



Roleplaying Game Compendium

The following is a compilation of information found at Alderac Entertainment Group's (AEG) website (www.alderac.com) and other sources.

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Errata and Advisories

The following modifications or errata to the Farscape RPG rules have been noted. This list is current as of January 28, 2003.

Disruptors

- The cost for a disruptor is 500 cp; the price listed on the chart on page 222 is incorrect.
- Clarification: The DC listed for the Fortitude saved in the disruptor refers to “stun” damage. In addition to the normal damage, every time a character is struck with a disruptor, he must make a Fortitude save against a DC of 14 or be stunned for one round. Stunned creatures cannot take any actions and , and lose any Dex bonus to Defense, while attackers get a +2 bonus on attack rolls against him or her.

Slug Pistol and Rifle Ammunition

- The cost of slug ammunition: slug rifle and pistol ammunition varies widely; assume a base cost of 5 cp for twenty shots, though the GM may raise or lower that depending upon the circumstances.

Skills and Key Abilities

- The key ability for the Spot skill is WIS, not INT.
- The key ability for the Forgery skill is INT, not DEX.
- The key ability for the Disable Device skill is INT, not DEX.

DCs

- Several rules in the book did not include DCs for the appropriate check. If not stated, assume a default DC of 15 for any tasks, checks, or the like.
- Saves against powers are made with a DC of 10 + 1 per level of the user. All saves to resist powers are made using the Wisdom ability as a base.

Sebacean Racial Trait

- Sebaceans need spend only 3 control points to gain a +2 modifier when making an attack or skill check, not 6 control points as listed

Starting Wounds

- Starting wounds are derived from using the character’s Constitution ability modifier, not Constitution ability score.

Starting Control

- Similarly, control points are derived using the character’s Wisdom ability modifier, not Constitution ability score.

Concentration Checks for Powers

- All powers require a Concentration check to use; the DC depends on the circumstances as discussed in the Concentration skill (page 186). However, if the character is not in stressful circumstances (like combat), he can Take 10 or Take 20 to virtually guarantee success.

Defense Bonus For Multi-Class Characters

- The Defense bonus for multi-class characters is determined by adding the defense bonus for each class together, then dividing the total by the number of classes the character possesses (rounded up). So a 5th level rogue/4th level warrior would have a Defense bonus of +5 (+6 added to +3 equals +9, divided by two and rounded up equals +5).

Cover Bonus for Tavlek Gauntlets

- When worn by Tavleks, Gauntlets give three-quarters cover (as implied in the listed stats), not half-cover. The stats are unchanged.

Charges for Tavlek Gauntlets

- The drug packets used to power Tavlek gauntlets last for one week apiece or 200 rounds of combat in which the Gauntlet is worn (whichever comes first).

Charges For Qualta Blades

- Qualta blade rifles require charging to use. A fully charged Qualta blade holds 200 shots and recharges at a rate of 50 shots per 2 arns (hours) while in sword form. Qualta blades may be used as swords while recharging with no penalty.

Range of Docking Web

- Docking webs have an effective range of four hexes.

Hex Clarification

- If you are not using hexes in ship-to-ship combat, you can use a simple scale on a table-top. One half-inch equals one hex, and the GM should keep track of which hex the GM is facing. This information is contained in the top left-hand corner of page 264.

Character Sheet

- The ability for First Aid is listed as Wisdom. It should be Intelligence.
- The ability for Disable Device is listed as Charisma. It should be Intelligence.

Scorpius

- Scorpius's Strength score is incorrect. It should be 24.
- His Constitution score should be 18

His adjusted stats are as follows:

Init: +0

Defense: 23 (+10 class, +3 armor)

Speed: 10 m

WP: 133

Attack: melee +12/+7. +6/+1 ranged

SV: Fort +7, Ref +6, Will +11

SZ: M

CP: 76

Abilities: Str 24, Dex 10, Con 18, Int 18, Wis 17, Cha 16



Character Races

The following rules can be used to create Interion characters (Jool's race), Kalish characters (Sikozu's race) and a High Caste Scarran.

INTERIONS

Racial Traits

- Wound die type: 1d8. Interions are not a physically durable species.
- Racial Control Modifier: -1. Interion society places little emphasis on the spiritual.
- +2 Intelligence, -2 Strength. Interions value intellect above all other virtues, while they scorn strength as the domain of the ignorant.
- Medium-sized: Interions have no special bonuses or penalties due to size.
- Interion base speed is 10 meters.
- Interions treat all knowledge skills as class skills. They also gain a +1 racial modifier on knowledge skills.
- An Interion who purchases the Technically Gifted background pays one less skill point for it. Interions cannot purchase the Soldier background.
- Special Ability: Shriek. Interions have the ability to vocalize higher into the sonic range than most other races. They can use this high-pitched scream as a warning or a weapon in and of itself. It requires the expenditure of 4 control points as a half action, and targets an area no larger than one square meter in diameter, within a range of 5 meters + 2 meters for every level the Interion possesses. For every round the scream is maintained, it deals 1d8 + the Interion's level of damage to all inanimate objects made of glass and metal; all characters capable of hearing within the radius of the scream must make a fortitude save (DC 10 + the Interion's level) or they may only take partial actions and suffer 1d6 + the Interion's level wound points of subdual damage. The scream may be maintained by expending an additional 4 control points every round. While screaming, an Interion may take no other actions and



loses any dodge bonus to defense. Metallic objects affected by an Interion's scream have their hardness reduced by the Interion's character level after the second round of screaming. For example, a 5th level Interion scientist screaming at the metal bars of a cell (Hardness 10, wound points 15) would permanently reduce the hardness by 5 at the end of the second round of screaming. When an Interion is surprised in combat or fails a Will save (DC 20) to resist fear, he might scream involuntarily (GM's discretion). Such a scream lasts for one round, deals maximum damage to vulnerable objects, instantly reduces hardness as if maintained for 2 rounds, and the saving throw to resist the stunning effect is doubled (DC 20 + Interion's level).

Possible classes for an Interion character: aristocrat, commando, mystic, pirate, rogue, scientist and tech.

Interions are considered a Sebacean offshoot species, due to their physical similarity with Sebaceans.

KALISH

Racial Traits

- Wound die type: 1d8. Kalish are not a physically durable species.
- Racial Control Modifier: -1. Kalish society places little emphasis on the spiritual.
- +1 Dexterity, +2 Intelligence, -2 Strength. Kalish are a fairly small species with little physical bulk. Their intellects, however, are extraordinary.



- Medium-sized: Kalish have no special bonuses or penalties due to size.
- Kalish base speed is 10 meters.
- Like Interions, Kalish treat all knowledge skills as class skills. They gain a +2 racial modifier on knowledge skills.
- Possible classes for a Kalish character: aristocrat, commando, diplomat, pirate, priest, rogue, scavenger, scientist, tech, and warrior
- Kalish ignore starvation rules for up to two months at a time (i.e., no Fort checks until at least two months have passed without eating)
- Kalish can reattach lost limbs and restore them to full functionality. The limb must be bound back against the severed stump until it heals (meaning that the limb must be intact). Healing rate still takes place as normal, but severed limbs will be fully functional at the end of that time. This ability does not apply to decapitation.
- Climbing. Kalish have the ability to shift their center of gravity, allowing them to climb walls with little difficulty. With at least thirty seconds of preparation, a Kalish can automatically succeed at any Climb check that he or she makes, regardless of height, speed, or surface conditions. If the Kalish takes any damage during the climb, he or she must make a normal Climb check, with a DC appropriate to the conditions. If it fails, the Kalish loses his or her balance and takes falling damage as appropriate.



HIGH CASTE SCARRAN

Racial Traits

- Wound die type: 1d10. Though not as strong as their low caste brethren, high caste Scarrans are tough and difficult to harm.
- Racial Control Modifier: +3. Scarrans have strong innate metaphysical abilities
- +1 Strength, -1 Dexterity, -1 Charisma. High caste Scarrans are strong, but still somewhat bulky and only marginally more attractive than their low caste counterparts.
- Medium-sized. High caste Scarrans have no special bonuses or penalties due to size.
- Scarran base speed is 8 meters.
- High caste Scarrans may wear armor (unlike low caste Scarrans), but they may only wear specially-constructed armor which costs double the equivalent type of armor.
- High caste Scarrans receive a +1 bonus on Fortitude saves, and a +1 bonus on Will saves.
- Standard Scarran temperature problems apply to high caste Scarrans (see the core rulebook, page 156).
- High caste Scarrans do not receive a starting feat. Instead, they automatically know a modified version of the Inflict Pain power. Its range is limited to 3 meters and it does damage as follows: 1d6 at 1st level, 2d4+1 at 4th level, 2d6+2 at 7th level, and 2d6+level at 10th level. Duration and cost are the same, as well as all other aspects of the power, as detailed in the core rulebook, pages 210 and 211. This ability does not stack with the formal purchase of the power.
- Possible high caste Scarran classes: aristocrat, commando, diplomat, mystic, scientist, warrior.



Planets

FRIQUAN

Purpose: Mining planet

Temperature: -5 degrees Celsius

Gravity: 1.1 standard

Communication: Class 5

Society: Class 4

Transport: Class 6

Weapons: Class 8

Description: Water and ice cover almost 80% of the surface of Friquan. The remaining 20% consists of small land masses, more akin to islands than continents, which were formed from a chain of ancient volcanoes. Some 2000 of these islands make up a semi-circular archipelago running from the north to south pole. Groundquakes and tidal waves are common occurrences, as well as intermittent ash and lava eruptions from the active volcanoes. In spite of this, over 75% of the islands are inhabited for at least half of the cycle; the rest of the time, the population lives on houseboats and floating raft-cities which circle the islands.

Friquan's many volcanoes, both on the surface and under the seas, are rich with rubic crystals – a vital component of most navigational computers and guidance systems, as well as an extremely valuable trading currency within the Uncharted Territories. The crystals were discovered a scant ten cycles ago, with drastic consequences for Friquan's pre-spaceflight society. There is no central authority on the planet; any negotiations between offworlders and the natives must be done on a case-by-case, island-by-island basis.

