



STARFINDER[®]

SECOND EDITION



Guilt of the Grave World

ADVENTURE PATH

BY MICHAEL BRAMNIK



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INTRODUCTION

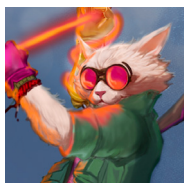
Learn about the adventure's backstory and tips for character creation.



CHAPTER 1: ECHOES FROM THE GRAVE

6

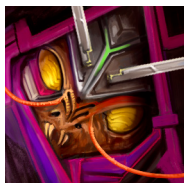
Ulrikka Clanholdings, a major mining operation in the Diaspora, just detected an unusual signal coming from an asteroid. They hire the player characters (PCs) to investigate the situation. The PCs aren't the only group interested in discovering the hidden space station buried in a rock that once orbited a lost planet, and they're soon ambushed by a Corpse Fleet cruiser!



CHAPTER 2: WORLD OF THE DEAD 28

12

Stumped by the mysterious space station, the PCs visit Eox, home of undead and the only place in the galaxy where they can find living elebrian people who carry the genetic markers required to unlock the facility's secrets. After enjoying some downtime in Pact Port, the PCs' shuttle to the Halls of the Living is blown out of the sky by the Corpse Fleet, forcing them to crash-land on the radioactive surface of the dead planet and survive a perilous overland journey to their destination.



CHAPTER 3: HALLS OF THE LIVING 44

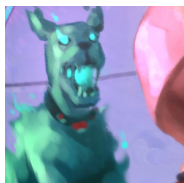
The PCs meet with Zo!, an executive media producer willing to introduce them to living elebrians for a price. With air travel between Pact Port and the Halls of the Living temporarily shut down due to Corpse Fleet activity, the PCs earn Zo!'s help by standing in as actors and contestants for content produced by Zo! Media as part of an ongoing special broadcast event. Once they complete their contractual obligations, the PCs rescue an elebrian from a dangerous set and learn some astonishing information that predates the Gap!



CHAPTER 4: INTO THE DRIFT 60

60

When Corpse Fleet ships steal the asteroid containing the Iovan space station, the PCs' allies call on them to chase down the thieves and recover the asteroid. Sponsored by Zo!, the PCs embark on a secret route through the Drift, where strange surprises, dangerous enemies, and helpful new allies lurk.



CHAPTER 5: ROBBING THE BARROW 74

The PCs infiltrate the Barrow, a Corpse Fleet command base and shipyard deep in the Vast. Thanks to Zo!'s surprisingly accurate intelligence, they can stash their starship in a hidden cove and conduct a stealthy spacewalk from the treacherous Fracture to a research center on the surface of the planetoid. Once inside, they only have a limited amount of time to deal with the facility's defenses and prepare the stolen asteroid to be towed back to the Pact Worlds before they come face-to-face with the Corpse Fleet captain responsible for orchestrating all their woes.

ADVANCEMENT TRACK

- 1 The PCs begin this adventure at 1st level.
- 2 The PCs should reach 2nd level after completing Chapter 1.
- 3 The PCs should be 3rd level when they finish Chapter 2.
- 4 The PCs should be 4th level when they finish Chapter 3.
- 5 The PCs should reach 5th level by the time they enter the Auxiliary Research Center on Barrow during Chapter 5.

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A NOTE FROM CAPTAIN CONCIERGE

The goal of this book is to provide an epic, high-stakes adventure that's playable at the launch of *Starfinder* Second Edition. Due to timing, there may be inconsistencies between the creature stat blocks included in this book and those published in *Starfinder Alien Core*. All stat blocks here are superseded by the final versions printed in *Alien Core*.



Introduction

The future is always in motion.
But sometimes, so too is the past.

Long ago, the phenomenon known as the Gap altered or erased countless moments and memories from history, leaving some of the galaxy's most important events forgotten or misremembered. Thus, it's now commonly believed that, long before the Gap, a devastating attack against the twin worlds Damiar and Iovo destroyed both planets; this event left a huge, scattered field of debris that eventually settled into an asteroid belt and became known as the Diaspora, where desperate survivors of the ruined worlds clung to the wreckage and tried to rebuild.

What if the truth of this event was lost to the Gap?

Welcome to *Guilt of the Grave World*! In this adventure, a group of 1st-level adventurers take on a simple mission that swiftly spirals into dramatic confrontations with dreadful enemies and the discovery of ancient secrets that could literally reshape the Pact Worlds! Over the course of this adventure, the heroes must explore derelict space stations, outfly elite Corpse Fleet pilots, trek across a dead world swarming with living corpses, survive death-defying game shows, explore the hyperspace dimension known as the Drift, and infiltrate Barrow, the main shipyard of the dreaded Corpse Fleet, to steal back an important artifact.

ADVENTURE BACKGROUND

The Corpse Fleet is one of the most fearsome threats to the peoples of the Pact Worlds. Formed of traditionalist, xenophobic undead military from the planet Eox, the Corpse Fleet defected early in the Pact Worlds' conflict with the Veskarium. The rebel group of unliving privateers departed into the Vast where they established hidden bases and facilities. Their plan was to mount a glorious return to Eox and save their home world from Veskarium imperial forces when the Pact Worlds alliance inevitably failed to defend their home system from the invaders. But the Pact Worlds didn't fail.

The Corpse Fleet needed a new strategy. Undying Admiral **Shathrava** (patient male elebrian necrovite strategist) established a mobile shipyard called Barrow and dispatched his elite admirals to gather resources, take over territory, and add new forces to the rank and file.

In the centuries since their formation, the Corpse Fleet has become a formidable presence in the Vast, with several task forces making forays into the Pact Worlds and elsewhere in Near Space, press-ganging the living to

augment their undead forces or reintegrating into Eoxian society as sleeper agents and spies.

About seven years ago, the Corpse Fleet became embroiled in a plot to claim the Stellar Degenerator, a weapon capable of destroying entire stars. They were prevented from doing so at the last moment by a group of intrepid adventurers (see the Starfinder Dead Suns Adventure Path). Since then, the Corpse Fleet has maintained a relatively low profile, engaging in rote piracy along the fringes of Near Space while secretly continuing to build their forces in the Vast.

With their eternal unlife, the Corpse Fleet is a patient antagonist that waits for the perfect opportunity to return and tip the scales in favor of Eoxian supremacy. However, their patience is about to be suddenly tested when a group of rising galactic heroes makes a shocking discovery!

THREE WORLDS

Long before the now-mythical Earthfall of Lost Golarion's antiquity, the Pact System consisted of 13 planets that orbited its star. A terrible cataclysm destroyed the two planets known as the Twins, Damiar and Iovo, in ages past. This cataclysm created an asteroid belt that became known as the Diaspora, which was assumed to be made of debris from the destruction of both worlds. Meanwhile, the calamity also affected the world of Eox, setting its atmosphere ablaze and transforming the planet into an irradiated necropolis ruled by undead survivors who sacrificed their mortality to cheat death.

All this devastation was caused by a weapon launched by the elebrians of Eox. Eoxian rulers were engaged in an escalating war with a planetary federation on the nearby world of Damiar. The conflict arose over Iovo, a world jointly settled by elebrians banished from their home world for attempting risky technomagical feats and sarcesians who left their native home of Damiar to claim territory. While conflict seemed likely, the elebrians on Iovo were far less interested in being controlled by their distant home world and instead focused on magical and technological innovations away from the prying eyes of the Eoxian elite who banished them. Sarcesians easily coexisted with their Eoxian neighbors and were content to leave them to their own devices. It was becoming clear that soon both worlds would be firmly in sarcesian control, or at the very least, the elebrians of Iovo would sever ties with their home world and share technology with their new sarcesian allies.

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Ahmzovar and **Shathrava** were the two Eox-based elebrians most involved in developing the world-shattering weapon known as the *Death Wail*. Ahmzovar used his personal wealth to fund the *Death Wail*'s creation, while Shathrava opposed the project and sued for more peaceful solutions with Damiar, despite sarcesians routinely launching fleets of archaic colony ships to attack Eox. In the end, other elebrian leaders pushed for the *Death Wail*'s deployment, though Shathrava broke with protocol and used powerful magic to alert the elebrians on Iovo of the weapon's imminent launch.

What happened next was absolute pandemonium.

Damiar exploded in a blast that would create a sprawling asteroid field known today as the Diaspora. History would record that Iovo was also destroyed in the explosion, but Shathrava's alert allowed elebrian mages and scientists on the planet to enact a desperate plan to save their world by partially transporting the planet (and its inhabitants) onto the Astral Plane, where it would be safe from the *Death Wail*'s reach. The tactic only partially succeeded, and some of Iovo's surface was ripped apart during the weapon's detonation. The majority of the planet ended up safely transported to the Astral Plane inside a bubble that occluded its presence and trapped its residents. Effectively, what survived of Iovo was lost in a pocket dimension deep within the Astral Plane.

Eox suffered a similarly horrific fate to its two victims. Due to an unforeseen magical backlash, the *Death Wail* obliterated Eox's atmosphere in a cataclysmic firestorm. Most elebrians died. Some few survived in protected underground bunkers that the world's elite had recently constructed to protect them from sarcesian fleet attacks. Forced into an unthinkable solution, nearly all of the surviving elebrians turned to undeath as a means of continuing their existence and resurrecting lost loved ones. Many of the resurrected became the mindless undead that now roam the planet, unfit to dwell alongside their former comrades in the necropolises.

The two elebrians most involved in the debacle reacted very differently. Shathrava blamed himself for Eox's widespread destruction, believing his warning allowed the sarcesians to somehow redirect the *Death Wail*'s attack back at their planet and that his act of mercy had been answered with cold cruelty. Upon his transition into a necrovite (an undead akin to a lich of olden days), Shathrava vowed to never again trust the living and dedicated himself to the cause of Eoxian supremacy. This would ultimately lead to Shathrava abandoning Eox during the formation of the Pact Worlds to form the Corpse Fleet and continue his goal of an undead-dominated galaxy.

Meanwhile, Ahmzovar became disillusioned with the fervent crusade he'd championed against the sarcesians. While also becoming a necrovite alongside his peers, Ahmzovar secretly came to abhor the death and

destruction Eox had wrought and strove to find a path to atonement. Ahmzovar realized the only way for remaining living elebrians to survive (both as individuals and as a species) was to make them useful to the ruling contingent of Eoxian undead. Restyling himself as Zo! to obfuscate his association with the *Death Wail*, Ahmzovar created the Halls of the Living, where living elebrians provided the undead Eoxian elite with entertainment in exchange for consuming the resources needed to keep them alive and comfortable. By making the few remaining living elebrians a spectacle, Zo! ensured their survival.

A MYSTERIOUS SIGNAL

In modern times, most have forgotten the history of Damiar and Iovo. The secret of Iovo's true fate might have remained eternally hidden were it not for a recent event within the Pact Worlds that shifted metaphysical reality: the birth of the Newborn from the gestating egg that used to be the planet Aucturn.

When the Newborn hatched, its psychic birth cry had ramifications across the system, but one of its less noticed effects was empowering a long-dormant elebrian facility within the scattered asteroids of the Diaspora. The facility was orbiting Iovo during the *Death Wail*'s deployment and had floated aimlessly as a seemingly innocuous asteroid for many millennia since. The sudden surge of magical energies recharged the facility's latent batteries, causing ancient systems to suddenly come online.

The power spike from a seemingly mundane asteroid caught the attention of Ulrikka Clanholdings, a dwarf-run mining venture with claims to many Diasporan asteroids. The corporation has clear protocols for such situations and immediately hired a subcontracting organization (the group the PCs are affiliated with) to investigate the sudden power surge after it was registered by a mining crew on a routine harvest. Though the PCs don't know it yet, the facility is the first in a series of leads that could help unravel the mystery of Iovo and restore the missing world back to material reality, freeing everyone trapped there and making it accessible to the peoples of the Pact System!

Unfortunately, Ulrikka Clanholdings wasn't the only organization to notice the power surge. A starship belonging to the dreaded Corpse Fleet has also detected the signal and is hastily making its way toward the asteroid to investigate!

GETTING STARTED

The PCs should begin as acquaintances or friends since their mutual contact **Emmozie** (excitable nonbinary skittermander information broker) would've introduced them to each other at some point in the past. Emmozie is connected with all the major factions operating in the Pact Worlds and serves as a point of contact and

information source throughout the first few chapters of this adventure.

Guilt of the Grave World assumes that the heroes aren't just freelance space adventurers looking to make a name for themselves in the galaxy but rather are part of a sponsoring organization that has invested in their futures. This group, while not taking a direct role in their adventures, lends their organization's name and financial backing to the PCs' activities, helping them obtain resources such as a starship, meetings with dignitaries, hotel accommodations, and so on. The group most likely to sponsor this particular adventure is the Starfinder Society, but any of the major factions presented in the *Starfinder Galaxy Guide* might also fill this role, along with some of the minor factions or a custom faction created by the group. The players and Game Master (GM) should discuss their characters' backgrounds and goals then decide together which group (or groups) best fit their party.

