

LEGENDARY PLANET

LEGENDARY WORLDS: POLARIS 7



BY RUSS BROWN

STARFINDER
COMPATIBLE



LEGENDARY WORLDS: POLARIS 7

CREDITS

AUTHOR: Russ Brown

EDITING AND DEVELOPMENT: Jason Nelson

ARTISTS: Simon Aan, Beatrice Pelagatti, Julio Rocha

DESIGN AND LAYOUT: Ryan Heck

LEGENDARY GAMES TEAM MEMBERS: Anthony Adam, Alex Augunas, Kate Baker, Jesse Benner, Clinton J. Boomer, Robert Brookes, Benjamin Bruck, Carl Cramer, Paris Crenshaw, Joel Flank, Matthew Goodall, Jim Groves, Amanda Hamon Kunz, Steve Helt, Thurston Hillman, Tim Hitchcock, Victoria Jaczko, Jenny Jarzabski, N. Jolly, Jonathan H. Keith, Michael Kortez, Jeff Lee, Nicolas Logue, Will McCardell, Julian Neale, Jason Nelson, Jen Page, Richard Pett, Tom Phillips, Alistair Rigg, Alex Riggs, David N. Ross, Wendall Roy, Amber Scott, Mark Seifter, Tork Shaw, Mike Shel, Loren Sieg, Neil Spicer, Todd Stewart, Russ Taylor, Greg A. Vaughan, Mike Welham, Linda Zayas-Palmer, and Clark Peterson

PUBLISHER: Jason Nelson

EXECUTIVE PARTNER: Neil Spicer

BUSINESS DIRECTOR: Rachel Ventura

Compatibility with the Starfinder Roleplaying Game requires the Starfinder Roleplaying Game from Paizo Inc. See <http://paizo.com/starfinder> for more information on the Starfinder Roleplaying Game. Paizo Inc. does not guarantee compatibility, and does not endorse this product.

Starfinder is a registered trademark of Paizo Inc., and the Starfinder Roleplaying Game and the Starfinder Roleplaying Game Compatibility Logo are trademarks of Paizo Inc., and are used under the Starfinder Roleplaying Game Compatibility License. See <http://paizo.com/starfinder/compatibility> for more information on the compatibility license.

Legendary Worlds: Polaris 7 (Starfinder)

© 2019, Legendary Games;

Author: Russ Brown.

ISBN: 9781092608152

First publication April 2019.

Printed in USA.



Legendary Games
3734 SW 99th St.
Seattle, WA 98126-4026
makeyourgamelegendary.com

LEGAL

Compatibility with the Starfinder Roleplaying Game requires the Starfinder Roleplaying Game from Paizo Publishing, LLC. See <http://paizo.com/starfinder> for more information on the Pathfinder Roleplaying Game. Paizo Publishing, LLC does not guarantee compatibility, and does not endorse this product.

Starfinder is a registered trademark of Paizo Inc., and the Starfinder Roleplaying Game and the Starfinder Roleplaying Game Compatibility Logo are trademarks of Paizo Inc., and are used under the Starfinder Roleplaying Game Compatibility License. See <http://paizo.com/starfinder/compatibility> for more information on the compatibility license.

Open Content: Subject to designation as Product Identity (see below), the only portion of this Legendary Games product designated as Open Game Content is the rules content (creature stat blocks and names of skills, etc., taken from the Pathfinder Reference Document) as defined in the Open Game License version 1.0a Section 1(d). The front and back cover, back matter, introduction and Credits page, as well as all other parts of this product including all text not specifically designated as Open Game Content is not Open Game Content. No portion of this work other than the material designated as Open Game Content may be reproduced in any form without written permission.

Product Identity: The following items are hereby identified as Product Identity, as defined in the Open Game License 1.0a, Section 1(e), and are not Open Content: Legendary Games, Legendary Planet, the Legendary Games Logo, Adventure Path Plug-In, *Legendary Worlds: Polaris 7*, as well as all trademarks, registered trademarks, proper names (including the names of each character, location, item or monster unique to this product), dialogue, plots, storylines, locations, characters, artworks, and trade dress, but excluding any content that is Product Identity of Paizo Publishing, Inc. (Elements that have previously been designated as Open Game Content are not included in this declaration.)

Reference in non-Open Game Content (thus not covered by the Open Game License) in this work to content owned by others is not a challenge to their ownership and is used under Fair Use.

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent **such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts, creatures, characters, stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or

registered trademark clearly identified as Product Identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content You Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v.1.0a © 2000, Wizards of the Coast, Inc.

Legendary Worlds: Polaris 7 © 2019, Legendary Games; Author: Russ Brown.

System Reference Document. © 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

The Hypertext d20 SRD. © 2004, Jans W Carton.

Pathfinder Campaign Setting: Irises, Land of Eternal Winter © 2013 Paizo Publishing, LLC; Author: Mike Shel.

Pathfinder Campaign Setting: Technology Guide © 2014, Paizo Inc.; Authors: James Jacobs and Russ Taylor.

Pathfinder Roleplaying Game Advanced Player's Guide. © 2010, Paizo Publishing, LLC; Author: Jason Bulmahn, James Jacobs, Steve Kenyon, Hal Maclean, Rob McCreary, Erik Mona, Jason Nelson, Stephen Radney-MacFarland, Sean K Reynolds, F. Wesley Schneider, James L. Sutter, Owen Stephens, and Russ Taylor.

Pathfinder Roleplaying Game Core Rulebook. © 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Pathfinder Roleplaying Game GameMastery Guide, Copyright 2010 Paizo Publishing, LLC; Authors Cam Banks, Wolfgang Baur, Jason Bulmahn, Jim Butler, Eric Cagle, Graeme Davis, Adam Daigle, Joshua J. Frost, James Jacobs, Kenneth Hite, Steven Kenyon, Robin Laws, Tito Leati, Rob McCreary, Hal Maclean, Colin McComb, Jason Nelson, David Noonan, Richard Pett, Rich Redman, Sean K Reynolds, F. Wesley Schneider, Amber Scott, Doug Seacat, Mike Selinker, Lisa Stevens, James L. Sutter, Russ Taylor, Penny Williams, Teeuwynn Woodruff

Pathfinder Roleplaying Game Occult Adventures © 2015, Paizo Publishing, LLC; Lead Designer: Jason Bulmahn; Authors: John Bennett, Logan Bonner, Robert Brookes, Jason Bulmahn, Ross Byers, Adam Daigle, John Compton, Jim Groves, Thurston Hillman, Eric Hindley, Brandon Hodge, Ben McFarland, Erik Mona, Jason Nelson, Tom Phillips, Stephen Radney-MacFarland, Thomas M. Reid, Alex Riggs, F. Wesley Schneider, Robert Schwab, Mark Seifert, Russ Taylor, and Steve Townshend.

Pathfinder Roleplaying Game: Ultimate Equipment (OGL) © 2012, Paizo Publishing, LLC; Authors: Dennis Baker, Jesse Benner, Benjamin Bruck, Ross Byers, Brian J. Cortijo, Ryan Costello, Mike Ferguson, Matt Goetz, Jim Groves, Tracy Hurley, Matt James, Jonathan H. Keith, Michael Kenway, Hal MacLean, Jason Nelson, Tork Shaw, Owen K.C. Stephens, Russ Taylor, and numerous RPG Superstar contributors.

Pathfinder Roleplaying Game Ultimate Magic © 2011, Paizo Publishing, LLC; Lead Designer: Jason Bulmahn; Designers: Tim Hitchcock, Colin McComb, Rob McCreary, Jason Nelson, Stephen Radney-MacFarland, Sean K Reynolds, Owen K.C. Stephens, and Russ Taylor. The Book of Experimental Might. Copyright 2008, Monte J. Cook. All rights reserved.

The Book of Fiends. © 2003, Green Ronin Publishing. Authors: Aaron Loeb, Erik Mona, Chris Pramas, Robert J. Schwalb.

Tome of Horrors © 2002, Necromancer Games, Inc.; Authors: Scott Greene, with Clark Peterson, Erica Balsley, Kevin Baase, Casey Christofferson, Lance Hawvermale, Travis Hawvermale, Patrick Lawinger, and Bill Webb; Based on original content from TSR. Tome of Horrors III, © 2005, Necromancer Games, Inc.; Author: Scott Greene, with Casey Christofferson, Erica Balsley, Kevin Baase, Lance Hawvermale, Travis Hawvermale, Ian S. Johnston, Patrick Lawinger, Nathan Paul, Clark Peterson, Greg Ragland, Robert Schwab and Bill Webb.

Aerial Servant from the Tome of Horrors Complete © 2011; Necromancer Games, Inc.; published and distributed by Frog God Games; Author: Clark Greene and Clark Peterson, based on original material by Gary Gygax.