The planet's inhabitants consist primarily of deep-sea fishermen, a very small group of agrarian farmers, and a few clans of aggressive raiders who have traditionally preyed on the first two groups. Lately, the predatory clans have turned to mining, commerce, and trade with alien visitors, since these have proven more profitable than raiding their poor cousins. They are fragmented and divided however: each clan controls its own piece of territory and doesn't coordinate with any of the others, which makes it very easy for off-worlders to manipulate them. Claim-jumping and crystal-smuggling are everyday occurrences, and various consortiums have expressed interest in bringing the planet under their authority in order to reduce the price-gouging and uneven distribution of raw

materials. Unless the native Friquanians establish a reliable agency for regulating mining and safety on the planet, one of the planet's many "customers" will likely make a strike on the system in order to control the situation. It is unlikely that the Friquanians could resist such an effort, since their technology level is pitifully low. The raiders have begun taking their mining fees in weapons over the last cycle.

The fact that the highest-quality and largest cache of crystals lie near the most active volcanoes, which are subject to deadly groundquakes, has not made the situation any easier. Offworlders sometimes recruit locals for diving expeditions and mountain expeditions to retrieve crystals, but those most knowledgeable of the dangers are usually the least likely to attempt such excursions. The price for a reliable guide is incredible – the inhabitants would rather simply charge for mineral rights and allow the offworlders to mine themselves. The mortality rate for offworlders on the planet has risen sharply over the last five cycles, as more of them take greater risks working the richest claims.

Encounters: Due to the increased interest in the planet over the last decade, several species can be found on Friquan. Trao, Vorcarians, Sebaceans, Sheyang, Tavlek, and Sheyang (among others) all travel there often, and trade for crystals with the local population. There are also rumors of Scarrans scouting the system.

If an alien is involved in a conflict on the planet, the natives stay clear of it unless it involves one of their own. All offworlders are automatically considered guilty in any confrontation with a native. If caught in a confrontation with a local, aliens will either be physically attacked by supportive bystanders, or summarily forced to leave the planet, depending on the character of the locals in the vicinity and the nature of the crime. The raiding clans confiscate any crystals before forcing an offworlder to leave the planet.

Mining rights and crystal prices form the crux of most conflicts, but the farmers and fishermen are more likely to be offended by an active disregard for the environment which they inhabit. A raiding clan may give permission to mine certain areas, but their word rarely extends to the local landowner or fishing tribe; it merely means that the pirates will not provide maps, directions, or

help in obtaining crystals to any other offworlders in that claim. Smart offworlders get permission from both the land owner and the local raiding band before attempting to mine.

JEXEN

Purpose: Salvage planet

Temperature: –20 degrees Celsius

Gravity: 4.5 standard

Communication: Class 0

Society: Class 0

Transport: Class 7-9

Weapons: Class 0

Description: The sole planet orbiting a small blue star, Jexen is large, cold, and almost entirely lifeless. Because it consists almost entirely of metallic elements, it has an incredibly powerful gravity, but the strong interference from its highly ionized star conceal its pull from most ship sensors. Several ships caught by the planet's pull have crashed here, and many of them have yet to be salvaged.

With only minimal atmosphere, surface temperatures well below most species' tolerance, and the crushing force of the planet's gravity, the planet has never been settled, and any efforts to terraform it would be prohibitively expensive. It supports only bacterial and fungal life forms, and its surface is pitted with asteroid scars and canyons created from ancient tectonic plate shifts.

Jexen's gravity claimed at least three Peacekeeper battle cruisers, and the retrieval beacon for the PKS Paranon, lost fifty cycles ago, is still functioning and sending out signals from the planet. Reports of Delvian and Luxan losses in the area go back for two hundred cycles, and various other species have standing warnings to steer clear of the system. Jexen has a reputation as a "spaceship graveyard," and even species which tolerate high gravities are reluctant to visit the place, since escape from the planet's surface has been nearly impossible until very recently.

With the development of new technology at the Yinaran shipyards (see page 143 of the Farscape main rulebook), visits to the area have increased. A powerful short-range shuttle engine, developed at the shipyards, is now capable of escaping the powerful gravitational influence using a series of rapid, fuel-depleting bursts. Though expensive to use, the shuttle can facilitate multiple trips to the planet's surface without adverse effect.

Additionally, engineers at the shipyards invented a protective exoskeleton, which allows species adapted for standard gravity to explore shipwrecks for limited periods of time. Neither the exoskeleton nor the adapted engine is available to the public yet, and the exoskeleton has yet to advance beyond experimental stages.

Without a protective suit or the ability to escape the planet's gravity, scavengers need to seize a piece of wreckage with an energy-based towing web, drag the scrap chunks into space, and then examine the remains for useful technology, information, and weapons once safely away from the planet. Many types of docking and towing webs can perform such tasks, and the Yinaran shipyards offers modifications (for a price) to accommodate towing heavy payloads against strong counter-forces.

Encounters: Jexen's nearest inhabited system is controlled by the Sheyang, who consider themselves the owners of the planet's spoils. With the development of new salvage technology, the Peacekeepers intend to retrieve their downed carriers as soon as they have the available manpower and ships – probably within the next cycle. Any species which has lost a ship in the region is also likely to investigate the wreckage on the planet, as well as scavengers like the Zenetans, Tavleks, and Yinarans. The Sheyang do not want anyone poking around in "their" junkyard, however, and will take steps to discourage any intruder.

In addition to simple salvage operations, if someone were to somehow counter the planet's gravitational effects over a small surface area, a mining operation could prove most profitable.

JO'RA

Purpose: Trading port & religious commune

Temperature: 27 degrees Celsius

Gravity: 0.9 standard

Communication: Class 4

Society: Class 3

Transport: Class 3

Weapons: Class 9

Description: Jo'Ra is a planet of rolling hills and plains. Once a hotbed of volcanic activity, the planet has since cooled and the ash from the volcanoes has given it a rich soil — leaving it

temperate, calm, and comfortable. A bright sun makes it very hospitable for all kinds of plant life.

A small Tavlek colony has lived on Jo’Ra for the last few hundred cycles. They fled their homeworld due to religious persecution and came to Jo’Ra to build a world where all faiths could practice their religions freely. The rich soil of the planet helped their farms grow quickly, and the Tavleks adjusted rapidly to the quiet life. Unlike most of their kind, these Tavleks prefer simplicity, with little to no technology. They travel by foot or in wagons drawn by farm animals, and their most sophisticated form of communication consists of a written posting placed in the colony’s center. They make an exception, however, with their weaponry. The local Tavleks may enjoy a simple life, but violence is simple to them. Most members of the colony possess rifles or firearms of some sort, though only the colony’s police force (a small band of mercenaries that joined the religious group some 20 cycles ago) use Tavlek Gauntlets. While not normally aggressive, the colonists will defend themselves when provoked.

The Tavleks here live in a simple religious commune, where all members look out for each other. They all study the Tale of the Ma’kai, their holy scripture, which has two major tenants: respect life, and live a healthy life. Part of respecting life involves teaching others, though they teach more through providing experience than through imparting information. They will teach a pupil about danger by exposing him to it without warning, so he learns how to avoid it better in the future. They do not tolerate fools, but respect those willing to learn by doing.

Though the colony no longer seeks to travel the stars, they have set up a small tented bazaar near their colony’s center, where they allow offworlders to ply their trade. While not a commerce planet, the bazaar is the best trading post for several systems. The Tavleks primarily trade their food, which is exceptionally nutritious and tasty. In addition to fresh foods, the colonists make and sell food cubes to their offworld visitors, the formula for which has been modified to add a variety of pleasant flavors. The bazaar is not limited to locals, and merchants from other planets and races sell their wares there as well.

The leader of the commune at this time is Takaak, an older Tavlek who no longer spends as much time farming as she would like. She and her husband have slowed down in their old age, letting her children look after most of their farming duties. She still has her warrior’s skills, however,

and can defend her colony if needed. She spends much of her time in the bazaar, taking care of troublemakers.

Encounters: Though Jo’Ra doesn’t attract visitors from far and wide, the planet’s bazaar had made a bit of a reputation in the local region. While it has little to offer in the way of high technology, weaponry is a surprising exception to this rule. Though the Tavleks do not sell their unique gauntlets here (they honor the laws prohibiting sales to non-Tavleks), they allow the buying and selling of virtually any other weapon, from Peacekeeper pulse rifles to Luxan Qualta blades. A Tavlek from offworld may theoretically purchase a gauntlet, but there is no guarantee that one would be available.

Most of the other goods on the planet are low-tech, but most have exceptional qualities. Fire-silk, Zenetan wine, gems, precious stones, exotic pets, unusual foods, works of art, musical instruments, and much more can be found at the bazaar. Merchants are semi-transient, as they usually have to leave the planet long enough to restock their goods. Only the Tavlek merchants are permanent.

The Tavleks of Jo’Ra are not dangerous, unless unnecessarily provoked. They tolerate offworlders in their colony, provided none of them disrupt their simple life. Those who annoy the locals will usually get a warning in the form of a solid beating. Those causing continued problems are usually exiled, but extreme disruptions or serious crimes will result in the death of the offender, offworlder or local.

Though the Tavleks of Jo’Ra adhere to a respect for life, they also believe in reincarnation. They hope that those whom they kill, in their own defense, the defense of their freedom, or in retribution for crimes against their people, will learn something that will help them in their future lives.

JURIS

Purpose: Agriculture

Temperature: 27 degrees Celsius

Gravity: 0.87 standard

Communication: Class 6

Society: Class 5

Transport: Class 9

Weapons: Class 7

Description: Once home to lush jungle regions as well as fertile plains, most of Juros' surface has been cleared over the centuries for agricultural use. Seventy percent of Juros is covered in water, broken only by two large continents, set close together. The terrain of Juros is almost entirely flat, with only a few small mountains on each of the continents. The massive farms and orchards of Juros can be seen from orbit, giving the world an odd, patchwork quality.

Farming dominates Juros' industry, and the fertile soil supports dozens of different crops. The farms and orchards cover not only the land regions, but the seas as well – kelp farms are common in many of the shallower areas of the planet's oceans. Recently, a booming fishing industry has been growing as well.