Their choice won't have a major impact on the events or conclusion of the adventure, but it might help flavor roleplay encounters and the kinds of communication they receive throughout the first three chapters. It could also influence the party's secondary goals and any future adventures they might play together as a group.

FACTIONS AND BACKGROUNDS

The following are major factions with ties to Ulrikka Clanholdings that are likely to become involved in the events that kick off this adventure. Six new backgrounds are also available for players to use when creating their characters, but choosing these new backgrounds isn't required. Encourage the characters to work together as part of the same faction, but it's possible for players to select different factions—in this situation, make sure to discuss handling conflict between characters in roleplay as well as outside the game as a group before you begin playing. The GM might have to step in and remind players of the group's discussion as challenging situations come up throughout the adventure, but many groups enjoy this style of play when everyone is respectful of each other's boundaries and preferences.

ABADARCORP

This faith-based megacorporation's financial tendrils touch just about everything in the Pact Worlds and beyond. AbadarCorp's main concern is commerce, and analysts have determined the potential for an anomaly to disrupt operations of a major supplier of raw materials like Ulrikka Clanholdings could be just the tip of a proverbial financial iceberg. Recognizing the situation as risky for the company's future, a manager dispatches a group of representatives to keep an eye on the situation.

CONSULTANT

UNCOMMON

You're a corporate consultant who's been hired for your expertise in the field. You might be a former employee of Ulrikka Clanholdings or someone who's hoping to climb the ladder at AbadarCorp—or maybe you're a famous influencer who lied on their résumé to get the job.

Choose two attribute boosts. One must be to Intelligence or Wisdom, and one is a free attribute boost.

You're trained in the Computers skill and either the Infosphere or Media Lore skill. You gain the Phreaker skill feat.

FREE CAPTAINS

The Free Captains are a loose confederation of pirate crews united by a simple code of nonaggression toward one another, especially in their secret hideout at Broken Rock in the Diaspora. You're part of a pirate crew who picked up the strange power spike while patrolling the Diaspora for your next target. This job might be different than the typical stop-and-rob, so your crew is prepared for anything.

SCALAWAG

UNCOMMON

You're a deckhand on a pirate ship hoping to work your way up the ranks to captain someday. You might be a scoundrel with a heart of gold or a pirate who's learned to play nice for a paycheck—either way, your crew has set their sights on a new prize: the mysterious asteroid the sensors detected in the Diaspora.

Choose two attribute boosts. One must be to Dexterity or Charisma, and one is a free attribute boost.

You're trained in either the Diplomacy or Intimidation skill and the Piracy Lore skill. You gain the Intimidating Shot skill feat.

HELLKNIGHTS

All Hellknights live by the Measure and the Chain, though each order has its own goals and mandates. Hellknights are just as likely to sacrifice their lives protecting civilians in a war zone as they are to violently subdue protesters on behalf of the leadership of a fringe outpost or wealthy megacorporation. Any Hellknight order might have a contract with Ulrikka Clanholdings and agree to send a promising group of squires to complete a reconnaissance mission.

HELLFORGED SQUIRE

UNCOMMON

You've forged yourself to join the ranks of the Hellknights, and completing this mission to the letter of the contract is your duty, thrice sworn and infernally sealed.

Choose two attribute boosts. One must be to Strength or Constitution, and one is a free attribute boost.

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You're trained in either the Athletics or Religion skill and the Warfare Lore skill. You gain the Assurance general feat for a skill of your choice.

ULRIKKA CLANHOLDINGS

Operating out of Star Citadel Theodrane in the Diaspora, Ulrikka Clanholdings is a consortium of mining companies that are all owned by dwarven clans. Brought together centuries ago by Clan Ulrikka to help unify the last of the dwarven peoples, representatives from all major clans sit on the board of directors, including Clan Aringeld, Clan Ironfist, Clan Molgrade, and Clan Vanderholl, all of whom can trace their lineage directly back to Lost Golarion and the Quest for Sky.

In addition to mining, Ulrikka Clanholdings controls a robust manufacturing division known for mass production of modern weapons and armor, including the famous "Ulrikka Duster." Most of these devices are derivatives from mining technologies used to find valuable ore among the thousands of asteroids that make up the Diaspora. Ulrikka Clanholdings also owns a small starship production facility that mainly focuses on industrial craft.

Ulrikka's executives are mostly dwarves, but the clans are known for treating their non-dwarf allies as family, and particularly loyal and skillful staff are sometimes adopted into a clan where they might rise all the way to the board of directors. Dwarves comprise most Ulrikka crews, but anyone

who proves themselves industrious and trustworthy enough is accepted as kin and allowed to join up.

Ulrikka Clanholdings is based in the Pact Worlds, with their primary interests and facilities located in the Diaspora. Ulrikka crews might accept lucrative contracts all over the galaxy or send exploratory expeditions to far-flung worlds in the Vast, seeking alien skies and more precious materials to mine.

CLANSWORN

BACKGROUND

UNCOMMON

You're a member of a dwarven clan or one of their retainers, and your clan's allegiance lies with Ulrikka Clanholdings. You might be a laborer on a mining rig, a long-distance delivery pilot, or the blood relative of an executive director or other prominent figure.

Choose two attribute boosts. One must be to Strength or Constitution, and one is a free attribute boost.

You're trained in the Athletics skill and the Mining Lore skill. You gain the Hefty Hauler skill feat.

KNIGHTS OF GOLARION

This chivalrous and sometimes quixotic order embodies the values of the righteous goddess Iomedae while preserving the traditional cultures of Lost Golarion. You don't have to belong to one of those cultures to join, but many of the Knights claim ancestral ties to Golarion (real or invented). As defenders of the far-flung peoples of that lost planet, the Knights of Golarion have a vested interest in protecting dwarven corporations like Ulrikka Clanholdings. The Knights of Golarion send some of their best initiate chevaliers to support Ulrikka Clanholdings, helping defend their mining convoys and expeditions from pirates, jinsul raiders, and the other countless dangers of deep space.

CHEVALIER

BACKGROUND

UNCOMMON

You live by a code of chivalry and participate in the traditions of ancient cultures. You might have ties to Lost Golarion through your heritage, or you might be a scholar interested in studying ancient Golarion cultures.

Choose two attribute boosts. One must be to Strength or Wisdom, and one is a free attribute boost.

You're trained in the Society skill and the Warfare Lore skill. You gain the Shield Block general feat.

STARFINDER SOCIETY

The Starfinder Society are a group of adventurers and explorers who hope to discover and preserve ancient secrets and solve the mysteries of distant space. Leaders at the Lorespire Complex on Absalom Station send a group of hotshot new agents to track down the source of a strange signal in the Diaspora and assist their allies in the area (including Ulrikka Clanholdings).



EMMOZIE

SOCIETY SCOUT

UNCOMMON

As a Starfinder, your motto is explore, report, cooperate! Your goal is to discover and explore new places in distant space, uncover secrets of lost civilizations, and learn more about the galaxy around you by getting out there and adventuring.

Choose two attribute boosts. One must be to Intelligence or Charisma, and one is a free attribute boost.

You're trained in either the Piloting or Society skill and a Lore skill of your choice. You gain the Multilingual skill feat.

XENOWARDENS

Some people revere Xenowardens as wise space druids or planetary defenders, while others think of them as dangerous ecoterrorists. Xenowardens are dedicated to nurturing and protecting the galaxy's ecosystems. An organization of sages, scientists, and soldiers, Xenowardens travel in living ark ships and settle on worlds with imperiled natural resources. Most Xenowarden branches prefer to work with local peoples to preserve nature, but militant branches are known for their extreme tactics and disregard for civilizations.

A party of novice Xenowardens detects a disturbance while monitoring the pocket bacterial ecosystems of the Diaspora's asteroids or when traveling to a pristine sarcesian creche-world, and they decide to investigate the mysterious signal.

GREEN ACTIVIST

UNCOMMON

You've joined the Xenowardens because you care deeply about nature and conserving natural resources. You find ways to connect with nature in even the most unlikely places, and you're an advocate for helpless creatures.

Choose two attribute boosts. One must be to Constitution or Wisdom, and one is a free attribute boost.

You're trained in the Nature skill and the Life Science Lore skill. You gain the Train Animal skill feat.

ANCESTRIES

Characters of any ancestry or heritage can play this adventure. If a PC dies on Eox during Chapter 2, GMs might consider allowing that player to make a new character using the corpsefolk versatile heritage on page 104, possibly even recreating their original character after having been raised from the dead on Eox! If a PC needs to be replaced during

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Chapter 3 of this adventure, GMs should consider allowing players to access the new elebrian ancestry on page 110, perhaps playing as someone who grew up in the Halls of the Living who's decided to depart and experience the galaxy for real rather than filtered through screens.

CLASSES

This adventure begins with the investigation of a dormant, ancient space station but then quickly takes the PCs to numerous locales on the world of Eox before gallivanting off through the Drift to infiltrate an undead shipyard. Members of all classes will find moments to shine so long as the group has a good balance between combat- and skill-based characters.

LANGUAGES

Common is the language that almost all characters begin play knowing how to speak, and speaking Common allows the PCs to communicate in most situations. Players are likely to choose other languages based on their chosen heritage or home world, but they might wonder which other languages could come in handy later on. Characters who speak Eoxian and Necril are encountered often as the adventure progresses, and players who gain access to new languages

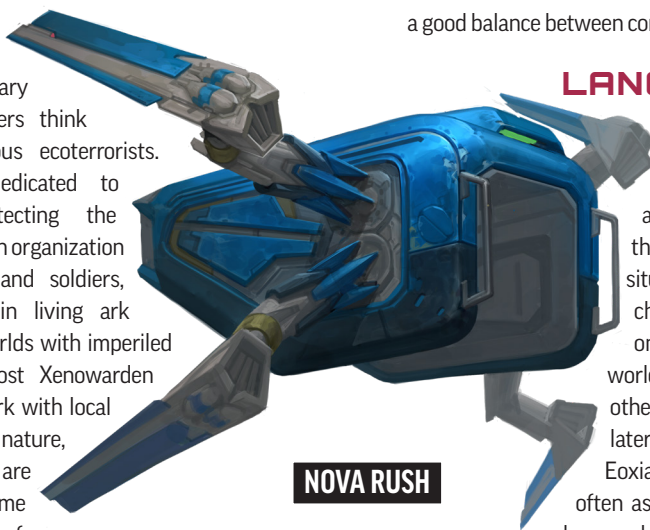
as they level up (such as through the Multilingual skill feat) should consider choosing one of these options.

SKILLS AND FEATS

The GM and players should work together to create characters that complement each other and represent different party roles. The Religion skill is useful for learning about the many undead allies and enemies throughout the adventure. Social skills such as Deception, Diplomacy, and Performance are vital for social situations and putting on an entertaining spectacle. Acrobatics and Athletics are crucial for overcoming many physical challenges and obstacles. Computers and Thievery help disable locks and traps, or hack vital tech. Lore skills related to Eox, the Diaspora, history, and mining might all prove useful during this adventure.

STARSHIP

The group begins play with a starship provided by their sponsor. The iconic starship *Nova Rush* acts as a stand-in for the PCs' vessel in cinematic starship scenes throughout this adventure, but the GM and players can work together to customize the group's starship. *Nova Rush* is equipped with ample cargo space, comfy crew quarters, a medical bay, a few big guns, and a helpful virtual intelligence named Captain Concierge.



NOVA RUSH

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CHAPTER 1: Echoes From the Grave

The adventure begins on Absalom Station, the famous port of call and trade nexus that's always a short flight from anywhere in the galaxy. Each of the heroes has received an invitation from their acquaintance **Emmozie** (page 8) to meet for breakfast at Croizanarte, a gourmet pastry shop in the Drifter's End neighborhood.

Read or paraphrase the following text to start the adventure.

A teal skittermander with a swoop of crimson fur atop their head waves from a comfy booth. "Morning, friends! You better grab some grub before we meet the big-beard boss-people. That's right, your pal Emz finally came through! You've got a meeting with Ulrikka Clanholdings today! One of their mining probes found something weird in the Diaspora, and they want contractors to check it out. You look like you're ready to hit it big in the Diaspora, gree?"

Emmozie answers questions over a lavish breakfast of delicate pastries, savory sausages, and fluffy pancakes. Emmozie knows information from *Starfinder GM Core* and this adventure's introduction. PCs might also learn more information by searching the local infosphere, Gathering Information with a successful DC 12 Diplomacy check, or Recalling Knowledge with successful DC 12 Society check.

JOB INTERVIEW

After breakfast, Emmozie hurries the PCs out of the restaurant and down crowded corridors toward Absalom Station's mass transit lines, headed for the Eye. Inside the central dome, a lush park and artificial sky surrounds the faceless glass monolith that is Bluerise Tower. Inside, behind a shabby exterior door on the ninety-ninth floor, a plush executive suite features a chilled mead bar and a balcony overlooking Jatembe Park. Four representatives of Ulrikka Clanholdings wait there to interview the PCs.