Angel, Monadic Deva from the Tome of Horrors Complete © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Gary Gygax.

Angel, Movanic Deva from the Tome of Horrors Complete © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Gary Gygax.

CONTINUED ON PAGE 13

SPECIAL ELECTRONIC FEATURES

Wherever possible, we have hyperlinked our products internally from the Table of Contents and externally with links to online resources like starfindersrd.com where you can access the rules you need electronically. If it is in the core rulebook, we generally didn't link to it unless the rule is an obscure one. The point is not to supersede the game books, but rather to help support you, the player, in accessing the rules, especially those from newer books or that you may not have memorized.

ABOUT LEGENDARY GAMES

Legendary Games is an all star team of authors and designers, founded by Clark Peterson of Necromancer Games, Inc. Legendary Games uses a cooperative, team-based approach to bring you the best expansion material for your game. We are gamers and storytellers first, and we believe that passion shows in our products. So check us out, and Make Your Game Legendary! Visit us on Facebook, follow us on Twitter, and check out our website at www.makeyourgamelegendary.com.



TABLE OF CONTENTS

INTRODUCTION	3
PLANETARY GAZETTEER: POLARIS 7	3
NEW MONSTER: CRYO-MANTID	9
NEW RULES	10
ADVENTURE HOOKS	12





WELCOME TO THE LEGENDARY PLANET ADVENTURE PATH

This product is a part of our line of sword-and-planet adventure products blending science fiction and traditional fantasy in an interplanetary epic that will take your characters to whole new worlds of adventure. Drawing from the pulp sci-fi tradition of Edgar Rice Burroughs, Jack Vance, and their contemporaries, this adventure saga spans exotic worlds filled with alien races and ancient secrets, as the heroes must confront interstellar conspiracies and unravel long-lost mysteries if they are to save the galaxy from annihilation, or even just find a way home. Whether you favor the *Starfinder Roleplaying Game*, *Pathfinder Roleplaying Game*, or the 5th edition of the world's most famous RPG, when you see the Legendary Planet logo you'll know you are getting an adventure that is quite literally out of this world.

The all-star team of designers here at Legendary Games is committed to bringing you—the busy GM or player—the absolute best third party support for your *Starfinder* campaign. To deliver on that commitment, we've assembled the best of the best of current gaming authors, designers and layout experts so that you can feel comfortable that Legendary Games products will be the most creative, balanced, dynamic, and exciting content you can find anywhere. Bringing talented creators together on projects they pursue with passion is what helps us make products that are as beautiful and enjoyable to read as they are fun to play at the table. Pick up the *Legendary Planet Adventure Path* today and **Make Your Game Legendary!**

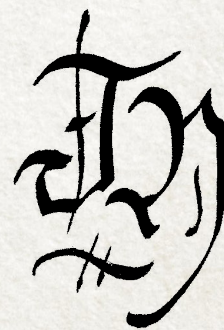


WHAT YOU WILL FIND INSIDE LEGENDARY WORLDS

The **Legendary Worlds** series brings you an amazing array of richly developed planets ripe for adventure no matter your game system of choice. From fantastic asteroid hives to burning foundry planets and from endless ocean worlds to dreamlands of mystery and magic, you'll find fantastic opportunities for adventure for your heroes, with hooks to draw them in and delightfully detailed history, culture, geography, and some new surprises on every planet. You can use these in conjunction with an ongoing adventure saga like the **Legendary Planet Adventure Path** from Legendary Games or with any sci-fi campaign that spans the spaceways. Never fear to let your players explore what lies beyond the next stargate or hyper-jump, because with **Legendary Worlds** there's always a world of adventure waiting for them!

Legendary Games has brought together a group of authors, artists, and contributors including industry veterans as well as talented newcomers all in an effort to create products for your favorite roleplaying games that are both inspiring and unique. Combining rich story and background with beautiful aesthetics, we hope to create gaming experiences that are second to none. This product follows in that proud tradition, and we hope you enjoy using it as much as we enjoyed making it. Game on!

- Jason Nelson



INTRODUCTION

“A sparkling blue globe of ice – what could be more beautiful? Let’s crack it open and find the treasure inside!”

~Malik Gedron, Chief Surveyor for Polaris Industries upon seeing Polaris 7 for the first time.

Polaris 7 is a frozen ball of ice orbiting an unremarkable red star on the extreme fringes of charted space. It does not derive its name, as one might expect, from being the 7th planet orbiting a star called “Polaris”. Instead it is the second of two planets orbiting the star designated as LV-397 during some long-ago stellar survey which no one ever bothered giving a proper name. The inhospitable planet actually takes its name from being the seventh potential site considered, and eventually selected, by Polaris Industries for establishing its tritillium mining operation.

Polaris 7 orbits LV-397, a relatively cool red dwarf star, at a remote distance that results in the planet’s extremely cold environment. The planet has a rocky core surrounded by thick layers of ice—primarily composed of hydrogen, oxygen, carbon, nitrogen, methane and sulfur. The atmosphere is breathable to humans and similar humanoid life forms, but the low oxygen content requires the use of supplemental oxygen sources for periods of more than 12 hours. The frigid temperatures also require protective clothing and a heated respirator to prevent liquid build up in the lungs. Extremely strong polar vortices at both poles create constant storms, restricting the colonists to the equatorial zone. At 32 hours, the days are a bit long and due the planet’s long orbital distance the local year is extremely long, lasting 18,358 local days, which equals roughly 67 standard years.

Polaris City, the only settlement on Polaris 7, was founded by Polaris Industries to house the workers of its various mining operations. Prior to settlement no native life forms were discovered on Polaris 7 and none were expected due to the harsh conditions. However, once mining operations delved into the deep ice beneath the planet’s surface, miners encountered the strange insectoid creatures that dwelt there. It took several years of workers going missing as the creatures preyed upon isolated individuals before a work crew was able to slay one of the creatures and bring its body back as evidence.

PLANETARY GAZETTEER

“Make no mistake, The Company doesn’t care about you or your family’s welfare. If it doesn’t make ‘em a profit, then the corporate bean counters consider it a liability.”

~Anonymous Tritillium Miner

Polaris Industries is an interplanetary corporation mainly engaged in the production of heavy machinery and vehicles for agriculture, construction and mining. However, they also produce starships and some military vehicles. Polaris Industries became interested in Polaris 7 due to its rich deposits of a mineral called tritillium. In its raw form, tritillium is a dark blue, opaque crystalline rock, but once refined and charged it becomes a clear crystal that pulses with vibrant blue energy. Tritillium is a superconductor used in the construction of compact power plants. These power plants can be used to power industrial machinery produced by Polaris Industries. Securing a reliable source of tritillium would allow Polaris Industries to produce their own power plants in-house and eliminate the need purchase them from other companies. This would reduce costs and increase profitability, so the company was eager capitalize on the opportunity. After considering multiple sites for their Tritillium mining venture, Polaris Industries decided on Candidate Site #7 and Polaris 7 was founded. The colony has now been in operation for just over 200 standard years.

Polaris City, the primary planetary settlement, is located in the equatorial zone in a basin surrounded by mountains on three sides. This location provides some protection from the constant storms that rage over the polar regions of the planet. Two factors secured the site as the best location for settlement. First, it is centrally located to five large deposits of tritillium in the region. Second was the discovery of an interplanetary gate inside a metal ziggurat abandoned by some forgotten alien civilization. To date this is the only evidence of previous inhabitants discovered anywhere on the planet. The core of Polaris City and the star port was built using the interplanetary gate. Once the star port was completed, materials and machinery could be brought in faster to complete rest of the settlement and mining sites.

Polaris Industries is a corporation that is primarily concerned with its own profits above any other concerns. Unfortunately, this includes the welfare and prosperity of its own workers, at least those below the executive level. Since the company built and owns the entirety of Polaris City, they essentially have a monopoly on everything. One of their first acts upon beginning colonization was to claim ownership of all land within 50 kilometers of the interplanetary gate. They never sell any land which allows them to charge rent on every building in the city. They also control the gate and own the star port, so they control all imports and exports from the planet. This allows them to set the market price on all goods from food and water to luxury items and even medicine. Since they also directly employ nearly 80% of the population, they also have indirect control over the available wealth of the population. This high level of control has allowed the unscrupulous corporation to institute a system where the cost of living of basic housing, food and medical care consumes nearly all of the average worker’s income. The company also makes minor luxury items available – but highly overpriced due to “import costs” and has encouraged casino gambling as one of the few forms of entertainment.

These factors work prevent employees from saving money in the long term. Of course, Polaris Industries is happy to make “Employee Assistance Loans” available to those that find themselves in financial difficulty, but the interest rates make those loans nearly impossible to pay off. The end result is that most Polaris Industries employees find themselves in a de facto form of indentured servitude where no matter how long or hard they work, they may never be able to pay off their debt to the company. Leaving to find better work opportunities is not even an option because the company will not allow passage off world until the employee has paid off their debts.