Originally settled by Hynerians, most of Juros' original settlements lay in the coastal regions. The original Hynerian colonists have been joined by Sebacean, Zenetan, Delvian and, more recently, Tavleks. As other races settled on the planet, they leveled the lush forests and jungles to make more room for more farms. A Hynerian agricultural company called the Quellas Corporation rules the planet. All citizens are considered employees, in one way or another, and the Corporation returns their loyalty with generally fair and just policies. Occasional claims of racial favoritism arise, claiming that Hynerians receive preferential treatment, but these claims are routinely ignored until they go away. Most races are welcome on Juros as long as they plan on contributing to the society.

Recently, this tolerance has caused tremendous problems. Under the guise of retired soldiers-turned-farmers, a group of Tavleks have moved to the planet and started growing illicit substances and poisons in some of the outlying areas. Through a mixture of force and intimidation they dominated a few of the smaller farming communities, forcing them to tend the Tavlek's crops. The Tavleks use transports to get their goods off world and to numerous customers across the Uncharted Territories. Due to the extremely fertile land, the Tavlek operation may be one of the primary sources for the chemicals needed to fuel their infamous gauntlets. In the cycle and a half since the Tavleks' arrival their numbers have doubled and they show no sign of slowing.

The Quellas Corporation is outraged by these events but has yet to mount an organized response. They have sent a few corporate security teams into the pertinent areas, who only succeeded in getting

themselves killed. The Tavleks have entrenched themselves heavily and know the terrain, which makes displacing them very difficult. Most of the farmers in the contested areas are too scared to offer meaningful assistance.

Quellas responded by seeking out mercenaries to help remove the Tavleks. They have also investigated the possibility of hiring covert military forces, including a few Peacekeeper search and destroy teams. The success of such an operation remains in question – especially since Tavleks might be behind the incursion. If so, the dispute could escalate to an all-out war.

Encounters: Three main groups inhabit the Juros countryside: farmers, Tavleks, and mercenaries in the employ of the Quellas Corporation. While most farmers try to avoid trouble, the other two groups actively seek it out. Both sides are extremely paranoid, and consider anyone who looks dangerous an agent of the enemy. In the planet's three cities, the population consists of Quellas employees who work in company warehouses, processing plants, or commerce areas. The occasional off-world merchant can also be found, running small shops or perusing the fruits and vegetables Juros has to offer.

NEZIA

Purpose: Archive/information planet

Temperature: 25 degrees Celsius

Gravity: 0.8 standard

Communication: Class 9

Society: Class 9

Transport: Class 9

Weapons: Class 8

Description: A planet of extreme contrasts, which originally had deserts, large seas, and huge expanses of savannah, Nezia's surface is now so densely populated that the original contours are invisible from space. From atmosphere it appears ivory and green due to the construction of countless buildings, canals, and parks. Stand-out landmarks include the immense Relleven Canal, which runs from east to west along the planet's equator; and the city-sized Flurenz Biodome in the northern hemisphere, built to accommodate off-planet visitors with methane-atmosphere requirements.

Nezia's main sources of income are education, tourism and diplomacy. The planet supports the

largest collection of biblio-archives, libraries, universities and art galleries in the Uncharted Territories, and is generally regarded as an unparalleled source of antiquities. It has retained its treasures through a strict set of cultural restrictions and intense planetary security – any serious infraction of exacting laws and rules, whether committed by a visitor or inhabitant, results in permanent banishment from Nezia space. Nezia has no capital punishment, imprisonment, or physical form of rehabilitation. The natives employ a code of social shunning in order to keep their population in line. As an entirely neutral entity, Nezia plays host to countless diplomatic conferences and treaty summits involving forces from many powers, including Peacekeepers, Scarrans, Sheyang, independent Sebacean colonies, Luxans, and Scorvians, to name a few.

Though one might think that exposure to such a variety of other races would raise a threat to Nezian culture or safety, the population's dedication to cultural boundaries and the planet's advanced weapons technology preserves its independence. Because it is often impossible to find a neutral location for political meetings between warring races, aliens must generally abide by the princely fees the Nezians charge to host such gatherings. Having few monetary interests outside of their own system (which is largely self-supporting) guarantees their impartiality; Nezia has a reputation as one of the safest planets in the Uncharted Territories – although the reality is somewhat more complex than the image they present.

Encounters: The planet is divided into separate sectors by geography, and the likelihood of encountering a particular species varies from sub-section to sub-section. Within the confines of the diplomatic sector, one could meet nearly any species in the Uncharted Territories, but it is rare to find anyone but native Nezians. All species have access to the Nezian universities as well as their artistic and archiving sectors. A large number of offworlders visit the archiving sector, due to the massive amount of information contained therein. The archives also include many accurate star-maps.

In conflicts between offworlders, Nezians insist on mutual respect for each species' traditions and avoidance of violence. Any person inciting violence is subject to expulsion and denial of access to the planet, no matter the provocation. The Nezians permit a certain latitude for first-time visitors, but after a few solar days, offworlders

must know and adhere to the rules, including sectors forbidden to aliens, computer access restrictions, and polite public conduct. Nezia's interest in visitor safety does not extend beyond their star system, leading to kidnappings and skirmishes immediately outside their borders.

Conference attendees are provided with a native guide to help them orient themselves, but commercial travelers and tourists must make their own arrangements. If a conflict arises between a native Nezian and an offworlder, the Nezian High Council can be depended upon to give the matter a fair hearing before finding either party culpable. Despite Nezia's reputation for safety and low crime, nearly every planetary and system power in the Territories has a spy or espionage organization on the planet at all times.

OOLZUR

Purpose: Technology/information planet

Temperature: 45 degrees Celsius

Gravity: 0.7 standard

Communication: Class 9

Society: Class 7

Transport: Class 8

Weapons: Class 7

Description: From space, Oolzur appears mostly red and pink. The arid terrain consists mainly of canyons and rivers, and its light gravity makes it a popular site for sky-surfing, parachuting, hang-gliding, and other recreational flying ventures. Native Oolzurans, an avian-evolved species, built skyscrapers and extremely tall, open towers and platforms along the tall canyons. These were originally intended to facilitate the hunting of other avian species, but they now serve as the basis of extended interstellar spaceports.

Agriculture is limited on Oolzur; although the natives raise flocks of small game birds and scavenger avians for food, most of the vegetation grows close to the river and canal ecosystems which cross the surface area of the planet. A perpetual haze makes artificial lights along the skyscrapers and platforms a necessity even on the brightest day, to distinguish the locations of buildings and landmarks.

High winds are not uncommon, especially in the canyons, and warning alarms sound when tornadoes move close to the urban complexes. The haze clears visibly in such weather. All of the

buildings are designed to withstand high winds, and emergency shelters have been built into the natural cave networks that lie beneath most of the larger structures.

Encounters: The Oolzurans are expert natural navigators and pilots, highly sought after in the Uncharted Territories for their skills in handling extreme flying conditions. In addition, other systems and races regularly attempt to lure away Oolzurans architects, computer experts, and construction workers, who are regarded as among the best in the territories. The Oolzurans' physiology is in part responsible for their excellence as pilots — aside from light bones, extended wing structure, and extremely well-developed eyesight, the Oolzurans also have a natural internal gyroscope and complex kinesthetic sense which allows them to easily orient themselves under any gravitational conditions.

Curious but self-protective, the Oolzurans welcome visitors to their planet but refrain from including them in any social activities, preferring to keep their interactions with other species strictly on a business level. Oolzurans scout ships regularly explore unknown portions of the Uncharted Territories and return with new star charts of distant systems, which they then sell for hefty fees to various governments and consortiums. They display uncanny inventiveness, constantly re-designing spaceships, improving communications arrays, and searching for new defensive screen capabilities and computer programs that make deep-space exploration easier.

Any personal difficulties between a local and a visitor usually result in the individual Oolzurans withdrawing from negotiations or business dealings, replaced by a new Oolzurans. They are fiercely loyal to each other — all Oolzurans are considered equal in all ways and share remarkably similar viewpoints. Crimes committed against a native Oolzurans occasionally result in lynchings of offending aliens, although usually the offender will simply be asked to leave. The Oolzurans will then report his offense to his native government with a recommended punishment.

Confrontations between aliens on Oolzur are universally ignored; the natives consider interaction between members of other species beyond their concern and are known to walk by assaults and thefts in progress if both parties involved are aliens. Their police force refuses to mediate disputes that involve non-Oolzurans. Sebaceans, Luxans, Hynerians, and Nebari frequent the Oolzurans spaceports on a regular

basis, so visitors learn to exercise caution while on the planet.

Oolzur hosts the Intra-System Spacecraft Rally that takes place once per cycle. The Rally serves as a showcase for the newest spaceship prototypes, as well as a meeting place to negotiate sales between inventors, corporations, and planetary military establishments. A tri-system race is held every five cycles; the winner earns prize money put up by the corporate sponsors.

Scarrans once attempted to bring Oolzur within their empire, approximately two hundred cycles ago. The fiercely clannish tendencies of the locals and harsh planetary conditions resulted in an extended guerrilla war which the Scarrans eventually abandoned as too costly. The Oolzurans protect their knowledge and intellectual resources very closely and protect themselves against the possibility that anyone else could gain a hold on them. As a result, both the Peacekeepers and the Nebari have left Oolzur to rule itself, wishing to avoid a direct conflict with the Oolzurans, Scarrans, and each other — at least for now.

Q'ALYTH NOR

Purpose: Commerce planet

Temperature: 30 degrees Celsius

Gravity: 1.2 standard

Communication: Class 7*

Society: Class 6

Transport: Class 9*

Weapons: Class 8*

* These identify the planetary standard. Higher and lower class devices may be available for purchase, depending on the technology level of the local merchants trading.

Description: Q'alyth Nor appears a dull gray color from space; only 10% of the planet's surface is habitable, with a few small lakes providing the only water supply. The rest consists of a beige/gray, pasty fluid that has none of the elements or nutrients necessary to produce life of any kind. Called "Mollic," the fluid has the consistency of oatmeal and the properties of quicksand. No one knows its true depth, except very near stable land masses where the depth ranges from 2-8 meters.

It's unclear if the planet ever had an indigenous race. Rumors claim that a species once occupied the land and, out of desperation, created the right conditions to turn their planet into a commerce planet. If true, the planet's limited ability to

produce nutrients would have severely restricted the population. Such stories matter little to the current inhabitants, however. If such a race does still exist, they long ago blended into the hundreds of races that swarm the planet's surface.