Belenze Shadrax (dutiful female dwarf executive) is a vice president of Ulrikka Clanholdings and is in charge of today's operation. Worry lines carved around her eyes betray the responsibilities she's carried with compassion beneath a steel demeanor. Belenze stands to inherit the company and leadership of her clan one day. She deeply loves her husband Rabech, even when they bicker. Belenze wears an ornate clan dagger and wedding band that matches Rabech's.

Rabech Shadrax (nurturing male dwarf miner) is an olive-skinned dwarf with an antique pipe perpetually in his mouth, though he is currently not smoking anything out of respect for any possible sensitivities anybody in the shuttle might have for pipe smoke. Rabech is the caregiver of the family, always ready with a hug or helping hand. Gentle and patient

by nature, Rabech's kindness is legendary in the Diaspora. He knows more about rocks than most people and loves discussing his trade with anyone who's genuinely interested. Rabech wears a wedding band that matches Belenze's.

Helmut Navdeep (reclusive nonbinary dwarf technician) is quiet and socially awkward, preferring to politely avoid conversation that isn't about one of their subjects of interest. When Helmut isn't working, they spend time focused on a personal project—analyzing a chunk of aucturnite they harvested on a recent trip to the Gelid Edge. Helmut's especially interested in the Newborn, and they forged their own clan dagger out of aucturnite (*Player Core* 278).

Whatzon Whatz-Gurz (protective male orc attorney-at-law) is a muscular orc who crams his bulk into the finest three-piece suit his credits can buy. His perfect grooming and luxury attire bely his charity work and kind soul but give him an edge in the courtroom. Whatzon represents Ulrikka Clanholdings in legal matters and is part of the clan. Whatzon wears an ornate clan dagger.

A PC who succeeds at a DC 12 Diplomacy to Gather Information, Computers, or Society check recognizes the Ulrikka Clanholdings corporate insignia, clan daggers, and livery. They know Ulrikka Clanholdings is a mining conglomerate run by dwarf clans and their allies, with major claims in the Diaspora, Near Space, and distant regions of the galaxy. Their base is Star Citadel Theodrane in the Diaspora, where they maintain a network of automated probes.

Read or paraphrase the following text to start the interview.

"Recently, our probes in the Diaspora picked up a strange signal here." Belenze points to a holoprojector that shows a three-dimensional model of the Diaspora. "We can't risk our mining teams walking into something dangerous, so we're looking for contractors to explore the asteroid, find the signal's source, and contain any hazardous creatures or materials."

The interview is an informal discussion in which Belenze presents the problem and asks the PCs about their qualifications to solve it. During the interview, Helmut busies themselves with their datapad and Whatzon quietly takes notes using pen and paper. This is an opportunity for the PCs to impress Ulrikka Clanholdings personnel. Emmozie encourages the PCs to show off their skills and knowledge or talk about their passions.

Each PC can select one of the Ulrikka personnel described and make a single skill check to influence that person's opinion of them. The DC for each check is 13. Some groups might relish this encounter and spend a lot of time on it, while others skip the roleplay; find out which approach is more fun for your group.

Belenze is impressed by PCs who show skill with Diplomacy, Nature, Performance, or Labor Lore. She gifts a commercial deflecting field to anyone who influences her.

Rabech is impressed by characters who are proficient with Athletics, Crafting, Survival, or Mining Lore. Rabech gifts a commercial hammer to any PC who influences him.

Helmut is impressed by those PCs who show aptitude with Computers or Physical Science Lore. Helmut gifts a medpatch to each PC who influences them. PCs who worship the Newborn automatically succeed and receive this item with no check.

Whatzon is impressed by Deception, Medicine, Society, or Legal Lore. Whatzon gifts a commercial baton to each character who influences him using one of these methods.

As long as at least one Ulrikka Clanholdings personnel is impressed, or if the PCs endure two hours of interrogation about basic procedures and protocols, the team is selected for the job. They might ask questions during their interview.

What's the pay? Belenze smiles and punches up something on her computer. "Base pay is 500 credits, plus first salvage rights."

What do you want us to do? "Travel to the Diaspora and investigate the asteroid at these coordinates."

Can you tell us anything about the signal? Helmut answers in a raspy voice. "It's a line of technomagical code



BELENZE SHADRAZ

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over and over. Eoxian gibberish and static is all we got from the transcript.”

What do we need to know about the Diaspora? Rabech says: “It’s an asteroid field. It can be difficult to navigate, and anything could be hiding out there—pirates, wandering Driftdead, or armed corporate goons. Your pilot better know what they’re doing. Better yet, they should have a smart crew to back them up.”

Will we get in trouble if we destroy anything out there? Whatzon calmly replies to any questions along this line of thought: “As contractual partners with Ulrikka Clanholdings, you and your parent organization will be held harmless in the event of any damage to the asteroid in question or damage forthwith to any facilities found to be housed within. Simultaneously, Ulrikka Clanholdings shall be legally held harmless for any bodily harm that might result from your activities should you disembark from your ship, although we will take all compassionate measures to render aid, if possible.”

What if we run into trouble we can’t handle? Belenze answers. “We’ll program the location of Star Citadel Theodrane into your ship’s computer—fly to the heart of the clans and we will protect you.”



RABECH SHADRAZ

TO YOUR BATTLE STATIONS!

Before leaving Absalom Station, **Captain Concierge** (helpful virtual intelligence) calls up a training and orientation program that allows PCs to practice each of the ship’s roles in a simulated environment. The DC for all checks is 15.

Command Ship (captain): Attempt a Performance or Intimidation check to demonstrate your imposing presence at the helm.

Overclock Systems (engineer): Attempt a Crafting check to boost systems in an impressive display, allowing other roles to push the starship to beyond its normal potential.

Open Fire (gunner): Make a ranged Strike with ship’s missile launcher or machine gun against AC 15.

Supercharge Shield (magic or science officer): Attempt an Arcana, Occultism, Nature, or Religion check to manifest a magical shield or Computers check to supercharge the ship’s shields.

Stunt Maneuvers (pilot): Attempt a Piloting check to perform a risky stunt or difficult tactical maneuver.

Once the PCs have some basic experience with different starship roles under their belts and feel ready to proceed, it’s time to depart for their job. The Ulrikka personnel wish them fortune and protection. Emmozie gives each PC a six-armed hug and encouraging words, saying something like: “If you give your allsix, this’ll be a really Drift mission and take your careers to new horizons, gree?”

Rewards: Award the PCs 40 XP for finishing the starship tutorial or impressing their benefactors.

DIASPORA DRIFTING

The flight from Absalom Station to the Diaspora takes 1d6+2 days (2 days less with Drift engines). During their downtime, PCs can connect to system-wide infospheres, which are bombarded with news broadcasts showing all of the strange and unusual occurrences throughout the galaxy following the birth of the Newborn. These are interspersed with clips of macabre game shows and reality TV broadcasts from Zo! Media, which is celebrating the anniversary of its first live production with hours of nonstop programming and a special episode of *Sabotage Soufflé*.

When they reach the Diaspora, the PCs begin their approach to the asteroid, represented by several skill checks that take place over seven phases. During each phase, every PC can attempt one skill check. Each success earns 1 Navigation Point, and a critical success earns 2 Navigation Points. A critical failure removes 1 Navigation Point (to a minimum of zero). If the PCs earn a number of Navigation Points equal to more than half of the PCs on

board the ship, they have defeated that obstacle. Failing to defeat the obstacle results in a narrative setback but does not stop the vessel from progressing to the next phase. Keep track of how many phases the PCs fail (see Malicious Marauders on page 26).

Each PC can choose any of the listed skill checks, but GMs might allow for other skills if a player presents creative reasoning or earnest roleplay for an alternate option. The DC is 17 for all skill checks that are not listed. Each PC can attempt only a single check during each phase, although they can attempt the same check as other PCs without penalty, and can choose not to attempt a check.

If the PCs fail three phases in a row, their vessel stalls out and they're forced to ping Star Citadel Theodrane for emergency towing and rescue. Their mission is delayed by the handful of days required to repair the ship and their payday feels further away than ever.

Emergency Maintenance: If the PCs fail two phases in a row, Captain Concierge pops up to suggest they spend time repairing their ship, realigning shields, and recalibrating sensors before attempting further progress. Doing so with a successful DC 13 skill check appropriate to the station a PC wants to use for this task patches the ship together long enough to get through the next challenge. The PCs no longer count as having failed twice and reset their counter toward stalling out each time they perform Emergency Maintenance.

PHASE ONE: SEAT CHECK

The ship's sensors detect the technomagical signal. The crew needs to secure loose items on board their ship, buckle up, and bolster each other for the task ahead.

Overcome: DC 13 Diplomacy to calm crewmates, DC 15 Deception to feign bravery, or DC 17 Acrobatics or Perception to quickly secure items on the ship.

Failure: Nerves fray and loose items rattle around, distracting the crew during the rest of their maneuvers.

PHASE TWO: ASTROGATION

After locking in on their destination, the PCs must plot a safe path through the asteroid belt.

Overcome: DC 13 Nature or Physical Science Lore to predict asteroid locations, DC 15 Computers to use the ship's sensors to plot a course, or DC 17 Piloting to fly the route by heart no matter what the systems say.

Failure: The starship's telemetry data suggests a low probability of success without asteroid impacts upon the hull... punctuated by the sound of micrometeors punching through the vessel's surface.

PHASE THREE: ROGUE ASTEROID

As the starship glides closer to the target asteroid, a rogue rock hurtles closer, changing the viability of their previously plotted course. The PCs need to figure out a

solution or collision is imminent!

Overcome: DC 13 Survival or Diaspora Lore to adapt to a new safe course, DC 15 Piloting to avoid collision with a stunt maneuver, or DC 17 Arcana, Occultism, Nature, or Religion to summon a magical shield to protect the ship.

Failure: The asteroid crashes into the ship's hull with a deafening thud. The bridge shakes and the lights flicker, but life support and vital systems hold for now. Captain Concierge pops into view to warn the crew that their ship's shields have taken catastrophic damage and will be unreliable unless rebalanced.

PHASE FOUR: FANCY FLYING

A cluster of massive space boulders block the path to the destination, requiring a series of tight turns, dives, and swerves to avoid.

Overcome: DC 13 Piloting to make the starship thrusters dance, DC 13 Engineering Lore or DC 15 Thievery to overclock the power regulators and add maneuverability to the ship, or DC 17 Deception or Diplomacy to encourage the crew.

Failure: Loud scraping sounds echo throughout the ship as the hull drags across an asteroid's surface. Fortunately, the asteroid was mostly made of conglomerated rubble



HELMUT NAVDEEP

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and so no vital ship systems are offline... yet.

PHASE FIVE: DEBRIS CLOUD

A haze of tiny rocks and other rubble surrounds the asteroid.

Overcome: DC 13 ranged attack roll or Mining Lore to clear a path.

Failure: Sudden banging sounds echo inside the ship as rocks ricochet off the hull, scraping the paint and bruising the shields. It's a bumpy ride for everyone on board.

PHASE SIX: JUST BORING

Finally, the destination asteroid is directly ahead—two semi-spherical asteroids that seem to be fused together along a seam. The signal is strongest from along one end of that seam, but there is no way in.

Overcome: DC 13 melee attack roll or Mining Lore to



WHATZON WHATZ-GURZ

shoot a channel large enough for the starship to enter, DC 15 Nature to know how best to break apart the rocks above and below the seam, or DC 17 Athletics to break through the rock.

Failure: The rocks break apart, but debris collides with the ship. Fortunately all vital systems remain online.

Development: Once the PCs complete phase six, the rocks along the asteroid seam break away, opening up a fissure large enough for their ship to enter with room to spare.

PHASE SEVEN: SURPRISE DISCOVERY

Inside, a facility is wedged between the two large halves of rock, marked by a small docking port and airlock.

Overcome: PCs looking through their ship's viewports at this space station and the two asteroid halves can attempt a DC 15 Arcana, Nature, Occultism, or Religion check, or a DC 13 Mining Lore or Physical Science Lore check, with the following results.

Critical Success A magical ritual was used to nestle the asteroid halves on top of and below the space station, deliberately leaving only the docking port visible. Additionally, the asteroid halves were fused together magically, sealing the station inside. Obtaining this information gives the PCs a +1 circumstance bonus on their checks to investigate the Computer Center and Arcane Laboratory in areas **A8** and **A9**.

Success The asteroid halves seem to have been precisely placed onto either side of the space station without causing any damage, suggesting that magic was used.

Failure The PCs cannot discern anything special about the situation.

Critical Failure Two asteroids impacted the space station long ago, and it's truly amazing the facility wasn't pulverized or broken up into smithereens back then.

Characters who try to scan the station for life find it difficult due to interference from radioactive mineral veins deep inside the twin asteroids, but they can attempt to do so with a DC 20 Computers or Life Science Lore check. On a success, they receive inconclusive information but extrapolate just enough data to suggest the presence of some creatures moving around the station, and the presence of a stale (but breathable) atmosphere.

Reward: Award the PCs 40 XP for discovering the space station hidden inside the asteroid.