The single biggest factor that allows Polaris Industries to maintain this exploitative environment is the absence of an independent government that could limit or regulate the power of the corporation. Instead, the Polaris Industries Vice President is effectively the ruler of the colony. Over the history of the settlement’s operation, there have been several attempts to organize some form of government by the people, but the company has been able to block or derail all of the attempts thus far. However, over the past several decades, the emergence of groups like the Independent Citizen’s Council and Free Polaris Front have begun to put more pressure on the company regarding the issue of government. Currently there is an environment of unrest among the populace of Polaris City as conditions continually fail to improve despite the empty promises of the corporate officials. The production of tritillium power plants has been highly profitable for the company and plainly increased the prosperity of the gated corporate sector, a fact that has not gone unnoticed by impoverished workers. Tensions run high with incidents of civil unrest and occasionally open violence becoming more and more common. Unless something changes the current trend of events, it seems some disastrous outcome is inevitable.

POLARIS CITY

Polaris City is a small, neutral evil, city of 12,000 people. Without an independent government, Polaris City is run by the corporation. The corporate elite seclude themselves in the prosperous corporate sector while the rest of the working-class population dwell in the impoverished sections of the city. The settlement stat block below uses the colony rules from *Star Empires* by Legendary Games, but also can be used narratively to describe the general character of the city even if not using the full rules.

POLARIS CITY

NE small corporate colony

Population 12,000 (44% humans, 25% androids, 18% dwarves, 10% auttains, 1.6% vlakas, 1.4% other)

Government Autocracy (Polaris Industries Vice President)

Qualities insular, impoverished, prosperous (corporate sector only), rumormongering citizens

Maximum Item Level 10th in the corporate sector, otherwise 4th

NOTABLE NPCS

Bram Rockfist, Miner’s Union Chairman (NE male dwarf mechanic 8)

Brianna Whistler, ICC Spokesperson (LG female elf envoy 5)

Colm Jansky, Head of PI Corporate Security (LN male vesk soldier 8)

Gris Bloodfang, Wasteland Raiders Chieftain (CE female vlaka soldier 9 / operative 3)

Kirby Weldan, Caravanner Guild Leader (NG male auttaine solarian 7)

Miranda Quinn, Wolliped Rancher Co-op Boss (NG female human mystic 10)

Mr. Wan, Indigo Syndicate Boss (NE female drow operative 11)

Raldan Krenn, Polaris Industries VP (LE male human technomancer 10)

Silas Cole, FPF Agitator (CG male lashunta mystic 7)

Wila Pax, Star Port Customs Master (LN female android mechanic 9)

POLARIS CITY LOCATIONS

Polaris City is divided into four sectors; the **Corporate Sector**, the **Industrial Sector**, the **Habitation Sector** and the **Star Port**. There are some buildings located outside the city wall in the area known as the **Outskirts**. The three caravan routes from the mine sites meet at the center of the city and form a large circular plaza known as the **Hub**. The Hub is wired with a public address system and is a popular site for public speeches, rallies and festivals.

Walled and gated for extra security, the **Corporate Sector** is home to Polaris Industries **Corporate Employee Housing**, where executive level, administration and headquarters support staff are allowed to live. The housing blocks include exclusive stores, entertainment, restaurants, and medical facilities. Many luxury items are brought in through the interplanetary gate that are restricted to the **Corporate Sector** and considered contraband in other parts of the City. The Corporate Vice President resides in the **VIP Manor**, an obscenely extravagant structure built entirely of exotic wood and stones imported from off world. The **Polaris Industries Headquarters** tower is the tallest building in the city. The view from the VP’s 12th floor office suite is said to be breathtaking when the weather is clear. Corporate employees live and work within the sector and rarely venture outside the security and comfort it provides. However, the most impressive structure in the sector is the **Alien Ziggurat** made of shining blue metal. The outside of the ziggurat is perfectly smooth and unmarred by the passage of time, while the interior is covered in unknown alien symbols. There are always at least a few visiting scholars that have come to study the symbols and unlock their meaning. In the center of the ziggurat stands the **Interplanetary Gate**, made of the same blue metal as the ziggurat itself. The **Corporate Sector** is located in the heart of the city, just north of the **Hub**.

Legend

1. Corporate Sector

- A. Ziggurat Gate
- B. Corporate Housing
- C. Polaris Industrial HQ
- D. VIP Manor

2. Habitation Sector

- A. Casino Row
- B. Entertainment Center
- C. Worker Housing Blocks

3. Industrial Sector

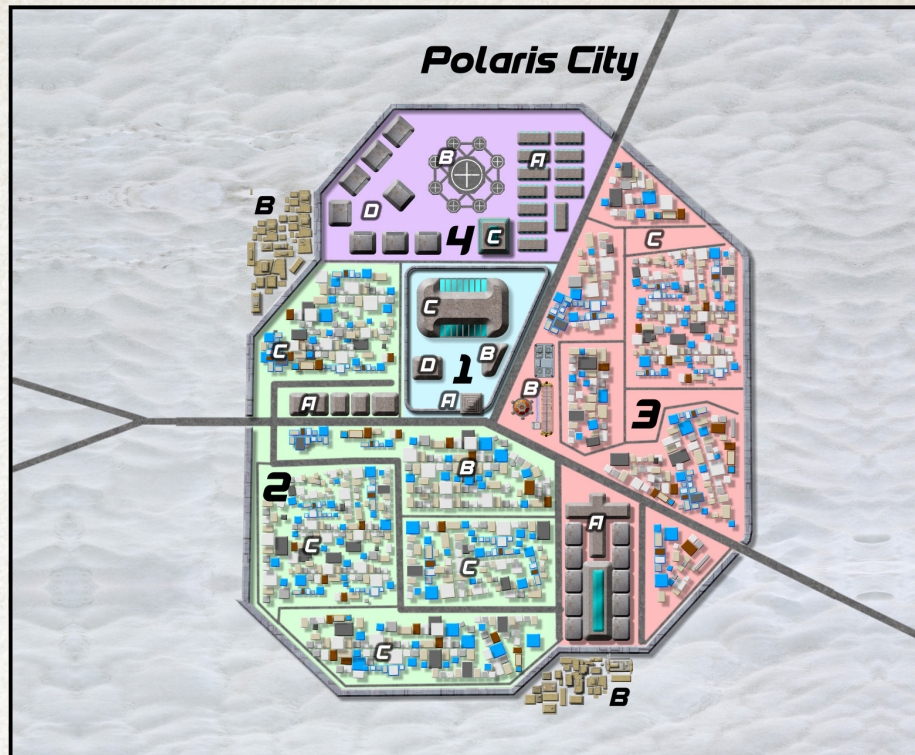
- A. Power Plant Construction Factory
- B. Settlement Power Station
- C. Tritillium Refinery

4. Starport Sector

- A. Cargo Warehouses
- B. Starport Landing Pads
- C. Starport Terminal
- D. Shuttle Hangers

5. Outskirts

- A. The Drifts
- B. Wollipad Ranchers



The **Habitation Sector** is home to the Polaris Industries working class, both the miners and the industrial workers. The numerous **Worker Housing Blocks** contain shops for food, health care and other basic necessities, but the workers must travel to other locations for entertainment. **Casino Row** lines the western caravan route and the home to many taverns, restaurants and theaters as well as large casinos. Operated by the notorious Indigo Syndicate, the Ice Palace casino is the largest and most well-known even attracting some off-world tourism. For those seeking the illicit drug surge, allies and back rooms of Casino Row are the place to look. The **Entertainment Complex** contains several sports arenas as well as cinemas, holo-immersion suites and video game arcades. These relatively inexpensive pursuits provide much needed diversions for the overworked citizens of Polaris City. The **Habitation Sector** covers the western and southern portions of the city.

The **Industrial Sector** is the location of **Tritillium Refinery** as well as many silos for storing the unprocessed ore. Once processed, the refined tritillium is carefully packed into reinforced crates and stored in warehouses. The **Settlement Power Station** is also in this sector and provides the power to run the entire city. Polaris Industries has also built a **Power Plant Construction Factory** where workers build tritillium power plants for use in the industrial machinery built and sold by the company. The sector also contains many other factories and workshops that produce required items, such as mining equipment, construction materials and replacement shuttle parts, to support the company's operations on Polaris 7 and for export. There are also workshops where compressed oxygen tanks are filled, which are required by the miners on a daily basis to supplement their air supply while working

their shifts at the mine sites. The **Industrial Sector** takes up most of the eastern half of the city.

