

Rescue at Sen-Gamma

The Krit'Pr Surveying Association lost one of their ships, the T'Prta. Can you and your group of interstellar freebooters find the T'Prta and save its cargo and crew of lovable snail-beings? One thing is for sure, someone is gonna shoot at you if you try.

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Telemetry Station 006

Once part of the Devalkamanchan Security Cordon before the establishment of the Frontier Zone, this small station was taken over by long-haul freighters and refitted as a refueling station. The station remained, even after improvements in technology rendered the shipping route along which it sat obsolete. Few vessels come by here now, but the Krit'Pr Surveying Association, a small cooperative of T'Prill miners, uses the station as a base of operations for their mineral extraction business.

The station is small, with a docking area capable of accommodating a dozen ships, a small boarding house for stranded travelers, living quarters for the station crew, and a bar and diner for entertainment and to provide food for visitors. The station still has a lot of its telemetry apparatus attached, although there is little reason to use it. The station has also been equipped with four large blast cannons and half-a-dozen ship-to-ship torpedoes it can fire to defend itself if necessary. There is only one tube, however, so the torpedoes can be fired only one at a time.

The station has 14 permanent staff members, and four other inhabitants who are relatives of the Surveying Association personnel. These are beings of the T'Prill race, related to Tetsuashans. They are quite similar in appearance to the Tetsuashans, and in fact are indistinguishable from the standard race in most respects. The T'Prill culture wears a large shell, however, and these sizeable and decorated spiral structures indicate the wearer's social class and status. Although the player characters will not know this, the shells are not actually part of the T'Prill's body, but merely a sort of clothing the T'Prill wear. The shells are taken from Tr'Prak, a large creature native to the T'Prill homeworld, and the largest and most elaborate shells take decades to grow and are therefore extremely valuable (to T'Prill, of course—most other races would have no interest).

The player characters have temporarily docked at Telemetry Station 006 for some reason. Perhaps it happens to be on the way to some other destination, or maybe there is some minor technical problem on their vessel that causes them to make a brief stop. Regardless, they will disembark on the tiny station for a short while as their ship is refueled or repaired. The first thing they will notice is the distinct haze in the station air. The place smells a bit musty, even swampy. There is the only vessel docked

at the station when they arrive, and they can make their way to the bar while work is done. A single T'Prill tech named T'Vrr will take charge of the ship and begin refueling, or assist the ship's engineer in any repairs. He is quite competent and moderately honest, so the refuel or repair will be done correctly and for the standard price.

T'Vrr: T'Prill expert; level 2; CR 1; Small-size; HD 2d6+4; hp 14; Init +0; Spd 10 ft.; AC 10; Atk =+2 melee (1d8, pipe wrench), +1 ranged; SV Fort +2, Ref +0, Will +2; Str 13, Dex 11, Con 14, Int 14, Wis 9, Cha 9.

Skills and Feats: Repair +9, Craft: starship engineering +6, Profession: mechanic +3; Skill Enhancement: Repair

Possessions: Tool belt, repair kit, pipe wrench, 1,954c.

T'Prinn's Joint

The bar is the only thing on the station even slightly entertaining, and will most likely draw the player characters. Entering the tiny bar, they will be greeted by T'Prinn, the bartender, cook, and hotelier. He will welcome them in a hearty but moist fashion. They will be the only beings in the bar, and get T'Prinn's undivided attention. He will serve them anything they ask (so long as he has it—his supplies are limited and he can't provide anything out of the ordinary) and try to gouge them on the price. T'Prinn's prices are twice those listed in the book. If they protest a great deal, or grow hostile, he will lower the costs, but they will still be 150% of normal. Further intimidation or complaint will get them nowhere.

After only a few minutes, the station manager T'Parn will arrive in the bar (or come to the ship, if they avoided disembarking) and introduce himself to the player characters. He informs them that he has need of assistance. He seems quite worried, wringing his pseudopods and repeatedly blinking his giant eye. One of his survey vessels, KSAS T'Prta, has become stranded in a nearby system (ten minutes of hyperspace travel), and he has lost contact with them. All of his Association ships are quite some distance away and cannot help quickly. He offers the player characters 50,000c if they will go there to investigate. He wants them to rescue his crew, and tow back the ship, if possible. If they haggle on the price, T'Parn will go as high as 100,000c, but no more. He will also throw in any refuel or repair fees they have

incurred. Determine the exact amount based on an opposed Diplomacy check.