IOVAN STATION ALPHA

Long before the Gap, elebrians who were exiled from their home world of Eox made their way to the planet Iovo in search of a better life, traveling in spaceships powered by arcane technology. Due to the planet Damiar's ongoing war with Eox, these elebrians found life uneasy among the sarcesian people who were also settling Iovo, but they had begun to find some measure of peace. As they resumed

their lives, their desire for the technomagical study that they once engaged in back home reemerged, and they launched several small space stations in orbit around Iovo to study the planet and the surrounding solar system. Powered as much by arcane reactors as by computers, Station Alpha was a cutting-edge research facility before the Eoxians released the *Death Wail*.

Quickly studying the warning they received from Shathrava, elebrians on Iovo theorized that rocky objects below a certain size could survive the Eoxian superweapon unharmed, and gave Station Alpha (along with their other spacecraft and stations) special technomagical codes to “recall” the planet Iovo from its protective pocket in the Astral Plane and back to the real universe. Meanwhile, the spellcasters on the station attracted two suitable nearby asteroids and sealed their station inside, hoping to weather the *Death Wail* and bring their planet back afterward.

Unfortunately, things did not go as planned.

Ceilings inside Iovan Station Alpha are 10 feet high, and the doors, floors, and walls are made of steel. Due to the station’s power core being recently recharged by the psychic waves from the Newborn’s birth, the light level is normal unless otherwise noted. All doors are shut unless otherwise noted, but they can be opened or closed again with a single Interact action by pulling a simple lever on either side of a doorway. Due to the presence of magnetite veins in the asteroid sandwiched above the space station, external sensors and infosphere apps do not function, preventing the PCs from interfacing remotely with their starship in any way, though their comm units work normally inside the facility for communication. Lush but overgrown gardens in the hydroponics bay have been producing oxygen on their own for centuries, so the facility has breathable (but stale) air. The station has low gravity.

A1. DOCKING PORT

As the ship comes to a halt, a soft thumping sound echoes throughout the vessel as a universal docking port extends to meet the hull. The hiss of pressurization can be felt more than heard as the seal hardens, and the starship’s door light indicator changes from red to green, indicating it’s now safe to exit. When the portal opens, a barren ramp leads to an airlock door that is currently closed. Far from being modern tech, this airlock seems to rely on an antique wheel-lock door that must be manually turned in order to open or close.

Studying the structure of the space station with a successful DC 13 Nature or Physical Science Lore check reveals that the primary material used to build the facility is simple heat-treated steel—highly inefficient by modern standards. A successful DC 15 Arcana, Computers, or Infosphere Lore skill check reveals that a technomagical code is being broadcast from the far side of the facility on a loop.

CUSTOM STARSHIPS

This adventure assumes the PCs already have their own starship: the *Nova Rush* (page 11). If they don’t, Ulrikka Clanholdings (or another sponsor) provides a starship for them to use. The PCs are encouraged to change their starship’s name to make it their own. The GM is free to customize the party’s starship to suit their style and their organization’s strengths but should modify the starship encounters presented throughout this adventure to account for any additional weaponry or special actions available to the custom ship.

The garbled message is in Eoxian, with the only decipherable words being “distress” and “shift.” A PC who succeeds at any of these checks also learns that this station doesn’t have an infosphere, using radio waves to transmit information outside of magical means. They can also surmise that this station was built ages ago, a few centuries before the Gap. Opening the airlock requires no check, but one character must use two hands to turn the wheel several times.

Reward: Award the PCs 40 XP for investigating the space station.

A2. AIRLOCK AMBUSH LOW 1

When the PCs’ starship docked, the commotion drew the attention of a handful of the few living creatures inside the abandoned space station. Read or paraphrase the following when the airlock door is opened.

A rudimentary airlock splays wide open. Its second door, which should be sealed shut, hangs ajar.

Creatures: Three scrap rats, products of centuries of breeding inside the hydroponics bay (A10), are startled by the presence of the PCs and immediately attack. They take cover in the corridor (A3) if possible and hurl grenades at the PCs. They fight until overpowered unless the PCs give them enough food to satiate their hunger (3 days’ worth of rations).

SCRAP RATS (3)

CREATURE -1

SMALL **BEAST**

Starfinder Alien Core 168

Perception +7; low-light vision, scent (imprecise) 30 feet
Skills Acrobatics +4, Crafting +4, Stealth +5, Thievery +3
Str +2, **Dex** +3, **Con** +1, **Int** -3, **Wis** +1, **Cha** -3

Items commercial frag grenades (4)

Dangerous Recycling Over the course of 1 minute of uninterrupted work, a scrap rat can assemble any level 0 commercial grenade using nothing but junk. It falls apart and becomes unusable junk after 10 minutes.

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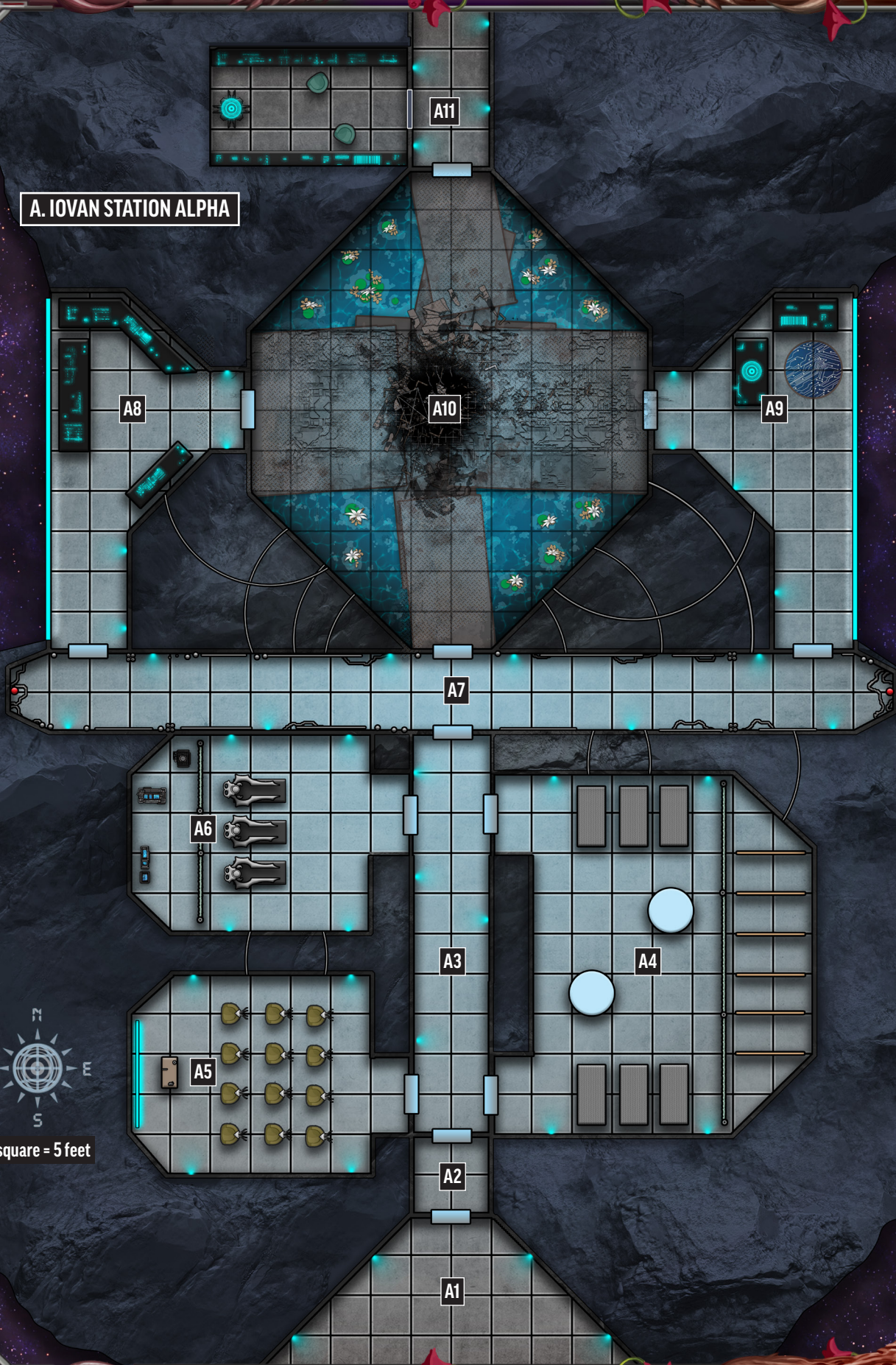
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A. IOVAN STATION ALPHA



1 square = 5 feet



AC 14; Fort +5, Ref +8, Will +2
HP 8

Speed 25 feet, climb 10 feet

Melee ♦ scrappy tail +6 (agile, finesse), **Damage** 1d4+2 slashing plus scoring

Ranged ♦ frag grenade +7 (area [5-foot burst], consumable, range 70 feet), **Damage** 1d8 piercing

Scoring When the scrap rat's tail deals damage to an object or creature with the tech trait, the tail also gains the following traits until the beginning of the scrap rat's next turn: deadly (1d4), hampering, and razing.

Treasure: A small cache of additional grenades is partially buried nearby. Each functions as a commercial frag grenade with the glitching 1 condition. If the PCs keep these grenades through the end of Chapter 1, this condition can be removed by dwarven crafters at Star Citadel Theodrane at no cost.

A3. SAFETY CORRIDOR

This corridor connects to the malfunctioning airlock (A2). No check is required for the PCs to recognize the structure as a rudimentary form of space station construction, dating back centuries before the Gap. Looking up and down the walls, the architecture seems to be angular and arched at the same time, creating a sense of vertigo along the hallway's edges despite being 10 feet in diameter. Pieces of paper are stuck to the walls with adhesive, a few of them preserved with clear, laminate coating.

Since the space station floated in space for centuries, most of the ink on these pages has faded, leaving only a few flecks or impressions. A PC who succeeds at a DC 15 Society check to Decipher Writing discerns the contents, with anyone who speaks Eoxian gaining a +2 circumstance bonus on their check. The laminated pages can be decoded separately with a DC 13 Arcana, Computers, or Occultism check (speaking Eoxian grants a +2 bonus on this check as well).

The laminated pages are checklist items for the crew on board the space station: reminders of daily tasks that needed to be done such as stirring oxygen tanks, purging nitrogen out of waste bins, cleaning shift rotations for the gymnasium, and so on. The faded pieces of paper appear to be letters and old photographs from the families of those serving aboard Station Alpha—little reminders of home. If the PCs use magic or skills to investigate the corridor, they discover a faded map of “home”—PCs who succeed at a DC 13 Diaspora Lore, History Lore, or Society check recognize it as the lost planet Iovo! Among the laminated pages is a schematic layout of the station, allowing the PCs to see the arrangement of chambers, even if they don't know which room is which.

Reward: Award the PCs 40 XP for finding the map of Iovo.

A4. CREW QUARTERS MODERATE 1

Half a dozen bunk beds with deteriorated bedding line

the walls, and card tables fill the center of the space. Soundproofed privacy curtains veil the bathroom and shower facilities. A cracked vid screen hangs on the near wall. A PC who succeeds at a DC 15 Perception check notices an antique pulsecaster pistol on the bed closest to the door the PCs open first. This ancient weapon has the glitching 1 condition and 1 charge remaining in its battery.

Creatures: When the *Death Wail* struck the space station, the supposition that the facility would survive turned out to be correct, but the blast still killed almost every living being on board. Most simply decomposed over the centuries since that fateful event, but two who were taking solace in each others' arms when the Eoxian superweapon arrived were fused with the tech in their quarters and arose as cybernetic zombies. The zombies use no discernible tactics other than protecting each other, and they fight until destroyed.

CYBERNETIC ZOMBIES (2)

CREATURE -1

MEDIUM MINDLESS TECH UNDEAD ZOMBIE

Starfinder Alien Core 202

Perception +3; darkvision

Skills Athletics +5

Str +2, **Dex** +4, **Con** +3, **Int** -5, **Wis** +0, **Cha** -2

Items integrated commercial laser pistol (commercial battery), matching rings

AC 15; Fort +5, Ref +6, Will +2

HP 40, void healing; **Immunities** death effects, disease, mental, paralyzed, poison, unconscious; **Weaknesses** electricity 10, slashing 10

Cybernetics The zombie's cybernetics can be disabled for 1 hour with a successful DC 15 check to Disable a Device. The cybernetics are disabled for 1 hour if it takes any electricity damage. A cybernetic zombie with disabled cybernetics is slowed 1 and can't use reactions (including Self Destruct).

Self Destruct ⤿ **Requirements** A cybernetic zombie must use this reaction when the trigger is met unless its cybernetics are disabled; **Trigger** The cybernetic zombie is reduced to 0 Hit Points; **Effect** The zombie's damaged cybernetics explode, dealing 1d8 electricity damage in a 10-foot radius (DC 15 basic Reflex save). This ability destroys any technological items on the zombie.