Polaris City's **Star Port** is located at the northern end of the city. The port contains **Landing Pads** for shuttles and smaller starships that are capable of landing on the surface. The **Shuttle Terminal** schedules flights to ships in orbit as well as transporting the miners to and from the mines for their shifts. The **Cargo Warehouses** provide secure storage for both imported and exported goods while they await customs inspection and pickup for transport. The Indigo Syndicate has contacts and agents working within the port to help facilitate their efforts smuggling contraband on and off of Polaris 7. Lastly the **Starship Hangers** provide protection from the elements and repair facilities for shuttles and smaller starships.

The area outside of the city walls is commonly referred to as the **Outskirts**. Shanty towns have built up in several areas where the angles of the walls provide protection from the worst of the freezing winds. These collections of crude shacks are called **The Drifts** because of how the snow piles up on the leeward side of the walls. The unfortunate inhabitants of **The Drifts** are usually either unemployed or those unable to afford rent in the workers housing blocks. However, no one stays in The Drifts for long, either they find a way back into the city or someone else finds them frozen in the snow. The only permanent structures found outside the city walls are the **Wolliped Ranches** operated by the co-op. The ranchers need the space to raise the hearty beasts which are a vital part of the settlement's economy. The ranch families of the co-op live in sturdy homes built near the pens of their prized herds. Dressing head to toe in clothing made of wolliped fleece protects them from the frigid temperatures.

FACTIONS

Numerous groups and special interests exist within Polaris City and surrounding region. The largest and most influential are detailed here.

The **Caravanners Guild** (Neutral) provides the vital service of transporting raw tritillium ore from the mining sites back to Polaris City. Polaris Industries has found that the severely cold environment of the planet as made maintaining large trucks or even trains to transport the ore an unprofitable venture due to frequent break downs. About ten years after the colony's founding, the company was looking for method to reduce costs found **Marcus Weldon**, an independent contractor willing to take on the problem. Weldon imported a herd of wollipeds and a team handlers, breeders and teamsters. Weldon's solution was to transport the tritillium on large cargo sleds pulled by the massive wooly beasts. It proved to work so well, that it is still being used nearly two hundred standard years later. **Kirby Weldon**, Marcus' grandson, is the current head of the Caravanners Guild. Being an independent organization that provides a vital service, gives the guild enough power to negotiate favorable terms for delivering the tritillium to Polaris City. This provides its members a better standard of living and makes joining the guild one of the few ways for workers to pay off pre-existing debts to the company. However, this is not easy as it requires the skills to work with the Wollipeds, there are limited positions available and preference is given to the original guild families. The guild maintains close ties with the **Wolliped Rancher Co-op** who are also largely descended from the original group that arrived with Marcus Weldon.

The **Free Polaris Front** (Chaotic Good) or **FPF** is a loosely organized network rabble rousers and anarchists. Some sub-groups seem to be nothing more that street gangs that pay lip-service to the organizations cause. Beyond the slogan of "Free Polaris Now" and the demand that the company immediately forgive the outstanding debts of all citizens, the various groups that make up the **FPF** seem to have little in common. Different groups often make contradictory and confusing statements about the organization's goals. **Silas Cole**, a former refinery worker, has become one of the most outspoken proponents of the **FPF's** agenda making numerous public statements encouraging workers to strike or perform acts of defiance against the company. **FPF** rallies often get out of hand and turn violent, making it dangerous to be in the vicinity. Several **FPF** groups have claimed credit for acts of sabotage in the industrial sector and vandalism in the corporate sector. One particularly violent incident has been attributed to the **FPF**, an explosion in the tritillium refinery that cost the lives 27 workers, although it remains unclear if this was actually an act of sabotage or an industrial accident. Polaris Industries has declared the **FPF** a terrorist organization.

The group known as the **Independent Citizens Coalition** (Lawful Good) or **ICC** is concerned with forming a legitimate, independent government body for Polaris City and the Polaris 7 colony. The ICC attempts to use peaceful and lawful methods to achieve their goal of establishing a recognized governmental body. **Brianna Whistler**, the current ICC Spokesperson, is attempting to form a council of representatives from all of the most influential groups in the settlement. Once the council is formed, Whistler believes it will have enough power to organize elections for a planetary governor. So far, Whistler has secured the support of both the **Caravanners Guild** and the **Wolliped Ranchers Co-Op**. She also has the tacit support of the **Indigo Syndicate** behind the front of the "Association of Casino Operators". The **Miner's Union** is selfishly holding out for special considerations to ensure that the union's corrupt leadership would be able to maintain power and influence in the new power structure. The **Free Polaris Front** has flatly refused to cooperate with any "collaborators" and won't come to the negotiating table with representatives of **Polaris Industries** or the **Miner's Union**. **Polaris Industries** has pledged its support on the conditions that all other "legitimate" groups are committed and that the new council pledges to end the threats of the **Wasteland Raiders** and the terrorist organization known as the **Free Polaris Front**.

The **Indigo Syndicate** (Chaotic Evil) is a criminal organization that runs the secretive black market on Polaris 7. The syndicate rarely steals directly from the common population of Polaris City, because they honestly don't have much worth taking. The Syndicate Boss, a mysterious figure known as **Mr. Wan**, focuses on making money through smuggling in contraband goods and selling them on the black market. If the price is right, the syndicate has been known to smuggle people off world but this is a rare case as the person's debt to the company must be extremely high to make dealing with the syndicate a cheaper option. The syndicate also manufactures and distributes the drug known as Surge. Produced from the powdered by-products of the tritillium refining process, surge is a drug that affects androids, auttains or any being with cybernetic implants. Providing a surge of energy, the drug is popular for its ability to allow users to remain alert for extended periods while working double or triple shifts in the mines or factories, but it is also highly addictive. The Indigo Syndicate also operates several casinos on Casino Row in order to maintain a legitimate front for their illegal operations. The best known being the Ice Palace, an edifice constructed entirely of carved ice. Perhaps the only thing worse on Polaris 7 than being in debt to the company is being in debt to the Indigo Syndicate.

The **Miner's Union** (Neutral Evil) was formed with the supposed objective of protecting the rights of the tritillium miners. However, since its inception just a few years after work began, corruption among its leadership has prevented

the union from putting up anything more than token resistance to the companies' policies. When the workers first began to discuss the formation of a union, Polaris Industries quickly bribed the two most popular candidates for union leadership and then let the miners elect the candidate of their choice, knowing that the winner would be in their pocket. Over the years the company has continued to bribe union leadership. Whenever negotiations are held, the workers walk away with only minimal benefits as the union leadership takes large illicit payments to sell out their fellow workers. **Bram Rockfist**, the current Union Chairman, is no exception to this pattern. Inheriting considerable debt from his father, Rockfist was quick to accept the company's first offer of forgiving that debt when it became apparent that his popularity among his fellow workers would allow him to earn a leadership position in the union. Membership in the union is also mandatory for all miners working in any mining facility on Polaris 7. The worst part is the sizeable union dues that its members must pay – instead of paying to protect their interests, the dues line the pockets of union leadership and become another drain on the worker's income helping to keep them in debt.

Polaris Industries (Lawful Evil) is a looming presence in the lives of every person living on Polaris 7. Most simply refer to it as “the company”, as there is no need to specify which company. The company is responsible for establishing Polaris City and the tritillium mining industry on the planet, but its exploitative practices are also led to the impoverished state of most of the population. The corporation's off planet board of directors sets high standards for profitability and shows little concern over how those goals are achieved. **Raldan Krenn**, the current Vice President, is the highest-ranking corporate officer on the planet and is responsible for running both the company's business interests and governing the settlement. Historically, Krenn's predecessors have prioritized the profitability of the business over the well-being and happiness of the people. This is a situation that Krenn is very aware may have been short sighted as he is now left to deal with the consequences. Preferring a smooth-running operation, Krenn has reluctantly had to increase the corporate security forces in the past several years, bringing in **Colm Jansky** as the Head of Security. Jansky is a no-nonsense type, primarily concerned with maintaining order and letting those “above his pay-grade” sort out issues of public policy. **Wila Pax**, the Star Port Customs Master, is responsible scheduling and inspecting all goods imported or exported through the star port. With a background in logistics and accounting, the android executes her job with a measured precision that could make a metronome jealous.