T'Prinn: T'Prill citizen; level 1; CR ½; Small-size; HD 1d4+1; hp 5; Init +0; Spd 10 ft.; AC 10; Atk =+0 melee, +0 ranged (1d6§, light stunner); SV Fort +0, Ref +0, Will +0; Str 10, Dex 11, Con 12, Int 11, Wis 10, Cha 10.

Skills and Feats: Bluff +4, Listen +2, Profession: bartender +4; Skill Enhancement: Bluff

Possessions: Apron, light stunner, 2,435c.

T'Parn: T'Prill aristocrat; level 3; CR 1½; Small-size; HD 3d8+6; hp 21; Init -1; Spd 10 ft.; AC 10; Atk =+1 melee, +1 ranged (1d6§, light stunner); SV Fort +3, Ref +0, Will +5; Str 8, Dex 9, Con 14, Int 15, Wis 12, Cha 12.

Skills and Feats: Appraise +4, Bluff +7, Diplomacy +7, Gamble +5, Gather Information +7, Intimidate +3, Profession: administrator +5, Sense Motive +10; Skill Enhancement: Sense Motive

Possessions: Tailored clothing, light stunner, 20,215c.

Sen-Gamma

The coordinates of the lost ship are in a lightly explored system nearby. The ship's databanks will have only the most rudimentary information on the system, based on a 50-year-old exploratory survey. This can be found with a Systems check (DC 15). The system is called Sen-Gamma and has five planets: four large gaseous planets and a smallish terrestrial planet that can support life. According to the survey, the system is uninhabited except for a group of primitive (non-starfaring) natives on the small planet. No other data is available.

When the player characters arrive in the Sen-Gamma system, they will need to scan the system to attempt to find the *T'Prta*. A standard Systems check (DC 10) will reveal that the old survey is correct regarding the system's particulars—number of planets, no sign of advanced technology, etc. A DC 15 Systems check will also identify a vessel orbiting the terrestrial planet. Any attempts to hail this ship will fail. It will take roughly 30 minutes for the characters' ship to travel there on sub-light engines. If the scanning character does particularly well (DC 25), a faint, shielded power signature from the terrestrial planet's surface will also be detected. This one detail doesn't square with the data, but the power signature can't be triangulated and seems to fade in and out. As soon as the characters' ship enters orbit around the planet, the *T'Prta* begins transmitting a distress signal.

KSAS *T'Prta*

When the player character's ship arrives at the distress beacon, they find the Association ship orbiting the planet. A quick scan (Systems check DC 10) indicates no life signs aboard. A more thorough scan (Systems check DC 15) will reveal that the vessel is in shutdown mode, only minimal systems and life support operational. There is no visible external damage to the ship. If the scanning character makes a difficult Spot check (DC 20) she will discover that the *T'Prta*'s orbit is starting to decay. The ship will begin the skim the atmosphere in two hours, and will crash into the planet itself within three hours. The player character's ship has now entered a communications blackout zone, although they are very unlikely to detect this. The power signal they picked up from the planet's surface belongs to a smugglers' outpost below, and it projects a field around the planet that blocks all outgoing signals. Signals within the blackout zone still work, but any message sent beyond the planet's orbital area will be blocked. There is not indication to the sender that this has happened, however. The *T'Prta*'s crew was unaware that their distress calls had not reached their employer.

To deal with the decaying orbit, the player characters can dock with the ship (Pilot check DC 15, since there is no crew on the other ship to assist) and drag it back into a stable orbit. The player characters may wish to board the *T'Prta* as well. They can easily do this once the pilot has docked the ship. To gain access to the airlock, they will need to break it open, as they do not have any access codes. There are several methods the characters could use to do this. A Disable Device roll (DC 15) will open the door, or a character could attempt to hack the lock with a Systems check (DC 20). If all else fails, and one of the characters has some explosives, they could try to blow the door (DC 20).

