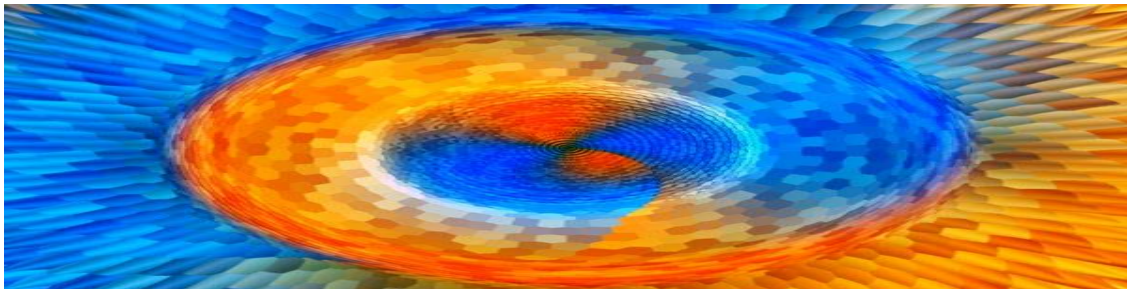
preachers who in turn continue to spread the faith. A proper mission building is often a fortified compound that provides shelter to the congregation of the region during times of conflict or disaster. Many missionaries enforce strict rules of dress and morality, while others attempt to steer local beliefs and traditions to closer correspondence to the missionary's religious values.

### TRAVELING BY AETHERSHIPS

The term aethership refers to any vessel designed to travel through the aether from planet to planet. The shape, size, composition, and power source of each ship can be vastly different but all have some features in common. The ship is always enclosed to preserve the breathing environment of the crew of the ship. Common ship shapes are tubes, cones, spheres, and ovals. An aerodynamic ship travels faster through the aether of the heavens and has an easier time entering and exiting the Golden Roads. The size of the ship can vary dramatically. Small ships are common for off from the surface of the planet. This is because a small ship will need less thrust to lift the ship out of the planet's gravity well. Large ships can be the size of small cities and often carry a permanent colony crew that rarely ventures to the surface on any planet. Artificial gravity is created on an aethership by acceleration and deceleration. The gravity is maintained at half BSG (British Standard Gravity) to insure the health of the crew. When a ship is forced to stop or maintain a constant speed, it generally will spin to create gravity with centrifugal force. Most ships are designed so that the crew can move about the vessel regardless of the direction of gravity. Ships can be made of any solid substance but wood, stone, steel, and ceramic are most common.



All aetherships have sails. Hydrogen rocket propelled aetherships use sails as "Parachute-Brakes" or "Landing Chutes", but some ships seek out solar winds to push and turn the ship rather than relying on the rockets common to Earth ships. An "Alchembec Engineer" oversees the Crucible Engine that splits water into oxygen for the crew and hydrogen to fuel the rockets. On solar sailing ships a "Solar Navigator" is require to find the solar trade winds. Venus deploys vegetative green solar sails that absorb sunlight to create oxygen, food, and fuel for the ship. Only Earth ships have access the "Golden Roads" that allow a ship to travel faster than light.



### GOLDEN ROADS

Before the discovery of the golden roads, ships sailed through the solar system at sub light speeds, and took months or years to travel from planet to planet. With the discovery of the "Golden Roads", ships can now move very swiftly from place to

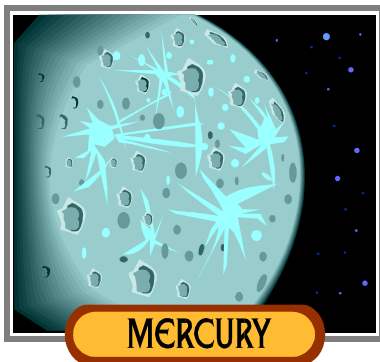
place by entering a sub-dimensional bubble. Very little time seems to pass for creatures traveling the golden roads, but weeks and months race by in the outside world. Two skill checks with Scientific Knowledge (Pan Dimensional Theory), are required by the Alchembec Engineer to successfully traverse the Golden Roads. The first check is to successfully arrive at the proper destination; the second check is to arrive at the destination at a specific time (it takes at least 1 week to travel one AU, but this seems to be only one day to the ship's crew). The DC of the check involves the distance between objects traveled (15 + 5 per AU traveled). For the failure the ship is 1d% AU or +1d20 hours off from the target of the roll plus an additional 1d% AU or 1d20 hours per 5 below the DC value. The knowledge of the Golden Roads is pivotal to the supremacy of the British Aether Fleet and it is a brutally enforced secret only known to British trained Alchembec Engineers. Many attempts have been made to steal this secret, but none successful. While traveling on the Golden Road the ship is sealed in its own bubble universe.

### **AETHERSHIP BATTLES**

The description above is intended to allow the DM to use the statistics for water craft to describe the properties of an Aethership. A short description of wooden ships is provided in the DM. A more extensive description is given in Arms & Equipment Guide, Stormrack, and d20 Past supplements. The only necessary change in ship design is that the crew of any aethership is fully enclosed by the hull. Crews venturing outside the hull require their own air supply or air hoses leading back to the ship. Even though aetherships move much faster through the aether than terrestrial ships speeds, the speed of any aethership is proportional to other aetherships so the relative difference in speeds remains the same when enacting a ship battle or stern chase and are treated as any other "ship to ship" combat.

Most aetherships are armed with some type of cannon or arbalest, but boarding actions are commonly used to capture ships and their cargos. Catapults and Mortars due not work on aetherships due to the lack of gravity which prevents a ballistic arc. Custom cannonball shells such as chain, case, grapeshot, harpoon, and net are used for a variety of purposes and on a variety of targets. Cannons are commonly mounted in turrets scattered across the ship, but some older designs with mobile wheeled cannons have more cannon ports than cannons to make the best use of the few cannons they possess. Many cannons are designed to be muzzle loaded, but the more advanced and recent military designs are breach loaders.

## **THE SOLAR SYSTEM**



### **MERCURY**

Mercury is the terrestrial planet closest to the sun and has no lunar satellites. It is a small planet but has a heavy metallic core that increases the force of gravity to 0.38 that of earth (0.38 BSG: British Standard Gravity). The surface of Mercury is largely metallic dotted with a few green oases hidden within craters pocking the face of the planet. The metallic crust of Mercury is alternatively baked and frozen. It is within and beneath the craters that most life exists. Every

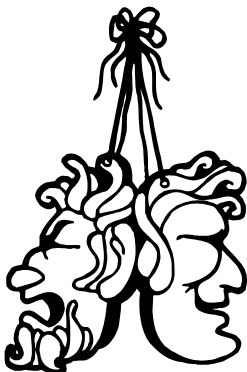
solar year (2090 hours) on Mercury consists of three Mercurian days. As the sun hovers above the metallic plains it boils away any cloud cover and ambient moisture. All life must either flee for the horizon or burrow beneath the ground. On the night side of Mercury, the relentless darkness rapidly cools the planet to sub-arctic temperatures. The skies of Mercury in perpetual motion as warm thermals race towards the dark side of the planet. Precipitation falls as snow on the cold side of the planet and piles high during the long night. Across the surface of the planet are the ruins of the former glory of the Mercurial Oligarchy. Rusty towers and palaces become the refuge of scavengers and are haunted by the ghosts of the past.

### **LIFE ON MERCURY**

Organic life on the surface of Mercury (called Rasoom by the natives) can only exist within the twilight zone know as the "Light Country". This region is a moving band of moderate temperatures that migrates as the planet rotates. To stay within this habitable region an animal must race the sun as it moves across the sky, always staying away from the burning noon day sun but never venturing into the freezing night. Alternatively creatures must hide underground during the long night and day of Mercury. Wildlife utilizes either strategy but only the sentient natives of Mercury employ both. Plants grow rapidly in the "Light Country" and quickly produce flowers, fruit, and seeds. Their deep and extensive root systems allow them to survive the heat of Fire Country and the frigid snows of Cold Country. So each day consists of two growing seasons split by a burning afternoon and a frigid twilight. The men of Mercury have to use this fertile time to grow crops which will see them through "Fire Country" and "Cold Country" rotations.

Since Mercury has no axial tilt it has no seasonal range. The Mercurian day (696 hours long) determines the temperature. Dawn is treated as spring. The snowfall of the previous night melts in the rapidly rising temperatures. This period lasts until the sun rise above the rim of the crater cities and starts to boil away water and all exposed vegetation. Only creatures equipped with polarized vision and heat resistant bodies can survive in this swiftly burgeoning desert. As the sun drops lower in the sky, plants and animals reemerge to gather the food they will need to survive the freezing blizzards of nightfall.

The thin atmosphere of Mercury does little to buffer the temperature of the air. Most of the native life lives within the shadows of crater wall which protect native wildlife from the constant winds that scourge the planet due to the radical difference in temperature between the day and night sides of the planet. Additionally, humidity tends to linger slightly longer in the air pockets created by the crater walls. The scarce wild life that thrives outside the craters is adapted to survive on the meager nutrients of the metallic soil (rust monsters) and the sand storms (dust mephits).



The "Fire Country" of Mercury is a result of the burning sun rather than a fixed geographical location. This is the best place to explore the ancient ruins of Mercury. Most native life has gone into hiding from the sun and the remains of the once great cities of Mercury are not buried beneath snow. Unfortunately, these ruins are still dangerous since they often attract fire elementals, ghosts, infernal creatures, as well as the few remaining war constructs created by the Mercurian Oligarchy. The "Cold Country" of is also hostile to life and is subject to

constant snow storms that bury the landscape beneath hundreds of pounds of snow and ice.

## A MERCURIAL FAITH

The Mercurians worship a dualistic diety. Hermes, the male aspect, is worshiped by men. Iris, the female aspect is worshiped by the women. Men pray for wealth, inspiration, good health, and success in battle. Women pray for youth, safety, good fortune, and successful hunting. Altars dedicated to the God of Mercury have two sides. One side displays the female aspect and the other side is the male aspect. This duality is often symbolized as a pair of masks: one male and one female. This division in faith reflects the deep division of culture between the nomadic women and the indigenous agrarian men.

### D&D STATISTICS

**Hermes:** Domains: Earth, Healing, Knowledge, War; Weapon: Pick, Heavy; AL: LN

**Iris:** Domains: Air, Animals, Luck, Strength, Travel; Weapon: Spear; AL: CN



### THE MEN AND WOMEN OF MERCURY

The men and women of Mercury both have light grey skin and pink to dark purple eyes. Both sexes have a small tuft of feathers at each temple and ankles, but otherwise their features closely resemble humans. Their lifespan is also equal to humans, but in all other ways they are vastly different. This race is light boned due the low gravity of Mercury. The Men of Mercury tower at a height of 6ft 4in (+2d12in) but only weigh 110lbs + Height Modifier x(2d4)lbs. Women of Mercury are 4ft (+2d10in) and weigh 50lbs +Height Modifier x(2d4)lbs. and possess a fully developed pair of feathered wings. Additionally women lay eggs rather than carry the infant within the womb so that the pregnancy is not a burden to flight. Traditionally it is the job of the main to incubate the egg until it hatches with his underground den. The women migrate with the constantly moving Light Country of Mercury. The women use their wings to carry them along the thermals that constantly flow

towards the Cold Country (the night side of the planet) and stay ahead of the Fire Country (the land cooked by the noon day sun). This split society means that men own all the land and are often skilled in agriculture, mining, metalworking, and domestic crafts. The women commonly pursue a nomadic lifestyle focused on trade, performance, hunting, and wilderness survival. Young boys are raised by their fathers. Young girls stay with their fathers until they finish growing their wings at puberty and begin flying with their mother's flock. Men greatly outnumber Women in mercury by a margin of 10 to 1. This creates a fierce competition for mates and a tendency to serial marriages.

### Man of Mercury:

Type: Giant (Not subject to effects that target humanoids)

Size: Medium

Speed: 20ft (Slow)

Abilities: Low-Light Vision, Powerful Build (gains all the benefits of "Large" size).

Racial Weapon Proficiency: Simple and Martial Weapons (or Archaic Weapon Proficiency for d20 Past)

Racial Skill Bonuses: +2 on Craft checks (any metal), +2 Profession (Farmer), +2 Knowledge (Nature or Natural Sciences).

Favored Class: None

### **Woman of Mercury:**

Type: Humanoid (Winged)

Size: Medium

Speed: 30ft, Fly (avg.): 30ft

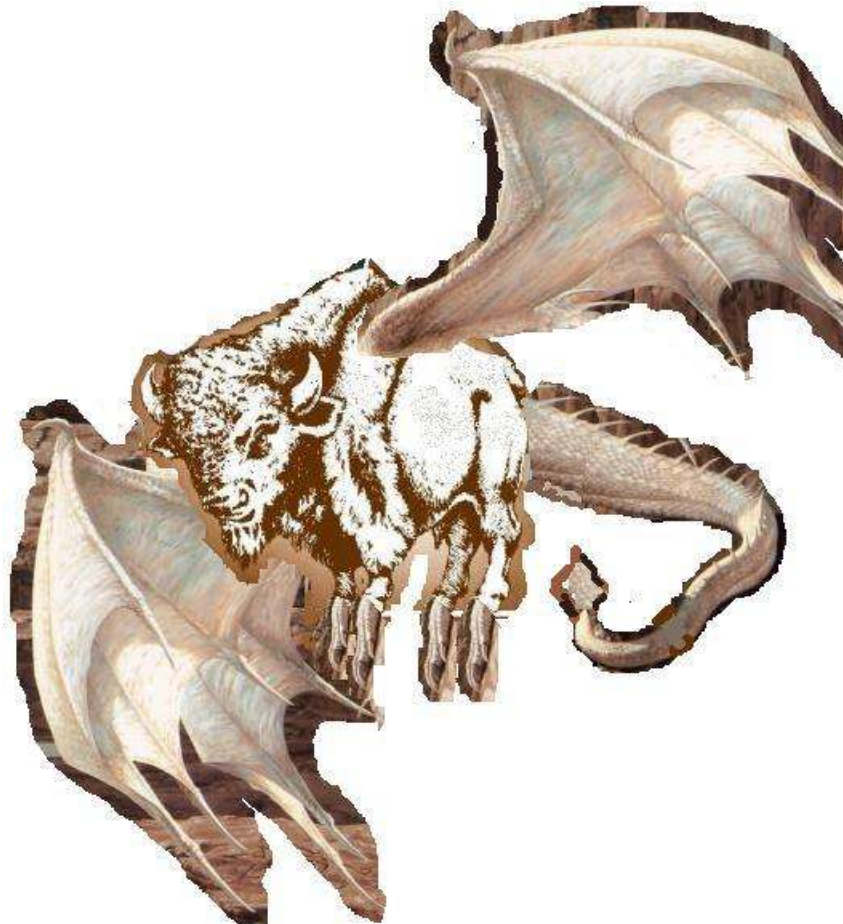
Abilities: Winged Flight (armor will reduce flight speed)

Racial Skill Bonuses: +2 to Survival, Spot, and Search Checks.

Favored Class: None

### **COMMON MONSTERS**

**LIGHT COUNTRY:** The most common monster on Mercury is the "Brue". It is a nickel plated centipede found through Mercury. Many have been domesticated by the men of Mercury as a beasts of burden and a mining tool. This beast is the same as Fiendish Monstrous Centipede but is native to the planet. A clutch of young Brue is equivalent to a Fiendish Centipede Swarm. The Lightlands are also home to a



variety of fast growing vegetation and giant burrowing insects that are both predatory and domesticated. In addition herds of migrating white winged bison and other avian beasts (see Winged Template: Savage Species) graze swiftly across the region.

### **White Winged Bison**

A typical white winged bison (a.k.a. draconic buffalo) stands over 8 feet tall at the shoulder and measures 6 feet from snout to tail. It weighs

about 4,000 pounds. Beneath its white furry mane, the creature is covered with pearly scales. It is equipped with razor sharp claws, and reptilian wings. It feeds on both plants and meat. Draconic buffalo are nothing if not aggressive. They attack intruders on sight, attempting to trample, gore, or freeze them. There is no way to calm these furious creatures, and they are impossible to domesticate. Draconic Buffalo Wings are considered a fine delicacy by Mercurians and are highly prized. Draconic Buffalo lay eggs which are incubated by the heat of the Firelands. The hatchling is immediately able to fly. The discarded egg shell is a robust ceramic that is commonly collected to craft body armor (Grants the wearer Fire Resistance 5 (Ex) and +1 to armor hardness, Cost: +2000gp to cost of armor).

| Large Dragon                |   |
|-----------------------------|---|
| <b>Hit Dice:</b>            | 8d12+48 (100 hp)  |
| <b>Initiative:</b>          | +4  |
| <b>Speed:</b>               | 30 ft. (6 squares), Fly (AVG) 60ft                        |
| <b>Armor Class:</b>         | 24 (-1 size, +15 natural), touch 9, flat-footed 24        |
| <b>Base Attack/Grapple:</b> | +8/+17  |
| <b>Attack:</b>              | Gore +16 melee (1d8+11)                                   |
| <b>Full Attack:</b>         | Gore +16 melee (1d8+11), 2 Claws +11 melee (1d6+5)        |
| <b>Space/Reach:</b>         | 10 ft./5 ft.  |
| <b>Special Attacks:</b>     | Breath weapon (Cold Cone), trample 1d8+7                  |
| <b>Special Qualities:</b>   | Darkvision 60 ft., lowlight vision, scent, Immune to Cold |
| <b>Saves:</b>               | Fort +11, Ref +6, Will +5                                 |
| <b>Abilities:</b>           | Str 29, Dex 10, Con 23, Int 4, Wis 12, Cha 11             |
| <b>Skills:</b>              | Listen +9, Spot +8,                                       |
| <b>Feats:</b>               | Alertness, Improved Initiative, Iron Will                 |
| <b>Environment:</b>         | Mercury   |
| <b>Organization:</b>        | Solitary, pair, pack (3-4), or herd (5-13)                |
| <b>Challenge Rating:</b>    | 10  |
| <b>Treasure:</b>            | None  |
| <b>Alignment:</b>           | Always neutral  |
| <b>Advancement:</b>         | 9-15 HD (Large); 16-24 HD (Huge)                          |
| <b>Level Adjustment:</b>    | —   |

## COMBAT

Whenever possible, a draconic buffalo begins an encounter by charging at its opponents.

**Breath Weapon (Su):** 60-foot cone, once every 1d4 rounds (but no more than five times per day), inflicts 6d8 cold damage (Reflex Save DC: 20 to negate). Victims are “freeze dried” (turn to stone permanently), Fortitude DC 20 negates. The save DC is Constitution-based.

**Trample (Ex):** Reflex DC 23 half. The save DC is Strength-based.

**FIRE COUNTRY:** The sandy wastes are home to creatures unaffected by heat. This includes fire elementals, ghosts, and ancient abandoned Constructs of the Mercurial Oligarchy.

## Fired Clay Golem

| Large Construct             |   |
|-----------------------------|---|
| <b>Hit Dice:</b>            | 11d10+30 (90 hp)  |
| <b>Initiative:</b>          | +2  |
| <b>Speed:</b>               | 20 ft. (4 squares)  |
| <b>Armor Class:</b>         | 25 (-1 size, +2 Dex, +14 natural), touch 11, flat-footed 23 |
| <b>Base Attack/Grapple:</b> | +8/+19  |
| <b>Attack:</b>              | Slam +14 melee (2d10+7 plus cursed wound)                   |
| <b>Full Attack:</b>         | 2 slams +14 melee (2d10+7 plus cursed wound)                |

|                           |   |
|---------------------------|---|
| <b>Space/Reach:</b>       | 10 ft./10 ft.   |
| <b>Special Attacks:</b>   | Berserk, cursed wound, <i>fire shield</i>   |
| <b>Special Qualities:</b> | Construct traits, damage reduction 10/adamantine and bludgeoning, darkvision 60 ft., haste, immunity to magic, low-light vision, immunity to fire, immunity to cold |
| <b>Saves:</b>             | Fort +3, Ref +2, Will +3  |
| <b>Abilities:</b>         | Str 25, Dex 14, Con —, Int —, Wis 11, Cha 3   |
| <b>Skills:</b>            | —   |
| <b>Feats:</b>             | —   |
| <b>Environment:</b>       | Any   |
| <b>Organization:</b>      | Solitary or gang (2–4)  |
| <b>Challenge Rating:</b>  | 14  |
| <b>Treasure:</b>          | None  |
| <b>Alignment:</b>         | Always neutral  |
| <b>Advancement:</b>       | 12–18 HD (Large); 19–33 HD (Huge)   |
| <b>Level Adjustment:</b>  | —   |



This golem has a humanoid body made from clay. A fired clay golem wears no clothing except for a metal jewelry and its surface is burnt and blackened. An aura of blue or yellow fire constantly burn around the construct. A fired clay golem cannot speak or make any vocal noise. It walks and moves with a slow, clumsy gait but strikes suddenly. It weighs only 200lbs on Mercury (600lbs on Earth).