Speed 20 feet

Melee ♦ fist +4, **Damage** 1d6+2 bludgeoning

Ranged ♦ laser pistol +6 (expend 2, mag 10, range increment 40 feet, reload 1, tech), **Damage** 1d6+2 fire

Treasure: The PCs can Search the room with a DC 13 Perception check. If successful, they find the pulsecaster pistol mentioned previously, as well as two commercial dueling swords that belonged to the now-destroyed zombies. Next to many of the bunk beds, the PCs find curious tomes with ornate covers on them, though the writing on the pages has all faded with time. A PC who succeeds at a DC 10 Arcana, Occultism, Nature, or Religion check can tell that

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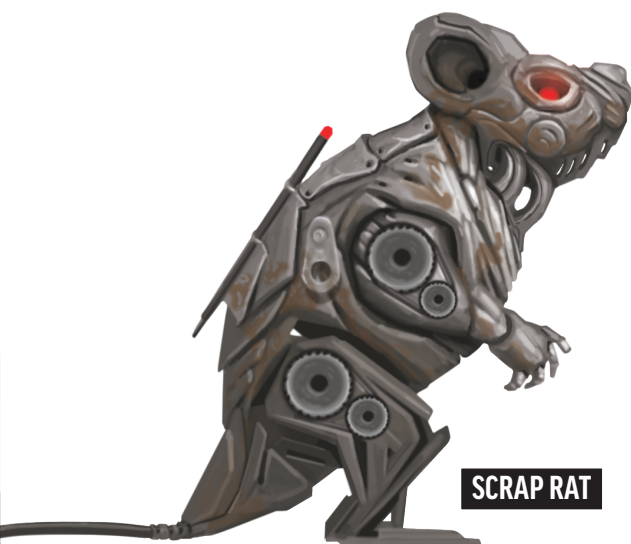
MATTERS OF GRAVITY

In *Starfinder* Second Edition, characters might encounter environments ranging from normal (Earth-like) gravity conditions to zero gravity (weightlessness) all the way to extreme (crushing) gravity conditions. Artificial gravity is not always present on every ship or space station, and PCs should be ready to experience changing gravity conditions when exploring locations in space!

these books had to do with magic users studying spells. These items are collectively worth 40 credits to antique collectors. The rings are worth 20 credits.

Development: Examining the room, the PCs discover that the station could house a maximum permanent complement of twelve people at a time, and judging by the furniture, undead occupants, and other clues, the crew were most likely elebrians—natives of the planet Eox. A PC who succeeds at a DC 13 Society check or a DC 10 Eox Lore check (which can be rolled untrained) knows that elebrians were the original inhabitants of the planet Eox before their atmosphere burned away in a pre-Gap catastrophe that killed almost all of them, with most of the survivors turning to undeath for salvation. Success on this check also indicates to PCs that history doesn't show any record of elebrians building space stations except in Eox's own orbit until well after the Gap. Further, this station's home around Iovo is another contradiction, since history records that the twin worlds of Damiar and Iovo, populated by those of sarcesian ancestry, were at war with Eox and the elebrian people when they were destroyed.

A5. AUDITORIUM MODERATE 1



SCRAP RAT

Like the corridor outside, this room was built as a single module and then shipped up to space for installation. It has been configured into a spacious briefing room, with several rows of auditorium-like seats, each with a strange silver crown hanging on the armrest. A podium rests on a slightly raised stage at the front of the room. A large antique vid screen takes up the front of the chamber behind the podium. Above the door, an old-style holoprojector flickers on and off.

This room was the space station's media center, where the elebrians on board would consult with their peers on the surface of Iovo, run company briefings, and occasionally host screenings of films. Smaller, private booths where people could keep in touch with their loved ones through the station's systems-wide comms relay were open for a steep price.

Hazard: Due to the strange psychic energies broadcast throughout the universe coinciding with the birth of the Newborn, the ancient holoprojector in this room was corrupted into spawning hardlight scamps. The malfunctioning projector activates as soon as more than two PCs enter the room, or if a PC fails a skill check to disable the trap below, causing the scamps to appear on the stage next to the podium.

Creatures: While attacking any living creature in the room, the scrappy elementals babble nonsense in the Eoxian language about radiation levels and wave harmonics. The scamps fight until they're defeated or their projector is taken offline. Gaining control of the projector (see below) allows the PCs to delete or reprogram the scamps. They'll do anything to avoid being deleted and might be reasoned with if determined PCs succeed at two or more Deception or Diplomacy checks or wield magic; if the PCs choose to bypass the encounter in this way, encourage them to participate in a lively roleplay encounter where everyone gets involved in some way through creative use of skill checks (DC 12) or friendly banter.

REJUVENATING PROJECTOR

HAZARD 2

COMPLEX MAGICAL TRAP

Stealth +10 (trained)

Description Hardlight scamps spawn from this antique projector and harass nearby living creatures.

Disable DC 20 Arcana (trained) to depower the magical circuits, DC 20 Computers (trained) to reprogram the projector, or DC 20 Athletics (trained) to rip the projector out of the wall.

Projector Hardness 10; **Projector HP** 42 (BT 21); **Immunities** critical hits, object immunities, precision damage

Generate Scamp ♦ **Trigger** Two or more living creatures enter area A5; **Effect** The projector creates two hardlight scamps next to the podium. This projector can manifest only two scamps at a time. The scamps roll initiative.

The scamps disappear when slain, or if their projector is deactivated or destroyed.

Infuse Scamp  **Trigger** A hardlight scamp is critically hit but not destroyed; **Effect** The affected hardlight scamp regains 1d8 Hit Points.

Reset The trap deactivates after 6 rounds and resets after 1 hour.

HARDLIGHT SCAMPS (2)

CREATURE 1

TINY **CONSTRUCT** **TECH**

Starfinder Alien Core 88

Perception +3; darkvision

Languages Common

Skills Acrobatics +7, Performance +7, Society +3, Stealth +7

Str +0, **Dex** +4, **Con** +0, **Int** -1, **Wis** +2, **Cha** +4

AC 15; **Fort** +2, **Ref** +7, **Will** +5

HP 16; **Immunities** bleed, death effects, disease, doomed, drained, fatigued, healing, nonlethal attacks, paralyzed, poison, sickened, spirit, unconscious, vitality, void; **Weaknesses** electricity 2, force 2; **Resistances** physical 2 (except *ghost killer*)

Tethered 100 feet. A hardlight scamp can't travel more than 100 feet from its projector. A hardlight scamp reduced to 0 HP vanishes, though its projector reconstructs it in 1d4 hours. The only way to permanently destroy a hardlight scamp is to find its projector and either repair or destroy it.

Speed 20 feet (hover), fly 30 feet

Ranged  hardlight beam +9 (agile, range increment 60 feet), **Damage** 1d4+2 force

Arcane Innate Spells DC 17; **2nd** *blur*; **Cantrips** *figment*, *ricochet*

Freeze    The hardlight scamp holds perfectly still so it appears as a normal hologram and becomes hidden. A hardlight scamp can Freeze even while being observed and counts as being concealed.

Holospark  The hardlight scamp shoots sparks at a creature within 60 feet. The target must succeed at a DC 17 Fortitude save or be dazzled for 1 round (1 minute on a critical failure).

Development: After the projector is dealt with, the PCs can examine the various screens and devices attached to the chairs in this room. Each seat has a silvery headpiece that resembles a crown with a backplate on it. Sitting on three of the seats are the desiccated remains of Medium-sized humanoid creatures with crowns on their enlarged craniums. The moment any PC touches a body with any means, it crumbles to dust and the silvery headpiece clatters to the ground with an eerie echo.

The crowns are not completely circular as they do not connect in the front, suggesting they could be adjusted for different head sizes. A PC who puts one of these crowns on their own head without taking any precautions must succeed at a DC 14 Will save or they become sickened 1 after a rush of centuries-old images and emotions from

GLITCHING GEAR

The glitching condition (*Starfinder Player Core* 437) represents tech creatures or objects experiences debilitating effects or potentially ceasing functioning altogether. Most of the usable items the PCs find aboard this pre-Gap space station are glitching.

someone else's life flashes into their mind, temporarily overwhelming their senses.

On a successful DC 13 Perception check, PCs notice pictographs on a laminated sheet tucked underneath each chair in the room, which can be further analyzed with a DC 10 Arcana, Nature, Occultism, or Religion skill check. On a success, PCs notice that these display a meditative ritual that must be performed before using the crowns in order to center one's body and mind. If a PC performs this meditative ritual and then puts on the crown, they find that they can telepathically communicate with anyone else currently wearing one of the crowns, and they can also cast the arcane cantrip *implant data*, heightened to 3rd rank, broadcasting to the screen at the front of the room. Additionally, the crown allows a wearer to cast the occult spell *motivating ringtone* once per day, targeting another living creature. In addition to these effects, the PCs can surmise that this technomagical apparatus would have allowed for rapid sharing of data and ideas.

The podium at the front of the room, in addition to being a speaker's lectern, functions as a control locus for the crowns, allowing them to be disconnected from their internal network. A PC can discover with a successful DC 15 Arcana or Computers check that the crowns could be hooked up to the space station's comm system for long-range telepathic communications to Iovo, either for two-way conversations, or to watch entertainment such as movies or music.

The PCs can recover a few choppy seconds of media from the podium, allowing them to make a DC 13 Eox Lore, Media Lore, or Music Lore check or a DC 17 Society check. On a success, the PCs confirm that these are elebrian recordings dating back centuries before the Gap, and several mention Iovo—an anthropological discovery that history has no knowledge about!

Reward: Award the PCs 40 XP for recovering ancient files or investigating the media crowns.

A6. GYMNASIUM

TRIVIAL 1

This space has the exact same shape as the auditorium next door but has been equipped for different purposes. Three large treadmills stand opposite three elliptical workout machines. A rack of free weights leans against a wall near a stack of mats, and a track winds around the whole area where the audience seating would be in the auditorium.

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A privacy curtain in front of a central booth has the universal purple plus sign indicating a first aid station on it.

Even before the Gap, scientists had proven that physical exercise was a healthy way to maintain muscle mass while living for prolonged periods in low or microgravity environments. As such, Station Alpha was outfitted with a gymnasium for their crew's daily use: three treadmills and three elliptical machines, each with straps to keep their users held down to the machines in the low gravity environment.

Hazards: Unfortunately for the PCs, the locking mechanisms on the treadmills have degraded over the past few hundred years, turning them into potential hazards!

SPINNING TREADMILLS (3)

HAZARD 1

MECHANICAL TRAP

Stealth DC 17 (trained)

Description These three treadmills' rotating belts are no longer locked in place and now spin freely when activated.

Disable DC 13 Sports Lore to remember that older models of treadmills have an emergency brake that can be activated with a pull string, DC 15 Thievery to jam the mechanism, or DC 17 Crafting to improvise a stop for the rotating belts

AC 15; **Fort** +10, **Ref** +2

Hardness 5, **HP** 20 (BT 10); **Immunities** critical hits, object immunities, precision damage

Spin-Off **Trigger** A creature steps on the treadmill; **Effect** The creature must attempt a DC 15 Reflex save.

Critical Success The creature is unaffected.

Success The creature is pushed back 5 feet.

Failure The creature is knocked prone and pushed back 5 feet.

Critical Failure The creature is knocked prone, takes 1d6 bludgeoning damage, and is pushed back 10 feet. If this forced movement would have the PC impact another creature, that subsequent creature must succeed at a DC 15 Reflex save or be knocked prone.

Reset The trap resets automatically until disabled.

Treasure: A PC who succeeds at a DC 10 Perception check finds enough materials in the first aid station to construct two commercial medkits and four commercial medpatches.

A7. UTILITY CORRIDOR TRIVIAL OR MODERATE 1

This long corridor ties all the other parts of the station to each other. Scientific instruments and gauges line the walls and connect to probes and devices on the outside, now centuries past the last time any of them collected data or saw use.

Creatures: The psychic feedback from the birth of the Newborn sent strange energies throughout this facility. Its power systems spooled back up for the first time in ages since the Eoxian *Death Wail* struck, and it animated the fire suppression systems located at the furthest ends of the hall.

Because these animated fire extinguishers are tethered in place, savvy PCs might focus fire on one at a time, making this into two easier encounters rather than one more difficult one.

ANIMATED FIRE EXTINGUISHERS (2)

CREATURE 1

UNCOMMON SMALL CONSTRUCT MINDLESS

Perception +7; darkvision

Skills Athletics +6

Str +2, **Dex** +4, **Con** +3, **Int** -5, **Wis** +0, **Cha** -1

AC 16 (12 when broken); **Fort** +4, **Ref** +7, **Will** +2

HP 20; **Hardness** 3; **Immunities** bleed, death effects, disease, doomed, drained, fatigued, healing, mental, nonlethal attacks, paralyzed, poison, sickened, spirit, unconscious, vitality, void

Construct Armor Like normal objects, the animated fire extinguisher has Hardness. This Hardness reduces any damage it takes by an amount equal to its Hardness. Once the animated fire extinguisher is reduced to less than half its Hit Points, or immediately upon being damaged by a critical hit, its construct armor breaks, removing its Hardness and reducing its Armor Class to 12.