Inside the ship, the characters will find low corridors and small sleeping quarters. The walkways all have seamless textured surfacing, the better for the snail-like T'Prill to crawl upon. Medium-size characters will be forced to stoop to walk around the ship. The whole place has an odd smell, and eerie reddish emergency lighting is the only illumination. As the characters explore, they will begin to suffer from sore throats. This is because of a malfunction in the environment controls—the humidity is near 0%, something any Tetsuashan will immediately notice as its skin begins to dry. If any Tetshuashan spends more than five minutes aboard, it will begin to suffer the drying agent effects listed in the racial description. This is, of course, why no T'Prill are to be found aboard.

Once the characters reach the cockpit, they will be greeted with a red warning alarm indicating that the ship's orbit is beginning to decay (if, of course, they have not already corrected this problem). Additionally, examining the consoles and making an

easy Systems check (DC 10) will inform the characters of the life support problem, as well as a power failure in the fusion bottle that is too severe to be repaired with the parts on board. Ship logs reveal that an escape pod was launched to the planet's surface nearly 24 hours earlier. Interestingly, the distress signal began to transmit after the pod's launch and shows no interruptions in the ship's log.

A scan from the characters' ship of the planet's surface (Systems check DC 10) will reveal the pod's location below. Again, a really successful check (DC 25) brings up the intermittent power signature from the planet, but no precise location can be identified. The pod emits a locator beacon and should be easy to find. Any attempt to raise communications from the T'Prta's crew is unsuccessful, however. To discover what has happened to them, the characters must make planetfall.

The Surface of Sen-Gamma I

The planet Sen-Gamma I is a watery, life-supporting world. The pod is very near the equator, in a region that seems lush and wet. The terrain consists almost entirely of immense, white-trunked trees, as large as redwoods, with occasional red-turf clearings scattered throughout. The area is completely saturated with water, and the trees have huge prop roots that lift them from the mire. The earth around the base of the trees is a thick, rust-colored mud. The red clearings are in fact thick weeds growing directly out of the water. They will support a ship, but the ship will sink deep down into the turf. Walking through the turf is extremely difficult, as the characters will sink up to their armpits in the stuff. All characters with leg-based locomotion will be reduced to a speed of 5 feet. The mud is a bit easier to navigate, but characters will suffer a 10-foot reduction in their top move

rate (e.g., a move of 30 feet becomes a move of 20 feet). Races with a more distributed style of movement, such as Saldrallans and Tetsuashans, are unaffected by either the mud or the turf. These details will not become apparent until after the characters' ship has landed on the planet.

Approaching for a landing, the player character pilot will be able to see that the pod has landed in one of the clearings among the massive trees. A successful Spot check (DC 15) will reveal that the pod is half-sunken in the reddish turf of the clearing as well. Despite this warning sign, the pilot has the choice of landing in this clearing, or in another nearby clearing containing the same turf. When the ship lands on this turf, it will sink deep into the stuff, more than halfway up the sides of the vessel. This may make it difficult to exit the ship, depending on the position of the airlock.

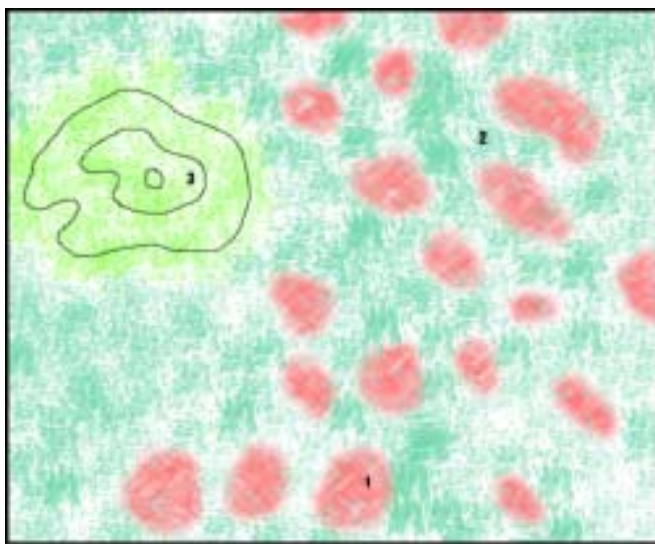
Once outside, the characters can struggle over to the landing pod and take a look. The pod seems to have landed successfully, but it is empty. It is still transmitting its locator beacon. Whatever crew came down to the planet's surface seemed to exit the pod in good order, as the survival kits and first aid kits are missing, and the pod's door was secured (but not locked). Attempts to hail the T'Prill crew from the pod or the character's ship will meet with no success.