### Combat

**Berserk (Ex):** When a fired clay golem enters combat, there is a cumulative 1% chance each round that its elemental spirit breaks free and the golem goes berserk. The uncontrolled golem goes on a rampage, attacking the nearest living creature or smashing some object smaller than itself if no creature is within reach, then moving on to spread more destruction. Once a clay golem goes berserk, no known method can reestablish control.

**Cursed Wound (Ex):** The damage a fired clay golem deals doesn't heal naturally and resists healing spells. A character attempting to cast a conjuration (healing) spell on a creature damaged by a clay golem must succeed on a DC 26 caster level check, or the spell has no effect on the injured character.

**Immunity to Magic (Ex):** A fired clay golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects

function differently against the creature, as noted below.

A *move earth* spell drives the golem back 120 feet and deals 3d12 points of damage to it.

A *disintegrate* spell slows the golem (as the *slow* spell) for 1d6 rounds and deals 1d12 points of damage.

An *earthquake* spell cast directly at a clay golem stops it from moving on its next turn and deals 5d10 points of damage. The golem gets no saving throw against any of these effects.

Any magical attack against a fired clay golem that deals acid damage heals 1 point of damage for every 3 points of damage it would otherwise deal. If the amount of healing would cause the golem to exceed its full normal hit points, it gains any excess as temporary hit points. For example, a fire clay golem hit by the breath weapon of a black dragon heals 7 points of damage if the attack would have dealt 22 points of damage and no damage from a red dragon. A fired clay golem gets no saving throw against magical attacks that deal acid damage.

**Haste (Su):** After it has engaged in at least 1 round of combat, a fired clay golem can haste itself once per day as a free action. The effect lasts 3 rounds and is otherwise the same as the spell.

**Fire Shield (Su):** The fired clay golem is constantly encased in a *fire shield*. This shield is used to protect the golem increase its combat potential. The effect is otherwise the same as the spell cast as an 11<sup>th</sup> level mage (Cold or Fire Damage: 1d6+11)

### Construction

A fired clay golem's body must be sculpted from a single block of clay weighing at least 1,000 pounds, treated with rare oils and powders worth 3,000 gp. Creating the body requires a DC 18 Craft (sculpting) check or a DC 18 Craft (pottery) check.

CL 11th; Craft Construct, *fire shield*, *animate objects*, *commune*, *resurrection*, caster must be at least 11th level; Price 50,000 gp; Cost 26,875 gp + 1,925 XP.

**COLD COUNTRY:** The snowy plains are home to creatures unaffected by cold such as ice elementals, and other frozen creatures that hibernate beneath the surface until night falls on Mercury. See "Frostburn" for numerous examples of cryophilic creatures.

| Diminutive Elemental (Air, Cold, Swarm, Water) |  |
|--|--|
| <b>Hit Dice:</b>                               | 3d8 (13 hp)  |
| <b>Initiative:</b>                             | +4   |
| <b>Speed:</b>                                  | 5 ft. (1 square), fly 40 ft. (good)  |
| <b>Armor Class:</b>                            | 18 (+4 size, +4 Dex), touch 18, flat-footed 14   |
| <b>Base</b>                                    | +2/—   |
| <b>Attack/Grapple:</b>                         |  |
| <b>Attack:</b>                                 | Swarm (1d6)  |
| <b>Full Attack:</b>                            | Swarm (1d6)  |
| <b>Space/Reach:</b>                            | 10 ft./0 ft.   |
| <b>Special Attacks:</b>                        | Distraction, wounding  |
| <b>Special Qualities:</b>                      | Blindsense 20 ft.; Half damage from slashing and piercing; Darkvision 60ft; Immune to Poison, Sleep, Paralysis, Stunning, Critical Hits, and Cold; Double damage from Fire effects; Swarm traits |
| <b>Saves:</b>                                  | Fort +3, Ref +7, Will +3   |
| <b>Abilities:</b>                              | Str 3, Dex 19, Con 10, Int 2, Wis 14, Cha 4  |
| <b>Skills:</b>                                 | Listen +11, Spot +11   |
| <b>Feats:</b>                                  | Alertness, Lightning Reflexes  |
| <b>Environment:</b>                            | Cold deserts   |
| <b>Organization:</b>                           | Solitary, flight (2–4 swarms), or colony (11–20 swarms)  |
| <b>Challenge Rating:</b>                       | 3  |
| <b>Treasure:</b>                               | None   |
| <b>Alignment:</b>                              | Always neutral   |
| <b>Advancement:</b>                            | None   |
| <b>Level Adjustment:</b>                       | —  |



A frost bat swarm is nocturnal, and is never found above ground in the daylight of Mercury.

### Combat

A frost bat swarm seeks to surround and attack any warm-blooded prey it encounters. The swarm deals 1d6 points of damage to any creature whose space it occupies at the end of its move.

**Distraction (Ex):** Any living creature that begins its turn with a swarm in its space must succeed on a DC 11 Fortitude save or be nauseated for 1 round. The save DC is Constitution-based.

**Wounding (Ex):** Any living creature damaged by a frost bat swarm continues to bleed, losing 1 hit point per round thereafter. Multiple wounds

do not result in cumulative bleeding loss. The bleeding can be stopped by a DC 10 Heal check or the application of a *cure* spell or some other healing magic.

**Blindsense (Ex):** A frost bat swarm notices and locates creatures within 20 feet. Opponents still have total concealment against the bat swarm (but swarm attacks ignore concealment).

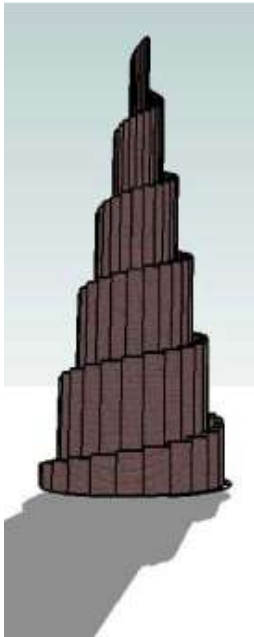
**Skills:** A frost bat swarm has a +4 racial bonus on Listen and Spot checks. These bonuses are lost if its blindsense is negated.

## THE CITIES OF MERCURY

There are six major city states in existence on Mercury. Each is place within a verdant crater with its own underground water supply. Each city has its own government and has little contact with the other cities other than by courier through the women of Mercury. Since the fall of the Mercurial Oligarchy, the people of the planet have fallen back into a medieval era. They still retain the knowledge to construct steel weapons and primitive firearms, but have lost the ability to recreate ancestral artifacts such as "Quick-Silver Swords", "Ray-Guns", and "Silver Bullet Ships". The few that remain to them are hoarded and rarely used.



**Hill City:** This is the largest city and is named after the large crest in the center of this enormous crater. It has the largest population and is the most aggressive.



**Water City:** Water City is built in a crater that is half lake. It is famous for its hanging gardens that dot the wall of the crater and its clear blue lake waters. This partially freezes at night and steams during the day.

**Copperhead:** Copperhead is famous for its extensive copper mines.

**Ruin:** Ruin is built on the remains of an ancient metropolis and has the largest collection of ancient Mercurial artifacts.

**Harvest:** Harvest is a marshland famous for its surplus of a red grain similar to rice.

**Bone Town:** Bone Town is named after the many fossils of long dead animals found within its mines. Rumor has it that the residents of Bone Town engage in necromancy and cannibalism. Its most distinctive feature is an enormous stone tower that rises high above the settlement.

## ADVENTURE HOOKS

### 1. Winged Women of Mercury

The residents of Hill Town are enslaving Mercurian women. Every woman they catch has her wings removed so that she can not fly away and is forced to live with her captor in his underground den. The news of this outrage has spread through among the women of mercury and is likely to result in a battle of the sexes. Unfortunately the Men of Hill City outnumber the women by 10 to 1. Visitors may be forced to take sides as they may be recruited based on gender. Political jealousies and blood feuds within the female flock must be resolved if the women wish to avenge their flightless companions on the well armed and fortified city. The disfigured women will need a medical miracle to regenerate their wings and will be endlessly grateful to anyone who can restore their freedom.

### 2. Mystery of the Missing Mates

Earth women are disappearing at an alarming rate. The characters must determine who is taking them and where they are going. Perhaps the adventures set and trap or are able to analyze the evidence left at the raids to determine the guilty party. If they manage to track down a raiding ship a battle issues to rescue any captives aboard.

### 3. Captives of Mercury

Frustrated in their inability to acquire mates, the some of the male residents of Mercury have kidnapped Earth women and children. A rescue task force must be organized to invade and rescue the female and children hostages and overcome any ancient devices and weapons the Mercurians have at their disposal.

### 4. Cannibals of Mercury

A group of cannibal bandits are attacking local shipping stealing the cargo. The characters must track down the cannibals to their lair on Mercury and rescue any survivors. A massive ivory tower defends the settlement from orbital attack. The hero group must land either on the night side or dayside of Mercury and infiltrate the settlement. Each side of the planet has its own hazards and obstacles. The players may seek assistance from friendly locals or operate covertly. The cannibals have access to supernatural powers and undead creatures to defend their lair.



## VENUS

Venus is the second planet from the sun and is completely enshrouded in ominous fog. Gravity is about 12% less on Venus than Earth. Venus has no moons. The Venus day consists of 26 hours, 56 minutes, 4 seconds of Earth time. Beneath the clouds the surface of Venus is a sweltering morass composed of shallow seas, fetid marshes, and dank jungles. The skies of Venus are always a cloudy green; neither the sun nor stars are ever visible from the surface. Adding to the darkness of the sky are the active volcanoes that dot the surface of the planet and act as landmarks for the natives in an otherwise foggy bayou. During the day the light is poor but at night it is pitch black except for the light thrown by active lava flows and fires. Life has evolved on Venus in a radically different pattern than that of Earth. Instead of mammals, the dominant form of life on Venus is plants. Plants occupy all feeding cycles and ecological niches including predator, prey, and parasite; symbiotic, aquatic, terrestrial, and aerial. The trees of Venus ascend hundreds of feet into the air to catch the few rays of undiluted sunlight available above the fog. The under story is composed of mobile and anchored vegetation scavenging for their next meal. The air is filled with copter-plants, balloon ferns, and winged orchids. In addition to kelp and water lilies, the salty seas abound with plankton on the microscopic and macroscopic scale. Other common animals on Venus are bacterium (both microscopic and monstrously large varieties), v-bugs, pseudo-crabs, and warm blooded Venusian amphibians.

Most European countries have sponsored colonies and xeno-botany camps scattered across the surface of Venus in an attempt to secure their territorial claims. The major population of many of these colonies comes from immigrants who are debtors, mentally insane, criminals, political exiles, or heretics that were forced to emigrate. Concentrating so many rebels in such a hostile environment has created extreme ill will and open rebellion. Venusian colonists have started to call themselves Citizens of Venus and some seek independence as a second human ruled planet.

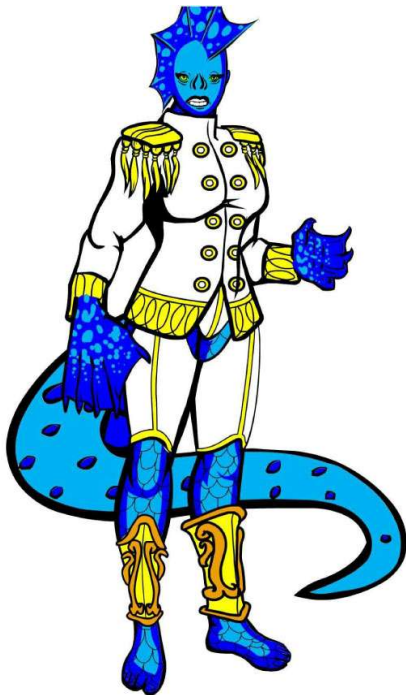
Much of Venus remains unexplored but has proven extremely valuable. The high mortality rates due to infection, predation, and misadventure tend to block most British business men from traveling to Venus. The few who are desperate and

ruthless enough to succeed in the jungles of Venus can acquire vast fortunes on the exotic plants, medicines, and rare woods found on Venus. Unfortunately, the activity of these treasure hunters has soiled the reputation of the British Empire and humans in general among the sentient natives of the planet.

Relations were initially good with the native population of Venus. Many natives were happy to trade local plants for the exotic products of Earth. The rapid increase of the human population on the planet has soured this goodwill. Many natives have begun to avoid or attack foreigners and even the most loyal are beginning to sever their social and economic ties to Britannia and other human colonies.

## LIFE ON VENUS

In addition, numerous expeditions and human colonies that have established beach heads and trading posts on Venus, the planet has three native sentient species. The Myposans, Voo-Ad and Brokols, respectively, amphibians, amoebas and plants are all highly localized populations. Their extraordinary natures limits their ability to travel and explore, thus the habitats that they occupy are far more restricted than those which humans can occupy. Of the three, the Myposans most closely mimic humans because they are warm blooded and carry their children to term within natal pouches on their bellies. The small groups of European settlers sent to colonize Venus have



provided a quick and ready template for a culture they were quick to adopt. Similar circumstances may have held with the Voo-Ad and Brokols, they were flexible life forms used to imitating apex creatures. Apart from the gifts of a common language (English), native Venusians are quickly recreating the devices and social institutions displayed by British Colonists. Likely, the imitation is perfect enough that the natives may eventually become a interstellar power themselves. Some British officials support Venusians for inclusion as subjects of the British Empire. Unfortunately, the bigotry and condescension displayed by some British officials is fermenting rebellion among these rapidly advancing races.

### MYPOSAN

Myposan's cities seem radically incompetent in every respect to a human observer, a crude surrealist imitation of human habitations and habits. Their square houses only have one or two walls, free standing chimneys, have no plumbing, and lack proper ceilings, windows, and doors. What few possessions they have are often shared among the entire population are often non-functional imitations of machines commonly used by humans. The Myposans are commonly described as lacking love and human emotions. Their behavior, particularly with regard to reproduction, seems dominated by instinct. Offspring instinctively return to their breeding pools much like salmon; parents instinctively protect their offspring and instinctively destroy unrelated offspring. The infants, upon ascending to land, can instinctively walk upright. Myposan's have chameleon like skin, large lidless eyes, webbed hands and feet, and a thick tail. Females are slightly bigger than males. Myposans are live near the shallow seas of Venus.

Type: Humanoid (Amphibian)

Racial Attribute Modifiers: None

Size: Medium

Speed: 30ft, Swim 30ft

Abilities: Low-Light Vision, Breath Underwater, Live on land for CON modifier hours per day (suffers -1 CON temporary damage per hour exceeding maximum)

Racial Exotic Weapon Familiarity: Blowgun (greater and lesser)

Racial Skill Bonuses: +8 on Swim Checks, +4 on Hide checks (chameleon skin).

Favored Class: None

Racial Language: English (Common) and Venusian

Age: Same as Human, Height: Same as Human, Weight: Same as Human

### **BROKOLS**

The Brokols are similarly inhuman in psychological terms. They have no real concept of family, of love, or of society. Their children, similarly, are unintelligent animal who must be trained to a semblance of humanity. They are able to speak, but have little innate desire to communicate, using language only when necessary. Brokols resemble vines twisted into a humanoid shape. Rather than hair they possess long thin flower pedals on top of their heads that release pheromones and pollen into the air. While Brokols appear to have male and female forms they can reproduce asexually. Brokols live in the jungles of Venus.



Type: Humanoid (Vine)

Racial Attribute Modifiers: -2 INT, -2 CHA

Size: Medium

Speed: 30ft

Abilities: Low Light Vision, Immune to Paralysis, Disease, Poison, and "Sleep" effects, Vulnerable to effects that specifically target plants.

Racial Skill Bonuses: +3 Climb and Balance Checks, +1 Use Rope Checks

Favored Class: None

Racial Language: English (Common) and Venusian

Age: Same as Elf, Height: Same as Elf, Weight: Same as Elf

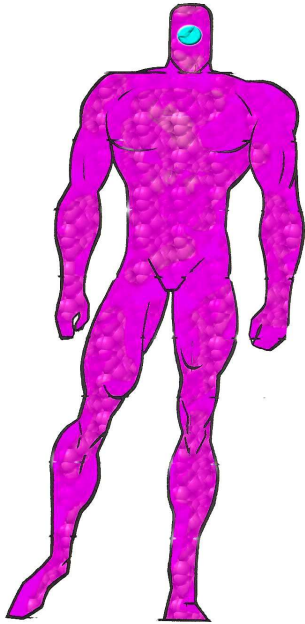
### **VOO-AD**

The Voo-ad are also lacking in human sentiments and emotions. They have no close feelings or affection for each other. They are the gelatinous doppelgangers, supreme imitators, of Venus. Their ability to mimic the humanoid form provides them with camouflage and with hands and minds able to use advanced tools. Voo-ad resemble a pink gel filled with protoplasm but can maintain a humanoid shape indefinitely.

Type: Humanoid (Amoeba)

Size: Medium

Speed: 20ft (Slow)



Abilities: Reduce sneak attack dice damage by half (round down). Acid Damage (+1d3 acid damage on all unarmed attacks). +2 racial bonus on all saving throws against disease, paralysis, "sleep", poison, and mind affecting "effects".

Racial Skill Bonuses: +4 on Escape Artist and Disguise checks, Disguise is always a class skill

Favored Class: None

Racial Language: English (Common) and Venusian

Age: Same as Half-Orc, Height: Same as Half-Orc, Weight: Same as Half-Orc

It is the belief of many British Scholars that each of these Venusian races, in contrast to humans, is psychologically insensitive and lacks the critical elements needed to form a civilized culture of its own. They do not have family structures, they do not have pair bonds, and their reproduction processes are radically different than humans and mostly instinctual. Instead, it is quite clear that they have borrowed from British culture, including its language, government organization, architecture and other features,

producing their own variations. Venusians are keen to acquire advanced weapons and tools and treasure them highly even if they can not use them.

## CONVERSION OF VENUS

Venus is a largely secular society. Most humans have little time, interest, or tolerance for state mandated religious observances. The few devout colonists isolate themselves into their own tiny communities. British missionaries sent to Venus have had little luck converting any of the natives to Imperial Orthodoxy. It is not that they refuse to listen but they can not grasp the concepts of faith, prayer, and afterlife.

## COMMON MONSTERS OF VENUS

### Venusian Animals

Most creatures on Venus are not really animals at all but are actually mobile plants. The few actual animals of Venus are very similar to Earth insects, crabs, and amphibians. A few distinctive examples are provided below.

#### *Atlas Crabs:*

Atlas Crabs are harmless but have the annoying habit of picking up loose objects and taking off with it. Atlas Crabs have tremendous strength; a two pound crab can carry up to a one ton (Earth weight) object. Atlas Crabs are tiny creatures with bright violet shells (HD: 1/2d8 (2hp), AC: 14, Speed: 20ft, Climb 20ft).

#### *Bola Spiders:*

Bola spiders form a sticky bridge of spider web between them. If the spiders spot potential prey the leap and attempt to ensnare the target in their "bola" web. Each spider is equivalent to a "Tiny" Monstrous Spider. Their initial attack is equal to a +3 ranged trip attack (RI: 10ft, STR: 10). If the trip is successful, the prone character

must make a STR check (DC:20) to unbind his legs. The spiders always attack as a pair.

#### *Duncerabbits:*

These creatures are not rabbits at all, but actually pastel amphibians that have two fleshy antennae similar to rabbit ears. The main threat of these creatures is that each is infected with debilitating "Madness Spores". Duncerabbits can spread this disease to creatures that eat them or eating food contaminated by duncerabbit droppings. "Madness Spores" destroy the brains of living creatures.

MADNESS SPORES-ingested, Fortitude DC: 15, incubation period 1d6 hours, damage 1d3 INT and 1d3 WIS. The save is Constitution based.

#### *Wiz-Bang Beetles:*

Wiz-Bangs are attracted by strong odors such as open flame, alcohol, bile, blood, cooking meat, or tobacco and travel in fast moving cloud. They quickly reach ballistic speeds in flight and strike organic objects like grapeshot. Anyone caught in a barrage of Wiz-Bang Beetles must make a Reflex Save (DC: 10 +CR threat of the Beetle Cloud) or suffer 1d6 damage (bludgeoning) per CR of the natural hazard. Organic creatures killed by Wiz-Bangs are food for wiz-bang larva that mature into new beetle clouds.

### **Venusian Plants**

The dominant life form of Venus is plants. Some plants prey on animals, some on other plants, but most predatory plants are omnivorous.

#### Plant Creature Templates:

Wood Elemental Template: Manual of the Planes pg 196

Woodling: Monster Manual Three pg 198

Topiary Guardians: Monster Manual Three pg 175

#### Plant Traps:

Some wait for their prey to come to them. These plant creatures act more like traps than monsters. Some examples are given below. 5 or more ranks in Knowledge (Nature or Xeno-Biology) provide a +2 bonus to Search for plant traps. Instead of disabling a plant trap, the traveler can attempt to bypass it through physical skills.

