

ASTEROID DUET

3

Mission for Level 3 Characters

BOUNTY. Glup Bondo (Medium, Neutral Evil, **Wild Psyk Mage**), a nematoan esper wanted dead or alive for criminal trespass, corporate espionage, destruction of property, and mass murder.

SITUATION. After breaking into and destroying several satellite offices of the mega-corporation Khymera Bionetics, Glup discovered a secret laboratory with a hidden purpose.

HOOK. The characters receive a tip from a Galactic Bounty Guild contact who tracked Glup's whereabouts to an asteroid belt in the outer rim of the galaxy. Alternatively, if the characters aren't bounty hunters, use the following: a scientist from a character's past sends an urgent transmission seeking help in fear of what Glup may do with the knowledge he discovers.

LOCATION. Site Upsilon, an off-the-books cloning lab built within an asteroid.

REWARD. 25,000 GN



OVERVIEW

This mission is a space opera adventure with elements of sci-fi horror and is intended for four level 3 characters.

BOUNTY: GLUP BONDO

Glup Bondo is a member of the four-armed nematoan species, known for their inherent ability to gain enhanced powers from the creatures they consume. After Glup developed dangerous psychic powers at a young age, his parents turned him over to a high-security psionics research lab. There, he underwent painful experiments, including being force fed aberrant creatures from the Abyssal Void, all to see how much his esper abilities would improve.

Once his powers grew beyond containment, Glup made a forceful, deadly escape from the lab. Deeply embittered by the torment he endured, Glup unleashed his formidable powers to wreak vengeance upon those who wronged him and their accomplices.

STARTING THE MISSION

The characters have tracked Glup to a particularly large asteroid in the Ennead Belt on the edge of the galaxy. They've located a relatively smooth area on which to land but must find where their bounty is hiding. If you wish to begin this mission with a thrilling starship combat using the Vehicle Rules found in this playtest packet, have the characters get intercepted by space pirates piloting four stolen **Cavalon Swords**.

ENCOUNTERS

Site Upsilon is a secret lab of Khymera Bionetics, with all scientists, security, and additional staff requiring high clearance to protect the secret cloning research conducted there. Glup has already violently broken back into the facility, disrupting operations and sending it into chaos. The characters must first find the lab then make their way to Glup to secure their bounty.

ASTEROID SURFACE

The entrance of Site Upsilon is well hidden. After 1 hour of searching, the characters make a DC 15 group Intelligence (Investigation) or Wisdom (Perception) check. On a success, they find a panel built into a rock that opens sealed blast doors to the lab. Every hour spent on the surface, roll on the table below or choose an encounter, rerolling duplicates, as the asteroid drifts through various hazards. After 5 hours, the check succeeds automatically.

ASTEROID ENCOUNTERS

1d4 ENCOUNTER

- 1 Aether Cloud.** Succeed on a DC 13 Constitution saving throw or gain 1 Exhaustion Level.
- 2 Crashed Ship.** A lone **Drift Gaunt Cadet** emerges from the wreckage, attacking until it is destroyed.
- 3 Plasma Arc.** Succeed on a DC 13 Dexterity saving throw or take 1d8 Lightning damage.
- 4 Meteorite Cluster.** Succeed on a DC 13 Dexterity saving throw or take 1d6 Bludgeoning damage.

FACILITY SECURITY

Upon entering the facility, the characters discover the remnants of a massacre unleashed by Glup's psionic power. The entire lab is on lockdown.

Door Locks. All doors are locked and require a Mid-Level or High-Level Access Badge to open. The characters might find a badge on the body of a slain scientist, or a character can bypass a door's security with a successful DC 15 Intelligence check using a Spiking Deck or Bypass Tools. On a failure, the character takes 3 (1d6) Lightning damage from intrusion deterrents.

SECRET EXPERIMENTS

Each of the facility's rooms houses the remnants of research so sensitive that it was kept hidden even from top Khymera executives. When the characters investigate a room, roll on the table below or choose an experiment discovered, rerolling duplicates. The characters must explore at least three of these rooms before reaching the elevator that leads to Glup.