Commerce planets in the Uncharted Territories impose no rules or standards on trade, meaning a buyer with the right currency and/or enough currency can find virtually anything he desires. Q'alyth Nor is no different; business districts and warehouses cover all stable surface areas. The only apparent government seems to be the Commerce Regulatory Committee – a group consisting of the richest merchants and tradesmen. They treat all disputes which come before them as business transactions, with the highest bidder receiving a favorable judgement by the council. To suggest that such corruption causes problems would be incorrect: corruption is the only non-variable on a planet known for a dangerous underworld, staggering crime rates, and a black market so bold as to have storefronts and neon signs proclaiming their wares. The enduring corruption provides at least a modicum of stability and predictability.

Each market sector is responsible for their own security; most simply hire security teams consisting of the most dangerous dregs of Q'alyth Nor. Since the planet has no penal system, and a justice system entirely dependant upon the wealth of the accused, poor criminals (or poor suspects) often find themselves stripped of all possessions and sinking into mollic. The Commerce Regulatory Committee has no restriction on armament for visitors, so various forms of holstered hand-held weapons — and even larger firearms such as pulse rifles and the like — are common sights.

Encounters: Q'alyth Nor is the most popular commerce planet within 200 million zacrons; hundreds of races with countless agendas crowd the streets and alleyways of her urban areas. Gang-style street punks, overzealous security guards, and black market enforcers (a.k.a. commando-trained guards) mix with arms-dealers, Luxan warriors, and bad-tempered merchants to make a truly lethal populace. If a fight starts, the experienced traders and shoppers disappear in a puff of dust; no matter how outrageous the crime, no one will get involved if they can possibly avoid it. Even security forces look the other way if they could get hurt, though they may very well swoop in after the quarrel to pick up the pieces (and shake down the survivors).

Of all the residents, only a small handful stand out above the others. The first is a half-breed Vorcarian/Sebacean named Hiat, who serves as Q'alyth Nor's premiere information broker. He seems to know everything important that happens, not just on Q'alyth Nor, but all over the Uncharted Territories. He charges high prices, but his information is unerring. Buyer beware, however; Hiat also accepts payment to give a client faulty information. Usually sedate and in command, he rarely suffers from nervousness or apprehension. When it does show, however, his Vorcarian blood becomes highly visible. Despite his duplicitous nature and numerous enemies, Hiat remains alive; many residents see him as incredibly useful and are willing to fight to defend him.

A group of assassins-for-hire called the Vantoo have their headquarters on Q'alyth Nor as well. Though they demand exacting standards for their employees, the Vantoo recruit skilled assassins from any race, and anyone talented enough at killing can make an excellent living in their employ. They have no political, religious, or cultural goals; they are a completely commercial venture.

The last resident of note is L'wia, a Nebari, who owns and operates numerous shadow-businesses, providing an assortment of less-than-legal goods and services. In addition to her commercial concerns, L'wia also leads a small cell of the Nebari Resistance. Though some distance from Nebari space, she is able to gather significant intelligence to pass to the Resistance. In addition, her location allows her to acquire all manner of exotic supplies (a.k.a. firearms, explosives, and munitions) to keep other cells well-armed.

SUON

Purpose: Marine Agricultural Colony

Temperature: 22 degrees Celsius

Gravity: 1.1 standard

Communication: Class 6

Society: Class 4

Transport: Class 9

Weapons: Class 8

Description: Water covers the entirety of Suon's surface. It is home to numerous forms of marine life, and some shallow areas of the ocean possesses tremendous coral reefs, which spread out over hundreds or even thousands of metras. A single colony stands near the equator, built some

one hundred cycles ago by Zenetan medics to harvest the unusual kelp in the Suon oceans. Suon kelp has incredible medicinal uses, including possible cures for certain lethal diseases. Since then the colony has grown to become a respected clinic for ailing members of almost any species.

Most of the colony lies below the water level; only the hangers and docking bays rise above the waves. The majority of the outer walls are transparent, which can be quite disconcerting to visitors. An impressive series of garden-walkways, called the “rings of Suon” surround the colony’s twenty-five levels.

Zenetan medics still run things, though not everyone here has medical training. Other species also exist on the world, fulfilling a variety of functions, but they constitute a small minority. Farmers harvest the medicinal kelps, fishermen capture the meat that rounds out the colonists’ diet, and numerous technicians and mechanics take care of the colony’s myriad maintenance needs. The current leader of the colony is an older Zenetan medic named Masiach. A skilled surgeon, she loves and respects all living things, and sees all life as sacred. Those in need of serious medical attention can ask for aid here; the doctors will charge based on the client’s ability to pay.

The medicinal kelp on Suon is not the only draw, however. In recent cycles, a darker side has begun to appear. Other kelps on the planet carry different chemical properties, some with unusual effects on carbon-based life forms. Several of the species of kelp have potent psychotropic effects, which can be synthesized into powerful recreational drugs. While the medical leadership of the planet frowns on the harvesting of such plants, a black market has begun to grow, complete with smugglers who carry the drugs off-planet to sell.

In addition, some of Suon’s primitive shelled life forms create beautiful gems and stones, such as fire pearls or star opals. The demand for such stones brings poachers to the planet, who hunt the creatures mercilessly for their shells. While the colonists kill fish or plants for food or medicine, they have a difficult time rationalizing such slaughter. Seeking to keep the environment intact, they have outlawed all nonessential hunting on the planet, but that hasn’t stopped the profitable trade.

Suon colonists never needed a police or defense force until recently. With the increase in poaching and smuggling, Masiach authorized the creation of such a force several cycles ago. At present, they are small and poorly trained; until they can fully

establish themselves as a deterrent, the crime on Suon will continue to rise.

Encounters: Most offworlders travel to Suon for medical attention, though traders carrying in-bound supplies or out-bound medication also frequent the colony. A large percentage of the population (about 30%) works in the colony’s medical facilities — as scientists, doctors, researchers, etc. Many traders end up doing side business with the drug manufacturers or the poachers. A Hynerian named Shannar has recently moved to Suon and organized black market drug shipping efforts. He wishes to expand into poaching and is quickly becoming the head of the Suon Underworld. A Sheyang and a Zenetan act as his bodyguards, and never leave the diminutive criminal’s side. Shannar is a ruthless businessman, but treats his loyal servants fairly. Those who cross him, however, are fed to the giant beasts that reside in the deepest portions of the ocean.

TIANNA

Purpose: Resort world

Temperature: 25 degrees Celsius

Gravity: Standard

Communication: Class 7

Society: Class 7

Transport: Class 4*

Weapons: Class 1*

* These numbers reflect the majority of the planet; the rich elite have much better equipment available to them, up to class 9.

Description: Tianna is a beautiful world. It serves as host to numerous ecosystems, from lush forests and jungles to rolling plains to majestic mountains to shallow oceans filled with colorful fish and coral. Thousands of species of flora and fauna cover the world, none of which are particularly dangerous to the planet’s many visitors. The native people, the Tiannans, are a Sebacean offshoot, and bear a strong resemblance to their cousins, though their skin is an ivory white. Tiannans also possess very dark hair and solid black eyes. Unlike Sebaceans, Tiannans do not have an adverse reaction to heat.

Tiannans are a friendly people with a strong work ethic. They greet visitors with enthusiasm, and see to their guest’s every whim. With such a friendly people and such a beautiful world, it is not surprising that tourism is the planet’s major source

of income and the strongest link in their economic chain. Tianna is one of the few resort worlds within the Uncharted Territories and the only one within 500 million zacrons of space.

Visiting the planet is not cheap; each visitor must pay a large fee, but once the cost of admission is cleared, all services on the planet are free of charge. If a visitor wishes to travel across the countryside, the Tiannans will transport him. If he wants food, the Tiannans will harvest and prepare it. If he wants entertainment of any sort, the Tiannans will provide it. Each group visiting the planet is assigned its own village, where the residents get to know them, learn exactly what they want and grow to anticipate their needs. The longer the visit, the better the Tiannans serve them, and the more pleasing the stay. Of course, the longer the stay, the higher the price.

Most of the Tiannans are exceptionally poor, and live forever in debt to their government. A rich oligarchy rules the planet, to collect all the entry fees from visitors. The rest of the population is paid only if they have performed well. If any visitor complains, the community receives no money for a tenth of a cycle, and no other community may share food with them. By the end of this period, famine has likely set in, so the population does their best to make certain that no one ever complains.

Most Tiannans hate their economic slavery, but they feel quite powerless about the situation. The rich rulers have only a small army, but it is well-armed and equipped, while the majority of the population has only kitchen utensils as their most potent weapons. Troublemakers among the population are imprisoned.

Villagers must provide their guests with anything they ask for. Should the guest make a demand that would badly injure or kill the Tiannan, he may turn down the request, but he must tell his guest to speak to the Tiannan leaders, who will then try to find away to fulfill the request or assuage the guest with something else of interest. Other than this, the natives must succumb to every whim of their visitors.

Encounters: Since the planet is one of the only Resort Worlds in the Uncharted Territories, it is a great draw for the region's wealthy, regardless of their species. Bankers, planetary rulers, merchants, crime lords, military commanders, and all manner of vacationers travel to Tianna, as long as they have large amounts of capital to spend. Some visitors find themselves in a somewhat more

rebellious or desperate village —where complaining guests may find themselves suffering a tragic accident. While a dead guest merits severe punishment, a complaining guest is even worse. The dead cannot air their grievances, and there's nothing the planet's rulers hate more than bad word of mouth. The rich elite can also be a danger to provocateurs; the leaders of the planet enjoy their current status, and fiercely strike out at any perceived threat. An offworlder encouraging the Tiannan peasants to revolt will be imprisoned along with the rebellious Tiannans.