*Circe Plant:* This plant consists of two tall electrified trunks with a pool of liquid in between. A powerful charge electrocutes arcs through the prey that travels between the two trunks and paralyzes it so that when it falls into the digestive fluid pooled below it risks drowning. CR 12; botanical; sound trigger; automatically resets; (10d6 electrical: 24 DC Reflex to halve damage plus Paralysis for 4d6 rounds: 24 DC Fortitude Save to negate); Liquid Filled Pit: 2d6 acid damage per round plus Drowning Hazard (20 Reflex DC avoids); Search DC 29; Move Silently DC 29 to bypass.

*Fire Bush:* This bush explodes in a fiery burst when it detects the pheromones of prey nearby. CR 9; botanical; touch trigger; no reset; 16d6 fire damage: 28 DC Reflex to negate damage; Search DC 28; Jump check DC 28 to leap over bush without detonating it.

*Dervish Palm:* Razor edged seed pods regularly spin around the palm and strike all creature that travel within a 5ft radius of the palm tree trunk. CR 6; botanical; timed trigger; automatic reset; Atk +20 melee (6d6, piercing); multiple targets (all targets in a 10ft by 10ft area); Search DC 24; Tumble check DC to roll between the swinging pods.

*Rubber Stamp Plant:* The rubber trunk hammers prey into the ground and it bends back and forth. CR 3; botanical; visual trigger; automatic reset; Atk +15 (1d10+10/x3, maul); Search DC 15; Hide Check DC 27 to deceive the plant's visual trigger.

**Venusian Man Eaters:**

The creatures of Venus are always searching for new prey and new evolutionary opportunities. With the introduction of humans into the environment, many creatures have developed abilities and behaviors to capitalize on this new food source.

**WOODLING NYMPH**

|                             |  |
|-----------------------------|--|
|                             | Medium Fey   |
| <b>Hit Dice:</b>            | 6d6+6 (27 hp)  |
| <b>Initiative:</b>          | +3   |
| <b>Speed:</b>               | 30 ft. (6 squares), swim 20 ft.  |
| <b>Armor Class:</b>         | 24 (+3 Dex, +4 deflection, +7 natural), touch 17, flat-footed 21   |
| <b>Base Attack/Grapple:</b> | +3/+3  |
| <b>Attack:</b>              | Slam +3 melee (1d6) or Dagger +6 melee (1d4/19–20)   |
| <b>Full Attack:</b>         | 2 Slams +3 melee (1d6) or Dagger +6 melee (1d4/19–20)  |
| <b>Space/Reach:</b>         | 5 ft./5 ft.  |
| <b>Special Attacks:</b>     | Blinding beauty, spells, spell-like abilities, stunning glance   |
| <b>Special Qualities:</b>   | Plant Traits, Damage reduction 10/cold iron, low-light vision, unearthly grace, wild empathy, Fire Vulnerable: +50% damage   |
| <b>Saves:</b>               | Fort +7, Ref +12, Will +12   |
| <b>Abilities:</b>           | Str 10, Dex 17, Con 12, Int 16, Wis 17, Cha 19   |
| <b>Skills:</b>              | Concentration +10, Diplomacy +6, Escape Artist +12, Handle Animal +13, Heal +12, Hide +12 (+16 in flora), Listen +12, Move Silently +12 (+16 in flora), Ride +5, Sense Motive +12, Spot +12, Swim +8, Use Rope +3 (+5 with bindings) |
| <b>Feats:</b>               | Combat Casting, Dodge, Weapon Finesse  |
| <b>Environment:</b>         | Temperate forests  |
| <b>Organization:</b>        | Solitary   |
| <b>Challenge Rating:</b>    | 9  |
| <b>Treasure:</b>            | Standard   |
| <b>Alignment:</b>           | Usually chaotic good   |
| <b>Advancement:</b>         | 7–12 HD (Medium)   |
| <b>Level Adjustment:</b>    | +10  |

A woodling nymph is about the height and weight of a young woman and has skin as radiant as flower petals. Its hair is usually green but changes to match the season. Most woodling nymphs attempt to lure humans away to their lairs where they can kill in secrecy. Most do not directly feed on humans but use their bodies to create rich mulch for its seedlings. Woodling nymphs speak Sylvan and Common.

**COMBAT**

**Blinding Beauty (Su):** This ability affects all humanoids within 30 feet of a nymph. Those who look directly at a nymph must succeed on a DC 17 Fortitude save or be blinded permanently as though by the *blindness* spell. A nymph can suppress or resume this ability as a free action.

The save DC is Charisma-based.

**Spell-Like Abilities:** 1/day- *entangle*, 1/day- *Summon Nature's Ally II*; 3/day- *Speak with Plants*; 1/day—*Dimension Door*. Caster level 7th.

**Spells:** A nymph casts divine spells as a 7th-level druid.

*Typical Druid Spells Prepared* (6/5/4/3/1, save DC 13 + spell level): 0—*cure minor wounds, detect magic, flare, guidance, light, resistance*; 1st—*calm animal, cure light wounds, entangle, longstrider, speak with animals*; 2nd—*barkskin, heat metal, lesser restoration, tree shape*; 3rd—*call lightning, cure moderate wounds, protection from energy*; 4th—*rusting grasp*.

**Stunning Glance (Su):** As a standard action, a wrathful nymph can stun a creature within 30 feet with a look. The target creature must succeed on a DC 17 Fortitude save or be stunned for 2d4 rounds. The save DC is Charisma-based.

**Uncarthly Grace (Su):** A nymph adds her Charisma modifier as a bonus on all her saving throws, and as a deflection bonus to her Armor Class. (The statistics block already reflects these bonuses).

**Wild Empathy (Ex):** This power works like the druid's wild empathy class feature, except that a nymph has a +6 racial bonus on the check.

**Skills:** A nymph has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. She can always choose to take 10 on a Swim check, even if distracted or endangered. She can use the run action while swimming, provided she swims in a straight line.

## WHIP TONGUE TYRANT

|                             | Huge Plant   |
|-----------------------------|--|
| <b>Hit Dice:</b>            | 18d8+99 (180 hp)   |
| <b>Initiative:</b>          | +1   |
| <b>Speed:</b>               | 40 ft. (8 squares)   |
| <b>Armor Class:</b>         | 14 (-2 size, +1 Dex, +5 natural) touch 9, flat-footed 13   |
| <b>Base Attack/Grapple:</b> | +13/+30  |
| <b>Attack:</b>              | Barbed Tongue +20 melee (3d6+13)   |
| <b>Full Attack:</b>         | Barbed Tongue +20 melee (3d6+13)   |
| <b>Space/Reach:</b>         | 15 ft./15 ft.  |
| <b>Special Attacks:</b>     | Improved grab, swallow whole   |
| <b>Special Qualities:</b>   | Plant Traits, Low-light vision, Scent, Vulnerable to Fire: +50% damage, Damage Resistance 10/slashing, Freeze (Ex), Tremorsense 90ft |
| <b>Saves:</b>               | Fort +16, Ref +12, Will +6   |
| <b>Abilities:</b>           | Str 28, Dex 12, Con 21, Int --, Wis 10, Cha 1  |
| <b>Skills:</b>              | Hide -2, Listen +14, Spot +14, Move Silently +9  |
| <b>Feats:</b>               | Alertness, Improved Natural Attack (barbed tongue), Run, Toughness (3), Track  |
| <b>Environment:</b>         | Warm plains  |
| <b>Organization:</b>        | Solitary or pair   |
| <b>Challenge Rating:</b>    | 11   |
| <b>Treasure:</b>            | None   |
| <b>Alignment:</b>           | Always neutral   |
| <b>Advancement:</b>         | 19–36 HD (Huge); 37–54 HD (Gargantuan)   |
| <b>Level Adjustment:</b>    | —  |

Despite its enormous size and 6-ton weight, a whip is a swift runner. Its head is nearly 6 feet long, and its teeth are from 3 to 6 inches in length. It is slightly more than 30 feet long from nose to tail. The creature is superficially similar to the tyrannosaurus, but it is a plant creature that hunts with its long barbed "tongue".

### COMBAT

Whips pursue and eat just about anything it sees. Its tactics are simple—charge in and snatch the nearest prey with its tongue.

**Improved Grab (Ex):** To use this ability, a whip must hit an opponent of up to one size smaller with its tongue 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 try to swallow the foe the following round.

**Swallow Whole (Ex):** A whip can try to swallow a grabbed opponent of up to two sizes smaller by making a successful grapple check. The swallowed creature takes 2d8+8 points of bludgeoning damage and 8 points of acid damage per round from the whip's gizzard. A swallowed creature can cut its way out by using a light slashing or piercing weapon to deal 25 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 whip's gizzard can hold 2 Medium, 8 Small, 32 Tiny, or 128 Diminutive or smaller opponents.

**Freeze (Ex):** When not moving, an observer must make a Spot check (DC 30) to spot the whip.

**Skills:** A whip has a +2 racial bonus on Listen and Spot checks and a +8 bonus to Move Silently.

## ROTIFERA

|                             |   |
|-----------------------------|---|
|                             | Gargantuan Elemental (wood)   |
| <b>Hit Dice:</b>            | 18d8+126 (207 hp)   |
| <b>Initiative:</b>          | +2  |
| <b>Speed:</b>               | 10 ft. (2 squares), fly 80 ft. (average)  |
| <b>Armor Class:</b>         | 17 (-4 size, +2 Dex, +9 natural), touch 8, flatfooted 15  |
| <b>Base Attack/Grapple:</b> | +13/+37   |
| <b>Attack:</b>              | Talon +21 melee (2d6+12)  |
| <b>Full Attack:</b>         | 2 talons +21 melee (2d6+12) and bite +19 melee (2d8+6)  |
| <b>Space/Reach:</b>         | 20 ft./15 ft.   |
| <b>Special Attacks:</b>     | Launch Wood Spike (120ft, 1d6+12 piercing damage, 18 shots/day)   |
| <b>Special Qualities:</b>   | Low-light vision, Dark Vision 60ft, Plant Sense, Immune to poison, sleep, paralysis, stunning, critical hits, polymorphing and mind-influencing effects, Damage Reduction: 10 / magic |
| <b>Saves:</b>               | Fort +18, Ref +13, Will +9  |
| <b>Abilities:</b>           | Str 34, Dex 15, Con 24, Int 2, Wis 13, Cha 11   |
| <b>Skills:</b>              | Hide -3, Listen +10, Spot +14   |
| <b>Feats:</b>               | Alertness, Flyby Attack, Iron Will, Multiattack, Power Attack, Snatch, Wingover   |
| <b>Environment:</b>         | Warm mountains  |
| <b>Organization:</b>        | Solitary or pair  |
| <b>Challenge Rating:</b>    | 11  |
| <b>Treasure:</b>            | None  |
| <b>Alignment:</b>           | Always neutral  |
| <b>Advancement:</b>         | 19–32 HD (Gargantuan); 33–54 (Colossal)   |

**Level Adjustment:** —

A rotifera's plumage is dark brown and golden leaves from head to tail. These enormous creatures are 30 feet long from the beak to the base of the tail, with wingspans as wide as 80 feet. A rotifera weighs about 8,000 pounds.

**COMBAT**

A rotifera attacks from the air, swooping earthward to snatch prey in its powerful talons and carry it off for itself and it's young to devour. A solitary rotifera is typically hunting and will attack any Medium or larger creature that appears edible. A mated pair of rotifera attack in concert, fighting to the death to defend their nests or hatchlings. Rotifera enemies will be bombarded by wooden spikes to soften them up for the kill. Most rotifera make their home in the towering tree tops of Venus but some live on the sides of volcanoes.

**Wood Spike (Ex):** A rotifera may launch a wooden spike up to 120' without range penalty as an attack action. Each spike does 1d6 + STR modifier. The creature may launch its total HD in spikes per day.

**Plant Sense (Su):** The rotifera is aware of anything in contact with plants within 60'.

**Skills:** Rocs have a +4 racial bonus on Spot checks.

**ADVENTURE HOOKS**

1. **Jungle Safari in Venus:** A hunting exhibition is launched to gather Venusian creatures for the London Zoo. Several companies are competing for the huge bounty placed for discovering a new species. All captures must be delivered alive. The characters may need the advice of locals for locating and preserving their captures. The stiff competition may result in theft, sabotage, and violence.
2. **Monkey Business:** After a long and difficult journey through the jungles of Venus, The characters have discovered a tree of filled with Venusian pseudo-primates. Unfortunately, these creatures are extremely fragile and will not survive long when removed from their tree. Additionally, this species is highly prized by the local natives. Any effort to remove the primates or uproot the tree will result in a series of Attacks for the entire journey back to the ship.
3. **Explorers of Venus:** Rumors of a "Lost Continent" some where in the vast Mare Gigantum sea abound. Finding this island will require skilled navigation and extreme bravery. It is said that the island is home to voracious beasts and vicious natives that resent any intrusions on their land.

4. **Colony in Crisis:** A distress call is sent by one of the British colonies. They claim that the members of the colony are mysteriously disappearing. Ships sent to fly over the colony report the absence of any people. The characters are sent to discover the source of the problem before it can spread to other colonies. Can the adventures discover the truth without suffering the same fate as the colonists?
5. **Amazons of Venus:** Female pirates have created a base deep in the marshes of Venus. The adventures are sent to dig them out of their hole. Can they find the pirates? Will they discover it is part of a feminist plot against the British Empire? Who else is involved in this gender treason?
6. **Lost City of Venus:** Ancient ruins are found beneath centuries of forest growth. Numerous treasure hunters invade the area. The characters are hired to protect one of these groups and insure their safety. Who built this city? Does the city contain any valuable or powerful artifacts (relics, mummies, treasure)? Will the characters be able to hold keep their findings away from their compatriots? Will venturing into these ruins awake an ancient threat to the solar system?
7. **Marsh Death March:** The ship the player characters are traveling in crash lands deep in the unexplored swamps of Venus. Can they find help for their injured passengers? Will they succumb to the local wildlife and diseases of the swamp? Can they gain the good will of the native Amoeba People to lead them to safety?
8. **Scent of Venus:** A fancy new perfume is created from the flowers of Venus that becomes immensely popular. Unfortunately, the perfume has a hideous side effect (turns the wearer into a monster, acts like a "hypnosis" spell, carries a deadly fungal disease, "Yellow Musk Creeper", etc.). The characters must find the mastermind producing the perfume and journey to Venus to find the antidote to this floral scent.



## EARTH

Earth is the original home of humans before they started to colonize the solar system. Humans are immensely versatile and adaptable. These talents have allowed them to establish a wide spread solar empire. The leading nation of Earth is Britannia. Its mastery of the "Golden Roads" allows for faster than light travel and the ability to maintain an interplanetary empire.

All other nations of Earth depend on British ships to transport cargo and passengers quickly through the solar system. This monopoly is resented by many and great efforts in research and espionage are made acquire Britannia's greatest secret both by humans and aliens.

**Isaac Newton** was the first to discover the principles gravity and the alchemical formula required for orbital flight. He also theorized the existence of the "Golden Roads". The golden roads are an extra dimensional conduit that allows ships to rapidly transverse great distances. While traveling the golden roads little time seems to pass aboard but weeks or months pass for those outside (1:7 ratio). The time dilation effect allows fresh fruit and other perishable cargos to be ship from planet to planet and still stay fresh. Unfortunately, the farther you travel from the sun the greater the stress the golden roads inflict on your aethership. This stress has prevented any current British design from traveling pass Jupiter's orbit. All Earth ships moving past Jupiter are currently limited to sub-light speeds.



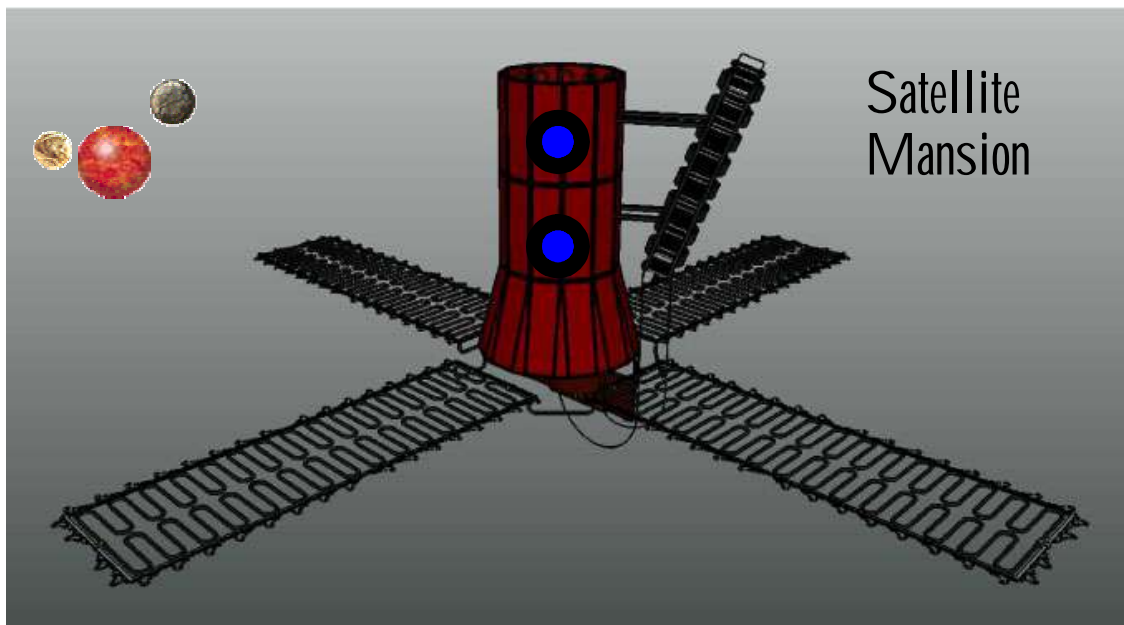
## THE MOON AND BEYOND

The moon was the first stepping stone for Britannia's conquest of space. The first ship

to land on the moon was a **Cavorite Sphere**. "Cavorite" is a mineral blocks the effects of gravity. While all the cavorite shutters are closed on the sphere it flies free of the hold of gravity like a yo-yo with its string cut. By opening specific shutters, the gravity of the targeted solar body will grab hold of the contents of the sphere. Manipulating the gravitational forces on the sphere, the pilot is able to guide the ship to dynamic orbits around massive objects. The main advantage of a Cavorite Sphere is that it will lift any weight the sphere can enclose and requires no fuel. The ancient Martians developed an alchemical mineral called "**radium**" which reverses the force of gravity rather than negates it. With a successful sojourn to the Moon and the reports of vast deposits of gold on the satellite, a race for space was initiated. Britannia started with an early lead and has maintained its ascendancy since.

### WAR OF THE WORLDS

The first interplanetary conquest of the British Empire was the military invasion of Mars. The colonies of Mars have proven to be a vast resource pit for the British Empire due the constant raiding by the nomadic Martians. Since then, the military ambitions of the Britannia have been more modest and they have also encouraged the growth of other European colonies on Mars and other planets. Britannia also dominants trade with Venus and the heavily populated Moons of Jupiter.



### EMPIRES OF EARTH

The great powers of Earth owe their stability to the revelations in the heavens. In the face of the vastness of space and the high cost of aethership construction and maintenance, many nations have either elected or been coerced into forming massive empires. Those with ambition and drive leave to gain their fortunes in the Imperial colonies. Rebels and political exiles are also shipped off the planet to work in penal colonies. The net result of so much effort spent on space colonization is that Earth itself has become somewhat of a political backwater. While much of the food and goods used in interplanetary trade come from terrestrial planets, the romance and affluence of space travel makes it the center of change and growth. Many wealthy citizens make their homes not on the surface of a planet, but in orbiting **satellite mansions**.

BRITANNIA (BRITISH EMPIRE)

The foremost power on Earth is the British Empire. It is a limited Monarchy; it has a Monarchy, a House of Lords, and an elected Parliament. In addition to their monopoly on faster-than-light travel, colonies on Mars, Venus, and the Moon, and massive aethership navy; the British Empire has many Earthly resources. The British Empire includes the majority of North America, the British Isles, New Zealand, Tasmania, Punjaub, and Australia. It also has protectorates useful to naval shipping such as Belize, Hong Kong, the Gold Coast, the Ivory Coast, Guavana, Madagascar, Ceylon, Sierra Leone, and Natal. The sheer size of the Britannia means that it is slow to react to threats and has become complacent about its dominance.

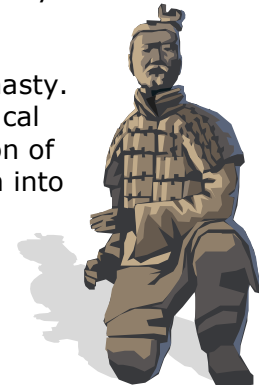
PRUSSIA (GERMANIC EMPIRE)

Prussia is the second most powerful empire on Earth. This empire is highly skilled in manufacturing and mechanization. Prussia is an oligarchy including the lords of Germany, the rulers of Austria-Hungary, the princes of the Balkans, and the Tsars of Russia. Prussia is famous for its guns and cannons which it sells to Earthly empires as well as alien powers. Prussia is making great strides in the creation of mass production factories on Earth and within the Asteroid Belt. The interplanetary colonies of Prussia emulate those of Britannia but are smaller in scale and wealth. Prussia has citizens on Venus, Mars, the Jovian Moons, the Asteroid Belt, but also is the first nation to attempt to establish a colony on Mercury.