CLASSIFIED RESEARCH

1d6 EXPERIMENT

- Engineered Virus.** Disturbing a sample releases the virus. Each creature must succeed on a DC 13 Constitution saving throw or gain the Poisoned condition for 24 hours.
- Unstable Clones.** Stasis pods hold cloned **Citizens**. If a pod is opened, the clone awakens and is Friendly to the characters. After 10 minutes, the clone agonizingly dissolves into a puddle of bio-sludge. Creatures that see this take 1d8 Psychic damage.
- Mind-Control Parasites.** Any creature that touches a parasite must succeed on a DC 13 Wisdom saving throw or have the Charmed condition for 1 minute, perceiving other creatures as enemies for the duration.
- Super Soldier Serum.** Created from Juggernaut blood, a creature that ingests the serum deals an extra 1d4 Force damage with melee attacks for 1 hour.
- Brain Jars.** Brains stored in jars to replicate the Saurok Dynasty's gemtech memory preservation. A creature that touches a brain gains Advantage on Intelligence checks for 1 hour.
- Superfood Cube.** Highly nutritious and created from the meat of unknown creatures. A creature that consumes a cube gains 1d12 Temporary Hit Points.

SURVIVORS' LAST STAND

Survivors of the massacre barricaded themselves into the security control room. Four security personnel (**Mercenaries**) protect six scientists (**Citizens**). Driven paranoid by Glup's psychic ravaging, they are Hostile to anyone outside their group. The characters can deal with this through negotiation or combat, but the ranking scientist possesses a Master-Access Badge to the facility, which unlocks all doors and grants access to all terminals.

ALIEN CONTAINMENT

The largest lab in the facility is where scientists spliced the biology of numerous alien creatures into huge chimeric abominations to fight for the pleasure of the elites or serve as guardians of their remote estates. Here, a **Khymeric Constrictor Eel** is suspended in an enormous tank of

reinforced glass. If Glup has sensed the characters due to their lack of stealth, he unlocks the tank with his mind to release the creature, which attacks until it is destroyed.

DEEP-FREEZE ELEVATOR

The final room of the facility is deep in the heart of the asteroid and is only accessible via a huge elevator that takes 1 minute to descend to the lab below. The elevator only opens for a Master-Access Badge or by bypassing its security (DC 18). Each creature riding the supercooled elevator must succeed on a DC 13 Constitution saving throw or take 1d6 Cold damage and have its Speed halved for 1 hour.

THE PERFECT LIFEFORM

In the depths of the facility, Glup Bondo (Medium, Neutral Evil, **Wild Psyk Mage**) irately contemplates an impressive stasis pod containing his own clone. The scientists who experimented on him used their research to create a living weapon of mass destruction to be sold to the highest bidder. Glup has come to consume his clone's brain, hoping to gain the power to level entire cities and obliterate every trace of the system that turned him into a psionic monster.

When confronted, Glup only speaks telepathically and explains his motivation, but he is prepared to kill if necessary; he's come too far to stop now.

FINAL VENGEANCE

If Glup is slain or defeated, his final act is to unleash his warhead mind and trigger the self-destruct protocol of the facility. After 10 minutes, the entire asteroid explodes. As the characters escape, for every minute they remain on the Asteroid, they must succeed on a DC 13 Strength or Dexterity saving throw (character's choice) or take 1d6 Bludgeoning damage and have the Prone condition. They must make it to their starships and fly out of the blast radius if they hope to survive.

POTENTIAL COMPLICATION

Glup won't open the cloning pod while the characters are present or if there is a risk of it being damaged. However, if the pod is opened by the characters, the clone within (**Wild Psyk Mage**) does not have the same hate or evil in his heart and will attempt to convince his original to change his ways.

If the characters join in this conversation and succeed on a group DC 20 Charisma (Persuasion) check, Glup experiences a change of heart. He and his clone decide they want to flee to a quiet world in the outer rim and lay low for a peaceful life. If the characters allow this, they cannot claim any bounty. If the characters insist that Glup must be turned in, the clone will offer to take his place so that the original can reflect on his deeds and become reformed.

CONCLUSION

If the characters escape Site Upsilon having captured Glup Bondo or with proof of his death, they can bring it to an outpost of the Galactic Bounty Guild to claim the bounty of 25,000 GN. What they discovered in the facility might lead them to investigate or expose the secrets of Khymera Bionetics, but doing so risks becoming prime enemies of one of the Nexus Consortium's most powerful corporations.