WHEEL, THE

Purpose: Entertainment

Temperature: 22 degrees Celsius

Gravity: 1.02 standard

Communication: Class 7

Society: Class 7

Transport: Class 9

Weapons: Class 7

Description: The Wheel gains its name from the unusually thick ring orbiting the planet, thought to have been created by the destruction of a moon or other satellite several million cycles ago. The mineral content of the rings is negligible but a few small mining operations exist. From the surface of the Wheel the rings look like giant bands of color in the sky, which glow brilliantly at night. From orbit, The Wheel looks like a completely aquatic world, but in truth only forty percent of its surface is covered by oceans. A short blue-green grass, called chuuba root, creates the mirage of water coverage. The grass quickly overpowers any ecosystem into which it is introduced, spreading like a weed across nearby flora. Unfortunately, the chuuba root has almost no useful properties. Plains dominate the Wheel, and no part of the world is more than fifty meters above sea level. This means much of the world floods on a seasonal basis; the highest ground being fit for any kind of permanent settlement.

The Wheel was once an thriving agricultural planet before the introduction of the chuuba root from off world eighty cycles ago. It originally served as a decorative plant but within fifty cycles it had decimated all other plant life on the planet, making the Wheel completely useless for agriculture. Most of the inhabitants left after the chuuba root destroyed their livelihood; those who stayed were eventually bought out by a group of renegade

Nebari who settled on the planet began trying to turn it into a commerce world.

Unfortunately they had little to attract customers. The world had almost no natural resources, and importing supplies took funds which they simply didn't have. The Nebari struggled to eke out an existence for several cycles before a group of smugglers approached them with an offer. They wanted to use the planet as a shipping hub for illegal goods, which the Nebari readily agreed to. They used the presence of the smuggling hub, and the traffic it created, to turn The Wheel into a center of all kinds of less than reputable trade. It went from a ruined agricultural world to a thriving commerce planet in less than thirty cycles.

As time passed the smuggling operations slid further and further into the background. Since the planet attracts a variety of clientele, several forms of entertainment have sprung up, from gambling houses to theaters to arcades. The Wheel is slowly changing from a haven for pirates and thugs to a more legitimate entertainment world where anyone is welcome. The smugglers couldn't be happier

about this turn of events; the honest visitors distract attention from their operation. They hide their offices behind countless facades, always changing location so that no one knows their true headquarters.

Most of the Wheel's population lives in the few highland areas that never flood. Because of the limited amount of land, these cities tower high above the landscape, expanding upward rather than outward. Some of the poorer residents have taken to living in the flood districts in houses built on stilts, but the storm season takes a heavy toll on such shanties.

Encounters: Most residents of the Wheel are merchants, criminals or tourists. The increasing emphasis on mainstream activities has made some of the criminal element world angry, and they occasionally strike out at tourists and the business they frequent. Legitimate businesses began cracking down against such crime, which of course prompts retaliation. Two distinct social groups are starting to form — criminals and honest merchants — and tension between them continues to grow.



Lifeforms

BLACK SPORE DEVIL

Size: Small

Hit Dice: 2d8+10 (19 wounds)

Initiative: -2

Speed: 1/2m

AC: 11 (-2 Dex, +1 size, +2 natural)

Attacks: Vine spur +2 melee

Damage: Vine spur 1d6-2

Face/Reach: 1m x 1m / 1m

Special Attacks: Spore attack

Saves: Fort +2, Ref -4, Will +4

Abilities: Str 6, Dex 6, Con 10, Int 3, Wis 14, Cha 7

Skills: Climb +4, Sneak +2, Move Silently +4

Feats: None

Challenge Rating: 4

No one is sure where the black devil spore originated but now it can be found on a number of planets through the known galaxy. It is commonly regarded as a dangerous species and wiped out wherever possible. In some planets, whole forests are burnt to destroy a handful of black spore devils.

The black spore is actually a plant, appearing as a black sphere on top of a small bundle of tentacles, which it uses for locomotion. While the plant itself isn't dangerous, its spores are. The plant can spit a cloud of spores that infest the target through contact with skin. Within an hour of infection the behavior of the victim changes noticeably. They will attempt to return to the "host" plant that infected them. Within six hours they lose most of their personality and devote themselves to protecting the host. The infestation ends ten solar days later when the victim wanders a few miles away from the infecting plant and dies. A new black spore

devil grows where the corpse falls. Other than behavioral changes the only outward signs of infestation are black splotches that appear across the victim's skin.

Spore Attack: The black spore devil can spit their infection spores with a +2 attack bonus and a range increment of 2m. One plant can spit six clouds a day. If the spore cloud hits, the target must succeed at a Fortitude check against a DC of 20 to fight off the effects. If the target succeeds they are fine. If the target fails they have become infected. Each hour thereafter the victim must make a Willpower check against a DC of 15 to resist returning to the parent plant. Once this check is failed the victim will lose two points of Wisdom per hour until the victim reaches 0, at which point the victim becomes the mindless servant of the black spore devil.

Once infected, the victim may be cured with a Medicine check against a DC of 20 or a use of the Heal Other power that cures 20 wounds. If the spores are halted, any lost Wisdom points return at a rate of one per day.



EYANDITE

Size: Small (1 — 1.5 meters tall)

Hit Dice: 1d6

Initiative: +2 (Dex)

Speed: 20, fly 40

AC: 13 (+1 size, +2 Dex)

Attacks: Palm pulse blaster +2 ranged

Damage: Palm pulse blaster 3d4

Face/Reach: 2m x 2m/2m

Special Qualities: Blind sight

Saves: Fortitude +0, Reflex +4, Will +0

Abilities: Str 6, Dex 14, Con 10, Int 8, Wis 12, Cha 10

Skills: Listen +8, Move Silently +4, Spot +8, Hide +5

Artwork by Cris Dornaus

Feats: Stealth, Alertness

Challenge Rating: ½

These small winged humanoids are vicious, cunning, and highly agile. Eyandites come from the planet Eyandal, on the edge of the Uncharted Territories, and lack the technology to take to the stars on their own. They are curious creatures, however, and their planet is rich in rare gems. The Eyandites managed to sneak aboard the ships that brought miners to and from their homeworld, and have quickly found a place in the Territories.

Eyandites are small, stealthy, and easily overlooked, allowing them to gain a unique perspective on events transpiring around them. If something important occurs near the home of an Eyandite, chances are it knows the details of what occurred. They are unparalleled information brokers and snitches. Personal information, proprietary business information, top-secret military information... a skilled Eyandite might know all that and more. They know to keep their mouths shut, however, and never reveal their secrets without good cause (or a pile of money). After all, they are physically weak and easily killed. Instead, they sell their secrets quietly, knowing that, as long as people value their spying skills, they will prosper.

Eyandites also work as either burglars or pickpockets. Their size prevents them from stealing large items or artifacts, but small objects attract their eye. While they would theoretically make proficient assassins, most do not have the temperament for murder. They will certainly kill in self-defense or for personal, even petty, revenge, but murder-as-business is a different matter altogether. Most feel it would place them in undue danger or subject them to intense scrutiny at the very least. They are certainly not pacifists, however, and their sense of humor borders on the sadistic.

KAER DOG

Size: Medium

Hit Dice: 1d10+14 (19)

Initiative: +6

Speed: 18m

AC: 14 (+2 natural, +2 Dex)

Attacks: Bite +3 melee, 2 claws +1 melee

Damage: Bite 1d6+2, claw 1d4+2

Face/Reach: 2m x 2m / 1m

Special Attacks: Locking jaw

Saves: Fort +2, Ref +3, Will +1

Abilities: Str 14, Dex 14, Con 14, Int 3, Wis 13, Cha 9

Skills: Climb +4, Hide +2, Search +4, Swim +4, Survival +3

Feats: Tracking, Improved Initiative

Challenge Rating: 1

The kaer dog originated on Sebas, but has since been transported to hundreds of worlds. Domesticated in the early days of the Sebacean civilization, the kaer dog has remained beside the Sebaceans ever since. The Peacekeepers make extensive use of them as attack and guard animals. Many Peacekeeper police units have kaer dog units attached to them, and use the beasts to track down criminals and contraband.

Kaer dogs descend from a crossbreeding of a small domestic dog species with wolf-like creatures, creating something of a wolfhound hybrid. They are naturally aggressive and bloodthirsty, but training can reduce their savagery tremendously. Those that serve the Peacekeepers obey their masters faithfully, and know a multitude of commands and signals. The dogs often serve as pets on frontier regions but they are usually too violent to do so in urban areas.

Locking Jaw: When a kaer dog succeeds on a bite attack it may choose to hold onto their victim instead of releasing him. Each round they continue to hold on they automatically inflict their bite damage, but lose their Dexterity adjustment to their defense. The only way to remove the kaer dog is to succeed at a Strength check against a DC of 15. Killing it will not work, since the dogs' jaw locks in place following death.

MANNK

Size: Large (3 meters long)

Hit Dice: 5d8 + 15

Initiative: +0

Speed: 40

AC: 13 (-1 size, +4 natural)

Attacks: Butt +6 melee

Damage: Butt 1d8 + 6

Face/Reach: 2m x 4m / 2m

Special Attacks: Stampede

Special Qualities: Scent

Saves: Fortitude +7, Reflex +4, Will +2

Abilities: Str 18, Dex 10, Con 16, Int 4, Wis 14, Cha 4

Skills: Listen +8, Spot +5

Challenge Rating: 2

The Mannk is a powerful beast of burden that hails from the same system as the Banik. These large creatures were sacred to the Banik, who treated them as respected members of their culture and society. Mannks were found all over the world, helping the Banik in farming, travel, and many other uses. When the Banik were enslaved, their beasts of burden also fell under the yoke. Mannks can now be found across the galaxy, involved in all manner of heavy labor.



These creatures are have an extremely high animal intelligence, and can be easily trained for simple tasks. Once their strength gives out, or if they can no longer breed, they are usually farmed for their meat. Mannk understand their fate should they fail to work well, and they have been known to literally work themselves to death rather than suffer the butcher's knife. Baniks seem to feel an empathy with these noble creatures, rescuing those that they can.

Those who take the time to befriend a Mannk will find a very loyal ally. They are hard workers, and eager to please those they have befriended. In their typical surroundings, however, they are sullen and slow moving, going about their tasks with cheerless gloom. Though slow to anger, they have been known to attack their captors, especially when protecting their offspring. Rampaging Mannks ram their victims and trample them underfoot.