MANCHURIA (MONGOLIAN EMPIRE)

Manchuria is composed of the many conquests of the Manchu Dynasty. This includes China, India, and Mongolia. While lacking the technical expertise of Prussia and Britannia, they have the largest population of all the great powers. Manchuria has sent more of their population into space than any other empire as craftsmen, laborers, and miners.



OTTOMAN DOMINION

The Ottoman Dominion has extensive wealth in form of oil fields and diamond mines. Instead of creating building their own Aetherships, they rely on mercenaries and privateers. Their tactics have often offended Britannia, but the British Empire has only responded with economic sanctions and official protests so far. The current Sultan of the Dominion has military ambitions to seize control of the Moon from the British Empire. The Ottoman Dominion incorporates Turkey, Greece, ancient Persia, and Saudi Arabia.

MANTECA (NEW WORLD EMPIRE)

Unlike the other world powers, the priests of Manteca have long maintained contact with alien civilizations. The history of their nation states that they were contacted by wise and powerful alien visitors that provided them with insights into agriculture, mathematics, architecture, and psychic energy channeling. Instead of depending on the aetherships of Britannia, Manteca has



its own form of space travel base on psychic mastery. Manteca also possesses many types of psychic crystal-tech devices. Utilizing carved crystal foci, trained psychics can astral project themselves to any location in the solar system. The major defect of this method of travel is that the psychic can only take personal possessions that are made of psychically attuned crystal. Manteca includes most of the Pacific Coast of North America as well as the majority of South America.

CRYSTAL TOUCHSTONE

These powerful crystalline artifacts allow a psychic to travel to other planets or moons within the solar system. The psychic leaves her original body behind in a hypnotic trance. At her destination an ectoplasm clone of his own body is formed in which the character invest her soul. If the character dies, only the original body left on Earth can be raised. If the character’s original body is destroyed, the traveler can not return to Earth. Successfully traveling with a crystal touchstone requires a successful “Autohypnosis” skill check based on the following chart. Failing this role inflicts 1d6hp of damage for each point of skill check failure.



|                                  |                 |
|----------------------------------|-----------------|
| DESTINATION. . . . .             | Autohypnosis DC |
| Mercury . . . . .                | 30              |
| Venus . . . . .                  | 25              |
| Earth . . . . .                  | NA              |
| Moon . . . . .                   | 20              |
| Mars . . . . .                   | 25              |
| Ceres & Asteroid Belt . . . . .  | 30              |
| Jupiter & Jovian Moons . . . . . | 40              |
| Saturn . . . . .                 | 45              |
| Uranus . . . . .                 | 50              |
| Neptune . . . . .                | 60              |
| Pluto & Charon . . . . .         | 70              |
| Eris . . . . .                   | 80              |



MIND OVER MATTER

Manteca scorns the “scientific discoveries” of Europe. They rely on the power of a disciplined mind to overwhelm their enemies and overcome obstacles. As psychic warrior, a Manteca is fully armed even when completely naked. As a telepath, a Manteca can coordinate the activities of all its subjects across interplanetary distances. Nobility in the Manteca Empire is conferred on those with psychic abilities; all others are considered second class citizens. Fortunately nobles maintain strong ties to their families even after they are elevated and most Nobles feel and obligation to care for the rest of their people. The three aristocrats pictured below are attired in typical garments for the Manteca Empire for their class.





### NUMIBIA (AFRICAN EMPIRE)

Africa has been invaded numerous times by various countries through out history, but recently the continent has rediscovered the power of their ancient Egyptian past. The stone relics of the ancient Egyptians are infused with mystic energy. The pyramids channel and store divine energy and can be used to open portals to different worlds. The new empire of Numibia is a theocracy. The ancient gods of Egypt have regained their importance in daily life and lent their power to the priesthood of this nation. The ancient Egyptian religion has spread and now pervades through out Africa. Most Europeans were violently ejected from the continent during

the rise of the theocracy, but Numibia is slowly restoring peaceful relations with Europe. Still Numibia tends to be isolationist and secretive. Poverty is universal for the vast majority of the population, but the wealthiest live like Gods on Earth.

The stone pyramids can be used These mystic portals are one way pyramid is built at the destination. specific stellar conjunctions that the planets are in alignment for a solar year (all fall within one or



to open portals to different worlds. trips unless a corresponding stone Unfortunately, the portals rely on only happen sporadically. Generally 5d6 minute portal 1d6 times per two adjacent months).

Additionally, many of the bronze objects grant them objects can be recreated by Scrolls printed on papyrus paper hieroglyphics to cast magical

hieroglyphics inscribed on stone and powerful spell-like abilities. These Egyptian occultists and acolytes. allow those able to read these arcane spells written upon them.

### CARIBBEAN LEAGUE

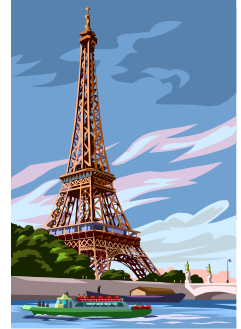
The Caribbean League is a nation created by a slave revolt. The slave plantation workers and Yankee pirate crews joined forces to create their own nation in 1908. The Caribbean League is by far the poorest of all nations but not the weakest. They main claim to fame is how many of their citizens crew the Aethershops sailing on the solar trade winds. The Caribbean League is also an infamous port for pirates, smugglers, and freebooters. Occultists and Spiritualists also ply their trades among the isles of the Caribbean and possess intimate understanding of the spirit world and the undead. The Caribbean League includes all the Caribbean islands, the Gulf Coast Rim, and the most of Brazil.



## MINOR POWERS

### FRANCO REPUBLIC

The Franco Republic has never forgiven Britannia its losses in war and territory to that nation. France believes that Britannia has stolen its rightful place in the forefront of economics and science, and resents the fact that Britannia clings to aristocracy. The "Cosmique Legionnaires" is an attempt to regain military might by recruiting foreigners and criminals.



### PAPAL STATES

The fall of the Holy Roman Empire left a huge social vacuum in Europe. The Papal States are all that remains of that once great empire. Spain, Italy, and Portugal are all members of the Papal States and are linked belief in their moral superiority to the rest of the world but divided by internal jealousies and religious factionalism.

### SONS OF ODIN

The Sons of Odin a group of modern day Vikings that are attempting to revive the ago old tradition of pillage and plundering of their forbearers. The Sons of Odin have their own aethershships but lack access to the Golden Roads. Instead the Sons of Odin cryogenically freeze the majority of the crew for long journeys across the solar system. When they reach their target, they thaw out the raiding party. Any captives they take are also frozen to reduce the ships requirements of food and oxygen when returning from raids. The Sons of Odin make their homes in the mountainous fjords of Sweden, Norway, Denmark, as well as the Asteroid Belt.



### NIPAN (ORIENTAL EMPIRE)

Japan and Siam have joined in an alliance to acquire advanced technology for their nations. Both nations are desperately attempting to improve their status in the world by gathering powerful alien artifacts and extra terrestrial resources. The culture of Nipan emphasizes loyalty to family and government, and perfection in conduct and performance. Their citizenry is extremely devoted and patriotic. Nipan is often in conflict with Manchuria since both wish to grow at the expense of the other. Nipan actively cultivates industrial power and trade.

### YANKEE REBELS

Long ago New England lost its independence when it was ill fated rebellion during the Since then the Yankee Rebel slowly simmering on the Atlantic have rebels immigrated to the safety from persecution of most retain hopes of independence for New often up to skullduggery,



bid for  
crushed in its  
**War of 1812.**

movement has been  
Coast of North America. Many  
greater freedom and  
the Caribbean League, but  
eventually gaining  
England. Yankees are  
piracy, and sabotage

against the interests of Britannia and delight in causing grief for the British Crown.



## TECHNOLOGY OF EARTH

### BLAST GEL ARMAMENTS

Most firearms have been converted to the use of Blast Gel rather than black powder. Blast Gel is a milky white gel made by forcibly compressing Aether into a solid. Aether will stay in a solid form until exposed to an electrical shock. Additionally, blast gel will function in airless environments and will not ignite combustible gases. Blast gel can be created anywhere with the proper tools unlike gun powder that requires specific chemicals and minerals that may not be readily available during space voyages. A small voltaic cell is concealed in the firearm to activate the blast gel cartridges. The fundamental form of a Blast Gel firearm is a breach loader. Of course, most guns have additional modifications. Some of the most modern designs possess drum magazines that allow the bearer to spray multiple shots before the gun needs to be reloaded. A discharged pistol can be wielded as a club. An empty musket or rifle can be used as a quarterstaff. A rifle equipped with a

bayonet can be used as a "longspear" which provides a 5ft reach on piercing melee attacks. A weapon that is one size category smaller than the user is "Light".

### STANDARD BLAST GEL FIREARMS

| HUMAN WEAPON                        | COST (DC)  | SIZE   | W.     | ROF    | MAG.   | DAMAGE (CRITICAL) | RANGE INC            |
|-------------------------------------|------------|--------|--------|--------|--------|-------------------|----------------------|
| Holdout (.22) (-2 Spot)             | 90gp (10)  | Small  | 3lb.   | Single | 1 int. | 1d8 (x3)          | 20ft                 |
| Horse Pistol (.36)                  | 120gp (11) | Small  | 4lbs.  | Single | 1 int. | 1d10 (x3)         | 50ft                 |
| Dueling Pistol (.41)                | 180gp (12) | Medium | 5lbs.  | Single | 1 int. | 1d12 (x3)         | 60ft                 |
| Howdah (.44)                        | 220gp (13) | Medium | 6lbs.  | Single | 1 int. | 2d8 (x3)          | 60ft                 |
| Carbine (.46)                       | 400gp (14) | Large  | 10lbs. | Single | 1 int. | 2d8 (x3)          | 75ft                 |
| Long Arm (.50)                      | 500gp (15) | Large  | 12lbs. | Single | 1 int. | 2d10 (x3)         | 80ft                 |
| Trench Gun (Pellet Shot: 15ft wide) | 750gp (16) | Large  | 12lbs. | Single | 1 int. | 1d10 (x3)         | 30ft (-1 dam per RI) |
| Anti-Tank Rifle (.80)               | 100pp (17) | Huge   | 15lbs. | Single | 1 int. | 3d10 (x3)         | 80ft                 |

### BLAST GEL FIREARM MODIFICATIONS

**RIFLED:** Most blast gel firearms are breach loaders rifled for greater accuracy (No Cost). A breach loader requires a standard action to fire or reload with a single shot. Gun cartridges cost 20gp (4 DC) or more for 10 shots.

**SMOOTHBORE:** Smoothbore weapons have greater range but less accuracy. Smoothbore weapons have RI of 15 rather than the normal 10, but each range increment inflicts a -3 to hit penalty rather than -2 (No Cost).

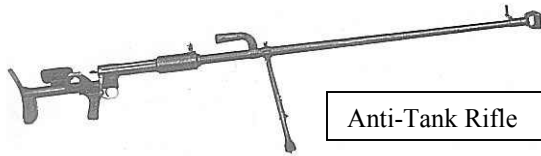
**ROTARY BARREL:** This muzzle loader has more than one barrel and allows the attacker to fire once per barrel per round. No more than 4 barrels maximum. Increase the base cost by 50% (+1 to Purchase DC) per barrel added.

**STAR:** This revolver style weapon has a 5 shot cylinder rather than 1 int. shot. Double base cost (or +3 to Purchase DC). Reloading this weapon completely is a full round action.

**DRUM:** This modification increases the payload to 30 shots from 1 int but increase the size of the weapon by one size category. Increase base cost of the weapon by four times (or +6 to Purchase DC). Reloading this weapon with another drum is a full round action.

**SPRAY GUN:** The weapon can fire like an automatic machine-gun (ROF: A). Increase the size of the firearm by one size category. Increase the base cost of the weapon eight times (or +8 to Purchase DC). Alternatively this modification allows the weapon to spray a 10ft space with 10 bullets. If the attacker succeeds on an attack roll against AC 10, everyone in that space must make a DC 15 Reflex save or be hit by 1d4 bullets

**WOODEN SHELLS:** The ammo fired from this weapon inflicts non-lethal damage. No Cost



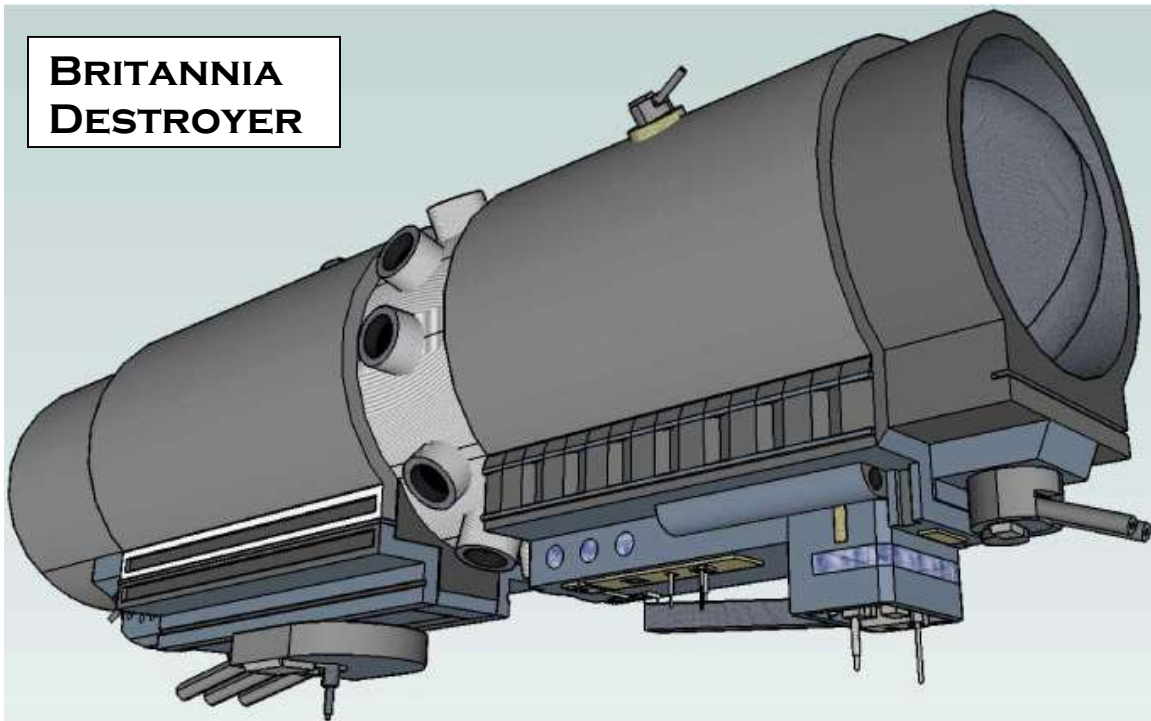
Anti-Tank Rifle

**BLAST GEL ALCHEMICAL LOADS**

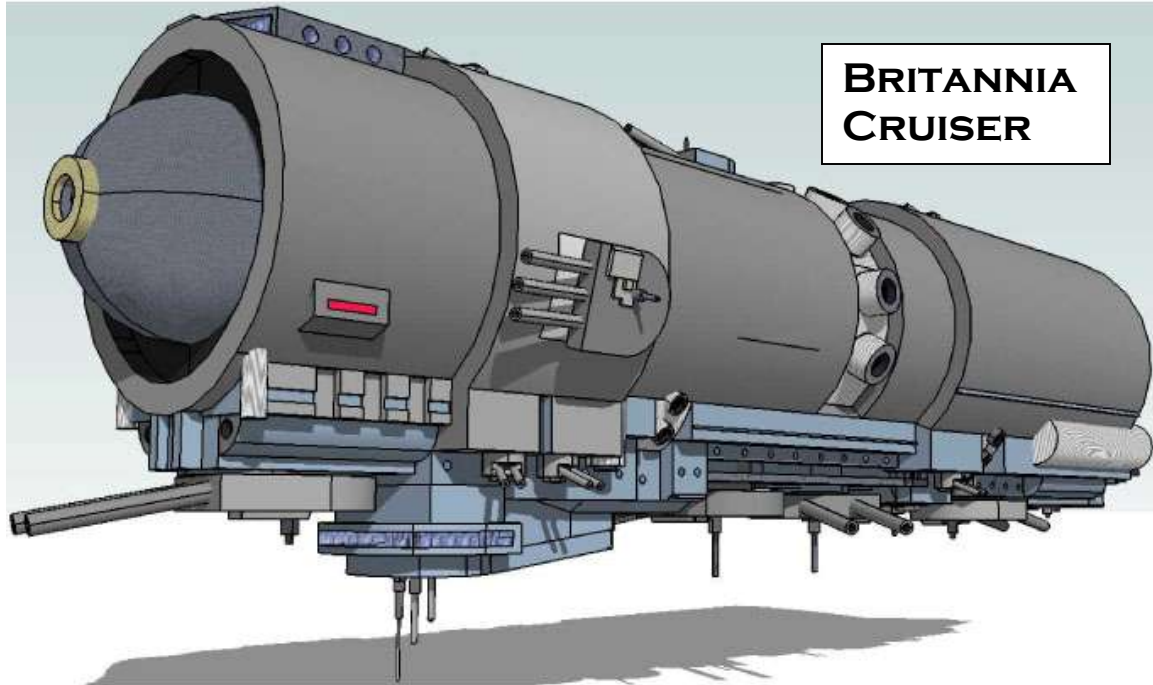
Blast gel is normally milky white, but it can be alchemically treated to create unique effects. Each effect changes the blast gel a different color and gains the substance unique properties.

| ALCHEMICAL GEL LOADS  | EFFECTS ON BULLET OR CANNON SHOT  | WT. (LBS) | CRAFT DC | COST INCREASE PER 10 SHOTS |
|-----------------------|---|-----------|----------|----------------------------|
| <i>PHOSPHORESCENT</i> | Leaves a glowing trail behind the bullet. +1 attack bonus in the dark   | 1/16 each | 20       | x2 gp or +1 DC             |
| <i>RUBY</i>           | Converts damage to fire.  | 1/16      | 30       | x2 gp or +1 DC             |
| <i>EMERALD</i>        | Converts damage to acid.  | 1/16      | 30       | x2 gp or +1 DC             |
| <i>SAPHIRE</i>        | Converts damage to electricity.   | 1/16      | 30       | x2 gp or +1 DC             |
| <i>CRYSTAL CLEAR</i>  | Converts to cold damage.  | 1/16      | 30       | x2 gp or +1 DC             |
| <i>CHROME</i>         | Ghost Touch effect on each shot   | 1/16      | 30       | x3 gp or +2 DC             |
| <i>OBSIDIAN</i>       | Inflicts negative energy damage and may inflict -1 STR (Fort DC: 15)  | 1/16      | 40       | x4 gp or +3 DC             |
| <i>GOLDEN</i>         | Inflicts "light" based damage on any target. Creatures with Light Sensitivity or Light Blindness are affected for 1 round as if the shot was a blast of daylight. | 1/16      | 60       | X4 gp or +3 DC             |