The **Wasteland Raiders** (Chaotic Evil) are a clan of feral boreal gnolls that escaped the clutches of Polaris Industries and now menace the mining outposts, tritillium caravans and wolliped ranches. The silver-furred gnolls are adapted to arctic conditions and roam the frigid landscape nearly

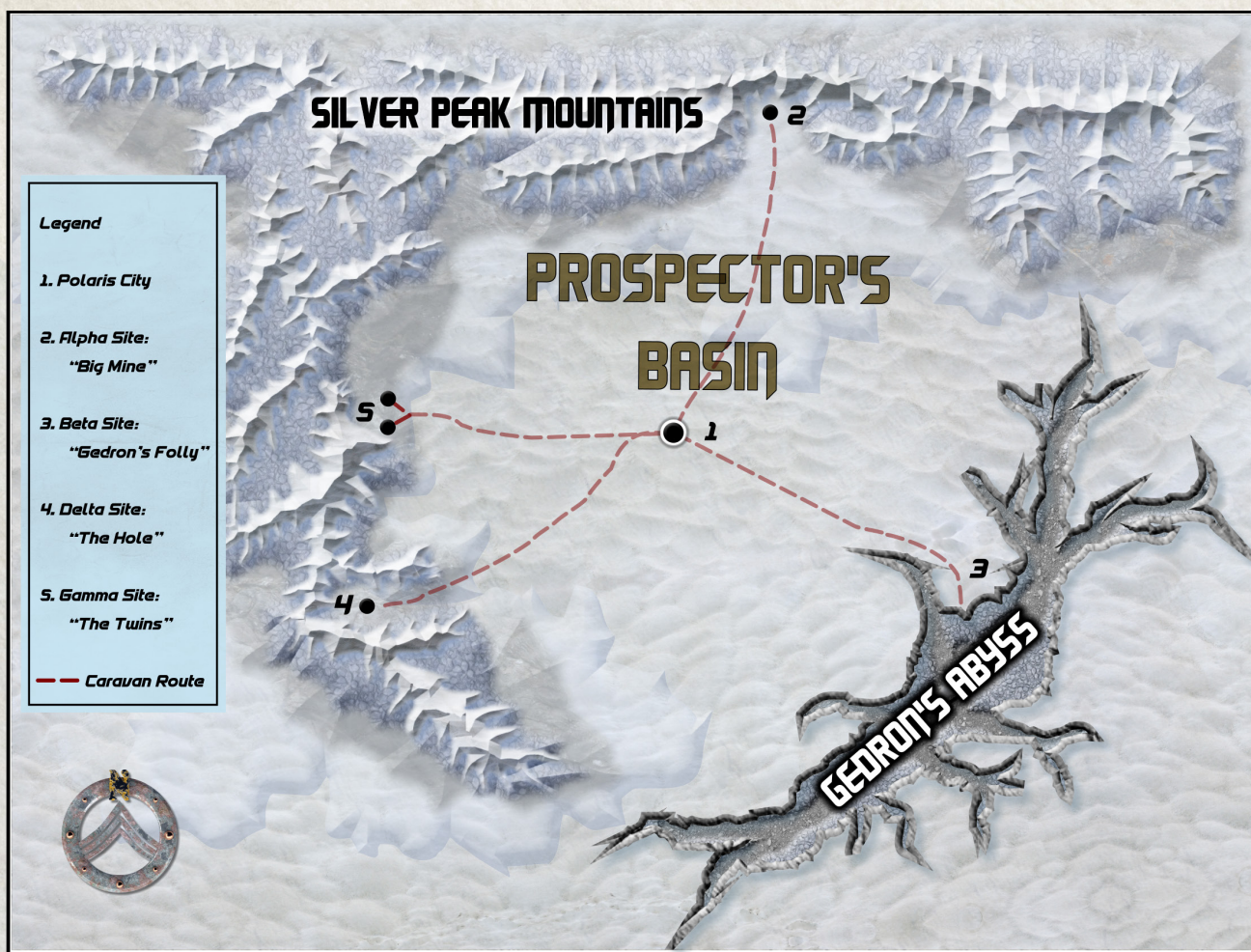
unchallenged. A previous company VP had the dubious plan to “recruit” the gnolls from the arctic region of their home world and put them to work in the mines. The plan went awry quickly as the chaotic nature of the captured gnolls did not lend itself to servitude. After killing numerous security personnel, the gnolls escaped into the wilderness. **Gris Bloodfang** is the current matriarch and chieftain of the clan, but their lives are short and brutal and there is always a young gnoll warrior eager to challenge for dominance.

The **Wolliped Rancher Co-op** (Neutral Good) raises Wollipeds for the **Caravanners Guild** as well as for their ivory, meat and their extremely warm and plentiful fleece. Wollipeds are shaggy, eight-legged creatures that have flattened faces with wide nostrils and four red eyes. Strong ivory tusks jut downward from the sides of their mouths. The creatures weigh 1,000 pounds or more and stand 5 to 6 feet at the shoulder. The current boss of the co-op is **Miranda Quinn**, who is very concerned over the current state of affairs between the company and the people of Polaris City. Other than paying rent on the land the co-op uses, which lie on the outskirts of Polaris City, Quinn does her best to limit her organization's interactions with the company. The co-op survives by selling wollipeds to the **Caravanners Guild** and ivory to the **Indigo Syndicate** for sale off world or on the black market. Meat and fleece are sold to the people of Polaris City in a weekly farmer's market where Quinn tries to keep the prices as low as reasonably possible to aid the struggling city dwellers. The co-op maintains close ties with the **Caravanners Guild**, and with their help Quinn has begun scouting locations outside the 50-kilometer radius of land claimed by Polaris Industries to which she ultimately plans to move the co-op.

REGIONAL SITES

The region surrounding **Polaris City** is known as **Prospector's Basin** due to the five large deposits of nearly pure tritillium in the area. The basin is a flattened oval shape that is a bit longer east to west than north to south and is bordered on the northern side by the main spine of the **Silver Peak Mountains**. A spur of the same mountain range juts south around the western end of the basin. **Gedron's Abyss**, a giant ice canyon splits the surface and forms the southern and eastern borders of the basin. The abyss is named after Malik Gedron, the original surveyor hired by Polaris Industries to survey prospective colony location.

The **Alpha Site Mine**, commonly referred to as the “Big Mine” by the workers is located almost directly north of **Polaris City** high in the **Silver Peak Mountains**. The Big Mine contains at least 25 kilometers of underground tunnels to access the largest tritillium deposit yet discovered on any known world. This single mine accounts for over 40% of the company's raw tritillium production. Flying by shuttle into the mine site is treacherous due to the severe wind shear conditions in the



mountain peaks. Also, the high altitude of the mine entrance is just another item added to the long list of dangerous working conditions that the miners must deal with on a daily basis.

The entrance to the **Beta Site Mine**, also known as Gedron's Folly, is perched on the face of an ice cliff 500 meters below the lip of **Gedron's Abyss**. The tritillium reserve located behind the canyon walls is the purest found on Polaris 7, thus the company deemed it worth the risk to build down into the yawning crevasse. The mechanical lift that transports miners and ore from top of canyon to the mine entrance and back is prone power and mechanical failure due to exposure to the elements. Some workers have taken to calling it the widow-maker. Once inside the tunnels, some areas are lit with an eerie glow as diffused sunlight makes its way in through the canyon walls.

The **Delta Site Mine** is located 45 kilometers southwest of Polaris City. Like the Alpha Site it is located at high altitude in the mountains. Initially lacking any distinctive traits for a clever nickname like the Twins, the Big Mine or Gedron's Folly, it simply became known as "The Hole". Today many folks wish that were still true, but around 50 years after breaking ground miners left alone in the tunnels

began to disappear. The miners began to tell tall tales of the mine being haunted or being infested with alien monsters. The latter would prove to be true as 10 years after the first miners went missing, a full work crew of a dozen men encountered cryo-mantids in deep tunnels. Five men died, but they managed to slay the beast and bring its body back to the surface as evidence. Since that time as the mines delved deeper, the mantids have appeared in all the mines, The Hole still has the highest level of mantid activity.

Two sizeable tritillium deposits placed close together on the western end of the basin are location of the **Gamma Site Mines**, or the so-called Twins. The Twins are located in the foothills rather than at higher elevation like the alpha and delta sites. The somewhat less harsh conditions at the Twins (no high altitude or yawning abyss) make it a sought-after assignment that is usually reserved for senior Miner's Union members. Although the entrances to the **Gamma₁** and **Gamma₂** mines are approximately 5 kilometers apart, over the years the tunnels from both mines have extended and connected. It is possible to descend into one entrance and travel beneath the surface all the way to emerge from the other entrance.

NEW MONSTER: CRYO-MANTID

This insectoid horror has an upright thorax with long, spiny arms, that rises up from a crab-like lower body. Translucent white chitin covers the creature in armor plates and burning ichor drips from its mandibles.

CRYO-MANTID

CR 10

XP 9,600

N Large magic beast (cold, fire)

Init +3; Senses darkvision 60 ft., low-light vision, tremorsense 60 ft.; Perception +18

DEFENSE

HP 165

EAC 23; KAC 25

Fort +14, Ref +14, Will +9

DR 5/magic; Immune cold, fire

Weaknesses light blindness, vulnerability to acid, vulnerability to electricity

OFFENSE

Speed 30 ft., burrow 30 ft. (ice only), climb 30 ft.