A grim-seeming clue is discovered nearby, however. An abandoned T'Prill shell lies among the trees. There is no blood or sign of violence here, however. A difficult Track check (DC 20) will pick up traces of the T'Prill crew moving from the clearing into the trees, in a westerly direction. Some other strange, wide tracks can also be detected, but what formed them is a bit mysterious.

What happened to the crew is really quite simple, however. The smugglers from the hideout nearby feared discovery, and came to the pod and captured the distressed crew, taking them back to their cavern hideout. The smugglers have made an alliance with the local natives, buying them off with high-tech trinkets in exchange for peaceful relations. The smuggler's ship is not here, it is off making a delivery, but the remainder of the smuggling gang has monitored the player characters' arrival with increasing alarm. When they make their landing, the smugglers decide to take action and contact their native allies, telling them to send warriors to take care of the intruders.

Native Attack

As the characters are making their investigation of the pod landing site, the warriors approach. They are humanoid in appearance, but with lean, cruel features and carnivorous teeth. See the Ahn-Gaehra race description by the NPC section for more



- 1 pod crash site
- 2 Ahn-Gaehra village
- 3 smugglers' cave
- tall tree forest
- hillside forest
- red grass clearing

racial details. The group consists of ten warriors with two tamed Chagn-Fa. The warriors have painted their bodies with mud, and are almost invisible when moving among the trees (+4 circumstance bonus to Hide checks). Characters may make a Spot check to see these enemies moving in. All will be using their Hide skill to sneak close before attacking. The Ahn-Gaehra and the Chagn-Fa are both immune to the movement penalties on this terrain.

In an attempt to restrict the characters' movement, the warriors will make their attack while the characters are stuck in the thick turf. They will try to creep close before they open fire on the characters with their weapons. Four of the warriors have energy rifles, and the remaining six have primitive bows. They will fire from the cover of the trees, using the boles to protect themselves from return fire. The Chagn-Fa will be released before the warriors move in, and are able to move across the turf with no penalty due to their unique mode of locomotion. The characters can drive these natives off if they kill or incapacitate half of the warriors. Once this happens, the rest will flee, attempting to drag their stricken comrades with them. The Chagn-Fa will press the attack until seriously wounded. If either beast sustains enough damage to reduce its hit points to three or below, it will flee if it is able.

Once the warriors are defeated, the characters will have a chance to consider what happened. One of the wounded or dead warriors was left behind, and the characters can search him. He has a power pac in his primitive leather pouch, and a necklace of synthetic beads. The rest of his gear is handmade from organic local materials. It's clear these natives have been trading with someone from off-world.

If he is still alive, he can answer their questions, since he surprisingly speaks Galactic. With a simple Intimidate check (DC 10), he will spill the whole story. Strangers came to a cave near his village, and they gave valuable gifts to his tribe, including the energy rifles. In return, the tribe agreed to protect the strangers from other natives and outsiders. He and his fellow warriors received word that more strangers had come, and came to take care of the problem. He can give the characters directions to the smugglers' cave.

If all of the natives left behind are dead, the characters will have to track them back to their village (DC 15) or attempt to follow the T'Prill tracks they found earlier to the smugglers' cave (DC 20). Once the natives return to their village to bring back the bodies of the fallen, they will engage in a rather long discussion in their native tongue about what to tell the smugglers regarding the fight. Eventually, they will decide to send a messenger to tell the smugglers what has happened. If the characters can trail this messenger, he will lead them right to the location of the

smugglers' cave. If the Ahn-Gaehra spot them, though, the characters are in for a fight with all 20 warriors in the village. Ten of them have rifles, the rest bows and spears.

Warriors: Ahn-Gaehra warrior; level 1; CR ½; Medium-size; HD 1d8+1; hp 9; Init +1; Spd 25 ft.; AC 11; Atk =+3 melee (1d6+2 claws or 1d8+2 spear), +2 ranged

(1d8, energy rifle or 1d6 bow); SV Fort +3, Ref +1, Will +0; Str 14, Dex 12, Con 12, Int 11, Wis 10, Cha 10.