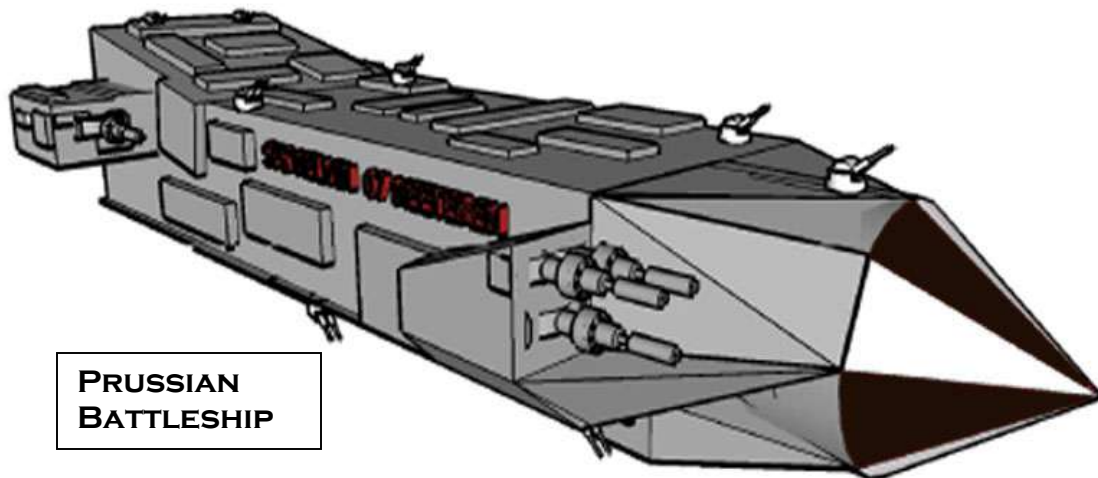
**NAVAL AETHERSHIPS**



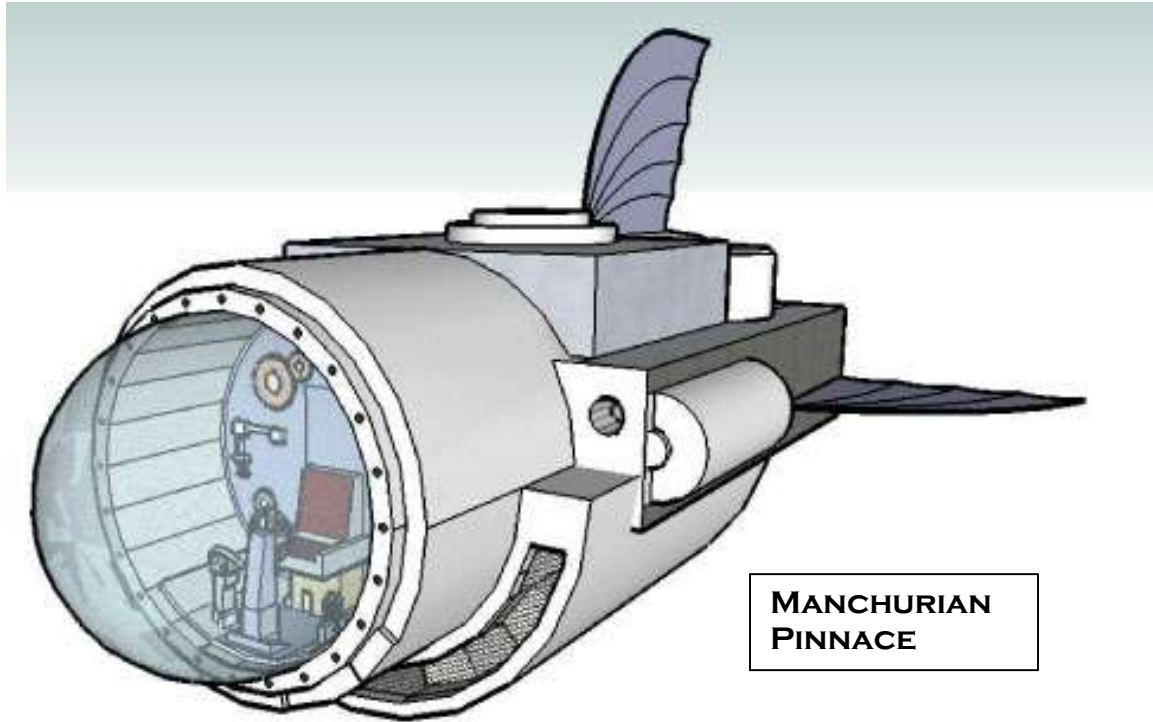
**BRITANNIA DESTROYER**



Britannia has many types of aethership. Packet ships are built for maneuverability and to rapidly deliver orders and mail across the solar system. Most military ships are equipped with small shuttles (pinnances) since most military vessels are too large to safely land on planetary surfaces. Orbital docks load and unload all the cargo to be brought to the surface. Destroyers are handy armed and armored vessels used to protect freighters and run down smugglers and pirates. Battle Cruisers are used in space battles and for attacking orbital fortifications. The British Navy only has a single ship of the Dreadnaught class that functions as the flagship. Most Earth nations maintain a small space navy armed with blast gel cannons. Rockets can be created but lack they lack the guidance system required to make rockets effective weapons. Bombs are rarely dropped from orbit due to the difficulty of accurately directing them through the atmosphere. Since only British ships have access to the



Golden Roads, the ships of other navies usually remain in orbit around the colonies they are assigned to protect. The Alchemical Crucible powers military vessels. The crucible can split water to create oxygen for respiration and hydrogen for thruster fuel.



**MANCHURIAN  
PINNACE**

### SOLAR CLIPPERS

Most nations use solar clipper ships for short range shipping. Solar clippers are equipped with solar sails that catch the solar wind to propel and electrify the ship. Using a solar clipper instead of the Golden Roads adds months of travel time to interplanetary travel. Nations that depend on solar clippers are at a vast disadvantage in trade and communication speed in comparison to Britannia. Clippers are constructed of either wood (terrestrial or asteroid bonsai wood) or iron. Most prefer wheeled carriage cannons that are fired from firing ports mounted in the broadsides of the ship. Most solar clipper ships work equally well as sea vessels. Solar clippers are armed with a wide variety of weapons including ram prows, wrecking balls, arbalests, harpoon cannons, and buzz saw launchers.

### AETHERSHIP WEAPONS

| 3 MAN CREW WEAPONS                | COST (DC)   | SIZE     | W.         | ROF                     | MAG.         | DAMAGE (CRITICAL)                             | RANGE INC |
|-----------------------------------|-------------|----------|------------|-------------------------|--------------|---|-----------|
| <b>CANNON, LIGHT (BALL: 6LBS)</b> | 1000gp (18) | Huge     | 500lbs     | Single (once per round) | One (Breach) | 4d6 (20ft Line)<br>Reflex Save to Halve DC 12 | 200ft     |
| <b>CANNON, MEDIUM (12LBS)</b>     | 2000gp (20) | Colossal | 2,000 lbs. | Single                  | One (Breach) | 6d6 (40ft Line)<br>Reflex Save to Halve DC 15 | 300ft     |
| <b>CANNON, HEAVY (24LBS)</b>      | 4000gp (22) | Colossal | 4,000 lbs  | Single                  | One (Breach) | 8d6 (80ft Line)<br>Reflex Save to Halve DC 18 | 400ft     |

|                             |                |       |             |                      |                 |                              |       |
|-----------------------------|----------------|-------|-------------|----------------------|-----------------|------------------------------|-------|
| <b>RAZOR DISC LAUNCHER</b>  | 1000gp<br>(18) | Huge  | 200lbs      | Semi-Auto<br>(Spray) | 30 shot<br>drum | 1d12 (19-20,<br>x2) slashing | 200ft |
| <b>WRECKING BALL</b>        | 250gp<br>(13)  | Huge  | 2000<br>lbs | Once per<br>battle   | 1               | 4d12 (x4)<br>bludgeoning     | 100ft |
| <b>GAS CROSSBOW BATTERY</b> | 800gp<br>(17)  | Huge  | 200lbs      | Semi-<br>auto        | 5               | 1d12 (19-20,x2)<br>per bolt  | 150ft |
| <b>HARPOON CANNON</b>       | 500gp<br>(15)  | Large | 200lbs      | Single               | One<br>(Muzzle) | 2d10 (x2)<br>piercing        | 150ft |

**CANNONS:** Blast Gel Cannons fire solid iron cannonballs. These weapons will damage any creature standing along a line extending straight beyond the target square unless the victim succeeds at a Reflex Check or the ball is stopped by a object of greater "hardness" than the damage inflicted by the ball. The Profession (Siege Weapons) check suffers a -5 penalty for every RI the cannonball travels and is mandatory whenever a cannon is fired. A successful skill check is required for the ball to strike the targeted square. A failed skill check means that the shot derivates 1d6ft plus 5ft per RI from the intended target square in a randomly determined direction. Holes pierced through an aethership leak breathable atmosphere into the aether at a rate of 1 hour of breathable air per minute (10 rounds). In microgravity, a cannonball has a flat trajectory. A 3 man crew can fire cannon once per round. A two man crew requires two full rounds to fire a cannon. A single man requires three full rounds to fire a cannon.

**RAZOR DISC LAUNCHER:** A razor disc launcher rapidly fires sharpened metal discs with compressed gas. It require 1 full round for two loaders to replace a drum, but a single gunner repeatedly fire each round. "Spray" allows the weapon to spray a 10ft space with 10 bullets. If the attacker succeeds on an attack roll against AC 10, everyone in that space must make a DC 15 Reflex save or be hit by 1d4 discs.

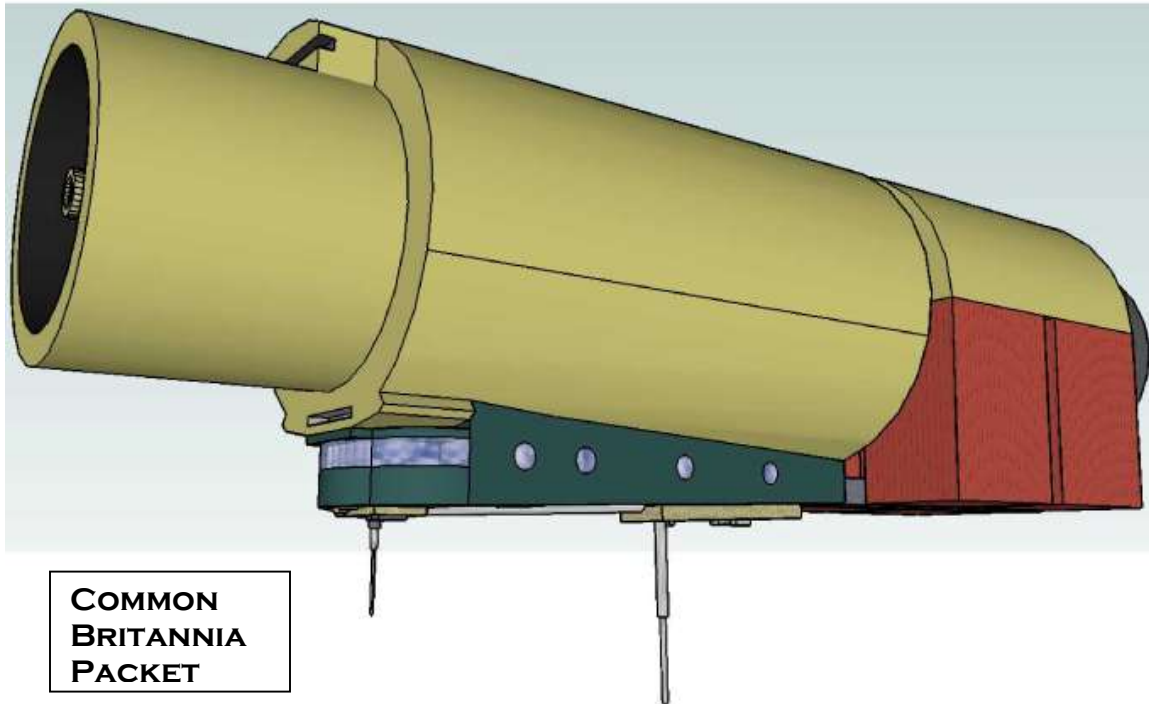
**WRECKING BALL:** A round chunk of metallic asteroid is attached outside of the ship. It is bound and balanced against the hull until the ship charges directly at its target and suddenly veers away. At a precise moment during the turn, the wrecking ball is released from its clamps to continue racing forward. If the ball is improperly released it damages the ship instead of the target. On any attack roll of 1, 2, or 3, the release was poorly timed and the ship suffers half damage from the ball and the pilot must make a control check to maintain control of his ship.

**GAS CROSSBOW BATTERY:** Fire up to five crossbow bolts at once with compressed gas. It takes a pair of loaders 1 full round to completely reload and reset the crossbow battery. A single person can fire multiple times per round with the Gas Crossbow Battery.

**HARPOON CANNON:** The harpoon sinks deeply into the superstructure or flesh of the target on a successful critical hit and can not be torn loose without a inflicting an additional 4d10 points of damage. A line is usually attached to the harpoon for harvesting Jovian Air Whales. A harpoon Cannon can fire as often as a Light Cannon with a three man crew.

**GUN PORT:** A gun port can mount any personal firearm. A firearm that is more than two size categories larger than the user is permanently mounted in the Gun Port. A primitive gun port is basically a sealable hole in the hull that is opened allow a shooter to fire his firearm. A modernized gun port is an armored turret that is sealed

by airlock. The shoot must have his own oxygen supply or posses a feed hose while crewing the turret. Cost: 100gp (10 DC) for a gun slit, 500gp (12 DC) for a sealed gun turret and armor plating costs extra.



### **COMMUNICATION**

Few methods of long distance communication exist. Britannia depends on its high speed Packet ships to deliver fleet orders and to stay in communication with its far flung colonies. Short messages can also be delivered by heliograph through space by reflecting the sun's light off shuttered mirrors. Heliographs are commonly used to transmit orders rapidly between aetherships. Manteca uses powerful telepaths that can communicate not only messages to each other, but their sensory memories. Unfortunately, only psychically trained genetic twins possess a strong enough connection to speak telepathically across the solar system. Numibia uses the hagioscope to communicate with distant temples scattered across the solar system. The divine powers of the Egyptian deities they worship allow communication between the priests of Numibia. Signal flares, semaphore, smoke signals, and bugle calls are also proven methods of communication used by most solar armies.

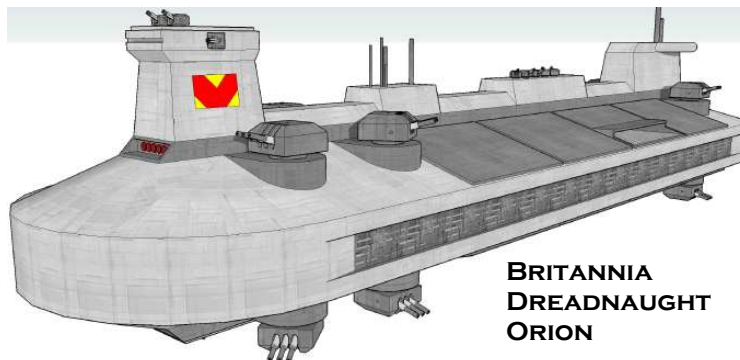
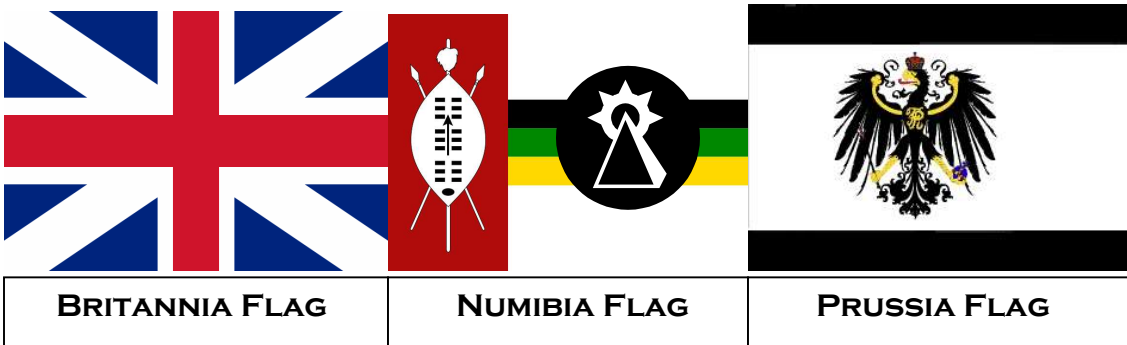
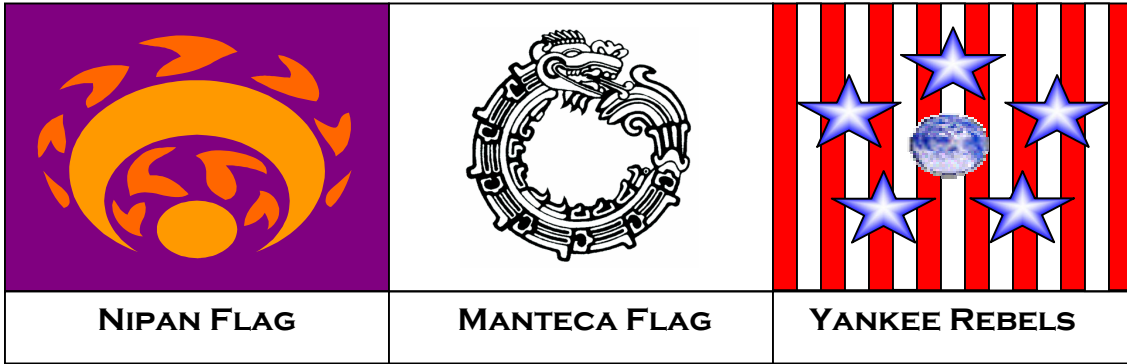
### **FRONTIERS OF SCIENCE**

Mankind is always increasing his understand of the principles of the universe. Scientists are always creating new devices that define the traditionally held beliefs of nature and physics. The Scientist Advance Class is one way to create these new fantastical devices. Basically these white coats can replicate any spell with an extraordinary device only they can properly operate.

### **ADVENTURE HOOKS**

1. **Defenders of Decency:** The characters must defend the planet, empire, or ship from space invasion, female suffragettes, meteorite storm, or pro-labor radicals. How well they deal with this crisis may lead to social advancement.

- 2. **Onward Britannia:** The characters are charged with defending a cartography party that wishes to map an unexplored continent, moon, asteroid, or gas giant. Returning with a complete map will garner rewards.
- 3. **Golden Mountain:** Manchurian laborers are busy building a massive vertical railway linking a geosynchronous orbital habitat with the surface of the Earth. Unfortunately the project is plagued by sabotage and accidents. The characters are hired to either finish the project or investigate the situation





## THE MOON

The Moon always shows the same face to the Earth, but is full of hidden secrets and mystery. This natural satellite is in close orbit with Earth and has 0.21 BSG and has a thin but breathable atmosphere. The moon's surface is heavily pocked with craters and nothing grows on the moon other than space fungi, slimes, and oozes. Britannia has established a massive lunar harbor on the Moon (Artemis Harbor). This harbor is the preferred destination for aetherships trading with Earth since the merchants can land and

launch from the lunar surface far more cheaply than rocketing free of the Earth's gravity well. This harbor and many smaller ports are grudgingly shared with all of the nations of the Earth that own aetherships. Additionally the Moon is home to a maximum security prison (Hecate Prison) and several hydroponics farm complexes. The moon has a wealth of minerals and crystals beneath its surface but these natural resources are the property of the Selenites who will not tolerate theft.

### WHAT LIES BENEATH

A race of insect-like humanoids resides beneath the surface of the Moon. They were named the Selenites upon their discovery since humans are unable to pronounce their language. The underworld of the Selenites is lush compared to the barrenness of the surface of the Moon. The entire interior of the Moon is honeycombed with cities carved by the Selenites. Massive caves are devoted to farms, gardens, and forests. Fresh water exists as rivers, lakes, and seas underground. Gold, iron, tin, and copper abound as well as massive gemstones. Deep within the core of the moon is a massive black sea populated by tentacled monsters and ancient horrors. Trade with the interior of the Moon exists, but the Selenites charge dearly for their native treasures. Rogue mining operations beneath the Moon's surface is violently opposed by the Selenites. The single battle between Britannia and the Selenites was extremely costly engagement in human lives and Britannia is officially content with the current treaty confining human activities to the surface of the Moon. Selenites as a whole are an extremely insular people and possess no space craft of their own. The few Selenites that venture out into the aethersphere of the solar system are a tiny minority and are always part of the "Generalist" population.

### SELENITES

Selenites are insect like in appearance since they have small antennae, compound eyes, and mandibles rather than jaws. Unlike insects, they only have four limbs (two arms and two legs) and have a cartilage skeleton. Selenites tend to vary widely in appearance since each Selenite is trained and surgically modified to a specific task. Attributes not required for the task tend to wither away. Most Selenites are sterile given that reproduction is performed by specialists. For example, Selenites used as labor have very poor mental attributes but are extremely physically developed. A Selenite Painter possesses one extremely dexterous arm and a pair of enlarged and protruding eyes. The other arm of the painter and its legs are ridiculously emaciated since they are of little use in painting. The painter is obsessed with art, has no interest in other activities, and is fiercely jealous of rival painters. The ruler of the Moon, the Overmind, is mostly brain. Since the brain of a Selenite is incased in cartilage it can be stimulated to grow and expand. The shrunken body of the Overmind can not move or even feed itself. The Overmind is devoted to planning and maintaining order within the lunar hive.

Selenites are often described as the perfect Socialists. Every member from birth is designated for a specific task and is trained and surgically modified to perform it well. The vast majority of Selenites are specialists. This means that they can only perform a specific skill set and are unable and uninterested in doing anything else. A minority of Selenites are generalists. Generalists can work at a variety of tasks but are not as skilled as specialists. The function of generalists is to support the activities of specialists and provide a general labor pool which the Overmind can assign to rapidly accomplish a specific task. Specialists have little interest in anything other than their occupation. They tend to be oblivious to the activities of others and have no interest in anything that happens outside the lunar hive. If a specialist has no task to perform it is cryogenically frozen until it is needed. Generalists are the only Selenites concerned with wider events.

#### RACIAL APPEARANCE:

The vast variety of specialized forms defies easy description. Any insect-like creature can be used to create one of the specialized facets of the Selenite race. A Selenite that has not been surgically or hormonally modified into a specialist most closely resembles the "Dromite" from the Expanded Psionic Handbook. The key features of any Selenite are antennae, compound eyes, mandibles, and chitin exoskeletons.