Melee bite +23 (1d4+18 plus 2d4 fire)

Multiattack 2 claws +17 (1d6+5/19-20), bite +17 (1d8+5 plus 2d6 fire)

Space 10 ft.; Reach 10 ft.

Special Attacks breath weapon (40-ft. line, 8d6 fire damage, Reflex DC 17 for half, usable every 1d4 rounds)

Spell-Like Abilities (CL 9th) 3/day—flash freeze (DC 16)

STATISTICS

Str +8, Dex +3, Con +5, Int +1, Wis +2, Cha +3

Skills Climb +24, Perception +19, Stealth +19

Languages can't speak

ECOLOGY

Environment frozen underground

Organization solitary or pair

SPECIAL ABILITIES

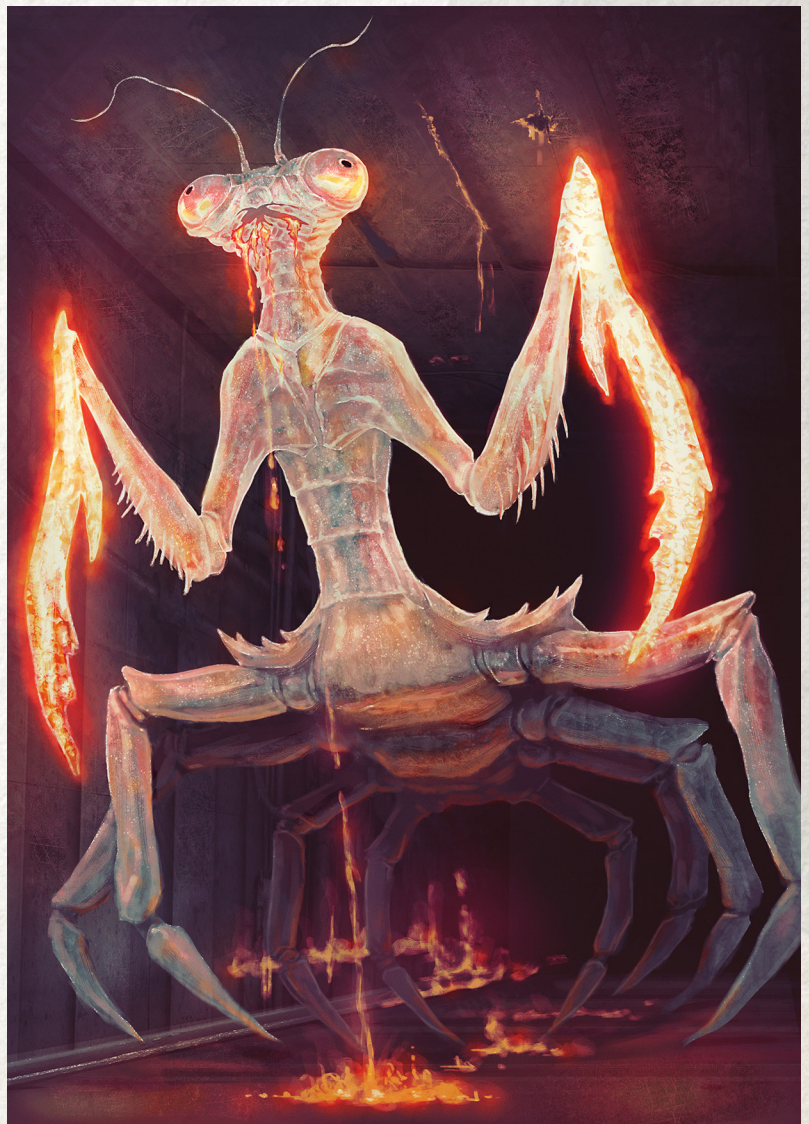
Ice Tunneling (Su) Cryo-Mantids use the intense heat they generate to burrow through solid ice. As they burrow through the subterranean ice, they leave behind circular, 10-foot-diameter tunnels. The melted sides of the tunnel quickly re-freeze becoming extremely slick. Other creatures moving through these tunnels must move at half speed or make a successful DC 15 Acrobatics check to move at full speed.

Scuttle (Ex) Cryo-Mantids can move extremely quickly when the need arises. Three times per day, as a swift action, a cryo-mantid can increase its move speed to 60 feet for one round. This increase does not apply to its burrowing speed.

Cryo-mantids are the only native life form that has been discovered on the remote ice planet of Polaris 7. Cryo-Mantids are insectoid and have a lower body

that resembles a gigantic crab or beetle with six multi-jointed legs. Their thorax juts upright from the front of the lower body and sports two long arms and a triangular head that is able to rotate 180 degrees from side to side. The long arms fold forward like those of the common praying mantid and end in spiky, serrated claws that they use to rend their prey. The triangular head has two forward focusing compound eyes and large mandibles. The burning ichor is ejected from special spinnerets located just below the creature's mouth. The mantids can scuttle forward on their six legs with surprising speed when the situation requires it.

The mantids are magical beasts that have adapted to the cold by producing their own internal heat source. The ice of Polaris 7 contains high levels of methane and oxygen which the cryo-mantids ingest to produce a flammable ichor. The creature can ignite and spit this ichor in a 40-foot line as a breath weapon. The creatures can also ignite a smaller amount of this ichor when biting with its mandibles. The magical nature



of the cryo-mantids also gives them the ability to magically manipulate the cold of their environment, summoning flashes of freezing energy or deadly shards of ice.

Cryo-mantids also use their ichor to soften and melt the ice when burrowing. Mantid tunnels are usually short lived as they will naturally fill with new ice within one to two weeks. The mantids are solitary creatures, most often encountered alone or rarely in what is presumably a mating pair. There are no reliable reports of them being encountered in larger numbers. A typical cryo-mantid is 12 feet long, stands 10 feet tall and weighs 3,000 lbs.

NEW RULES ELEMENTS

There are magical and technological items that are common to Polaris 7 that would be rare or impossible to find on other planets.

PHARMAEUTICAL

SURGE

Surge is a stimulant that affects androids, auttains or any other creature that has a significant number of cybernetic implants or is part construct and part biological. When raw tritillium ore is refined, it changes from a dark blue opaque stone to a clear blue-tinted crystal. A byproduct of this process is a purple-black crystalline dust that is called indigo powder by refining industry. Indigo powder is generally considered worthless and is commonly disposed of as a waste product. Android workers disposing of the indigo powder reported feeling light headed and energetic after working an entire shift around the powder. Seeing an opportunity, black market chemists began experimenting with the powder and eventually developed the formula for the drug. Profits on the drug are incredible as the primary ingredient can be acquired for next to nothing. The development of surge was the birth of the Indigo Syndicate and the drug's manufacturing process is the syndicates most closely guarded secret.

Surge

Price 10

Type drug (inhaled or ingested); **Save** Fortitude DC 18; **Addiction** DC 14 (physical and mental)

Track Charisma; **Effects** user is awake and alert and gains a +2 alchemical bonus on perception and initiative checks for six hours.

TECHNOLOGICAL ITEMS

TRITILLIUM BATTERY

Tritillium batteries are more powerful and more reliable than other types of batteries. Maintaining the standard disk configuration for compatibility, a tritillium battery consists of a flat piece of refined tritillium crystal set within a surrounding ring of silver metal. A tritillium battery contains twice the number of charges of a normal battery of its type. Thus, a normal tritillium battery contains 40 charges, a high-capacity tritillium batter contains 80 charges and so forth. Since they are the same size as normal batteries but hold twice the charges, tritillium batteries increase the available charges to a weapon (or powered armor) between reloads. Tritillium batteries can also be used to recharge other technological items that use electrical charges the same as normal batteries. Tritillium batteries recharge at twice the normal rate from generators (2 charges per minute) or recharging stations (2 charges per round).

Ammunition	Level	Price	Charges	Bulk	Special
Tritillium Battery	2	150	40	-	Fits in capacity 20 weapon/armor.
Tritillium Battery, high-capacity	6	825	80	-	Fits in capacity 40 weapon/armor.
Tritillium Battery, super-capacity	6	975	160	-	Fits in capacity 80 weapon/armor.
Tritillium Battery, ultra-capacity	8	1,200	200	L	Fits in capacity 100 weapon/armor.

TRITILLIUM STARSHIP POWER CORES

Polaris Industries makes tritillium power cores for starships that are more efficient than most power core designs. This allows tritillium power cores to put out a higher level of PCUs at a reduced cost of build points than similarly sized power cores.

Core	Size	CPU	Cost (in BP)
Tritillium Alpha	T	120	10
Tritillium Beta	T, S	210	18
Tritillium Gamma	T, S, M	300	25
Tritillium Delta	S, M, L	375	32
Tritillium Epsilon	M, L, H	450	38
Tritillium Sigma	L, H, G	600	50
Tritillium Omega	H, G, C	750	62

MAGIC ITEMS

Residents have developed the following magic items to deal with the freezing conditions on the planet.