Skills and Feats: Hide +2, Survival +2; Point Blank Shot.

Possessions: Primitive clothing, standard energy rifle or shortbow, shortspear.

Chagn-Fa: CR 2; Medium-size animal; HD 3d8+9; hp 22; Init +2; Spd 40 ft.; AC 15; Atk =+6 melee (1d8+4, bite or 1d6+4, tail lash); SQ Scent; SV Fort +6, Ref +6, Will +2; Str 17, Dex 13, Con 17, Int 2, Wis 12, Cha 2.

Skills and Feats: Climb +6, Hide +5, Listen +5, Spot +5, Swim +5.

Possessions: None.

Smugglers' Cave

This is the hideout the smugglers are using here on the planet's surface. The cave is inside a steep hill a few miles from the pod landing site. The hills are quite rocky, and instead of the tall, white-trunked trees, smaller yellowish trees and thick brambles cover it.

1. Cave Entrance

The cave entrance has low rocks ringing it, and this is where the smugglers have situated a lookout. They are on guard because they know the characters are on the planet, but they have not yet had word from their native friends about the failed attack. A single smuggler is seated among the rocks, watching for intruders. If he spots the characters, he will call an alarm back into the cave on his headset communicator, and the rest of the smugglers will be ready for attack (use the alerted description for location 2).

Smugglers: Arsubaran rogue; level 1; CR 1; Medium-size; HD 1d6; hp 6; Init +5; Spd 30 ft.; AC 13; Atk =+0 melee (1d4, knife), +1 ranged (1d8, energy rifle or 1d8, medium blast pistol); SA Sneak Attack +1d6; SV Fort +0, Ref +3, Will +0; Str 11, Dex 13, Con 10, Int 11, Wis 10, Cha 10.

Skills and Feats: Appraise +4, Balance +4, Bluff +4, Hide +4, Move Silently +4, Sense Motive +4, Spot +4, Systems +4; Improved Initiative, Dodge.



Possessions: Blast weave, standard energy rifle or medium blast pistol, knife, energy grenade, 2 standard power pacs, handlight, 500c.

2. Storeroom

This is the largest chamber in the cave, and is being used by the smugglers as a storeroom. It is packed full of boxes, barrels, and crates. Although the characters will not have time to survey it now, the goods in this room are worth around 200,000c, but would have to be sold on the black market (these are smugglers, after all).

If the sentry was disabled or killed before he could raise the alarm, there are no smugglers in this room. Two rounds after the characters enter, the sounds of voices can be heard approaching from the exit deeper in the cavern. Three smugglers will walk into the room two rounds later, and react to whatever they see. If they do not spot the characters, they will walk to a crate on the rear wall (marked A on the map) and begin to open it. If attacked, they will raise the alarm.

If the smugglers are already alerted to the characters' presence, three of them will arrive ready for action three rounds after the alarm is given. An additional three smugglers will arrive every round for two rounds thereafter, and all will take up positions near the back of the room, using the crates as cover. They will do their best to repel the characters, but if more than one or two are killed or incapacitated, the rest will fall back to the barricade in location 3.

3. Barricade

Once the alarm is given, the smugglers will throw up a barricade at this location. It will be tables, cots, and other flotsam thrown together in a pile to keep the characters out. The smugglers will attack from behind the barricade, firing at anything moving in the corridor. If the characters try to take cover by the bend in the corridor, the smugglers will counterattack with grenades. Twelve of the smugglers (all of them excepting the one using the communications array in location 4, and the lookout) will be here, minus any injured or killed in the storeroom. They will not surrender (they assume the characters are law enforcement agents here to capture them).

4. Living Quarters

This is where the smugglers live and sleep while on the planet. There is a rudimentary kitchen, a long table with benches where they can eat, and bunks along the walls. In the back of the room, the equipment that generates the communications dampening field is located. The smugglers use this as a communications and sensing array as well, and one of the smugglers is trying to contact the smugglers' ship as the characters enter the room. He makes contact and tells them the location is under attack just as the player characters come in. He will draw a sidearm and fire at the characters after completing the broadcast (in one round).