#### PC OPTION:

Selenite adventurers are limited to Generalist populations since Specialist do not have the ability or inclination to leave the lunar hive. Even within the Generalist ranks Selenites have enough variations to seem as if they are different races. The Generalist population has a wider appreciation for events occurring outside the hide, for the activities of others, and has a wider range of skills.

**DROMITE:** This is the standard surgically and hormonally unmodified Selenite.

- Racial Attributes: +2 Charisma, -2 Strength, -2 Wisdom
- Monstrous Humanoid: Dromites are not subject to spells or effects that affect humanoids only, such as charm person or dominate person.
- Small: As a Small creature, a dromite gains a +1 size bonus to Armor Class, a +1 size bonus on attack rolls, and a +4 size bonus on Hide checks, but it uses smaller weapons than humans use, and its lifting and carrying limits are three-quarters of those of a Medium character.
- Dromite base land speed is 20 feet.
- Chitin: A dromite's skin is hardened, almost like an exoskeleton, and grants the character a +3 natural armor bonus to AC and one of the following kinds of resistance to energy: cold 5, electricity 5, fire 5, or sonic 5. The player chooses what type of energy resistance is gained when the character is created. (This choice also dictates which caste the dromite belongs to.) This natural energy resistance stacks with any future energy resistance gained through other effects.
- Naturally Psionic: Dromites gain 1 bonus power point at 1st level. This benefit does not grant them the ability to manifest powers unless they gain that ability through another source, such as levels in a psionic class.
- Psi-Like Ability: 1/day—energy ray. A dromite always deals the kind of energy damage that its chitin has resistance to (for example, a dromite who has resistance to cold 5 deals cold damage with its energy ray). Manifest level is equal to 1/2 Hit Dice (minimum 1st). The save DC is Charisma-based.
- Scent: Its antennae give a dromite the scent ability. A dromite can detect opponents by scent within 30 feet. If the opponent is upwind, the range increases to 60 feet; if downwind, it drops to 15 feet. Strong scents, such as smoke or rotting garbage, can be detected at twice the ranges noted above. Overpowering scents, such as skunk musk or troglodyte stench, can be detected at triple normal range. When a dromite detects a scent, the exact location of the source is not revealed—only its presence somewhere within range. The dromite can take a move action to note the direction of the scent. Whenever the dromite comes within 5 feet of the source, the dromite pinpoints the source's location.
- Blind-Fight: Its antennae also give a dromite Blind-Fight as a bonus feat.
- Compound Eyes: This feature of its anatomy gives a dromite a +2 racial bonus on Spot checks.
- Automatic Languages: Common. Bonus Languages: Dwarven, Gnome, Goblin, Terran.
- Favored Class: Wilder.
- Level Adjustment: +1.

**BELMITE:** This Selenite is the guardian and investigator of the lunar hive. It has heavier chitin armor and heightened awareness of its environment. The stats given below replace those of the basic dromite. All other abilities and level adjustments are shared by both.

1. New Size: Medium
2. New Racial Attributes: +2 CON, -2 INT, -2 CHA
3. New Chitin Armor(Ex): A bellomite's skin is hardened, almost like an exoskeleton, and grants the character a +5 natural armor bonus to AC and one of the following kinds of resistance to energy: cold 10, electricity 10, fire 10, or sonic 10. The player chooses what type of energy resistance is gained when the character is created. This natural energy resistance stacks with any future energy resistance gained through other effects. Additionally the chitin

is covered with spines that are treated like "armor spikes". Wearing a suit of armor over these spines is impossible.

4. No Psi-like power
5. No "Natural Psychic" ability
6. New Favored D&D Class: Soulnife

**COGMITE:** This Selenite is skill in construction and mining. It also has a knack for appraising, operating, and repairing alien machines.

1. New Racial Attributes: +2 INT, -2 DEX, -2 CHA
2. Replace "Natural Psychic" with Mechanical Genius (Ex): +2 to appraise, repair, pilot, or craft any mechanical device
3. Replace "energy ray" with Psi-Like Ability: 1/day - *dissipating touch* (CHA)
4. Favored D&D Class: Psion (shaper)

**CORMITE:** This Selenite is skilled in traveling outside the hive and dealing with different cultures. This Selenite is a gifted linguist and entrepreneur.

1. New Racial Attributes: -2 STR, -2 CON, +2 CHA
2. Replace "Natural Psychic" with Gift for Language (Psi): Can learn to speak any language within 1d4 hours by conversing with a native speaker for the entire time period. Can learn the written language at the same rate after it learns how to speak it.
3. Replace "energy ray" with Psi-Like ability: 1/day - *astral traveler* (CHA based)
4. New Favored D&D Class: Psion (telepath)

**SOLMITE:** This Selenite is trained to be able to survive on its own. Its survival instinct is enhanced and its skill in finding food, water, and shelter is unmatched.

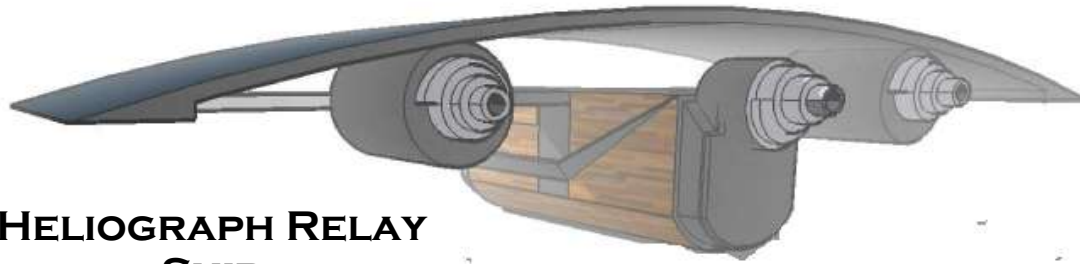
1. New Size: Medium
2. Racial Attributes: +2 DEX, -2 CHA, -2 WIS
3. New Speed: 30ft
4. Replace "Natural Psychic" with Born Survivor (Ex): +1 luck bonus on all saving throws.
5. Replace "energy ray" with Psi-Like Ability: 1/day - *bolt* (CHA based power)
6. New Favored D&D Class: Psychic Warrior

## **MONSTERS ON THE MOON**

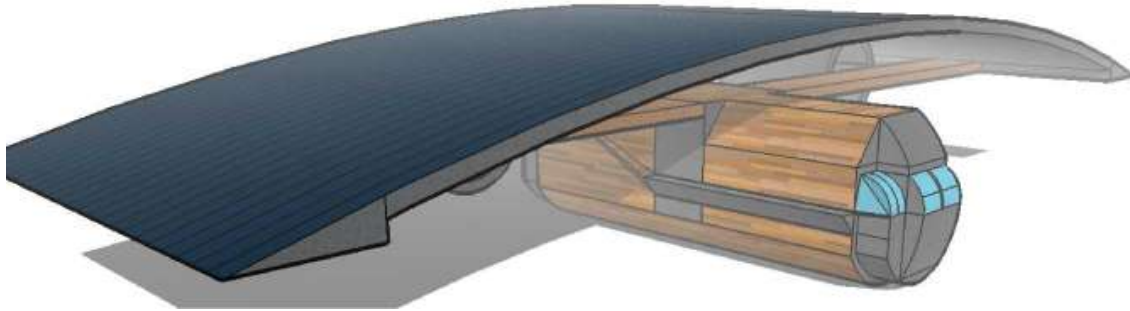
The Moon is host to many monsters. Space born predators that often hunt the vast aethersphere will often descent to the lunar surface for a quick bite. In addition, many oozes, slimes, and fungal beasts lurk on the moons surface. The creatures often are spread by spores driven by the solar wind and are common on most small satellites and asteroids. Beneath the surface of the moon is a wide array of burrowing beasts in lunar caverns and sea monsters in lunar waters. Some creatures are most active on the dark side of the moon while others hunt the brightly lit moon dust deserts.

## **LUNAR GLASS**

The sands of the Moon can be used to craft the finest glass in the Solar System. This fine dust can be heated and pored into sheets as hard as steel. Many ships use moon sand to craft their aetherships and solar sails. Lunar Glass is also used in the building of residences, fortifications, artworks, and weapons. A object made of moon glass costs the same as a steel version on the Moon and has the same hit points and hardness. The term "Glass Bottom Boat" often refers to any aethership built on the Moon.

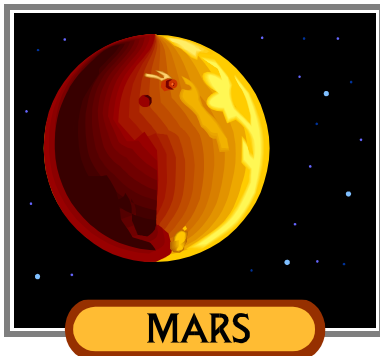


## HELIOGRAPH RELAY SHIP



### ADVENTURE HOOKS

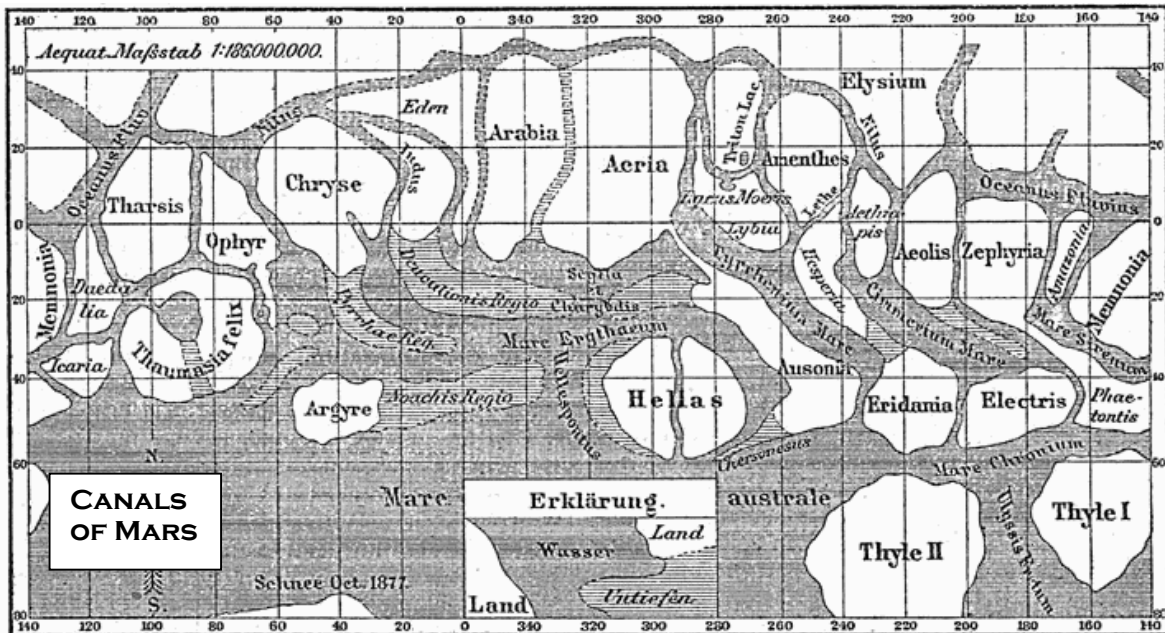
1. **SIVERLINE:** Silverline is a famous resort community known for its beauty and as the residence of many silent screen starlets, but a brief heliograph message indicates a recent disaster. The city has gone completely dark and no one will answer further hails. The characters are sent in to determine the situation and see if the city is safe to enter. The exact source of the disaster can be anything from invasion, epidemic, or moon quake. Saving Silverline may secure a starring role on the Silent Screen for unknown PC starlets.
2. **EGG TOSS:** An illegal mining operation started in the lunar hills ran strait into a Selenite nursery. The Selenites are demanding the restoration of the stolen eggs or the human colonies on the Moon will be expunged. The characters are sent to track down the thieves and retrieve the eggs before they hatch.
3. **MOONSHOT:** A smuggling syndicate on of Luna Port is rumored to have discovered the key to traveling the Golden Roads. The characters are one of many interested parties in acquiring this secret technology. The Britannia Navy in the region will brutally attack any group that threatens their technological monopoly including bombarding the entire city.



## MARS

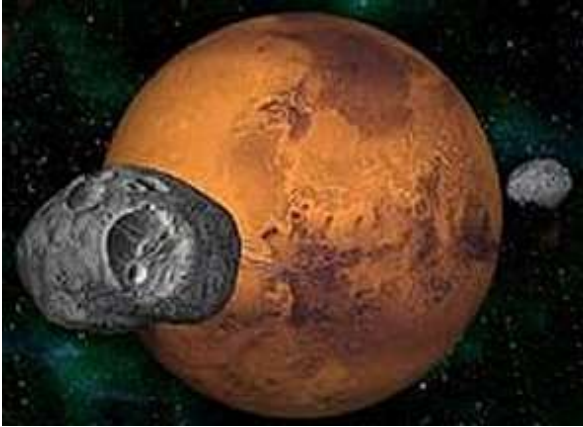
Mars is a monument to a fallen empire. The people of Mars once ruled an Empire stretching across the entire solar system. The remains of their aethership have been found throughout the solar system. The remains of Martian ships have been found throughout the solar system. Evidence of Martian colonies on the Jovian Moons, Venus, Mercury, and Prehistoric Earth is well documented. They may have even ventured all the way to unexplored Pluto, Charon, and Eris and beyond

this solar system. The Rust Red Aethershops of Mars were incapable of traveling the Golden Roads; it was the natural ability of Martians to place their bodies into suspended animation that allowed them to travel the vast distances between the most distant planets. It is not known what the exact downfall of the Barsoomian Empire was but evidence suggests it was sudden. The planet of Mars is still inhabited, but the survivors live in barbarism and poverty. The oceans of Mars have receded into small pockets of marsh and jungle. Even the great canals, dug by the ancient Barsoom Empire, that carry water from the poles move sluggishly or are filled with mud and debris. The natives of the planet have lost most of their glorious past and only retain a few artifacts from that ancient time. Originally the people of Mars were a single race of humanoid people but in the millennia after the fall of the Barsoomian Empire have developed into several different races. Most of the animals of Mars have six limbs rather than the four of Earth animals. In addition nearly all the warm blooded creatures of Mars are oviparous (lay eggs).



### CONQUEST OF MARS

Mars was easily conquered by Britannia. The few remaining cities of Mars fell easily to the superior technology and numbers of the Earth. Britannia soon established numerous colonies around the globe and has had some success revitalizing the Martian Canal system by dredge out a millennium of silt. While the land is generally arid and hot, the planet can support human life and many people have immigrated to the Red Planet in search of cheap land, oil deposits, gemstones, and Martian Artifacts. In addition to the mineral wealth of Mars, many archeologists believe we can replicate the great achievements of Barsoom if we learn enough about it. The greed for Martian antiquities created a flood of treasure seekers and charlatans to emigrate to Mars in the hopes of great wealth. As the colonies of Britannia and other empires encroach on the territories of the nomadic Martians, battles for precious water and soil ensue. Of late, Britannia been forced to station more and more of its troops on Mars to protect its citizens and financial interests. The rapid colonial growth on Mars (and the rest of the solar system) is an extreme strain on the naval capacity of Britannia. Many criminal acts go unpunished in the colonies and many solar powers view Britannia as vulnerable. Mars may prove a poisoned fruit to the British Empire.



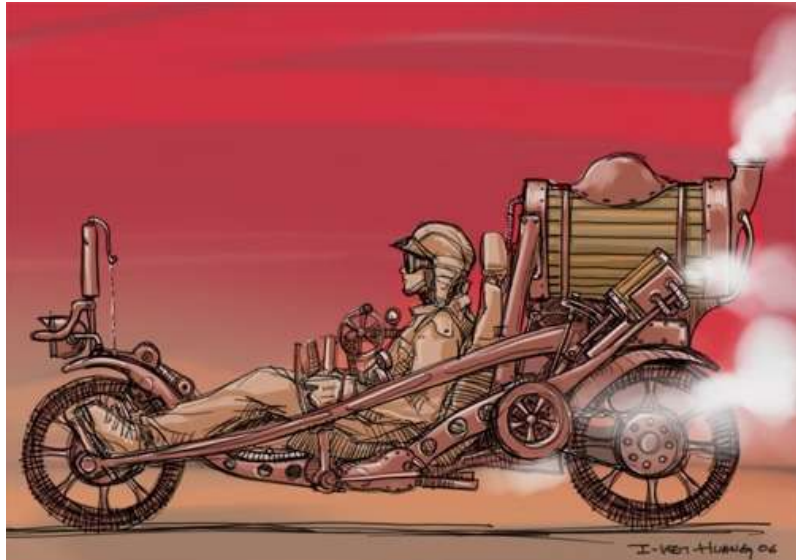
### MOONS OF MARS

The two moons of Mars are not natural satellites but the remains of ancient orbital fortresses. Phobos and Deimos failed in their task of protecting the Barsoomian Empire, but deep within their cores deadly Martian constructs are still active. Many treasure seekers and scientific expeditions have died in the effort to explore these ruins. It seems that both moons have some sort of artificial gravity since their size does not account for the earth-like gravity and breathable atmosphere. If such a

marvelous system exists anyone that can recreate the effect would become extremely wealth and earn the gratitude of an empire. No one has successfully reached the core of either moon and returned.

### DESERTS OF MARS

The vast oceans of Mars have receded leaving a sandy, salty, wasteland behind. The only way to survive in this terrain is to move swiftly through it. Martian Caravans occasionally pass through deserts to reach trading outposts. Human prospectors use steam driven velocipedes to cross the hard packed clay. Most human travelers use hydrogen dirigibles to travel from colony to colony while use the few restored canals.



### NATIVES OF MARS

The humanoid natives have evolved into three vibrant colors. The most populous race is copper skinned and lives on the grasslands and deserts of Mars. A golden skinned group lives in the arctic north of Mars (Elysium). An onyx skinned race is rumored to live in the "Valley of Dor" and according to Martian legend retains much of the lore of ancient Barsoom. A race of giant four armed Tharks also roam Mars, and well as a variety of other monstrous humanoids.

### BARSOOMIANS

Type: Humanoid

Size: Medium (Height: 5ft+1d10in, Weight: 100+2d10lbs)

Speed: 30ft, Initial Language: Martian and Common/English

Racial Attributes

1. Copper: +4 DEX, -2 STR, -2 CHA, -2 WIS
2. Ivory: +2 WIS, +2 CHA, -2 STR, -2 CON
3. Golden: +4 CON, -2 STR, -2 INT, -2 CHA



4. Onyx: +4 STR, -2 DEX, -2 INT, -2 WIS
- Racial Abilities (Common to all Barsoomians)
- Weapon Proficiency: Personal Firearms
  - Low-Light Vision
  - Suspended Animation (Ex): Place mind and body in a trance that prevents aging, hunger, thirst, and no need to breathe. Requires one hour of meditation to initiate and one hour to revive. Barsoomians have a lifespan of 1000 years (Equal to elves).
  - +1 racial attack bonus against Giants.
  - +2 morale bonus against "fear" effects
- Racial Skill Bonus (Common to all Barsoomians)
- +1 to all Balance, Jump, and Tumble checks
  - +2 to Survival and Hide checks
- Favored D&D Classes
1. Copper (Red Barsoomians): Ranger
  2. Ivory (Lotharian): Cleric
  3. Golden (Thern): Barbarian
  4. Onyx (First Race): Fighter

### THARK (MARTIAN GIANT)

The Tharks are a brutal tribe that is ruthlessly opportunistic. They often make their homes in the ruined Barsoomian cities that dot the Martian plains. They raid each other as well as Barsoomian communities for food and plunder. The Tharks have no margin for weakness and sentimentality in their tribes. The eggs of the whole tribe are gathered to incubate in a single walled enclosure. The infants are randomly assigned mothers as they emerge. Eggs that do not hatch are abandoned. Children that are deformed or weak are euthanized as well. If the eggs of a rival tribe are discovered they are immediately destroyed. Barsoomians consider the green men a plague of Mars and a constant war rages between them. Britannia attempts to play both sides against each other to weaken them both, but favors the more human looking Barsoomians as allies.



|                             | Large Giant   |
|-----------------------------|---|
| <b>Hit Dice:</b>            | 12d8+48 (102 hp)  |
| <b>Initiative:</b>          | -1  |
| <b>Speed:</b>               | 30 ft. in hide armor (6 squares); base speed 40 ft.   |
| <b>Armor Class:</b>         | 21 (-1 size, -1 Dex, +9 natural, +3 hide armor, +1 buckler), touch 8, flat-footed 21  |
| <b>Base Attack/Grapple:</b> | +9/+20  |
| <b>Attack:</b>              | Longspear +16 melee (2d6+10) {or Battleaxe} or slam +15 melee (1d4+7) or pellet pistol +7 ranged (2d6, RI: 120ft)                                   |
| <b>Full Attack:</b>         | Long spear +16/+11 melee (2d6+10/x3) {or Battleaxe} or 4 slams +15 melee (1d4+7) or pellet pistol +7/+1 ranged (2d6/x3, 120ft RI) or rock +8 ranged |

|                           |   |
|---------------------------|---|
|                           | (2d6+7).  |
| <b>Space/Reach:</b>       | 10 ft./10 ft. (15ft reach for long spear)   |
| <b>Special Attacks:</b>   | Rock throwing   |
| <b>Special Qualities:</b> | Low-light vision, rock catching   |
| <b>Saves:</b>             | Fort +12, Ref +3, Will +4   |
| <b>Abilities:</b>         | Str 25, Dex 8, Con 19, Int 6, Wis 10, Cha 7   |
| <b>Skills:</b>            | Climb +6, Jump +6, Listen +3, Spot +6   |
| <b>Feats:</b>             | Cleave, Improved Bull Rush, Power Attack, Improved Sunder, Weapon Focus (long spear)  |
| <b>Environment:</b>       | Temperate hills of Mars   |
| <b>Organization:</b>      | Solitary, gang (2–5), band (6–9 plus 35% noncombatants), hunting/raiding party (6–9 plus 2–4 calots), or tribe (21–30 plus 35% noncombatants plus 12–30 calots, 2–4 banths, and 12–22 Thoats) |
| <b>Challenge Rating:</b>  | 6   |
| <b>Treasure:</b>          | Standard  |
| <b>Alignment:</b>         | Often chaotic evil  |
| <b>Advancement:</b>       | By character class  |
| <b>Level Adjustment:</b>  | +5  |

Skin color among Martian giants ranges from light mint to deep forest green. They are completely hairless, have ivory tusks, and bulging black eyes. Martian giants wear layers of crudely prepared hides with the fur left on as well as a harness made of gold jewelry. They seldom wear heavy garments, preferring to simply wear heavy fur cloak when its cold. Adults are about 10-1/2 feet tall and weigh about 1,100 pounds.