Speed 0 feet

Melee **◆** hose whip +6 (reach 10 feet), **Damage** 1d6+2 slashing

Ranged **◆** foam spray +7 (cold, magical, range increment 60 feet), **Damage** 1d6+2 cold

Auto-Fire **◆◆** foam spray (20-foot cone, cold, magical), **Damage** 1d8+2 cold (DC 15 basic Reflex)

Development: Once out of combat, the PCs can examine this utility corridor and take note of all its scientific gauges. No check is required to notice ladders at regular intervals that go up to observation domes of glass where the occupants could sit in comfortable chairs and look out into space, but these domes are currently crushed by the asteroid that came down on top of the station. A successful DC 13 Arcana, Nature, Occultism, or Religion check while examining the ceiling is enough to tell that the occupants used magic to guide the asteroids that sandwiched their facility into precise position specifically to ensure that there was no explosive decompression—this was all done very deliberately and with great care, even if whatever their plans were seems somewhat bizarre to the PCs.

The three doors that lead to the north are each labeled in the Eoxian language. The one to the west (area **A8**) is the computer center, the one in the center (area **A10**) is the hydroponics bay, and the one to the east (area **A9**) is the arcane laboratory.

A8. COMPUTER CENTER LOW 1

Windows line one wall of this long room, which contains numerous banks of computers, though these portals reveal nothing but the inside of the asteroid encasing the

space station. By modern standards, these computers are old and outdated, but they still whirl with life and are somehow functional after what must be long years of disuse. An eerie yellow light emanates from the machines.

Creatures: This room was the main processing center of the space station, but it has been taken over by three computer glitch gremlins (also known as botnibs) who were generated by the birth of the Newborn. They know nothing about the station other than that they have been trapped in this room since their recent creation. The creatures are malicious and chaotic, and they attack living creatures out of instinct when they sense them approaching within 30 feet of the computers they currently call home. The gremlins climb the computers and walls in order to avoid melee attackers, using their auras, ranged attacks, and spells to harass the PCs. They work together whenever possible and egg each other into violence, escalating the situation unless PCs are particularly diplomatic or cunning (DC 15 Deception or Diplomacy).

When two gremlins fall, the other can be convinced to surrender via a successful Intimidation skill check against their Will DC. While they can't provide the PCs with any useful information, they can help by lending them their assistance to try to investigate the system and break the security lock on the command core (area **A11**). This counts as an additional Aid bonus that stacks with the PCs' checks.

BOTNIBS (3)

CREATURE -1

TINY FEY GREMLIN TECH

Starfinder Alien Core 85

Perception +5; low-light vision, techsense (imprecise) 100 feet

Languages Aklo, Common; digital telepathy 30 feet

Skills Computers +8, Crafting +5, Stealth +4

Str +0, **Dex** +2, **Con** +1, **Int** +3, **Wis** +1, **Cha** +0

Digital Telepathy A glitch gremlin can communicate telepathically with digital devices and with other creatures that can do so (such as other glitch gremlins). This allows the glitch gremlin to attempt Computers checks to access any computer within the telepathy's range.

Techsense (detection, primal) The glitch gremlin can sense items and creatures with the tech trait within 100 feet.

AC 14; **Fort** +5, **Ref** +8, **Will** +6

HP 8; **Weaknesses** cold iron 2, fire 2; **Resistances** cold 1, electricity 1

Glitch Aura (aura, primal) 20 feet. Creatures and items with the tech trait struggle to function reliably when near a computer glitch gremlin. Creatures with the tech trait, unattended items with the tech trait, or creatures holding equipment with the tech trait that start their turn in the aura must attempt a DC 16 Will save.

Critical Success No effect and the creature or item is temporarily immune to the gremlin's glitch aura for 1 minute.

Success The creature or items are unaffected.

Failure The creature, item, or all the creature's held items become glitching 1.

Critical Failure The creature, item, or all the creature's held items become glitching 2.

Speed 20 feet, climb 20 feet

Melee ♦ bite +7 (agile, finesse, magical), **Damage** 1d4+2 piercing

Ranged ♦ unstable spark +7 (agile, electricity, magical, range increment 20 feet), **Damage** 1d4+1 electricity

Primal Innate Spells DC 16, attack +7; **1st** delete, thunderstrike; **Cantrips (1st)** electric arc, figment, recharge weapon

Treasure: Junk and broken gear litter the floor, but a few useful items are strewn about the mess. A thorough search reveals a hacking toolkit, a flashlight, and enough salvage to assemble an infiltrator's toolkit.

Development: Due to their age (and corruption through being host to the gremlins), there's not much readable data left in the computer memory banks. A PC who succeeds at a DC 14 Arcana or Computers check to access the technomagical system can tell that the last data accessed before the system went into standby mode was used to calculate energy wave travel times between Eox and Iovo, as well as trying to calculate how small an object would have to be in order to survive a massively destructive energy wave. If the PCs spared a gremlin, they can attempt a DC 12 Intimidation check to coerce them into retrieving this information from the system, so long as the PCs promise not to kill them.

If the PCs explore, they notice a locked door labeled Command Core in Eoxian. To release the lock, the PCs must succeed at a DC 16 Arcana or Computers check to Hack one of the terminals in **A9** and gain control of the security system. If a gremlin is friendly, they automatically provide a +1 status bonus to these attempts.

Reward: Award the PCs 40 XP for searching the computer memory banks. If the PCs coerce or negotiate with the gremlins, award them XP as though they defeated the gremlins in combat.

A9. ARCAN E LABORATORY MODERATE 1

Windows line the eastern wall of this long room, revealing more of the asteroid's interior to those who peer outside. Unlike most of the rooms in the space station, this chamber looks like it was ripped from an ancient mansion and placed in space—all except for a simple technomagical interface at the northern side of the room, adjacent to a table that used to hold alchemical reagents, all now evaporated. A circular rug sits on the floor between these tables, where the charred remains of three humanoids are frozen up in a

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OVERCOMING HAZARDS

Typically, PCs use skills or even attacks to overcome hazards like spinning treadmills or shock grids, but focus spells, items, and other abilities can also be used to cancel out environmental effects. One use of such an ability is enough to end a simple hazard, but complex hazards require a PC to Sustain the spell or activate additional uses of the effect to keep suppressing the hazard.

hideous caricature of the ritual they were performing when they perished.

This room was the arcane locus of the space station, where the station's spellcasters could focus and perform arcane experiments or rituals, such as the one they used to telekinetically attract two asteroids to encase their station, fusing the asteroids together to help the facility survive the *Death Wail*, even though they themselves did not live through the event.

Creatures: The station's inhabitants had engaged the services of two sapient orbs to help them with their arcane work. When the *Death Wail* destroyed most life aboard, they both survived. However, they have been trapped in this room ever since, and their grip on reality has slowly decayed over the centuries. If the passage of time weren't enough, the Gap itself robbed them of part of their memory, driving them further toward despair. It's still possible for the PCs to calm the orbs down and avoid a combative confrontation, however. If the PCs don't show open hostility toward the orbs and succeed at a DC 17 Arcana, Deception, Diplomacy, or Society skill check against each of the two orbs, they both calm down. Award +1 or +2 circumstance bonuses for creative roleplay. If one orb is calm but the other is not, combat still begins, but the previously calm orb doesn't roll initiative until the start of the second round while it babbles incoherently and hesitates.

FALTERING SAPIENT GREEN ORBS (2)

CREATURE 1

UNCOMMON SMALL ABERRATION COSMIC

Perception +7; darkvision

Languages Orbian; telepathy 30 feet

Skills Athletics +6

Str +2, **Dex** +4, **Con** +3, **Int** +1, **Wis** +0, **Cha** -1

Confusion Due to their confused state, the faltering green orbs take a -2 circumstance penalty to Intelligence-based checks.

Mistvision A sapient orb always ignores concealment caused by fog, smoke, and mist.

AC 16; **Fort** +4, **Ref** +7, **Will** +2

HP 20; **Immunities** bleed, cold, disease, poison

Speed 5 feet (hover), fly 60 feet

Melee ♦ slam +6, **Damage** 1d6+2 bludgeoning

Bitter Mist ♦♦ **Frequency** once per minute; **Effect** The faltering green orb emits a green mist (as the spell) centered on itself. Sapient orbs can choose to emit transparent mist, granting no concealment. Additionally, any enemy in the mist when it appears, that enters the mist, or that ends its turn in the mist must attempt a DC 21 Will save unless they are fascinated.

Critical Success The target is unaffected and becomes temporarily immune for 24 hours.

Success The target is unaffected.

Failure The target becomes confused for 1 round.

Critical Failure The target becomes confused for 1 round, then sickened 1.

Treasure: The table of reagents contains a 1st-rank *spell gem of cellular stimulant*.

Development: The technomagical interface in this room can be accessed with a DC 14 Arcana, Computers, or Occultism check. If the PCs succeed, they learn the inhabitants of the space station received a secret warning from Eox about an impending attack on Iovo. If the orbs are calmed down and become friendly or better, the PCs can simply ask them what they know, and they share this information without requiring a skill check.

The technomagical interface maintains a security lock on a room labeled Command Core in Eoxian (two DC 16 Arcana or Computers checks to disable). If the orbs are present and calm, they provide a +1 status bonus. Otherwise, they try to hinder the PCs' efforts.

Reward: Award the PCs 40 XP for learning the information about the attack on Iovo.

A10. HYDROPONICS BAY SEVERE 1

This hexagonal module has the freshest air on the station. Walkways border four watery plots where plants with massive, spongy green leaves grow large enough to use as safe steps across the pooled water. Nutrients drip from a lattice of metal tubes, feeding the garden. A large pile of trash and junk blocks the intersection of the path, and rows of upturned soil rend the heavy-duty planters.

The hydroponics bay is the living, breathing heart of the space station. Its plants and machinery are vital parts of the station's bioorganic infrastructure, and they have managed to function perpetually with little maintenance for centuries since being abandoned.

Unbeknownst to the original inhabitants, scrap rats infested one of the last supply shipments to the station before the Eoxian *Death Wail* incident. The pest stowaways survived where the crew and their families did not. Having

the station to themselves, they overran it at first until evolutionary pressure led to a rise in intelligence, and they began to use tools and craft tech to maintain their environment. Now, centuries later, there's a small but stable population of scrap rats, led by visionary engineers who push their people to explore additional corridors in the station, repair failing infrastructure, or venture to worlds beyond.

Hazard: Scrap warrens are piles of debris and tech junk. In addition to the hazard presented below, PCs moving through these spaces treat them as greater difficult terrain; scrap rats treat these areas as normal terrain. A PC can attempt a DC 14 Acrobatics check to move through the junk warrens without triggering the hazard below.

The watery areas on the map are 3-feet-deep pools of water (waist high for many characters wading in), and they count as difficult terrain.

Creatures: If threatened, scrap rats fight tenaciously to defend their warrens. They might trade for shiny items (jewelry, metal armor, or tech items). If combat breaks out, scrap rats spread throughout the room, taking up defensive positions behind cover. The scrap rat visionary begins behind the warren to the north, closest to the door to **A11**.

SCRAP WARREN

HAZARD 0

MECHANICAL **TRAP**

Stealth DC 15

Description A large 5-foot-high pile of junk towers above the ground with holes in it big enough for only rats to squeeze through.

Disable DC 12 Thievery to stabilize the junk pile, DC 14 Survival to collapse it down on itself, or DC 16 Athletics to smash through it without setting it off

AC 10; **Fort** +3, **Ref** +1

Hardness 3, **HP** 12 (BT 6); **Immunities** critical hits, object immunities, precision damage

Spiky Collapse **Trigger** A creature other than a scrap rat enters the area of the junk warren; **Effect** The warren collapses in on the creature, making a melee strike with an attack modifier of +5. If the trap was undetected, the creature is off-guard against this attack.

Critical Success The creature takes double damage and gains the restrained condition until the end of its next turn (Escape DC 15).

Success The creature takes 1d6 piercing damage and gains the grappled condition until the end of its next turn (Escape DC 15).

Reset This trap must be manually reset.

SCRAP RAT VISIONARY

CREATURE 2

UNCOMMON **SMALL** **BEAST**

Perception +8; *detect metal* (30 feet), low-light vision, scent (imprecise) 30 feet

Languages Eoxian

Skills Acrobatics +10, Athletics +5 (+7 to Climb or Swim),

Crafting +8, Stealth +10

Str +2, **Dex** +3, **Con** +1, **Int** -2, **Wis** +1, **Cha** -3

Dangerous Recycling As scrap rat (page 17).

AC 17; **Fort** +7, **Ref** +11, **Will** +5

HP 30

Speed 25 feet, climb 10 feet

Melee **◆** scrappy tail +7 (agile, finesse, reach 10 feet),

Damage 1d6+2 slashing plus scoring

Ranged **◆** scrap shot +12 (range increment 30 feet),

Damage 1d10 piercing

Primal Innate Spells DC 18, attack +10; **2nd** *junk grenade, vigilant junkbot*; **1st** *junk armor, junk shards, patch tech*; **Cantrips (2nd)** *fabricate scrap, omnitool*; **Constant (Cantrip)** *detect metal*

Scoring As scrap rat (page 19).

SCRAP RATS (3)

CREATURE -1

Page 17

Initiative Perception +5

Treasure: Unused grenades can be recovered as commercial frag grenades with the glitching 1 condition.