MASTOCK

Size: Large

Hit Dice: 3d8+26 (39)

Initiative: +0

Speed: 16m

AC: 13 (+4 natural, -1 size)

Attacks: Bite +7 melee

Damage: Bite 1d10+5

Face/Reach: 2m x 4m / 1m

Special Attacks: None

Saves: Fort +8, Ref +1, Will -1

Abilities: Str 20, Dex 10, Con 18, Int 2, Wis 9, Cha 9

Skills: Climb +4

Feats: Endurance, Great Fortitude

Challenge Rating: 4

Found on dozens of worlds, the mastock is one of the most common beasts of burden in the Uncharted Territories. They can pull large loads for arms on end, and traverse environments where vehicles cannot reach. Even the Peacekeepers use a few of the beasts on some of their more remote outposts.

Mastocks are normally sedate and calm, making them easy to control. They do not spook easy and react to loud noises and explosions with little more than a derisive snort. Only hunger and the mating instinct drives them to violence. Normally when the mating seasons hits, most mastock owners do not go near their animals except to drop food off at a safe distance. Because of this, many mastock owners have their animals neutered or spayed.

In addition to being an excellent beast of burden, the mastock provides meat which many races find delicious. Many agricultural worlds raise flocks of mastocks for the express purpose of slaughtering them for their meat. Scarrans find mastock meat particularly delectable.

MI'TAAT WORM

Size: Fine (4 centimeters long)

Hit Dice: 1

Initiative: -1

Speed: 5

AC: 17 (+8 size, -1 Dex)

Attacks: None

Damage: None

Face/Reach: N/A

Special Attacks: Parasite

Special Qualities: Vermin

Saves: Constitution -1, Reflex -1, Will -3

Abilities: Str 1, Dex 8, Con 4, Int —, Wis 4, Cha 1

Skills: Hide +10, Move Silently +10
Challenge Rating: N/A

This vile parasite has spread all over the Uncharted Territories and beyond, hitching rides in hosts and traveling from planet to planet. Unscrupulous traders sell Mi'taat Worms to travelers as a powerful symbiotic creature, then scavenge the victims' ships when they die. The life cycle of the Mi'taat worm is very short, less than 30 solar days. When it reaches sexual maturity, it must find a host. It crawls into the victim's body, usually through the ear canal, though the nasal passages will suffice as well (if the host possesses no such passages, it will usually crawl in through any orifice close to the brain). Once inside, it slowly chews its way to the brain.

Though this process should be exceedingly painful, the worm releases a potent chemical which numbs the nervous system. Not only does the victim feel no pain, anywhere in his body, but it enhances the host's senses significantly. It also heightens his aggressive tendencies and tends to make him more paranoid. Once it reaches the victim's brain, it takes possession of its host and has access to everything in the victim's mind, including any memories and intelligence. It lays about 20 eggs within the host's gray matter, which will hatch after three solar days. The hatchlings then consume the victim's brain as well as the parent worm. Within a solar day, the young crawl out of the cranial cavity. Within 20 solar days, they reach maturity and seek out new hosts.

Most worlds establish strict quarantines against Mi'taat worm infestations, but the creature continues to thrive, despite the best efforts to wipe it out.

Parasite: The worm crawls into the victim's ear and chews its way to its brain. While it burrows, it grants the victim +5 to spot, search, and listen checks; a +2 to Wisdom, and a damage reduction on all attacks of 2 as the victim feels no pain. Removing the worm requires a Medicine roll, DC 15, from a willing or immobile subject. When the worm reaches the brain and takes possession of the host (no DC to save), removing it and the eggs requires a Medicine roll, DC 22. The host must be subdued during the procedure. When the eggs hatch, the victim dies (no DC to save).

MYARI

Size: Medium (up to 2 meters tall)

Hit Dice: 1d6 -1

Initiative: 0

Speed: 20

AC: 12 (+2 natural)

Attacks: None

Damage: None

Face/Reach: 2m x 2m / 2m

Special Attacks: Mind Blast

Saves: Fortitude -1, Reflex +0, Will +6

Abilities: Strength 8, Dex 10, Con 8, Int 10, Will 14, Cha 10

Skills: Appraise +4, Craft +4, Profession +4

Feats: Iron Will

Challenge Rating: 1

Myari actually comprise two different symbiotic creatures, united as one entity. One of the creatures, the "Talking half," as they call it, is highly intelligent and would have the ability to travel, if its body was not so frail. The other creature, the "Standing half," provides its partner with protection, a framework that supports movement, and a powerful mental attack. Neither the "talking half" nor the "standing half" of the Myari could move under its own power. Much as bone and muscle work together to help other creatures move, the "standing half" provides a framework while the "talking half" moves that frame.

They are joined together at birth. When a "talking half" is born, one of the parent's "standing half" buds a new symbiote from itself, which is then placed on the other half, and the two are left to bond over the next year. The process appears quite painful, but neither half could survive for long without the other. Once the bonding is complete, the two consider themselves a single entity. The Myari do not consider the child truly born until the bonding completes. Attempts to bond a "standing half" to a different race have been largely unsuccessful, and usually result in painful, messy death.

The Myari live fairly peaceful lives, and have little capacity for violence. The only protection they possess comes from their "standing half," which enhances the mind of the "talking half" to the point where it can deliver a powerful psionic blast. A bolt of energy fires from the Myari's mind and unerringly strikes its target. In general, they use this blast only for self-defense, preferring to travel the galaxy in peace. They have only begun

exploring space in the last 150 cycles, and sent scouts all across the Uncharted Territories in search of new species. These scouts often work as merchants and traders, avoiding places of physical conflict.

Mind Blast: This psychic assault requires a Will DC 13; failure means the victim takes 3d6 damage; success means they take half damage. Myari can automatically strike any target they can see within 20 meters.

NARSIK PLANT

Size: Small

Hit Dice: 1d8+10 (14)

Initiative: +4

Speed: 0m

AC: 15 (+6 natural, +1 size, -2 Dex)

Attacks: 2 spine spitters +6/+1 missile

Damage: Spine spitters 1d8

Face/Reach: 1m x 1m / 1m

Special Attacks: Stun Poison

Saves: Fort +4, Ref -2, Will -2

Abilities: Str 6, Dex 7, Con 10, Int 1, Wis 7, Cha 6

Skills: Spot +2

Feats: Improved Initiative

Challenge Rating: 2

Originating on some unremarkable colony world in the Uncharted Territories, the narsik plant is used by several groups of pirates and other underworld groups as a primitive security system. While it has only limited visual abilities from primitive photosensitive pigments on its leaves, it has extraordinary olfactory organs which can detect creatures at ten meters and differentiate between individual humanoids of the same species.

Narsiks possess a natural defensive mechanism in the form of a row of spines within the main pod of the plant. It can launch these spines in pairs at targets up to twenty meters away, but accuracy suffers quickly with range. The average Narsik plant holds twenty spines, and it takes two full days to regrow a single pair. When combined with the olfactory abilities of the narsik plant, they make a passable primitive security system; it takes only a few weeks of “training” to recognize certain scents and attack anyone who does not possess them.

Stun Poison: The spines of the narsik plant contain a weak poison that stuns its victims. Those struck with the spines must make a Fortitude check against a DC of 10. or else suffer a -2 penalty to all actions for the next five rounds. Those who make their check are unaffected.

NERGIT

Size: Small

Hit Dice: 1d8+12 (16)

Initiative: +5

Speed: 6m

AC: 14 (+1 size, +1 Dex, +2 makeshift armor)

Attacks: Club +1 melee or slug pistol +3 missile

Damage: Club 1d4 or slug pistol 2d6

Face/Reach: 1m x 1m / 1m

Special Attacks: None

Saves: Fort +2, Ref +3, Will -1

Abilities: Str 11, Dex 12, Con 12, Int 7, Wis 9, Cha 8

Skills: Climb +3, Survival +2, Hide +3, Move Silently +2, Spot +2, Listen +2

Feats: Improved Initiative, Weapon Proficiency Group (Melee), Weapon Proficiency Group (One-Handed Ranged)

Challenge Rating: 1

Initially found by a group of slavers on an unknown planet, the Nergit were quickly put under the whip and shipped offworld by the thousands. Unfortunately, despite their obvious capabilities, the Nergit turned out to be amazingly lazy. Their owners had to punish them constantly to keep them working, making them inefficient. Within fifty cycles most of the Nergit had been released by their owners, who usually just abandoned them at the nearest convenient spot. The Nergit quickly hid wherever they could, and learned to survive in the filthiest conditions. They soon infested garbage shoots, waste facilities and the bottom levels of storehouses. They became humanoid vermin, living off of waste created by other races.

Most Nergit make their homes in the nooks and crannies of the many urban centers where their former masters resided. In this situation they remain, spreading to new worlds by hiding in the holds of cargo ships. Most races consider Nergits a blight and it is common for heavily armed

elimination squads to clean out important subterranean regions of Nergit infestation.

Most Nergits live in small tribes of thirty to one hundred members, as dictated by available resources of the area. Nergits mostly avoid other races but gleefully attack targets they greatly outnumber. They also attack any edible target if the Nergits are hungry enough or the target carries large amounts of obvious wealth. The Nergit value simple tools and shiny objects, but they understand the value of firearms and seek them out whenever they can.

PLAGUEN

Size: Medium (1.5 meters tall)

Hit Dice: 1d8 –1

Initiative: 0

Speed: 30

AC: 10

Attacks: Pulse pistol +0

Damage: Pulse Pistol 3d6

Face/Reach: 2m x 2m / 2m

Special Attacks: Infect

Special Qualities: Immune to diseases

Saves: Fortitude +1, Reflex +0, Will +0

Abilities: Str 10, Dex 11, Con 8, Int 10, Wis 10, Cha 8

Skills: Intimidate +2, Move Silently +6, Hide +6

Feats: Stealth

Challenge Rating: 1

Plaguen are not particularly well known in the Uncharted Territories, but those who have heard of this foul race have nothing but contempt for them. They resemble nothing more than an ugly Sebacean offshoot, though rampant sores and pustules on their face obscure most of their features. Their immune systems are tremendously strong, rendering them impervious to virtually all diseases. They are, however, carriers of numerous plagues; a single Plaguen often carries as many as 10 different diseases at the same time. These diseases might be as simple as a cold or flu, or as lethal and debilitating as the Trocanian Shudders.