Martian giants can live to be 200 years old.

### COMBAT

Martian giants prefer to ambush their foes with a pelting of rocks then close in for the kill. Martian giants usually use a single long spear, a battleaxe for adjacent opponents, and a stolen pellet pistol for ranged attacks; or simply slam their opponents with their empty fists.

Martian giants love to make overrun attacks against smaller creatures when they first join battle on their massive six legged mounts. Thereafter, they may flail about them with their battleaxes

**Rock Throwing (Ex):** The range increment is 120 feet for a Martian giant's thrown rocks.

**Four Arms (Ex):** The giant possesses an additional pair of arms. The extra arms look and behave exactly like the other set of arms. The race gains a +4 racial bonus on Climb checks and grapple checks. For the purposes of combat, both extra arms are treated as "off hands" (that is, individuals still have only one primary hand). This does not give you Multiattack as a bonus feat, and the giant now qualifies for the Multiweapon feat but must purchase it normally. The Thark can either fight with a pair of two handed weapons (one is "offhand") or use four one handed weapons (three are "offhand"); -6 primary/-10 off.

### MARTIAN GIANTS AS PLAYER CHARACTERS

Reckless brutes of incredible strength but little wit, Martian giant characters are never truly accepted into society. Yet they do well on its edges and frontiers, forging a strong and profitable existence.

Despite their rugged appearance and great size, their basically humanoid shape but their monstrous features and fearsome reputation makes it difficult for them to relate with more civilized folk.

Martian giant characters possess the following racial traits.

— +14 Strength, -2 Dexterity, +8 Constitution, -4 Intelligence, -4 Charisma.

—Large size. -1 penalty to Armor Class, -1 penalty on attack rolls, -4 penalty on Hide checks, +4 bonus on grapple checks, lifting and carrying limits double those of Medium characters.

—Space/Reach: 10 feet/10 feet.

—A Martian giant's base land speed is 40 feet.

—Low-light vision.

—Racial Hit Dice: A Martian giant begins with twelve levels of giant, which provide 12d8 Hit Dice, a base attack bonus of +8, and base saving throw bonuses of Fort +8, Ref +4, and Will +4.

—Racial Skills: A Martian giant's giant levels give it skill points equal to 15 x (2 + Int modifier). Its class skills are Climb, Jump, Listen, and Spot.

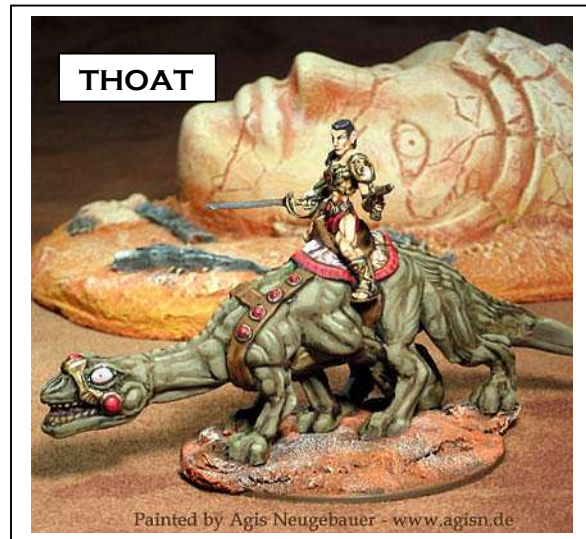
—Racial Feats: A Thark's giant levels give it five feats.

- +9 natural armor bonus.
- Special Attacks (see above): Rock throwing, Four Arms.
- Special Qualities (see above): Rock catching.
- Weapon and Armor Proficiency: A Martian giant is automatically proficient with simple weapons, martial weapons, personal firearms, light and medium armor, and shields.
- Automatic Languages: Martian. Bonus Languages: Common, Draconic, Elven, Goblin, Orc, Giant
- Favored Class: Barbarian.
- Level adjustment +5.

**MARTIAN WILDLIFE TEMPLATE**

Much of the wildlife of Mars is similar to Earth but there are key differences. Instead of quadrupeds, Mars is filled with six limbed egg laying mammals, dinosaurs, and dire animals. A Martian beast is armored, vicious, and highly intelligent

| MARTIAN WILDLIFE   | DESCRIPTION  | STATISTICS   | ADDITIONAL EFFECTS  |
|--|--|--|---|
| This template can be applied to any living animal, dire animal, or animal swarm. | The creature has a spiteful and vicious streak and is often cannibalistic. The teeth and claws are oversized and the beast is covered with thick insulating fur. It lays eggs rather than carry a full term pregnancy. | Inherited Template may be applied to any Animal or Dire Animal.<br>+4 improvement to Natural Armor<br>Always Chaotic Evil.<br>Land Speed +5ft<br>Int +4, Con +2<br>CR +1 | If the creature has a pair of claw or slam attack it gains two more at the same bonus and damage.<br>Resist Heat and Cold: 5<br>+2 Stability bonus<br>Gains "Improved Natural Weapons" for all natural attacks. |



**D&D MONSTERS COMMON TO MARS**

Achaierai, Allip, Ankheg, Behir, Bulette, Choker, Chuul, Cloaker, Destrachan, Dragon Turtle (Silian), Frost Worm, Giant Wasp (Sith), Girallon (Great White Ape), Grik, Invisible Stalker, Mohrg, Otyugh, Rast, Roc (Malagor), Spider Eater, Strige, Tarrasque, Tauric UMBER Hulk (Apt), Tendriculos, Thoqqua, Xill, Yrthak as well as a multitude of Martian wildlife similar to familiar animals, dire animals, and dinosaurs but unique to Mars (see Martian Wildlife). These include the six legged cat (Sorak), dire rat (Ulsio), dog (Calot), lion (Banth), tiger (Orluk), and Giant Lizard (Thoat).

**KALDANES**

|                           |   |
|---------------------------|---|
|                           | Tiny Aberration   |
| <b>Hit Dice:</b>          | 2d8 (9 hp)  |
| <b>Initiative:</b>        | +3  |
| <b>Speed:</b>             | 15 ft. (3 squares), climb 10 ft.  |
| <b>Armor Class:</b>       | 15 (+2 size, +2 Dex, +3 Nat. Armor), touch 15, flat-footed 12   |
| <b>Base</b>               | +0/-12  |
| <b>Attack/Grapple:</b>    |   |
| <b>Attack:</b>            | Bite +5 melee (1d3-4)   |
| <b>Full Attack:</b>       | Bite +5 melee (1d3-4)   |
| <b>Space/Reach:</b>       | 2-1/2 ft./0 ft.   |
| <b>Special Attacks:</b>   | Meat Puppet   |
| <b>Special Qualities:</b> | Darkvision 60 ft, Immune to Critical Hits, Disease, Poison, Sleep effects, Paralysis, and Stunning        |
| <b>Saves:</b>             | Fort +2, Ref +3, Will +0  |
| <b>Abilities:</b>         | Str 3, Dex 15, Con 10, Int 14, Wis 16, Cha 10   |
| <b>Skills:</b>            | Climb +11, Hide +15*, Jump -4*, Spot +4*, Diplomacy: +8, Disguise: +8, Intimidate: +8, Sense Motive: +11. |
| <b>Feats:</b>             | Weapon Finesse <sup>B</sup>   |
| <b>Environment:</b>       | Temperate forests   |
| <b>Organization:</b>      | Single, Colony (8-16), or Hive (20-70)  |
| <b>Challenge Rating:</b>  | 2 without meatpuppet  |
| <b>Treasure:</b>          | None  |
| <b>Advancement:</b>       | By Class (usually psychic or mage)  |
| <b>Level Adjustment:</b>  | —   |

The kaldanes are a parasitic race that rides upon decapitated bodies of their victims. They replace the head of a humanoid creature and can control the body like a puppeteer. They feed on the brains of their victims. Kaldanes resemble a crab shell helmet on eight crab legs. When they are mounted on a meat puppet they look like an ordinary humanoid in an exotic helmet.

**COMBAT**

Kaldanes prefer to attack wearing a meat puppet; otherwise, they are cowardly. They prefer to capture their foes alive so that they can use them as meat puppets.

**Special Attacks:**

Hypnotic Gaze (Su): 30 feet, dazed for 1d4 rounds, DC 10+50% HD total.

Meat Puppet (Su): The Kaldane can decapitate a creature and remove its soul but keep the body alive. The Kaldane replaces the head, and gains absolute control of the body. The meat puppet has all abilities it had in life except spells or mental powers: all the physical abilities, attributes, skills, and feats of the original creature. The meat puppet must be defeated before the Kaldane itself can be attacked. The meat puppet has all the immunities of an undead creature, but can not be turned.

The metal attributes of the meat puppet are the Kaldane's and any mental effects targeted at the meat puppet affect the Kaldane.

### **KANGAROO MAN**

A Kangaroo Man stands 3 to 3-1/2 feet tall and weighs 40 to 45 pounds. Its eyes are shiny and large, varying in color from red to black. A Kangaroo Man's fur color ranges from dusty red in the summer and white in the winter as camouflage. Both male and female Kangaroo Men have a large pouch which they use to incubate a single egg and to carry around valuables. They also have large feet, powerful legs, and a prehensile tail that increases jumping ability. Kangaroo Men wear clothing for display rather than comfort since their fur keeps them warm. Kangaroo Men speak Martian; those with Intelligence scores of 12 or higher also speak Common. Most kangaroo men encountered outside their homes are rogues. The Kangaroo Man can change its sex several times during its lifetime in response to environmental pressures.

### **COMBAT**

Kangaroo Men have never been great fighters. They prefer to attack from a distance rather than engage in melee combat. Kangaroo Men live in large colonies but have little love for other Kangaroo Men. They are extremely greedy and steal from each other constantly. In battle kangaroo men will attempt to surround victims to gain flanking bonuses.

### **KANGAROO MEN AS CHARACTERS**

Kangaroo Men characters possess the following racial traits.

- -2 Strength, +2 Dexterity, -2 Wisdom.
- Small size: +1 bonus to Armor Class, +1 bonus on attack rolls, +4 bonus on Hide checks, -4 penalty on grapple checks, lifting and carrying limits 3/4 those of Medium characters.
- A kangaroo man's base land speed is 30 feet.
- Darkvision out to 60 feet.
- Prehensile Tail (Ex): The creature has a tail that can grasp and hold objects. A prehensile tail can grasp and manipulate a simple object up to one size category smaller than the individual's size category. A prehensile tail cannot be used to operate a piece of equipment that requires opposable digits or fine motor control. An individual can "hang" from its prehensile tail indefinitely by wrapping it around a larger object, thereby freeing up its other limbs. The prehensile tail is not dexterous or strong enough to fire ranged weapons or make melee attacks, however.
- Marsupial Pouch (Ex): The pouch is used to carry a fertilized egg until hatching. It can also be used to carry an object weighing 2 pounds or less that can fit inside a standard belt pouch.
- +4 racial bonus on Jump and checks due to its powerful legs.
- +4 bonus to Hide checks due to camouflage from its seasonal colored fur.
- Automatic Languages: Common, Martian. Bonus Languages: Draconic, Elven, Giant, Gnome, Orc.
- Favored D&D Class: Rogue.

*Unique Racial Feat:*

#### **BOTTOMLESS POUCH (RACIAL)**

Prerequisite: Cast 2<sup>nd</sup> level Arcane Spells, Kangaroo Man, Craft Wondrous Items Feat

Benefit: The Kangaroo Man can enchant its own pouch to act as a "bag of holding" at the normal experience and creation cost.

### **ANCIENT TECHNOLOGY OF MARS**

#### **RADIUM**

Radium is a Martian mineral that explodes when exposed to sunlight. This mineral was once plentiful on Mar and was used to power Martian rockets, motors, and power plants but the supply was eventually exhausted. Many British scholars believe that it was the lack of radium that caused the collapse of the Barsoomian Empire. Radium is now extremely scarce and extremely valuable.

#### *Devices of Radium*

1. Pellet Gun: A pellet gun is similar to any Earthly firearms but it fires a bullet propelled by radium. The range of the pellet gun is double the Earth version

- but Martian pellet guns can only fire radium bullets. Cost: x10 (+8 DC) the normal cost of ordinary bullets.
2. Radium Explosives: Any explosive device enhanced with radium dust inflicts double damage and has double the blast radius. Cost: x10 (+8 DC).
  3. Radium Engine: A pea sized piece of radium can keep a mechanical engine powered for more than 10,000 hours. Cost: 128,000gp (32 DC)
  4. Radium Torch: A radium lantern will illuminate a 30ft radius for 10,000 years. Cost: 4,000gp (22 DC)
  5. Doomsday Bomb: A legendary bomb of 1 ton of radium is rumored to be buried deep within Mars. If this doomsday device is ever triggered it would destroy the entire solar system. Cost: Priceless

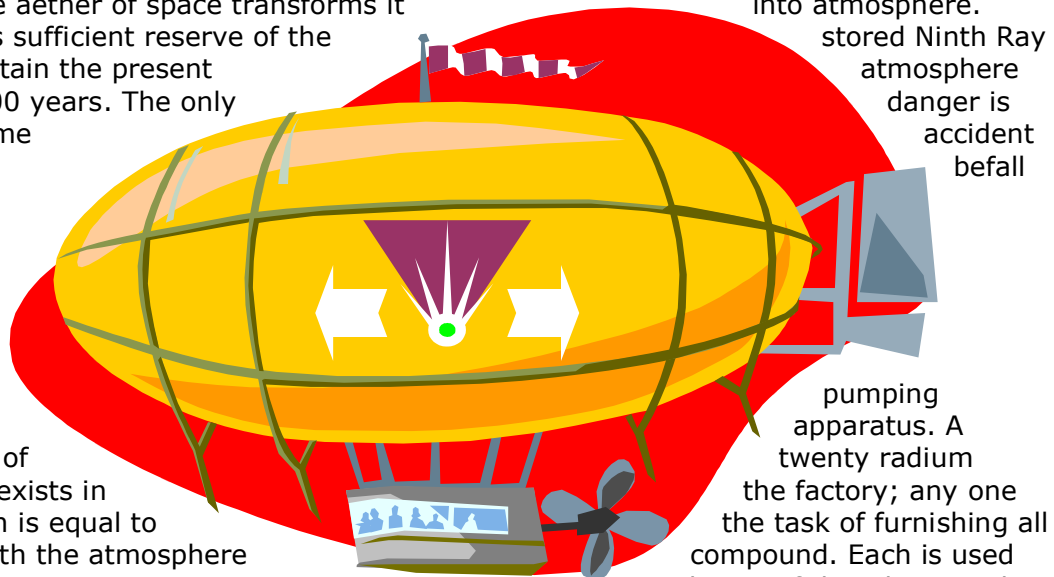
#### ATMOSPHERE FACTORY

The Atmosphere Factory provides the oxygenated atmosphere of Mars through the powers of the Ninth Ray -- a unique property of all sunlight on Mars. The factory is a huge, completely unassailable building which covers about four square miles and towers 200 feet in the air. There is only one tiny door in the massive walls, which are about 20 feet thick and the roof is guarded from attack by aircraft by a glass covering five feet thick. Entry is gained through a series of three doors, controlled by a set of nine thought waves. The Ninth Ray is separated from the other rays of the sun by means of a set of finely adjusted instruments on the sprawling roof of the factory, three-quarters of which is used for reservoirs in which the Ninth Ray is stored. Certain proportions of refined electric vibrations are combined with it, and the result is pumped to the five principal air centers of the planet, where, contact with the aether of space transforms it

into atmosphere. There is sufficient reserve of the to maintain the present for 1,000 years. The only that some might the

stored Ninth Ray atmosphere danger is accident befall

battery of pumps exists in of which is equal to Mars with the atmosphere for a day at a time. Two men are of whom spends half a Martian year at a time alone in the plant. The only real fear of attack are from the green Martians or some demented red man, as all Barsoomians realize that the very existence of every form of life on Mars is dependent upon the uninterrupted working of this plant.



pumping apparatus. A twenty radium the factory; any one the task of furnishing all compound. Each is used

#### ANTI-GRAVITY BEAM

A rare isotope within the machine emits radiation that repulses the force of gravity. This device is built into ancient Barsoomian aethershops and allows them to rocket into orbit and hover stationary above the ground. The secret to recreating this effect

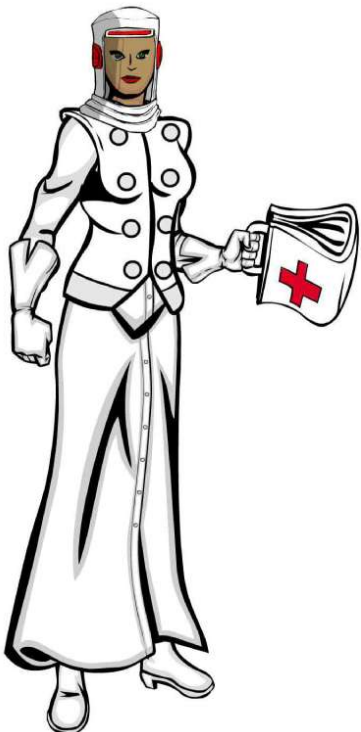
has eluded Earth science and the device requires radium to function. Away from a strong source of gravity the beam is useless. Cost: Priceless and rare relic

#### MARTIAN AIRSHIPS

The most prized mechanical vehicle used by Martians is the airship. This design was introduced by Franco Colonists but is widely imitated by all Martian tribes. Similar to zeppelins and blimps, the airship is lifted by lighter than air gasses. The reduced gravity allows the airship to be constructed of heavy, durable materials such as mithryl and darkwood. Airships intended for battle have the entire bag and gondola is completely enclosed in an armored shell. The airship often is equipped cannons, bombs, and heliographs. If the cockpit is sealed and the ship is equipped with an anti-gravity beam the airship can achieve high orbit around Mars. Cost: the material used to construct it. These ships are highly prized by Martians.

#### ADVENTURE HOOKS

1. **John Bull Wants You:** Britannia has many uses for mercenaries and treasure hunters in Mars; locating ancient artifacts, protecting important personages, quelling revolts, rescuing kidnapped princess, fighting off Green Martian raids, mapping Mars, clearing canals, mining, drilling, building, farming, shoe shining, bottle washing, hedge trimming, and other vital tasks.
2. **Ghosts of Mars:** A Martian city is found that is nearly intact. The artifacts that can be retrieved from this site is astronomical. Unfortunately, all parties that enter the city are never heard from again. What is happening to these parties? Can the characters succeed where others have failed?
3. **Red Dune Raiders:** A series of merciless attacks have occurred across Mars. The identity of the raiders is unknown but each race of blames another. Can the characters find proof of the true culprits before a race war ensues?
4. **Greener Mars:** A project is launched to improve the canal system bringing water down from the polar ice. The canals must be cleared of blockages and Martian Crocodiles. The Yellow Martians must be either bribed or fought off. And the canal workers must be protected from attacks and properly motivated to complete work on schedule. Restoring the Martian Canals will take a lifetime, but the characters can earn fame and fortune by advancing the project. The characters assist the project by inspiring the workers by example or brutally enforcing the time table of the project managers. The characters may attempt to unionize the canal workers for their protection or to exploit them with back office deals and fraudulent benefits.
5. **Martian Bride:** The rumor mill is buzzing with the gossip that a Princess of Mars is to wed one of the Princes of Britannia. It is believe that this act is an attempt to solidify Britannia's hold on Mars. If this rumor is true it may be the privilege of the player characters to accompany the prince, secure his safety, prevent social gaffs, and help the prince through Martian wedding rituals. If the rumor is false then it will inflame the conservative reactionaries that will be desperate to prevent a marriage to an alien.