Development: The remains of two more crew members' uniforms can be found buried deep inside the junk warrens, shredded up and repurposed as pieces of dirty bedding—the original generation of rats ate quite well in the weeks following the *Death Wail's* destructive wave, judging by the bones in a buried midden a few yards outside the warren. If the PCs try to open the door to the command core (**A11**), they find it sealed and inoperable unless they have already activated the security overrides located in the computer center (**A8**) and the arcane laboratory (**A9**). If they have already activated both overrides, the final door opens normally.

A11. COMMAND CORE

When the door to this simple chamber opens, the body of the elebrian space station commander sitting on a chair right in front of the portal immediately crumbles to ash before the PCs' eyes. The facility's commander had hoped she would survive the *Death Wail* sealed in the station's smallest compartment, but she starved a few weeks later. This room is furnished with two chairs and an antique computer console that controls all systems in the station, including its power reactor, arcane reservoirs, core memory banks, and encrypted data files.

Because these were all stored on solid-state media, these encrypted files have survived the passage of time, but they aren't without their security checks. If the PCs have missed any of the clues about the station's past from the computer center (area **A8**) or the arcane laboratory (area **A9**), they can attempt a DC 15 Arcana or Computers check at this location to obtain that information here, but anything else about the station's final mission or the fate of Iovo is highly encrypted behind a biometric lock, requiring

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SHORT STAT BLOCKS

In many adventures, the heroes fight groups of similar opponents, or face recurring villains. Each unique adversary stat block is printed in full only once. When PCs encounter similar foes with the same statistics, you'll find a shortened stat block that includes a reference to the page where the original stat block appears. In other modules, this method is also used for creatures detailed in the Adventure Toolbox or those printed in *Starfinder Alien Core*.

live elebrian genetic code in order to access. PCs obtain some sparse information: according to comm logs, the space station crew's final acts were to try to save Iovo from an Eoxian planet-killing superweapon they believed was blasting toward them.

If the PCs succeed at a DC 13 Society or DC 10 Eox Lore skill check, they recall that living elebrians are all but extinct in the modern galaxy, except for a small enclave supposedly living in a subterranean settlement on Eox.

The command core of the space station is built into the superstructure and cannot be removed. As such, the PCs can only use their comm units to scan the most recent encrypted file (which is just garbled static as far as they can tell), and leave the rest for a later trip. If they wish to learn the true secret held within this facility, they need to find living elebrian genetic material!

Reward: Award the PCs 40 XP for discovering the command core.

MALICIOUS MARAUDERS

Ulrikka Clanholdings isn't the only organization that conducts operations in the Diaspora. The Corpse Fleet, bane of living beings everywhere in the Pact Worlds, established a hidden base called Cairn, an asteroid listening post with many probes spread throughout the asteroid belt.

Whispers from Cairn's probes reached Captain **Sanimus Slayn** (page 125), commander of the Corpse Fleet cruiser *Amaranth*, who's on patrol duty when the PCs begin exploring the asteroid. The *Amaranth* doesn't arrive until the PCs are preparing to leave the asteroid, but it immediately scans their vessel and fires, identifying them as Corpse Fleet enemies.

How successful the PCs were at overcoming obstacles in the Diaspora Drifting scene on page 14 affects how prepared their starship is to endure being chased down by a Corpse Fleet cruiser.

0 Failures: The PCs' starship is warmed up and in perfect condition. They gain a +1 item bonus on all checks.

1-2 Failures: The PCs' starship has a few dings but is working fine. Run this section with no adjustments.

3-4 Failures: The PCs' starship has taken minor damage. The PCs take a -1 circumstance penalty on all checks during this section.

5-6 Failures: The PCs' starship took major damage during their approach, and the PCs take a -2 circumstance penalty on all checks during this section of the adventure.

ASTEROID FIELD CHASE

SCENE 1

STARSHIP SCENE

Suddenly a Corpse Fleet cruiser emerges from behind an asteroid and fires on the PCs' starship!

Victory Conditions The PCs defeat the *Amaranth* by reducing its Hit Points to 0, or they escape the asteroid field by earning 5 or more Escape Points during the encounter.

Optional Objective Successfully scan the enemy ship.

Starship Description The PCs are flying an explorer provided by their sponsor organization, which uses the statistics below (but can be customized at GM discretion).

Available Roles engineer, gunners (2), magic officer, pilot, science officer

AC 15; **Fort** +10, **Ref** +6, **Will** +4

Shields 5 (regains 3 per round); **HP** 26

Ranged ♦♦ (gunner, martial weapon) missile launcher (tech), **Damage** 1d6+3 fire

Ranged ♦♦ (gunner, martial weapon) machine gun (area), **Damage** 1d6+3 piercing

Allsix ♦ Each round, Captain Concierge grants a +1 bonus to one occupied starship role (PCs' choice). If there aren't enough PCs to occupy four starship roles, Captain Concierge can perform a starship role instead with a +7 modifier to all skills.

Avoid Asteroids ♦♦ (pilot) Attempt a Piloting check to avoid asteroids. On a success, the starship is unaffected by the asteroid field's next routine. On a critical failure, the starship takes damage as though affected by the asteroid field's routine.

Patch Job ♦♦ (engineer) Attempt a DC 15 Crafting check or a DC 18 Athletics check to try to patch some damage the starship has taken.

Critical Success The starship regains 2d8 Hit Points and loses any persistent damage conditions.

Success The starship regains 2d8 Hit Points.

Scan ♦♦ (magic or science officer) Attempt a DC 15 Computers or DC 16 Arcana, Nature, Occultism, or Religion check to analyze the environment or a particular object, such as an asteroid or enemy ship.

Critical Success Gain 2 Escape Points.

Success Gain 1 Escape Point.

Tactical Withdrawal ♦♦ (pilot) Attempt a DC 15 Piloting check or a DC 18 Perception check to evade the enemy.

Critical Success Gain 2 Escape Points.

Success Gain 1 Escape Point.

Critical Failure Lose 1 Escape Point.

Threat: *Amaranth* This Corpse Fleet cruiser is captained by Captain Sanimus Slayn. The *Amaranth* waits until the PCs try to leave the exploration site, then opens fire, ruthlessly chasing them down if they try to flee into the asteroid field.

Initiative Arcana +14

Skills Arcana +14, Piloting +12

AC 18; **Fort** +12, **Ref** +6

Shields 5 (regains 5 per round); **HP** 50

Threat Routine (2 actions) The *Amaranth* uses 1 action to scan, attempting an Arcana check against the Will DC of the PCs' starship. On a success, the scans penetrate the ship's magitech defenses and provide vital targeting information to the *Amaranth*'s gunners, giving the PCs' starship the off-guard condition until the end of the round. Then, the *Amaranth* uses 1 action to make an antimatter beam Strike against the PCs' starship.

Ranged ♦ antimatter beam +9, **Damage** 2d6+3 void

Threat: Asteroid Field Floating rocks and other debris fills the space of this scene. If ignored, the asteroid field can damage both ships in the encounter.

Initiative Stealth +5

Threat Routine (1 action) The asteroid field batters all starships. Both ships take 1d6 bludgeoning damage (DC 15 basic Reflex save). If one PC successfully Avoided Asteroids (page 26), the PCs' starship is unharmed by this routine.

Ending the Encounter The encounter ends if the PCs' starship is disabled, or the PCs meet the Victory Conditions.

Development: Sortieing with the *Amaranth* is intended to be beyond the PCs' capabilities (for now), even though Captain Slayn sacrificed shield and hull integrity in favor of speed and firepower. Even if the PCs are bold enough to engage, it should soon become clear that they are fighting a losing battle. If the PCs don't flee in time, the *Amaranth* brutally fires on their ship until it's disabled. Captain Concierge is programmed to automatically send a distress signal in this situation and urgently contacts the PCs' sponsors for help. Moments before the *Amaranth* is about to deliver the strike that might shut down life support or explode the ship's engines and kill everyone aboard, Ulrikka outriders arrive to rescue the PCs! Not liking the odds, Captain Slayn and the *Amaranth* disengage and retreat to the nearest Drift beacon, then enter the Drift bound for Barrow in the Vast.

Reward: The PCs earn 120 XP for participating in the starship encounter. If the PCs succeeded at the additional success condition, they earn 20 additional XP and learn the call sign and basic capabilities of the *Amaranth*, as well as the identity of its captain and its status as a Corpse Fleet unit.

CONCLUDING THE CHAPTER

One way or another, the PCs eventually reach the safety of Star Citadel Theodrane. While their Ulrikka Clanholdings benefactors help patch up their starship (free of charge, of course!), the PCs can report their findings and encounters to the entity that hired them.

Being a student of history, Belenze Shadraz is amazed by what the PCs have discovered, and she can fill in some of the missing gaps if the heroes missed any small pieces of

LEVELING UP

At this point, the heroes should reach 2nd level. Leveling up is described in detail in *Starfinder Player Core*, but you might want to walk through this process as a group to make sure no one misses anything important.

Advancing from 1st to 2nd level is relatively simple. Each character increases their numbers for skills, saving throws, attacks, armor class, perception, and so on by 1, as per how proficiencies function in *Starfinder Second Edition*. Beyond this, each character gains a skill feat and a class feat that they must select. Choosing these abilities might be what takes players the most time. Some classes, like the envoy, also gain an additional ability or two.

With their newly acquired finances, PCs might want to make purchases such as new weapons or tech gear. Star Citadel Theodrane doesn't have much of a market for used gear, but a corporate quartermaster can help them with any essentials, and the heroes will soon get an opportunity to go shopping when they begin Chapter 2!

information from the space station (such as the nature of the elebrian ancestry originating from Eox, their near-extinction, their small enclave on Eox, and the fact that history does not record them ever having had a presence on Iovo).

Anyone with whom the PCs share their information is stunned by the implications—Iovo had warning of the attack that destroyed it and might have survived, when history recorded it destroyed along with Damiar.

Whatzon Whatz-Gurz begins drafting NDAs for the PCs and anyone else at Ulrikka who overhears any of this. Rabech Shadraz and Helmut Navdeep begin searching their company's mining databases, leading to a startling discovery: the chemical composition of all asteroids mined by Ulrikka Clanholdings in the Diaspora doesn't support the hypothesis that the asteroid belt was made up of two planets—only one. (PCs who are interested can assist this research with History Lore, Mining Lore, or Physical Science Lore.) After a few days of research, they confirm it's possible that Iovo somehow survived the pre-Gap Eoxian planet-killing weapon that shattered Damiar and burned away Eox's atmosphere!

While this flurry of activity and discovery occurs, the PCs are hosted as honored guests by the personnel aboard the Star Citadel. They enjoy free room and board while their starship is repaired and custom fitted to their specifications.

Treasure: In addition to paying each of the PCs 500 credits as promised, Helmut identifies special shards of rock that they confirmed came from Iovo and synthesizes it into ammo, gifting the PCs 40 cartridges each of Iovan ammunition (page 102).

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CHAPTER 2: World of the Dead

Spearheaded by the success of their expedition to the elebrian space station, the PCs have uncovered a lost piece of Pact Worlds history and sparked new questions about the fate of Iovo and what the presence of elebrians on and around its surface before its supposed destruction could mean.

After taking some time to relax and recharge on Star Citadel Theodrane, the PCs hear from Emmozie, who's been in touch with representatives from Ulrikka Clanholdings as well as the PCs' sponsoring organization(s) (if different). Emmozie enthusiastically shares great news: they've been offered a follow-up job from Ulrikka Clanholdings to travel to Eox in their starship and obtain living elebrian genetic material to unlock the encrypted data they discovered on the space station.

If the party agrees, Emmozie updates their itineraries, having already scheduled a meeting with the administrator of Pact Port, one of the only settlements on Eox habitable for living creatures. They explain that the PCs need to depart for Eox immediately if they're going to be on time, promising that they'll help out by making even more arrangements for the PCs' benefit by the time they land. Then Emmozie puts them on hold to take another call (and never picks back up).

While reviewing footage or computer logs from their encounter with the hostile starship in the asteroid field, a PC

can attempt a DC 14 Piracy Lore check or a DC 16 Piloting check to Recall Knowledge. On a success, they identify Corpse Fleet insignia on the uniquely sepulchral starship.

Before departing, Belenze Shadraz insists that the PCs not fly to Eox alone. She dispatches the Ulrikka heavy cruiser *Cinnabar Crusher*, a blocky red vessel with no aerodynamic design or aesthetic appeal whatsoever but carrying powerful thrusters and bristling with weaponry, to escort the PCs out of the Diaspora until they're in range of Eoxian comm traffic. None of them know that the *Amaranth* is still out there shadowing their course from a distance, lying in wait to continue their sortie when the PCs least expect it!

UNLIVING HOSPITALITY

The flight to Eox with the *Cinnabar Crusher* is uneventful. The crew aren't much for conversation—they respect the PCs for their association with Ulrikka Clanholdings, but they would rather be actively mining right now and don't open comms outside of an emergency. Once they're close enough to the planet, the PCs can connect to Eox's infospheres. A PC who succeeds at a DC 12 Eox Lore check or DC 14 Infosphere Lore check learns about Pact Port, its local customs, and entertainment options. Since they probably know that the Halls of the Living are a possible destination, they can learn

information about this settlement as well with a subsequent check, increasing these DCs by 1.