AVALANCHE STONE

Level 1; Price 1,000; Bulk —

As a precaution against being buried alive in an avalanche, spellcasters on Polaris 7 have developed the avalanche stone. When surrounded by ice or snow, an avalanche stone can be activated as a standard action, teleporting you away from the surrounding ice and snow any spot within 500 feet. This effect counts as dimension door and ends your turn. Additionally, after 3 rounds of being surrounded by ice or snow, if the bearer does not or cannot activate the stone, it will automatically activate and teleport the bearer to the closest open space within 500 feet. An avalanche stone a single use item and activating it removes all of its magical properties.

WOLLIPED WOOL TUNIC

Level 3; Price 100; Bulk L

Developed by the Wolliped Ranchers and Caravanners of Polaris 7, these finely crafted wool tunics provide protection against the planet's freezing environment. The wearer of the tunic may ignore the effects of cold environments (below 40 degrees Fahrenheit) and may also treat severe cold (below 0 degrees Fahrenheit) as cold. The tunic may be worn underneath armor.

WOLLIPED WOOL TUNIC, GREATER

Level 3; Price 1,000; Bulk b

Developed by the Wolliped Ranchers and Caravanners of Polaris 7, these finely crafted wool tunics provide protection against the planet's freezing environment. The wearer of the tunic may ignore the effects of cold environments (below 40 degrees Fahrenheit) and may also treat severe cold (below 0 degrees Fahrenheit) as cold. The tunic may be worn underneath armor. Spells woven into the fabric of the tunic provide additional protection from cold damage. The wearer of the tunic gains cold resistance 10. The tunic may be worn underneath armor.

FEATS

The following feats are commonly learned on Polaris 7, though rare or unheard of elsewhere.

COLD-ENDURANCE

After living on the freezing planet of Polaris 7, you have not only accustomed your body to intense cold, but you have pushed magic to its limit to withstand freezing temperatures.

Prerequisites: Residence on Polaris 7 for at least one year

Benefit: You may ignore the effects of cold environments (below 40 degrees Fahrenheit). You also treat severe cold

(below 0 degrees Fahrenheit) as cold and you treat extreme cold (below -20 degrees Fahrenheit) down to -110 degrees Fahrenheit as severe cold. This does not apply to direct contact with extremely cold substances such as liquid nitrogen or similar substances, which are still extreme cold conditions.

TRITILLIUM PROSPECTOR

Laboring in the tritillium mines of Polaris 7 has given you a working understanding of how to find the rare mineral and the dangers associated with it.

Prerequisites: Working in a tritillium mine for at least 3 months, Profession (miner) 3 ranks

Benefit: You gain a +2 insight bonus on all Profession (miner), Engineering or Physical Science checks related to mining or working with tritillium. In addition, once per day, you may allow yourself or an ally within 30 feet to re-roll a failed saving throw against a tritillium based trap or hazard.

SPELL

Mages on Polaris 7 have been able to study the magical effect created by the cryo-mantids and replicate it into an arcane spell.

FLASH FREEZE

School evocation [cold]; **Level** mystic 2, technomancer 2

Casting Time 1 standard action

Range close (25 ft. + 5 ft./2 levels)

Targets one creature/level, no two of which can be more than 30 ft. apart

Duration instantaneous

Saving Throw Fortitude partial; **Spell Resistance** yes

A *flash freeze* spell generates a vortex of intense cold that flashes around each of the target creatures and deals 5d4 points of cold damage and causes target to become fatigued from exposure to the cold. The fatigue lasts 1 minute per caster level or until the damage from the spell is healed. A successful Fortitude save negates the fatigue.

ADVENTURE HOOKS

Characters on Polaris 7 may find work from the various factions on the colony who often have competing or conflicting interests.

ADVENTURE HOOK #1 – THE OPEN TUNDRA

Miranda Quinn, the Boss of the Wolliped Ranchers Co-Op not happy with the stranglehold that Polaris Industries has on the Polaris 7 colony. The first issue Quinn wants to deal with is the fact that the corporation has claimed, legally or not, all land in a 50 km radius of the interplanetary gate and is charging anyone who uses that land rent. The thing is, there is no reason the wolliped ranches need to be near the city at all! So, Quinn is planning to move all her people and their operations outside the zone claimed by the company and claim a patch of land for themselves. 50 km to the south, there is gap between the southern arm of the Silver Peak Mountains and Gedron's Abyss. On the other side of that gap is open land for kilometers. Quinn's allies in the Caravanners Guild have helped her identify three potential sites for resettlement.

The mission: Quinn hires the characters for a two-part mission. The first part is to escort, **Willem Tonks** (NG male human technomancer 3), an expert from the co-op to scout all three of the potential sites and determine which is the best for resettlement. The group will also be accompanied by, **Jerret Cam** (NG male half-elf soldier 7), a guide from the caravanners. The party can travel to the survey sites by riding wollipeds provided by the ranchers. Alternatively, if the characters can hire or have access to a shuttle, they can fly to the sites much more quickly. Dangers that the party should encounter on this mission should include: severe weather, a gnoll warband from the Wasteland Raiders, a hunted campsite from a lost survey expedition, and one of the survey sites is near an ice cave that serves as the lair of a mated pair of cryo-mantids. Polaris Industries may also have sent a team of troubleshooters to make sure that the rancher's expedition fails. At each site, Willem needs to collect air and ice samples (requiring Physical Science checks), which the characters can help with.

Upon returning to Quinn at the wolliped ranches, there is a meeting to determine which site is the most suitable for resettlement. Marcus Weldon, the leader of the Caravanners Guild is also in attendance. Quinn hopes to convince him that the caravanners should resettle along with the ranchers, but Weldon is undecided. The characters can give their recommendations on which site is most suitable make Diplomacy checks to convince Weldon that the caravanners should join the resettlement. The second part of the mission then includes escorting the entirety of the co-op and possibly the caravanners to the resettlement site. The inclusion of the caravanners should make the second part easier as they are very experienced in travelling across Prospector's Basin.

Alternate mission: Unscrupulous characters might take a job from Polaris Industries to make sure that the wolliped rancher's resettlement effort fails. Note that this is an evil mission and is likely to have alignment repercussions for good characters.

ADVENTURE HOOK #2 – DELICATE NEGOTIATIONS

The ICC or Independent Citizens Coalition is making its final push to establish a fledgling government for Polaris City and the

colony in general. The first step is to establish an oversight council with representatives from the following factions: the Caravanners Guild, the ICC, the Free Polaris Front, the Miner's Union, the Association of Casino Owners (really the Indigo Syndicate), and the Wolliped Rancher's Co-Op. See the description off the ICC in the "Factions" section above for details on the difficulties of bringing all these groups to the negotiating table. If the ICC can succeed in establishing this oversight council, Polaris Industries has already publicly promised to recognize the authority of the council because they believed it would never be formed. In fact, they are quite sure of this since they have paid Bram Rockfist, the corrupt chairman of the Miner's Union to make sure it doesn't.

The mission: The characters are hired by Brianna Whistler, the ICC Spokesperson, to visit the various faction leaders and secure their promises to attend the final negotiations meeting. Securing some of the required promises are easier than others. The ranchers and caravanners are already on board and should only require a simple Diplomacy check, although while travelling outside the city the characters may encounter severe weather conditions. Tracking down Silas Cole of the FPF will involve searching the rougher parts of the city and The Drifts and will likely bring the characters into conflict with street thugs. Securing the promise of the Indigo Syndicate will require a visit to Casino Row and first speaking to a representative of the "Association of Casino Owners." The characters must convince this intermediary of their legitimacy before they are allowed to speak to Mr. Wan directly. Once the characters convince all parties to attend the negotiations, Whistler will ask them to provide security for the meeting as tensions are likely to be running high between the various faction members.

Alternate mission: When the characters speak to Rockfist, getting him to agree to join the negotiations (and thus break his deal with Polaris Industries to prevent the formation of the oversight council), the characters must agree to convince Whistler and the ICC to special concessions for the Miner's Union. Alternatively, if the characters know about Rockfist's corrupt payoffs from the company they may be able to blackmail him into joining the negotiations. After all, the members of his own union are not likely to treat him kindly if the characters can present proof of his corruption.

ADVENTURE HOOK #3 – SAFE PASSAGE

The Indigo Syndicate regularly smuggles goods on and off of Polaris 7 through both the Star Port and the interplanetary gate. Occasionally they also smuggle people off the planet, people so far in debt to the company that is cheaper to pay the syndicate to get off world. The syndicate was preparing a small group of escapees when the operative that they normally use for this type of thing was busted by corporate security for holding 6 ounces of surge. The guy is now doing thirty days in lock up and there are 5 escapees cooling their heels in a syndicate safehouse.