*Asteroid Belt*

## THE ASTEROID BELT

A belt of rocks orbits between Mars and Jupiter. It is a narrow band of pulverized stone and ice that divides the terrestrial planets from the gas giants. Scholars believe this is a planet that never solidified. Seers declare this is the remains of a planet destroyed by the gods. Some people would believe that the asteroid belt is a hazard to shipping. The truth of the matter is that for the most part the asteroids are scattered so far apart that there is little chance of collision.

The majority of the rock is shaped into two large clusters by the force of Jupiter's gravity. Of course some asteroids are very close together in their orbital path. The distance between rocks is often stable enough to build bridges and railroads linking them. Most asteroids only have microgravity due to their small size. Others are large enough or dense enough to have breathable atmospheres. Three tiny planets exist in this cloud of stellar rock. Ceres is the bread basket of the belt since it is amazingly verdant and crop laden. Vesta is a fiery sphere home to a fiery people. Heygieia often call the jewel box of Solar System. Many races exist through out the region and either mine asteroids for their living or raise asteroid bonsai and space moss for trade. Most races consider the asteroid belt a place of economic opportunity and venture there to find their fortunes. The smaller asteroids are three different types: Trojan, Hilda, and Rogue.



### CERES

Ceres is one of the smallest planets in the Solar System. Its gravity is extremely low, just barely strong enough to hold on to an atmosphere. Miraculously, this planet is extremely verdant rather than a frigid barren rock. Ceres is extremely important part source of food for the people of the Asteroid Belt. Many attempts to seize control of the Ceres have been made but the made, but the native Eleusinian race is fiercely independent. Eleusinians are small humanoids that are nearly as tough as the rock from which they spring. Their skin resembles veined marble and has leafy green hair sprouting from the tops of the head. Males have tiny green beards. Female Eleusinians often sprout flowers in their hair.

### ELEUSINIAN (ASTEROID GNOMES)

**Size:** Small Humanoid

**Speed:** 20ft (4 squares)

**Initial Language:** Gnome.

**Bonus Languages:** Common, Orc, Goblin, Dwarven, Elven.

**Racial Attributes:** -2 STR, +4 CON, -4 CHA

**Racial Abilities:** Low Light Vision; +2 racial save bonuses against illusions; Spell-like Ability: *Speak with animals* (burrowing) at will; Spell-like Abilities: *light*, *mage hand*, *message*; +1 racial attack bonus against



kobolds and goblinoids and "air" subtype creatures; Stability (Ex): +4 bonus to resist trips and bull rushes

**Vulnerability:** -2 penalty on all saving throws against spells, spell-like abilities, and supernatural abilities with the descriptor or used by creatures of the Air subtype (including creatures from the Elemental Plane of Air)

**Racial Skill Bonuses:** +2 Disable Devices and Decipher Script checks

**Favored D&D Class:** Druid

**Level Adjustment:** +0



### VESTA

Vesta is a fiery sphere that dotted with molten pools and obsidian monoliths. This tiny planet is the home of the Vestales. These small fey cherish the light and heat and are natural diplomats. Their skins are pale peach; they have bright yellow eyes; and possess brilliant red hair. Vestales closely resemble human females but they are a sexless race.



### VESTALES (Fiery Fey)

**Size:** Small Fey

**Speed:** 30ft (6 squares)

**Initial Language:** Sylvan

**Bonus Languages:** Common, Dwarven, Elven, Draconic, Infernal, and Ignan.

**Racial Attributes:** -2 STR, +2 DEX, -2 WIS

**Racial Abilities:** Dark Vision: 60ft, Immunity to Fire, and Spell-like Ability: Cast "flare" at 1<sup>st</sup> level (CHA Based) at will as a full round action. +1 attack bonus against creatures of the water subtype. Vestal Fey start with proficiency

with all simple and martial weapons (or Archaic Weapon Proficiency).

**Vulnerability:** -2 penalty on all saving throws against spells, spell-like abilities, and supernatural abilities with the earth descriptor or used by creatures of the water subtype (including creatures from the Elemental Plane of Water).

**Racial Skill Bonuses:** +2 Bluff, and Diplomacy, Sense Motive checks

**Favored D&D Class:** Bard

**Level Adjustment:** +0



### HYGIEIA

Hygieia is a planet sized glacier riddled with crystalline ice caverns. The planet has no surface atmosphere. All life on the planet exists deep in the frozen tunnels below the surface where pockets of oxygen are sealed beneath the ice. The abundance of frozen water means that this planet is the main source of portable water in the Asteroid Belt. This has given the planet and its people extreme wealth, but made its defense extremely important. Hygeans specialize in combat and scouting despite their small stature. Hygeans are often deeply pale due to their subsurface existence and their hair is similarly white. They have no facial hair, blue eyes, and large pointed ears. The



waters and crystals of Hygieia are believe to have healing properties and are highly valued by visitors and invaders.

#### HYGEANS (ASTEROID HALFLINGS)

**Size:** Small Humanoid

**Speed:** 20ft (4 squares)

**Initial Language:** Halfling

**Bonus Languages:** Common, Orc, Goblin, Dwarven, Gnome, Kobold, and Sylvan

**Racial Attributes:** -2 STR, +2 DEX

**Racial Abilities:** Low Light Vision, +2 morale bonus on saves against fear, +1 racial bonus on all saves, +1 racial bonus on attack rolls against creatures of the "fire" subtype, Impervious to Cold.

**Vulnerability:** -2 penalty on all saving throws against spells, spell-like abilities, and supernatural abilities with the fire descriptor or used by creatures of the fire subtype.

**Racial Skill Bonuses:** +2 Climb, Jump, Move Silently, and Listen checks

**Favored D&D Class:** Ranger

**Level Adjustment:** +0



#### MINERVA

The Minerva Asteroid is named after Minerva (Athena) the goddess of wisdom, defense, and metropolis. Minerva is the daughter of Jupiter alone; no mother bore her. She emerged full grown and full armored from his head. Like their patron goddess, the Minervans are a race of apparent women that have a steely gaze and armor plated skin. Minervans consider themselves the Champions of the Solar System and often travel throughout the asteroid belt and the Solar System righting wrongs. Even though they resemble human women, they can not reproduce. Minervans are immortals, but many die in the pursuit of just causes and daring ventures. Minervans who die heroically are reborn without any remembrance of their previous life. Most reborn live out an entirely different existence to their previous one. Many scholars believe that Minervans are clones created from a pool of key genetic

templates. Others theorize that Minervans are corporal vessels for spiritual fragments of the goddess Minerva in which she acquires knowledge and exerts her divine will within the Solar System.

**SIZE:** Medium Humanoids

**SPEED:** 30FT

**INITIAL LANGUAGES:** Common and Celestial

**BONUS LANGUAGES:** Elven, Gnome, Dwarven, Draconic, Sylvan.

**RACIAL ATTRIBUTES:** NONE

**RACIAL ABILITIES:**

- Immune to Disease (Ex): The Minervan is unaffected by disease.
- Immortality (Ex): The Minervan is immortal and cannot die form old age or disease. Though a Minervan does not age, she still needs to eat, breathe, and sleep, but can only be slain by suffocation, magic, poison, or physical trauma. They do receive benefits from old age but none of the penalties (Use elven lifespan to determine age modifiers).
- Racial Proficiencies: Short Spear, Short Sword, and Tower Shield

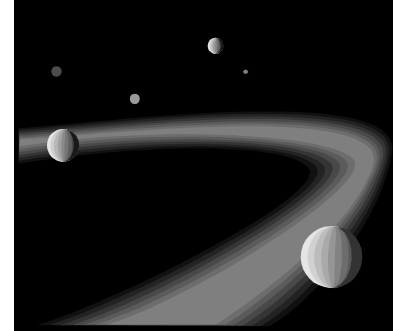
**RACIAL SKILLS:** +2 Survival, Knowledge (warfare), and Profession (siege engineer) skill checks.

**FAVORED D&D CLASS:** Paladin

**LEVEL ADJUSTMENT:** +0

### ASTEROID GROUPS

Asteroids in the main belt are divided into asteroid groups and families based on their orbital characteristics. Asteroid moons are asteroids that orbit larger asteroids. They are not as clearly distinguished as planetary moons, sometimes being almost as large as their partners. The asteroid belt also contains main-belt comets which may have been the source of Earth's water. Trojan asteroids are located in either of Jupiter's Lagrange points (gravitationally stable regions leading and trailing a planet in its orbit). Hilda asteroids are in a 2:3 resonance with Jupiter; that is, they go around the Sun three times for every two Jupiter orbits. The clustering of Trojan Asteroids allows the creation of rail links and suspension bridges connecting them. Hilda asteroids become small boomtowns and private mines as the mineral wealth is removed. Rocket Busters ferry miners to and fro between these rocks.



The inner Solar System is also dusted with rogue asteroids, many of which cross the orbits of the inner planets. Rogue asteroids do not follow the orbital path of the Asteroid belt but instead have elliptical orbits that swing them through several planetary orbits. Some of these Rogue Asteroids are hollowed out and used by gypsies and barbaric raiders.



SILENI (Asteroid Kobolds)

**Racial Attributes:** -4 Strength, +2 Dexterity, -2 Constitution, -4 Charisma

**Size Bonus :** Small size: +1 bonus to Armor Class, +1 bonus on attack rolls, +4 bonus on Hide checks, -4 penalty on grapple checks, lifting and carrying limits 3/4 those of Medium characters.

**Speed:** Land speed is 30 feet, Flight Speed 30ft (average)

**Racial Abilities:** Dark Vision out to 60 feet, +1 natural armor bonus, Cold Resistance 10,

+1 racial attack bonus against any creature with the Earth subtype, Breathless (Ex): The creature has no need to breathe and can not be harmed by suffocation, drowning, or inhaled toxins.

**Racial Skills:** +2 racial bonus on Escape Artist and Tumble checks.

**Racial Feats:** A sieni kobold gains feats according to its character class.

**Vulnerabilities:** Light sensitivity (the creature is 'dazzled' by daylight).

**Automatic Languages:** Draconic.

**Bonus Languages:** Common (English), Abyssal, Goblin, Orc, Giant.

**Favored D&D Class:** Barbarian

**Level Adjustment** +0

Sileni are heavily scale kobolds with purple wings. They nest within asteroids and lay hundred of eggs that are incubated by the gamma rays released by the sun. When the eggs hatch a flight of mature sileni kobolds emerge ready to create havoc and reproduce another hutch of eggs. Most Sileni lay their eggs in hidden caves on rogue asteroids or comets as extra protection while they incubate. The eggs are impervious to cold and remain unharmed while encased in ice. As the eggs near the sun they begin to hatch and a mob of sileni are ready to spread their wings and fly to new habitats as they pass nearby planetoids and aetherships. In combat they tend to attack from ambush and to use their superior numbers to overwhelm a target.



## XENOBIOLOGICAL HAZARDS

Most of the plants and fungi growing on moons and asteroids are harmless to humans. Space Moss and Asteroid Bonzai are valuable crops harvested to provide food and wood. The food and shelter provided by these plants tend to attract other life forms as well that can be extremely hostile. Even some of these deep space plants are parasitic or even carnivorous.

In addition to facing dangerous creatures and harsh environmental conditions, aethernaut explorers must occasionally contend with xenobiological hazards—nonsentient forms of life that are, by their very nature, menacing and dangerous without being openly adversarial. Most xenobiological hazards in the aethersphere are plants, fungi, and microbial.

Xenobiological hazards are treated more like traps than creatures. They have Challenge Ratings (CRs), and heroes earn experience points for surviving or overcoming them. A xenobiological hazard might be a pool of corrosive slime or a patch of mold that feeds on the warmth of nearby life forms. It's not deliberately predatory, just dangerous by nature. A few of the many xenobiological hazards awaiting adventurers are described here.

### ENDOTHERMIC MOLD (CR 2)

Endothermic mold feeds on warmth, siphoning heat from anything around it. A patch of endothermic mold is red-brown in color and 5 feet in diameter, and the temperature is always cold in a 30-foot radius around it. Living creatures within 5 feet take 3d6 points of non-lethal cold damage. Fire brought within 5 feet of the mold causes it to instantly double in size. A 5-foot patch of endothermic mold is destroyed if it takes 5 or more points of cold damage. Endothermic Mold is a commonly found growing on asteroids in the Asteroid Belt

**SPACE SLIME (CR 4)**

This sticky, translucent green slime devours flesh and organic materials on contact. Wet and sticky, it clings to walls, ceilings, and floors in patches, growing and spreading as it consumes organic matter. It drops from walls and ceilings when it detects movement (and possible food) below. A single 5-foot square of space slime deals 1d6 points of Constitution damage per round while it devours flesh. On the first round of contact, the slime can be scraped off a creature (most likely destroying the scraping device), but after that it must be frozen, burned, or cut away (dealing damage to the victim as well). Against wood or metal, space slime deals 2d6 points of damage per round, ignoring metal's hardness but not that of wood. It does not harm stone. Gulliver's Accretion Powder (GAP) is the aethernaut's best friend for removing stubborn space slime from aethership and aethersuit (Cleans a 5ft Square per dose, COST: 200gp (12 DC), Craft (Alchemy): 30 DC to create).

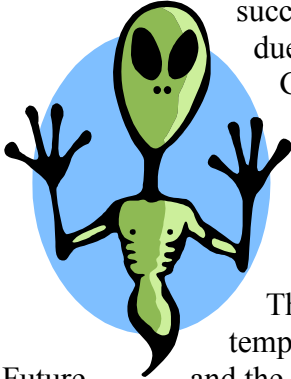
**BLACK TAR FUNGUS (CR 6)**

Black Tar is an aerobic fungus that rapidly grows in oxygenated environment. The fungus spores resembles a "Fine" black tar spot (Spot DC 16) that will stick to the hands or feet of an aethernaut on a space walk or EVA (Extra Vehicular Activity). When exposed to oxygen the fungus quickly spreads over every surface like an oil slick. On the first round the fungus will possess 5 hit points and a hardness of 0. On each consecutive round, the hit dice of the fungus gains 5 hit points and will increase in size if undamaged. Until the fungus is completely destroyed it will continue to grow regaining any lost hit points at a rate of 5 per round. Any creature standing in the same space as the growing fungus is "ensnared" (20 DC STRENGTH or Escape Artist check to move a single 5ft square per full round action) as the fungi engulfs their bodies like an oil spill. Living creatures ensnared by the fungus begin to suffocate (if the same size as the fungus or smaller) and suffers 2d6 acid damage per round. The fungi can not avoid blows and has an AC of 10 modified by its size and a hardness score determined by size. Attacking the fungus with projectile or melee weapons tends to splatter the adjacent area with 1d4-1 one hit point "fine" spores per blow. It is best to destroy the fungus in an airless environment where it can not grow. The fungus starts with 8 "Hide" ranks modified by its size. The physical size of the fungi is proportional to its hit point total as displayed below.

|             |              |            |             |                 |
|-------------|--------------|------------|-------------|-----------------|
| Fine        | 1 hit point  | +8 to Hide | 0 Hardness  | 6 inches square |
| Diminutive  | 2 hit points | +4 to Hide | 2 Hardness  | 1ft square      |
| Tiny        | 3 hit points | +2 to Hide | 4 Hardness  | 2ft square      |
| Small       | 5 hit points | +1 to Hide | 6 Hardness  | 3ft square      |
| Medium-size | 10 hp        | +0 to Hide | 8 Hardness  | 5ft square      |
| Large       | 20 hp        | -1 to Hide | 10 Hardness | 10ft square     |
| Huge        | 40 hp        | -2 to Hide | 12 Hardness | 15ft square     |
| Gargantuan  | 80 hp        | -4 to Hide | 14 Hardness | 20ft square     |
| Colossal    | 160 hp       | -8 to Hide | 16 Hardness | 40ft square     |

**BLOOD SAND (CR 8)**

Blood sand appears to be ordinary white dust, but is a silicon life form that feeds on warm blooded individuals. A blood sand colony will suddenly and without warning erupt from a nearby wall or floor and attempt to impale a target on barbed silicon blade, piercing the body and draining it of blood. Any living target that steps on a colony is attacked: Melee Attack +16, Damage: 2d6+8 plus impaled. An impaled creature must



Future

succeed at a 25 DC STR check or suffer temporary 1d6 CON damage due to blood drain each round. Blood Sand colonies and Space Ghouls often share hunting rounds; each takes what it needs from the same victim.

## AETHERSPHERE CREATURE TEMPLATES

This section presents two new creature templates: the extraterrestrial template and the space creature template. Both are presented in d20 and the d20 SRD.

### EXTRATERRESTRIAL (TEMPLATE)

The term “extraterrestrial” is used to describe creatures that thrive in on planets other than Earth. Life can exist on even the most hostile of environments and it finds a way to adapt to any living condition. All the planets have their own ecology. Life on Mercury is adapted to either burrow deeply or to out fly the extreme temperature changes caused by its slow rotation and nearness to the sun. The dense jungles and endless marshes of Venus encourage climbing ability and amphibious respiration. Mars is a dry arid planet that requires creatures to conserve water, brave the cold of night, and survive the heat of day. The asteroid belt is a mass of microhabitats with long gulfs of airless aether in between them. Gas Giants require flight; no creature can survive the crushing atmosphere at ground level and few can tolerate the thin air of the uppermost atmosphere. Jupiter is a stormy Gas Giant where only the strongest can survive. Saturn blockaded by its arachnid infested rings. Georgium Sidus (Uranus) has an axial tilt parallel to the orbital plane. This means that the life is concentrated at the poles rather than the quixotic equatorial regions. Neptune is as much water as fog and swimming skill more common than flight. Pluto, Charon, and Eris are frozen solid and are populated by creatures unaffected by cold.

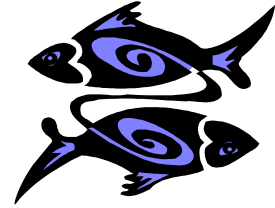
### SPACE CREATURE (TEMPLATE)

A space creature is a xenomorph that lives in the cold, airless, aether of space and can survive there indefinitely. Space creatures often hibernate in comets and asteroids. Others wander outer space in search of food, occasionally taking up residence on micro gravity bodies where food is abundant but gravity is not crushing. Space creatures even threaten

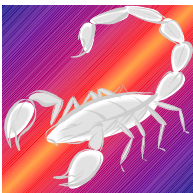


aethernauts and idle aetherships from time to time. Not all space creatures are motivated by hunger or sheer malice; other likely motives include natural curiosity or a desire for companionship. Space is, after all, a vast and lonely place. Creatures capable of aether travel can be encountered anywhere within the solar system and superficially resemble animals common to planets. Most

extraterrestrials are harmless and either feed off of space moss and solar plankton or use photosynthesis to drink in the rays of the sun. Others are predators that make their way from one gravity well to another devouring whatever they can catch. Extraterrestrial creatures often grow to enormous size since they are free of the bonds of gravity. There are four types of extraterrestrial animals.



1. **ICHTHYOMORPHS:** Superficially resemble deep sea fish. They have fins and tails to swim along or against the aether tides, large eyes to see in absolute darkness, and often employ bioluminescence for mating and hunting. The Star Angler, the Furry Trout, and the Lagrange Shark are examples of common ichthyomorphs.
2. **ZEPHYRMORPHS:** These creatures have wings that catch the stellar wind and propel them across the solar system. Some superficially resemble birds while others are more bat-like. Most travel in flocks and nest on small moons and asteroids. Phoenixes, Sun Swallows and Orbital Vultures are examples of common zephyrmorphs.
3. **BASTIOMORPHS:** These creatures cling to the first solar system body they come into contact with and craft a protective shell around them. Space Barnacles, Meteor Crabs, and Aether Coral are examples of common bastiomorphs.



4. **ENTOMOMORPHS:** Somewhat resemble the insects that they are named after, but grow to enormous size in zero gravity. The giant Honey Moon Bee harvests space moss pollen to produce lunar nectar.

## ADVENTURE HOOKS

1. **Veni, Vidi, Vici:** The characters are hired to escort a group of miners to a nearby asteroid claim. All manner of emergencies may befall this party and the tin horns it escorts before and after it reaches its destination.
2. **"This Asteroid ain't big enough for the two of us":** The characters are drawn into a local feud. They may be facing off against bandits, claim jumpers, a corrupt official, a wealthy mining magnate, or a lynch mob.
3. **Dire Comet:** A comet will be passing through the region. It foretells the coming of a threat not seen for 75 years since it last devastated the region. Does the comet contain the threat or is it coincidence? Can the characters divert the comet or prepare the region for the coming invasion?
4. **Rocket Collecting Dust:** An ancient rocket is discovered floating in the Asteroid belt. Every nation is in a rush to claim it in the hope that it will prove valuable. Does it contain fabulous wealth, new technology, or ancient artifacts? Will the contents of the rocket shift the power balance of the Solar System?