Plaguen worship diseases, and their entire culture centers around the concept of “The Great Destroyers.” They live in small groups of five to fifteen, because larger groups attract too much attention and make their rituals more difficult to perform. Due to their high immunity levels,

Plaguen live in filth and squalor, which keeps other species from interfering. Most Plaguen enjoy infecting their victims, and they are known to kidnap subjects and keep them tied up in their home until the plague runs its course. While the disease ravages the victim’s body, the Plaguen tribe gathers around and worships the infection. There have been cases of Plaguen keeping a single victim for weeks, infecting them with disease after disease until they finally succumb.

Plaguen originated on the planet Samma V, and only recently became a starfaring race. A Peacekeeper dreadnought landed on the world, and the entire crew soon succumbed to the natives’ religious rites. The Plaguen saw an opportunity to bring their holy vision to other worlds, and quickly appropriated the vessel for their own use. They consider themselves pilgrims, bringing the beauty and holiness of disease and plague to the universe.

Infect: When the Plaguen comes into physical contact with a target, the victim must make a Constitution check, DC 10, or become ill with one of the diseases the Plaguen carries. If they touch an open sore or wound on the target, DC raises to 15. A Plaguen usually carries anywhere between 3 and 10 diseases in its body at any time.

SKRANNIX

Size: Medium (1 meter in diameter in their natural energy form)

Hit Dice: 2d12

Initiative: +4 (improved initiative)

Speed: 60

AC: 13 (+3 natural)

Attacks: by form

Damage: by form

Face/Reach: 2m x 2m / 2m

Special Attacks: None

Special Qualities: Polymorph, Sense Fear

Saves: Fortitude +0; Reflex +0; Willpower +8

Abilities: Str 10, Dex 10, Con N/A, Int 6, Wis 18, Cha 16

Skills: Hide +4, Move Silently +4, Listen +3, Search +7, Spot +4

Feats: Improved Initiative, Iron Will

Challenge Rating: 2

These small energy beings are quite dangerous, but they are thankfully rare. Though they are highly

intelligent, they are still driven almost entirely by instinct to feed and to reproduce. Skrannix feed on fear, with mortal fear particularly pleasing their palate. They usually focus on a single target at a time, finding their victim's deepest phobias and exploiting them. It will take the physical form of that which the victim fears, usually when the victim is alone. If the victim has a less physical or tangible fear, such as a fear of darkness or heights, the Skrannix will do its best to put the victim in such a state. They draw out such fear for as long as they can, then kill their prey for the final, mortal terror that death brings. Once one has consumed enough fear, which a single victim may be able to provide it, it can then reproduce, splitting its energy in half and becoming two equal entities.

Skrannix are not particularly social creatures, and once it has reproduced, the two Skrannix often go their separate ways. There are stories, however, of Skrannix multiplying on board spacecraft, and continuing to work together until they reach a planet. Though Skrannix can survive in the cold of space, they have no means to travel rapidly, and they are known to smuggle themselves aboard vessels to travel to new worlds. If left in the dead of space, they will likely starve before reaching their next meal.

Sense Fear: The Skrannix are able to sense a target's phobias. This can be resisted by a Will save (DC 18). If it successfully detects an object or creature that the target fears, it may then polymorph itself into that object.

Polymorph: Once it has successfully detected fear, the Skrannix may polymorph itself into the object of fear. It gains the size, attacks, damage, and normal abilities of the object into which it has polymorphed.

SPRAN

Size: Diminutive

Hit Dice: 1d4+6 (8)

Initiative: +2

Speed: 12m

AC: 16 (+4 size, +2 Dex)

Attacks: Bite +2 melee

Damage: 1d4-2

Face/Reach: .1m x .3m / .1m

Special Attacks: Swarm

Saves: Fort -2, Ref +4, Will -2

Abilities: Str 7, Dex 14, Con 6, Int 1, Wis

6, Cha 4

Skills: Climb +2, Survival +2

Feats: None

Challenge Rating: 1/2

Thought to be the creation of Peacekeeper genetic engineers, the spran first appeared on half a dozen worlds simultaneously. They quickly destroyed the crops on those worlds, darkening the skies in massive swarms. It is not considered a coincidence that all of these planets were under siege by the Peacekeepers at the time. Because of the lack of food caused by the spran, all the worlds had to give in to Peacekeepers within a few weeks. Now the spran can occasionally be found on other worlds, because of Peacekeeper deployments or spran catching rides on spacecraft, but they are normally hunted down when found.

The spran are little more than a voracious appetite and a strong reproductive drive with wings. They usually consume three times their own weight in food per day, but they can survive on far less if need be. All spran are born male, but after eating thirty times its weight a spran will turn female and reproduce, with fifty to one hundred eggs being laid in each batch. This means most spran reproduce every ten days or so under ideal conditions, which makes it easy to see how they can easily wipe out a planet's food.

Spran eat mainly grains and vegetables, but if they get hungry enough they will eat plant matter. Luckily, they will only eat animal matter as a last resort, though some reports of carnivorous spran have begun to surface from the Uncharted Territories. Once the spran are released on a planet they will multiply, eat and then die en masse, leaving the planet a withered husk. Thankfully, the spran are easily frightened with fire or loud noises.

Swarm: Up to 80 spran can swarm a medium sized target or 40 on a small target. When a target is swarmed by spran make one attack roll with a +10 bonus. If the attack check succeeds, each point the check succeeded by indicates one successful bite by the spran.

TUGAN SCAVER

Size: Small

Hit Dice: 1d8+10

Initiative: +1

Speed: 12m

AC: 14 (+2 natural, +1 Dex, +1 size)

Attacks: 2 Claws +2/+2 melee, pulse pistol +2 missile
Damage: Claw 1d4-1, pulse pistol 3d6
Face/Reach: 2m x 2m / 1m
Special Attacks: None
Saves: Fort +1, Ref +3, Will -1
Abilities: Str 9, Dex 12, Con 10, Int 12, Wis 9, Cha 8

Skills: Disable Device +5, Repair +3, Search +2, Security Systems +2, Hide +6, Listen +2, Computer +3

Feats: Weapon Proficiency Group (melee), Weapon Proficiency (One Handed Ranged), Weapon Finesse (Claws)

Challenge Rating: 1

Usually found in the service of the Scarrans, the Tugan Scavers are a race of small insectoid creatures that the Scarrans are thought to have enslaved several centuries ago. The Tugan Scavers have a predisposition towards all things mechanical and are mainly used by the Scarrans as workers and technicians. They are common sights on Scarran colonies and spacecraft, constantly crawling about trying to make sure everything is working correctly. They are usually severely punished if the systems they are overseeing fail, so most have a nervous air about them as they constantly check to make sure that everything is functioning correctly. Around Scarrans they are very skittish.

Over time, many of the Tugan Scavers have escaped their masters by sneaking off Scarran ships while they are docked or stealing escape pods. They are becoming more and more common on many space stations, serving as technicians and skilled laborers. The Tugan Scavers have a strong sense of community and always travel in groups, usually numbering from four to twenty. Often these groups seek employment together, either working on the same projects or running a business together. The rare Tugan Scaver that is found alone is usually emotionally unbalanced because of lack of contact with his own kind.

Tugan Scavers unfortunately do not have much of a sense of private property, and tend to take apart devices without considering whom they belong too. This often gets them in a great deal of trouble, but the Tugan Scavers seem incapable of understanding why others object to their habit of borrowing. While most of the Scavers will return

items when asked, a small percentage of the race is made up of kleptomaniacs who are quickly giving the race a bad reputation as thieves.

TUVARA

Size: Tiny (5 – 6 centimeters)

Hit Dice: 1d4

Initiative: +3 (Dex)

Speed: 20, climb 10

AC: 15 (+2 size, +3 Dex)

Attacks: Bite +5 melee

Damage: Bite 1 and poison

Face/Reach: 1m x 1m / 0m

Special Attacks: Poison

Special Qualities: Vermin

Saves: Fortitude +2, Reflex +3, Will +0

Abilities: Str 3, Dex 17, Con 10, Int —,

Wis 10, Cha 2

Skills: Climb +8, Hide +18, Spot +7

Feats: Weapon Finesse (bite)

Challenge Rating: ½

These tiny creatures are among the most toxic animals in the Uncharted Territories. With a bite able to kill its victim within seconds, the miniscule tuvara is very dangerous. Even those who survive a bite from a tuvara become very ill, experiencing hallucinations, fevers, and chills for a minimum of three solar days.

This small creature originally came from the planet Dansakat Six, on the borders of the Uncharted Territories. The planet is mostly uninhabited, and the small creatures were unnoticed by the galaxy for a very long time. When a small group of pirates established a hideout on the planet a few hundred cycles ago, a few of the group fell prey to the creatures. Rather than retreat from the planet, however, the pirates turned their tragedy into profit.

These days, tuvara can be found in black markets and on Commerce Planets throughout the galaxy, both in and out of the Uncharted Territories. Assassins in particular enjoy pet tuvaras, either harvesting their venom or actually placing the creature in a location where the victim can encounter it (such as his bed, or his sanitary-room). Tuvara venom is nearly scentless, tasteless, and colorless, and it is extremely fast-acting. In addition, within an hour of the victim's death, the toxin is nearly undetectable. As such, most

autopsies will reveal that the victim's body merely stopped working. Tuvaras, as a result, have become a favorite of assassins everywhere. Tuvara-handlers know how to manufacture a counter-toxin for their pet's venom, and a single injection a day keeps them protected from the deadly bite.

Poison: When a victim is infected with the tuvara's poison, he must make a Fortitude save, DC 11. If he fails, he dies. If he succeeds, Strength, Dexterity, Wisdom, and Constitution are all reduced by half for three solar days.