The mission: Recognizing the possibility that their man spilled the beans to security, Mr. Wan decides to hire some expendable freelancers (the characters) to complete this job. The characters can get the escapees off the planet in two ways, via a ship at the Star Port or through the gate. If the characters have their own ship, the just need to get past the Star Port security, if not they would also need to hire a ship willing to take the passengers. Taking the fugitives through the gate involves getting past the security perimeter of the corporate sector and into the alien ziggurat. The characters would also need to know how to operate the gate and select a suitable destination.

Angel, Movanic Deva from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax.

Animal Lord from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax. Ascomid from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax. Atomie from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax. Aurumvorax from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax. Axe Beak from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax. Baphomet from the Tome of Horrors Complete © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Gary Gygax. Basidiron from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax. Bat, Mobat from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Authors: Scott Greene and Clark Peterson, based on original material by Gary Gygax.

Beetle, Slicer from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax. Blindheim from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Roger Musson.

Brownie from the Tome of Horrors, Revised. © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by E. Gary Gygax. Bunyip from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Dermot Jackson. Carbuncle from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Authors: Scott Greene, based on original material by Albie Fiore. Caryatid Column from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Jean Wells. Cave Fisher from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Lawrence Schick. Crypt Thing from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Roger Musson.

Crystal Ooze from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax. Daemon, Ceustodaemon (Guardian Daemon) from the Tome of Horrors, Revised. © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by E. Gary Gygax.

Daemon, Derghodaemon from the Tome of Horrors Complete © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Ian McDowall. Daemon, Hydrodaemon from the Tome of Horrors, Revised. © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by E. Gary Gygax.

Daemon, Piscodaemon from the Tome of Horrors, Revised. © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by E. Gary Gygax.

Dark Creeper from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Rik Shepard. Dark Stalker from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Simon Muth. Death Dog from the Tome of Horrors Complete © 2011, Necromancer Games, Inc.; published and distributed by Frog God Games; Author: Scott Greene, based on original material by Underworld Oracle. Death Worm from the Tome of Horrors, Revised

© 2002, Necromancer Games, Inc.; Author: Scott Greene and Erica Balsley. Decapus from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Jean Wells. Demodand, Shaggy from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax.

Demodand, Slimy from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax.

Demodand, Tarry from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax. Demon Lord, Kostchtchie from the Tome of Horrors Complete © 2011, Necromancer Games, Inc.; published and distributed by Frog God Games; Author: Scott Greene, based on original material by Gary Gygax.

Demon, Nabasu from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax. Demon, Shadow from the Tome of Horrors Complete © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Neville White. Dire Corby from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Jeff Wyndham.

Disenchanter from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Roger Musson.

Dracolisk from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax.

Dragon Horse from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax. Dragon, Faerie from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Brian Jaeger and Gary Gygax.

Dust Digger from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax. Executioner's Hood from the Tome of Horrors Complete © 2011, Necromancer Games, Inc.; published and distributed by Frog God Games; Author: Scott Greene, based on original material by Gary Gygax. Flail Snail from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Simon Tillbrook.

Flumph from the Tome of Horrors Complete © 2011, Necromancer Games, Inc.; published and distributed by Frog God Games; Author: Scott Greene, based on original material by Ian McDowall and Douglas Naismith.

Foo Creature from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax. Forlaren from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Ian Livingstone.

Froghemoth from the Tome of Horrors. © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by E. Gary Gygax. Genie, Marid from the Tome of Horrors Complete © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Gary Gygax.

Giant Slug from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax. Giant, Wood from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Wizards of the Coast.

Gloomwing from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax. Grippli from the Tome of Horrors Complete © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Gary Gygax. Nereid from the Tome of Horrors Complete © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Gary Gygax.

Games; Author: Scott Greene, based on original material by Gary Gygax.

Gryph from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Peter Brown.

Hangman Tree from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax. Hippocampus from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene and Erica Balsley, based on original material by Gary Gygax.

Huecuva from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Underworld Oracle.

Ice Golem from the Tome of Horrors. © 2002, Necromancer Games, Inc.; Author: Scott Greene.

Iron Cobra from the Tome of Horrors. © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Philip Masters.

Iron Cobra from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Philip Masters.

Jackalwere from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax.

Jubilex from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax.

Kamadon from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Nick Louth.

Kech from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax.

Kelpie from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Lawrence Schick.

Korred from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax.

Leprechaun from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax.

Lurker Above from the Tome of Horrors Complete © 2011, Necromancer Games, Inc.; published and distributed by Frog God Games; Author: Scott Greene, based on original material by Gary Gygax.

Magma ooze from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene.

Mihstu from the Tome of Horrors, Revised. © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by E. Gary Gygax.

Mite from the Tome of Horrors Complete © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Ian Livingstone and Mark Barnes.

Mongrelman from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax.

Moon Dog from the Tome of Horrors Complete © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Gary Gygax.

Muckdweller from the Tome of Horrors Complete © 2011, Necromancer Games, Inc.; published and distributed by Frog God Games; Author: Scott Greene, based on original material by Gary Gygax.

Necrophidius from the Tome of Horrors, Revised. © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Simon Tillbrook.

Nereid from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax.

Pazuzu from the Tome of Horrors Complete © 2011, Necromancer Games, Inc.; published and distributed by Frog God Games; Author: Scott Greene, based on original material by Gary Gygax and Wizards of the Coast.

Pech from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax.

Phycomid from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax.

Poltergeist from the Tome of Horrors Complete © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene,

based on original material by Lewis Pulsipher. Quickling from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax.

Quickwood from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax.

Rot Grub from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene and Clark Peterson, based on original material by Gary Gygax.

Russet Mold from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax.

Sandman from the Tome of Horrors, Revised. © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Roger Musson.

Scarecrow from the Tome of Horrors, Revised. © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Roger Musson.

Shadow Demon from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Neville White.

Skulk from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Simon Muth.

Slime Mold from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax.

Slithering Tracker from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax.

Soul Eater from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by David Cook.

Spriggan from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene and Erica Balsley, based on original material by Roger Moore and Gary Gygax.

Tenebrous Worm from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax and Wizards of the Coast.

Tick, Giant & Dragon from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax.

Trapper from the Tome of Horrors Complete © 2011, Necromancer Games, Inc.; published and distributed by Frog God Games; Author: Scott Greene, based on original material by Gary Gygax.

Troll, Ice from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Russell Cole.

Troll, Rock from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene.

Vegepygmy from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax.

Wolf-In-Sheep's-Clothing from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax.

Wood Golem from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Authors: Scott Greene and Patrick Lawinger.

Yellow Musk Creeper from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Albie Fiore.

Yellow Musk Zombie from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Albie Fiore.

Yeti from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax.

Zombie, Juj from the Tome of Horrors, Revised © 2002, 2011, Necromancer Games, Inc.; published and distributed by Frog God Games; Author: Scott Greene, based on original material by Gary Gygax.



ALIEN BESTIARY

A full-color hardback bestiary featuring over 200 incredible aliens of every description, from tiny robot walking eyes to Lovecraftian Great Old Ones, from humanoid races both friendly and foul to inhuman abominations from the darkest nebulas. Including fiendish foes like the savage klaven footsoldiers, sinister jagladine genetic engineers, warmongering bil'djooli shock troopers. You'll find invading taur and aether-touched infused to the organic symbionts, living machine phalanx, and, of course, the magnificently malevolent kytons! Plus terrific space-dwelling monsters from across the fantasy/sci-fi legendarium, from insidious intellect devourers and aboleth to parasitic viper vines, brain-eating neh-thalggu, space-warping hounds of Tindalos, murderous gugs, lethal lunarmas, a plethora of robots, and spectacular star-soaring solar dragons!

WWW.MAKEYOURGAMELEGENDARY.COM





A WORLD HARD AND COLD

The *Legendary Worlds* series brings you an amazing array of richly developed planets ripe for adventure no matter your game system of choice. From fantastic asteroid hives to burning foundry planets and from endless ocean worlds to dreamlands of mystery and magic, you'll find fantastic opportunities for adventure for your heroes, with hooks to draw them in and delightfully detailed history, culture, geography, and some new surprises on every planet. You can use these in conjunction with an ongoing adventure saga like the *Legendary Planet Adventure Path* from *Legendary Games* or with any sci-fi campaign that spans the spaceways. Never fear to let your players explore what lies beyond the next stargate or hyper-jump, because with *Legendary Worlds* there's always a world of adventure waiting for them! Grab this 18-page *Starfinder Roleplaying Game* accessory today and *Make Your Game Legendary!*

LGP388LP19SF



\$10.99