ASTEROID DUET BESTIARY

New stat blocks used in Asteroid Duet are presented here.

CITIZEN

Common Folk of the Galaxy

Habitat: Any; **Treasure:** Individual

Citizens are the everyday people throughout the Stardust Rhapsody that don't pursue magical or hyper-technological pursuits, adventuring, or other extraordinary training. They come from all walks of life and all species

CITIZEN

MEDIUM OR SMALL HUMANOID, NEUTRAL

AC 10 **Initiative** +0 (10)

HP 4 (1d8)

Speed 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	10	+0	+0	DEX	10	+0	+0	CON	10	+0	+0
INT	10	+0	+0	WIS	10	+0	+0	CHA	10	+0	+0

Gear Personal Communicator, Light Pistol

Senses Passive Perception 10

Languages Common plus one other language

CR 0 (XP 10; PB +2)

KHYMERIC CONSTRICTOR EEL

Amphibious Bioweapon

Habitat: Coastal, Swamp, Underwater; **Treasure:** None

Khymeric constrictor eels are bio-engineered amalgamations of sea creatures, combining traits of electric eels, sea snakes, sharks, and massive oceanic mammals. The result is a serpentine creature with powerful locking jaws large enough to crush small boats. When threatened, it delivers deadly shocks from bioelectric nodes running the length of its body. These serpents are designed for a variety of purposes ranging from creature fights, to oceanic construction, to military application.

TRAITS

Handicraft. The citizen has proficiency in one skill or with one Crafter's Tool of the GM's choice.

ACTIONS

Light Pistol. *Ranged Attack Roll:* +2 (an enemy within 5 feet doesn't impose Disadvantage), range 80/320 ft. *Hit:* 3 (1d6) Piercing damage.

BONUS ACTIONS

Utility Drone (1/Day). The citizen activates a Tiny drone that hovers around it for 8 hours. When activated, and as a Bonus Action on subsequent turns for the duration, the Citizen can command the drone to use the Help action to assist an ability check using the citizen's Handicraft proficiency.

KHYMERIC CONSTRICTOR EEL

HUGE MONSTROSITY, UNALIGNED

AC 15 **Initiative** +6 (16)

HP 105 (10d12 + 40)

Speed 20 ft., Climb 40 ft., Swim 60 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	18	+4	+6	DEX	19	+4	+6	CON	18	+4	+4
INT	5	-3	-3	WIS	16	+3	+3	CHA	9	-1	-1

Skills Acrobatics +6, Perception +5, Stealth +6

Resistances Fire

Immunities Cold, Lightning; Frightened

Senses Darkvision 120 ft.; Passive Perception 15

Languages None

CR 4 (XP 1,100; PB +2)

TRAITS

Abduct. The eel needn't spend extra movement to move a creature it is grappling.

Amphibious. The eel can breathe both air and water.

ACTIONS

Multiattack. The eel makes one Bite attack and uses Constrict.

Bite. *Melee Attack Roll:* +6, reach 10 ft. *Hit:* 8 (1d8 + 4) Lightning damage, and the target has Disadvantage on the next attack roll it makes before the end of its next turn.

Constrict. *Strength Saving Throw:* DC 14, one Huge or smaller creature the eel can see within 10 feet. *Failure:* 9 (1d10 + 4) Bludgeoning damage plus 5 (1d10) Lightning damage, and the target has the Grappled condition (escape DC 14).

Sonic Pulse. *Ranged Attack Roll:* +6, range 60 ft./120 ft. *Hit:* 22 (4d8 + 4) Thunder damage, and the target has the Deafened condition until the start of the eel's next turn.

Electrify (Recharge 5–6). *Constitution Saving Throw:* DC 14, each creature in 20-foot Emanation originating from the eel (with Disadvantage if the eel is grappling it). *Failure:* 11 (2d10) Lightning damage. During its next turn, the target can do only one of the following: take an action, take a Bonus Action, or move. *Success:* Half damage only. *Failure or Success:* The eel can't take this action again until the start of its next turn.

MERCENARY

Soldier for Hire

Habitat: Any; **Treasure:** Individual

Mercenaries are soldiers for hire, many with previous military service. They make their living through skill in battle and are inured to most common dangers and threats.