UMORT

Size: Tiny

Hit Dice: 1d4+10 (12)

Initiative: +3

Speed: 8m

AC: 15 (+2 size, +3 Dex)

Attacks: Bite +4 melee

Damage: Bite 1d4-1

Face/Reach: 1m x 1m / .5m

Special Attacks: None

Saves: Fort +1, Ref +4, Will -2

Abilities: Str 8, Dex 16, Con 10, Int 5, Wis 7, Cha 14

Skills: Disable Device +2, Hide +5, Sleight of Hand +5, Listen +2, Spot +3, Search +3, Survival +4, Security Systems +2

Feats: Alertness

Challenge Rating: ½

Native to the planet of Paradise, the umort is commonly considered little more than an annoying trickster. The creatures are known to be partial to shiny objects, things with moving parts and simple tools. What many do not realize is that the umort is clever enough to put the tools it collects to good use, taking apart simple machines for amusement. More than one house on Paradise has been found with its locks dismantled and all the shiny objects in the house removed.

The umorts are commonly considered cute and are popular pets on Paradise. Many have been shipped off worlds to sell as pets on other planets, but the creatures retain their mischievous nature even when domesticated. They can be quite affectionate

to their owners, but they will still steal things that strike their fancy.

Given their natural thieving skills the umorts have become tools for several groups of thieves. Their small size allows them to get in places most races cannot, and the mechanical aptitude of the umort allows it to work its way through locks and other security systems. Several groups of Zenetan pirates have taken to keeping the umorts as something of a mascot.

The umorts are normally not violent, but certain celestial events are said to cause their behavior to vary dramatically. On Paradise, meteor showers are said to drive the umorts to violent attacks on residents, but these have been rare. On some worlds, the umorts are driven to violence when two moons are visible. Some umorts are trained to attack by pirate groups, but these are rare.

URGAN SHADE

Size: Medium

Hit Dice: 6d10+24 (57)

Initiative: +3

Speed: 12m

AC: 19 (+6 natural, +3 Dex)

Attacks: 2 Claws +8/+8

Damage: Claws 1d10

Face/Reach: 2m x 2m / 1m

Special Attacks: Damage Resistance 5, Phase, Light Allergy

Saves: Fort +2, Ref +5, Will +2

Abilities: Str 10, Dex 16, Con 14, Int 10, Wis 12, Cha 5

Skills: Hide +12, Spot +6, Listen +6, Search +4,

Feats: Blindfighting, Dodge, Combat Reflexes

Challenge Rating: 7

Named after creatures from Banik mythology, the Urgan Shades are only rarely reported in deep space wrecks, but a few recent sightings occurred in the darker regions of planets. The Urgan Shades are not well understood, and what has been learned about them is gleaned from rumors and second hand reports. It is known that the Urgan Shades are common to the regions of deep space where there are few sources of light. One thing that is known for sure is that the Urgan Shades have a great hatred of living things.

Almost all encounters with the Urgan Shades have been on disabled ships in deep space. Most of the stories of these attacks are only known from of crew logs left behind because no one has survived an attack by Urgan Shades. What the reports reveal is that the Urgan Shades board the ship by passing through the hull shortly after it becomes disabled. The Urgan Shades then methodically hunt down all the crewmembers on the ship, but no corpses have ever been found on the ships after these attacks. It is not known what happened to these bodies, but legend holds that they are used to create more Urgan Shades.

The attacks by Urgan Shades have become more common over the last few cycles, but more alarmingly, reports of encounters with Urgan Shades have come from some planets. It is suspected the Urgan Shades somehow got onto a ship traveling through deep space and hid until the ship reached its destination. The Urgan Shade attacks on planets all occur at night, furthering the idea that the Urgan Shades do not like light.

Phase: Urgan Shades can pass through non-living matter at a rate of 1m per round. This allows them to ignore non-living armor. They cannot phase through bio-mechanoid matter.

Light Allergy: Urgan Shades take damage when exposed to any light stronger than a flashlight. When exposed to standard illumination on spacecraft they take 1d6 wounds per round of exposure. When exposed to sunlight they take 1d8 wounds per round of exposure.

VANTIAN OOZE

Size: Small (2–5 liters)

Hit Dice: 4d8 + 36

Initiative: –5 (Dex)

Speed: 10

AC: 6 (+1 size, –5 Dex)

Attacks: Slam +1 melee

Damage: Slam 1d4 + 4 and 3d6 acid

Face/Reach: 2m x 2m / 2m

Special Attacks: Corrosion

Special Qualities: Blindsight, ooze, immune to poisons and acids; damage reduction 15; healing

Saves: Fortitude +5, Reflex –4, Will –4

Abilities: Str 10, Dex 1, Con 19, Int —,

Wis 1, Cha 1

Challenge Rating: 2

The Vantian ooze is an unusual protoplasmic creature from Vantia. The creature has no real intelligence or central nervous system, reacting entirely on instinct. Its method of hunting is direct and simple: it reacts to movement and scents, and follows them. When it catches a target, it slams itself into its prey and begins digestion. It is highly acidic, and can digest all organic materials; it can also corrode most metallic substances easily, but gets no nutrition from them. While they can feed on plant material, they do not actively hunt it unless the prey is mobile.

When the ooze has fed, however, its acidic content reduces significantly. Instead, it transforms into a pale blue color and it releases a different, soothing chemical. This substance helps soothe burns and heal cuts rapidly, and many physicians find the ooze an invaluable healing aid. Once it has fed, it remains content and sedate for about a solar day. Then, over the course of an arn, the creature changes color from blue to purple, then to red. Once it returns fully to red, it will begin to hunt once more.

If the ooze finds a target larger than itself, it will spread over the target as best it can, slowly digesting the entire beast. During this process, the creature will grow in size, absorbing nutrients from its prey to feed its growth. Once it reaches a sufficient size, it will divide in half, reproducing itself. Most humanoid prey is sufficient to cause the creature to reproduce and split. Physicians normally keep the creature fed on small animals and vermin, preventing it from reproducing.

Healing: After the ooze has fed, it will transform from red to blue, and it will emit a soothing, healing chemical. Those who immerse their injuries in the ooze will find that it heals them rapidly. 1d6 hit points are healed for every arn spent in the ooze. It will also help fight off diseases and toxins, granting a new Fortitude save with +5 bonus to save. The target must let the ooze rest on an openly bleeding wound for one arn to grant this bonus.

VISTASHA

Size: Medium (9 liters in volume)

Hit Dice: 5d10 + 15

Initiative: +7 (+3 Dex, +4 improved)

initiative)

Speed: fly 20

AC: 16 (+3 Dex, +3 natural)

Attacks: 2 claws +8 melee

Damage: 1d6 +3

Face/Reach: 4m x 4m / 2m

Special Qualities: Mist form

Saves: Fortitude +7, Reflex +7, Will +2

Abilities: Str 17, Dex 17, Con 16, Int 10, Wis 13, Cha 10

Skills: Move Silently +11, Spot +9

Feats: Improved Initiative

Challenge Rating: 5

Additional Information: Vistasha are one of the Uncharted Territories most bizarre life forms. A gaseous vapor in their natural state, the Vistasha are often called on as spies, thieves, and mercenaries. No one is quite certain what planet they originated on, and the Vistasha are not telling. Some have hypothesized that the Vistasha encountered in the galaxy are outcasts from their world, but there is no evidence one way or the other.

Vistasha are dangerous creatures. Its true form is insubstantial and misty, and while it cannot damage its prey in this state, it is likewise immune to most attacks. However, it can coalesce itself into a physical form. While in this state, it possesses dangerous claws and a potent strength and agility. It uses this form solely for attack, and, once its prey is dead (or should its prey prove too difficult), it will disperse itself back into its natural form.

Vistasha seem to enjoy the niche they have found in the Uncharted Territories. They are feared and respected for their skills, and they fetch a high price. Vistasha do not fight fair, however; they utilize hit and fade tactics, traps, and poisons frequently in their attacks. They feed on the creatures that they kill, absorbing the gases that rise out of a decomposing body. Their lairs are often filled with the rotting bodies of their prey, and those with a sharp sense of smell can usually track these foul creatures to their home. Killing it once it has been found is another matter entirely.

Mist Form: In their mist form, Vistasha are immune to all physical and even most energy attacks (including pulse weaponry and fire). Sonic weaponry, cold, mystic attacks, and vacuum are

some of the only attacks that will damage a Vistasha in this form. This is their natural form, and they revert to it when they lose consciousness. It takes a full round to take their solid form, and another full round to disperse again.

ZOOANIT

Size: Medium (1.5 meters tall)

Hit Dice: 1d6 +1

Initiative: +0

Speed: 70

AC: 12 (+2 natural)

Attacks: 1 Kick

Damage: Kick 2d4

Face/Reach: 2m x 2m / 2m

Saves: Fortitude +3, Reflex +2, Will +0

Abilities: Str 11, Dex 10, Con 12, Int 6, Wis 10, Cha 10

Skills: Listen +5, Spot +5, Wilderness Lore +2

Feats: Endurance

Challenge Rating: ½



These unusual creatures are native to Vennabia, a world of wide plains that was colonized by breakaway Sebacean farmers thousands of cycles ago. The only native intelligent life form (though many would debate their intelligence), the Zooanits greeted the Sebaceans warmly. The Sebaceans tolerate the Zooanits, since they are harmless, but the Zooanit's curiosity strained their relationship numerous times.

Due to the fact that their head must hold most of their internal organs, Zooanits have little room for a brain. Though they use their brain for optimal efficiency, they still have a limited intellect. Combine this with a strong streak of curiosity, and the nervousness of a prey animal, and the Zooanits have a deserved reputation of being annoying.

Unfortunately, Zooanits are not confined to their homeworld. They have stowed away on vessels over the cycles, and they can now be found on several worlds throughout the Uncharted Territories. They have a limited intelligence, they are useless as slaves, they are too skittish to be good fighters, and most species even find their taste unpalatable. (Thus far, the only known creature who enjoys the flesh of the Zooanit is a predator from their homeworld.) Though their feet are flexible and allow them to pick up items, they cannot carry most objects. Most races find the Zooanit to be totally useless.

They are, however, overly friendly and tremendously curious. They will introduce

themselves to total strangers and request detailed personal information, in an attempt to make a new friend. They repeatedly ask the same questions as the answer never quite seems to stick with them. One will occasionally adopt an individual or small group as his new friend, and he will follow the person for solar days or even cycles, doing whatever he can to aid his new ally. In their natural environment, Zooanits live in nomadic tribes from 30 to 100 individuals. On other worlds, they can be found in small groups, though individual Zooanits who have strayed from the tribe can also be found.



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