5. Holding Cell

This corridor has been blocked off with a small force shield generator. Behind this is where the crew of the *T'Prta* is being held. They will welcome their rescue, and will thank the characters once the shield generator is shut off and they are set free.

T'Prta Crew: T'Prill expert; level 2; CR 1; Small-size; HD 2d6+2; hp 12; Init +0; Spd 10 ft.; AC 10; Atk =+2 melee, +1 ranged; SV Fort +1, Ref +0, Will +3; Str 12, Dex 11, Con 12, Int 11, Wis 10, Cha 10.

Skills and Feats: Repair +2, Pilot +2, Profession: spacer +2; Spacer.

Possessions: Clothing.

The Smugglers Return

The smugglers on the surface may be defeated, but the rest of the gang, aboard their own vessel, now returns. They have been alerted by the last smuggler on the ground, and are on their guard. Scanning the planet, they will see that the characters' ship is on the ground, and they will lie in wait for them to take off, hanging in orbit near the *T'Prta*. A good sensor scan (Systems DC 15) will be required to detect them there, and they will attack when the moment is best. They are not willing to fight to the last, however, and will avoid boarding actions. If their ship is seriously damaged in any system, they will retreat to jump distance and flee the system.

Smuggler Ship: Medium cruiser; CR 1; HD 6d6; hp 21; Hard 1; Man +3; Spd 4; AC 14; Atk = +2 ranged (1d10, small blast cannon); Pilot +4, Systems +4.

Weapons: 2 small blast cannon.

Armor: Medium hull plating, full directional force shields, 4 chaff countermeasures (+1 AC), heat burst countermeasures (+3 AC).

Rescue Complete

The smugglers defeated, the characters can now return to Telemetry Station 006 with the *T'Prta* in tow and the rescued crew aboard their own ship. If the characters bring back both the ship and the lost crew, T'Parn will pay them the amount previously agreed-upon. If they bring back the ship without the crew, or vice versa, T'Parn is clearly upset and will only pay half. If the characters were responsible for the deaths of any of the crew (and another *T'Prta* crewmember witnessed this or suspects), then T'Parn will attempt to arrest the perpetrators. If this looks too dangerous, he will just pay them and send out a notice to his home world regarding the incident. The home world government will probably put out a bounty on the said character, causing many further complications down the line.

KSA Security Guards: T'Prill warrior; level 3; CR 1½; Small-size; HD 3d8+6; hp 20; Init +5; Spd 10 ft.; AC 15; Atk =+4 melee (1d6+1, metal baton), +4 ranged (1d6, light blast pistol); SV Fort +5, Ref +2, Will +1; Str 13, Dex 12, Con 14, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +4, Intimidate +4, Spot +2; Improved Initiative, Point Blank Shot.

Possessions: Ceramic plate armor, metal baton, light blast pistol, tanglewire grenade, 2 standard power pacs, 1,231c.

Story Award

Use this if you wish to award experience for stories. If the characters bring back the *T'Prta* and all of her crew members

alive, give the group a 1,000xp story award. If they failed to do this, there is no story award.

New Races

There are two new races in this adventure. To create characters from these races, use the descriptions below.

Ahn-Gaehra

The Ahn-Gaehra are the native race on Sen-Gamma I. They live in a very early stage of technological development, with stone tools and engaging in a hunter-gatherer society. There has been some contact with starfaring races, and the Ahn-Gaehra are very interested in obtaining more technology for use in hunting and intertribal warfare.

Personality: The Ahn-Gaehra are an extremely ill-tempered species. They work together, but are constantly fighting and snarling at one another. Unlike most intelligent races, the Ahn-Gaehra will actually eat the bodies of enemies they kill, even members of their own species. The Ahn-Gaehra are respectful of authority, however, as their own society is strictly regimented. This respect can be deceptive, because slightest sign of weakness in a superior is met with treachery. This is how authority passes between individuals in Ahn-Gaehra society.

Physical Description: The Ahn-Gaehra are tall, lean humanoid types, with a crest of spiny hair atop their heads and down their spine, ending between the shoulder blades. Their long, powerful hands have claws, and their feet are extremely long and webbed. Their jaws are wide and their mouths full of intimidating carnivorous teeth.