They wear blast vests with visored helmets equipped with night vision and short-range comms.

MERCENARY

MEDIUM OR SMALL HUMANOID, NEUTRAL

AC 14 **Initiative** +3 (13)

HP 45 (7d8 + 14)

Speed 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	14	+2	+2	DEX	13	+1	+3	CON	14	+2	+4
INT	10	+0	+0	WIS	11	+0	+0	CHA	10	+0	+0

Skills Athletics +5, Perception +4

Resistances Fire

Gear Combat Sword, Medium Armor Vest, Shotgun

Senses Darkvision 60 ft.; Passive Perception 14

Languages Common plus one other language

CR 1 (XP 200; PB +2)

WILD PSYK MAGE

Psionic Reactor in Overload

Habitat: Any; **Treasure:** Arcana

Some psyk mages delve into their power—or are forced into it—too deeply and too quickly. The power can overwhelm these poor minds unprepared for the storm unleashed, and many become dangerously unpredictable. Those who manage to exert control of their power can be the most fearsome, depending on how they choose to wield it.

ACTIONS

Combat Sword. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 7 (1d10 + 2) Slashing damage plus 3 (1d6) Radiant damage.

Shotgun. *Ranged Attack Roll:* +4 (an enemy within 5 feet doesn't impose Disadvantage), range 60/240 ft. *Hit:* 9 (2d6 + 2) Piercing damage.

Grenade (1/Day). *Dexterity Saving Throw:* DC 11, each creature in a 20-foot Sphere centered on a point within 60 feet of the mercenary. *Failure:* 9 (2d8) Fire damage. *Success:* Half damage.

WILD PSYK MAGE

MEDIUM OR SMALL HUMANOID (ESPER), NEUTRAL

AC 15 **Initiative** +8 (18)

HP 91 (14d8 + 28)

Speed 30 ft., Fly 30 ft. (hover)

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	10	+0	+0	DEX	15	+2	+2	CON	14	+2	+5
INT	17	+3	+3	WIS	15	+2	+2	CHA	19	+4	+7

Skills Deception +7, Perception +6, Persuasion +7

Resistances Psychic

Immunities Charmed, Frightened, Prone

Senses Blindsight 30 ft.; Passive Perception 16

Languages Common plus one other language; telepathy 120 ft.

CR 5 (XP 1,800; PB +3)

TRAITS

Legendary Resistance (3/Day). If the mage fails a saving throw, it can choose to succeed instead.

ACTIONS

Multiattack. The mage makes two Psi Shred attacks. It can replace one attack with a use of Spellcasting to cast *Levitate*.

Psi Shred. *Melee or Ranged Attack Roll:* +7, reach 5 ft. or range 60 ft. *Hit:* 10 (1d12 + 4) Force or Psychic damage (the mage's choice).

Spellcasting. The mage casts one of the following spells, requiring no spell components and using Charisma as the spellcasting ability (spell save DC 15):

At Will: *Hold Person, Levitate, Magic Missile*

1/Day Each: *Shatter, Thunderwave*

REACTIONS

Deflection. *Trigger:* The mage is hit by an attack roll. *Response:* The mage adds 3 to its AC against that attack, possibly causing it to miss.

LEGENDARY ACTIONS

Legendary Action Uses: 3. Immediately after another creature's turn, the mage can expend a use to take one of the following actions. The mage regains all expended uses at the start of each of its turns.

Drift. The mage moves up to half its Fly Speed without provoking Opportunity Attacks.

Mental Duel. *Intelligence Saving Throw:* DC 15, one creature the mage can see within 60 feet. *Failure:* 7 (2d6) Psychic damage, and the target has Disadvantage on attack rolls until the end of its next turn. *Success:* Half damage only. *Success by 5 or More:* The mage takes 10 Psychic damage that ignores its Resistance. *Failure or Success:* The mage can't take this action again until the start of its next turn.

Scourging. *Strength Saving Throw:* DC 15, one creature the mage can see within 30 feet. *Failure:* 5 (1d10) Force damage, and the target is pushed up to 10 feet straight away. *Success:* Half damage only. *Failure or Success:* The mage can't take this action again until the start of its next turn.