Location: The Ahn-Gaehra are native to the planet Sen-Gamma I, and are not a starfaring race. If one should find himself out in the starlanes, who knows how he would react.

Ability Scores: +2 Strength.

Special Characteristics:

Amphibious. Ahn-Gaehra are equally at home in water or on land. Their swim speed is the same as a normal move action, and Swim checks are only required in difficult conditions. They suffer no penalties for swimming underwater and suffer only normal fatigue while swimming.

Claws: The fingers of an Ahn-Gaehra have hooked, non-retractable claws, which can be used as a 1d6/x2/slashing attack. Ahn-Gaehra are proficient in the use of their claws.

Scent. Ahn-Gaehra can use their sense of smell as precisely as other races use sight or hearing. See Race Generation rules in the *Bulldogs!* book for complete details.

Size: Medium.

Speed: 25 ft. Their long feet slow them down a bit.

Languages: The Ahn-Gaehra speak Gaehrac, and some from the local tribe can speak rudimentary Galactic thanks to their contact with the smugglers.

Favored Class: Fighter.

T'Prill

The T'Prill are a starfaring race closely related to the Tetsuashans. They are equally at home in the space lanes as their cousin race, but are far less numerous at this point. Some claim that the T'Prill are just a subspecies of Tetsuashan, but since both races reproduce by budding, it is impossible to say whether or not they could interbreed.

Personality: The T'Prill are a bit flightier and more emotional than their Tetsuashan cousins. They tend to visibly show emotion, and are far less resistant to shock and intimidation. They are still clannish and like to stick to their own kind, but if one should make friends with a member of another species, he becomes tenaciously loyal.

Physical Description: They share the same slug-like appearance, and have a single greenish, rather than red, eye. All T'Prill also wear large shells, making them appear more like snails. These shells are not grown by the T'Prill themselves, but rather harvested from the Tr'Prak, a creature native to their homeworld.

Location: The T'Prill homeworld is in a system quite near the homeworld of the Tetsuashans. It is just as soggy and swampy, and just as rarely visited. Like their cousins, the T'Prill are quite comfortable in space and can be found in many areas.

Ability Scores: +2 Constitution, +2 Intelligence.

Special Characteristics:

Squish. The T'Prill can squeeze themselves through tiny cracks just as Tetsuashans can. They must discard their shell to do this, and therefore do not squish on a regular basis, unlike the Tetsuashans.

+2 racial bonus on Fortitude saving throws against poisons.

+2 bonus to the per-day healing level.

Spacer. T'Prill are naturals in space, just like Tetsuashans.

Salt and other drying agents will damage a T'Prill, causing cracking and bleeding in their skin. Contact with such substances

inflicts 1d4 damage, and an additions 1d4 for every minute (10 rounds) they remain in contact.

Size: Small.

Speed: 10 ft.

Languages: The T'Prill all speak Galactic, but also their own weird trilling language called Tr'Prrr.

Favored Class: Space Pilot.

New Creature

This is the new creature introduced in this adventure. It is unlikely these beasts will be found anywhere but on their native planet, but it is possible someone may have a captive specimen somewhere.

Chagn-Fa

Medium-Size Animal

Hit Dice: 3d8+9 (22 hp)

Initiative: +2 (Dex)

Speed: 40 ft.

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

Attacks: Bite +6 melee; or tail lash + 6 melee

Damage: Bite 1d8+3; tail lash 1d6+3

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: -

Special Qualities: Scent

Saves: Fort +6, Ref +6, Will +2

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

Skills: Climb +6, Hide +5, Listen +5, Spot +5, Swim +5

Climate/Terrain: Warm marsh and aquatic

Organization: Solitary, pair, or pack (6-11)

Challenge Rating: 2

Treasure: None

Advancement: 4-5 HD (Medium-size)

Native to Sen-Gamma I, these creatures are the largest carnivores on the planet. They can grow to nearly 12 feet in length, and resemble a cross between a caterpillar and a crocodile. They slither on their smooth bellies for locomotion, pushed forward by many small, insect-like legs. Their head has a long snout with curved, interlocking teeth, and they also have a prehensile tail at the other end of their body which is able to grip onto things, increasing their climbing ability.

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