After landing at the spaceport, the PCs don't have time to explore immediately, as they must undergo a customs search then rush to Pact Port's business sector to meet **Sadrat Phain** (overworked male elebrian ghoulish envoy), administrator of Pact Port. Sadrat's busy office is staffed with ghoulish and corpsefolk functionaries and skeletal secretaries who type at high speed on clacking mechanical keyboards as they file thousands of reports. Sadrat's office is a hub that ultimately controls every aspect of Pact Port's infrastructure—finances, immigration, security, tourism, and trade—and monitors safety concerns, including radiation levels outside the Lifeline, air quality, and activities of dangerous mindless undead outside the city.

Sadrat is a highly competent but eternally overworked civil servant who acts polite but becomes mildly frustrated at repeated or labor-intensive requests. He isn't expecting visitors but bows to greet the PCs when they enter his office, then immediately sits again to continue typing on multiple computers at once, though his peripheral vision seems to be superior enough that he can do this while maintaining eye contact with the PCs and keeping up a terse but professional conversation with them. If anyone insinuates Sadrat might be distracted, he sighs loudly, flicks a bony hand, and an invisible ghostly familiar resumes note-taking by clacking the keys while he refocuses his undivided attention on the PCs.

If asked about his job, Sadrat says he keeps Pact Port running while also representing the interests of the Council of Whispers—a group of respected bone sages who focus on studying undeath and its applications for the betterment of the galaxy. Sadrat grows impatient if the meeting lasts too long, eager to get back to his double-booked schedule.

Sadrat knows information from the Eox gazetteer (starting on page 90 of this book or on page 65 of *Starfinder Galaxy Guide*). If asked about living elebrians, Sadrat seems confused by their interest in the esoteric topic. He knows about a colony of them in the Halls of the Living, where they're basically farmed for media entertainment by undead producers like Zo!

Sadrat knows elebrians sometimes leave Eox. When this happens, they're transported to Pact Port for free and

RELAXED ROLEPLAY

Chapter 2 follows a different pace than Chapter 1's cinematic starship encounters and dungeon exploration. The PCs get to spend time at a bustling spaceport taking comfortable diplomatic meetings, enjoying fancy hotels, and going shopping. Take time to introduce locations in Pact Port (page 96) and gauge your players' interest in engaging with the local community, then invent roleplay encounters involving local shopkeepers, buskers, schemers, and so on, depending on your group's interests. Because the adventure's plot doesn't (yet) have any urgency to it, this is the perfect time to let the players explore Pact Port and experience downtime mode. Don't forget to let your players do some shopping with their credits from Chapter 1!



SADRAT PHAIN

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given a one-way ticket to Absalom Station, where a luxury apartment is already furnished with everything needed to begin a new life, all arranged and paid by Zo! Media.

If the PCs spend a few days loitering around Pact Port's departure terminals, they eventually glimpse an elebrian leaving the planet. Alternatively, Sadrat offers to arrange first-class seats on a planetary shuttle departing the next morning bound for the Halls of the Living, the primary settlement on the planet where living elebrians congregate.

Whatever they decide, Sadrat tells them Emmozie arranged for them to spend the day shopping in Pact Port's markets, then enjoy one night in the ritzy penthouse suite at the Dead Hand Towers.

Treasure: Before they depart, Sadrat offers each PC a gift as a welcome to his home world—a wrapped fruit basket containing expensive herbal lotions and a *bone speaker bobblehead* (page 101) with a customizable face and outfit.

HANGING AROUND OR HEADING OUT

Following their brief meeting with the Pact Port administrator, the PCs have a choice—bide their time in Pact Port or prepare to take flight for the Halls of the Living. This adventure only progresses after the characters depart for the Halls of the

Living, but allow the PCs to set the pace, only pushing them if roleplay and fun stall out. Before they depart, the PCs should have time to finish their investigation, go shopping, spend time crafting or handling other downtime activities, and rest at the kitschy but luxurious Dead Hand Towers.

If the PCs stick around for a few days, they eventually meet **Noeli** (frivolous female elebrian actor), who's departing on a shuttle for a new life after coming of age in a community called New Atraskia, which she describes as an idyllic paradise run by the handsome and magnanimous megacelebrity Zo!. She's leaving to marry one of her fans and refuses to accompany strangers to some dusty old asteroid (her words). Attempting to coerce or force her causes Noeli to scream loudly and flee, drawing a crowd that covers her escape into the waiting shuttle. If the PCs become friendly with Noeli, she adds them on social infosphere sites, where she later shares images of her beach wedding on Varturan, but won't share genetic info.

After they've dawdled for a while, the party receives calls from Emmozie or their sponsoring organization, impatiently asking for updates and urging them to investigate the Halls of the Living.

Whenever the PCs are ready to leave Pact Port, Emmozie arranges for them to fly first class on a planetary shuttle scheduled to fly southeast over the Atraskien Shelf toward the Halls of the Living.

Rewards: Award the PCs 120 XP for exploring Pact Port. They earn an additional 40 XP if they encountered Noeli.

FIRST CLASS DISASTER MODERATE OR SEVERE 2

The PCs' reserved seats are in the luxury cabin of a planetary shuttle, scheduled to take off from Pact Port and fly directly to the Halls of the Living. The seats are plush and reconfigurable, designed to be rotated into the floor so that they can either fit large passengers or two medium occupants with extra legroom, and equipped with attachments to support a variety of different bodies. The rear of the shuttle is a cramped cargo bay full of supplies, recording equipment, and product samples for review, including a case of prototype *bone speaker bobbleheads* (page 101). The flight is direct with a 90-minute projected travel time.

Once the bulkhead has been sealed and the engines begin whirring to life, the PCs can look around and realize they're the only passengers on the shuttle, but a full staff is present to

tend to their every whim. A confident skeleton pilot welcomes everybody on board over the intercom while a sassy but friendly ghoul flight attendant serves free beverages and snacks to the first-class passengers prior to takeoff.

The trip is smooth and relaxing at first. The PCs can enjoy a variety of in-flight entertainment options, including vidgames and movies curated by Zo! Media, or stretch their seats out into beds to rest. About 30 minutes into the flight, *Amaranth* suddenly appears in atmosphere! Unbeknownst to the PCs, Sadrat Phain's stenographer is a Corpse Fleet spy who tipped Captain Sanimus Slayn off about their plans! *Amaranth* fires at the shuttle's engines once, hurls a special payload full of boarders at the cockpit, then swiftly exits Eox's orbit before planetary defense networks can lock onto its position. The strike from *Amaranth* damages the shuttle, and the flight attendant is blown out of the aircraft.

Creatures: With a series of loud bangs, Corpse Fleet drop troops breach the hull after being fired from the *Amaranth*'s cannons like unliving ammunition! This act causes explosive decompression in the economy cabin, but high-class emergency force fields keep the luxury cabin and flight controls intact, ensuring the PCs survive and can defend themselves. Two of the rigor mortics land in the middle of the luxury cabin, while one lands in the cockpit, emerging into the battle at the beginning of round 3 after destroying the pilot and planting a bomb in the console.

If the PCs spent extra time in Pact Port trying to find living elebrians before departing on this trip, the Corpse Fleet had extra time to plan this attack; add a fourth rigor mortic to the combat, making this a severe encounter.

The rigor mortics begin this encounter with a -2 to their initiative because of their cocoon projectile ability. Any space containing a seat counts as difficult terrain. Use the map on page 30 for this encounter.

RIGOR MORTICS (3 OR 4)

CREATURE 1

Page 120

Initiative Perception +7

Hazards: Making matters worse, a rigor mortic already planted a necromantic bomb in the shuttle's cockpit, and it's rapidly ticking down to zero! Meanwhile, warning alarms scream that the aircraft is breaking apart! The bomb is too complex to be disarmed in a hurry, and the pilot has been pulverized to bone dust by a boarder, but the PCs might be able to land before the shuttle falls apart or explodes.

DOOMED SHUTTLE

HAZARD 3

UNCOMMON COMPLEX MAGICAL TECH TRAP

Stealth +12 (trained) to notice necromantic energy emanating from the cockpit (allowing the use of Arcana to Disable).

Description The planetary shuttle has already taken severe damage to its engines and hull, sending it on a crash

course toward the planet. Meanwhile, a necromantic spell planted in the ship's computer will imminently unleash an explosion of void energy.

Disable DC 16 Piloting (trained) to take control and force the shuttle to a lower altitude, DC 18 Arcana (trained) or Thievery (trained) to counter the necroblast long enough to prevent its detonation, DC 20 Perception to look for the closest landing zone, DC 20 Crafting (trained) to take apart the console and defuse the bomb, DC 23 Religion to pray for divine intercession; four total successes are required to defeat the hazard (see Development). A creature that succeeds at any of these checks gains a +1 circumstance bonus on their save against the hazard's damage for 1 round.

Final Countdown  **Trigger** The encounter begins; **Effect** The necroblast begins its detonation countdown, and the doomed shuttle rolls initiative.

Routine (3 actions) Void energy leaks out from the console as the necroblast prepares to detonate. All creatures on the ship take 2d6+4 void damage (DC 18 basic Will save).

Reset The bomb goes off after 4 rounds. See Development.

Development: If the PCs successfully overcome the hazard aboard the doomed shuttle, they force a hard landing and escape seconds before it explodes behind them in a fireball tinged with necromantic energy that can be seen for miles around. The shockwave sends creatures within 100 feet of the shuttle flying 10 feet before landing prone in the hardpacked dirt and taking 2d8 bludgeoning damage (DC 14 basic Reflex save).

If they fail, a new alarm suddenly blares as the cabin rapidly fills with white foam that smells like expired dairy products. Several things then happen all at once: an emergency force field activates that seals the cockpit off from all occupants and triggers all PCs' armors' environmental protections, the aircraft crash-lands into Eox, and the bomb explodes. The foam protects the PCs from the worst of the explosion and crash, but everyone on board takes 1d10+6 points of bludgeoning damage (DC 18 basic Fortitude save). Afterward, the PCs can claw their way out of the wreckage.

Following the crash, any PC can attempt a DC 14 Life Science or Physical Science check or a DC 16 Crafting check to identify the white substance as a shock-absorbing safety foam created by an Eoxian company, trademarked WasteSafe. The unique formula uses liquefied bone marrow harvested from undead creatures mixed with synthesized food waste imported from Akiton. Meanwhile, a PC who succeeds at a DC 11 Eox Lore check or a DC 14 Society or Survival check recognizes where they crashed—the southern flats of the Atraskien Shelf in a location roughly 2 days walking distance from the escarpment that leads down into Deminas Hollow (where the Halls of the Living are located). This region of Eox is known for

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having a generally less toxic atmosphere than the rest of the planet (meaning that commercial-grade environmental protections function normally here) but also has more radioactive hot spots than normal.

Treasure: A search of the shuttle's wreckage reveals a damaged emergency beacon attached to a reinforced yellow box labeled "Emergency Supply Kit" in Common and Eoxian. The beacon's battery dies shortly after the PCs find it, but the contents of the kit might be of some macabre interest to them. Inside are the sorts of medical supplies that an undead creature would crave in this sort of situation: a bag of synthetic blood, spare bones with metallic braces and zip-ties, bone powder, several square patches of flesh in sealed pouches with needles and thread, and so on. Of more use to the PCs, however, are four doses of bone serum contained in injectable syringes that can be safely used even while their environmental protections are active. There are also four applications of *commercial marrow paste* (page 102) in the kit.

Rewards: Award the PCs 120 XP for surviving the shuttle crash.



UNDEAD EMERGENCY SUPPLY KIT

NO REST FOR THE WEARY

About 10 minutes after the explosive crash, a dust cloud approaches the PCs' position from the north a few miles in the distance. Anyone who succeeds at a DC 18 Perception check can spot it, while a PC who succeeds at a DC 13 Eox Lore or Religion check might identify its source as a horde of zombies on the move toward their position! Even if the PCs fail this check, they soon see the zombies rushing toward them but won't have forewarning of the danger. Success at any of these checks gives each PC a +1 circumstance bonus to their first check during the upcoming chase; this bonus increases to +2 if the PCs succeed at two different checks.

To escape from the horde, the PCs must flee, putting enough distance and obstacles between themselves and the zombies to throw off the pursuit. The chase is represented as a series of obstacles that occur in rounds. During the chase, all characters must overcome obstacles that represent challenges during each leg of the pursuit. Each obstacle requires a certain number of Chase Points to overcome, and typically there are multiple ways to overcome an obstacle. Allow PCs to use skills that aren't listed using a DC of 21, and consider applying a +1 circumstance bonus for roleplay or cinematic descriptions to any of these checks.

On a character's turn, they describe what they do to help the group get past the obstacle. They then attempt any

required roll or perform the required action for a choice without a check. If they attempt a roll, the result determines how many Chase Points the PC gains.

Critical Success The PCs gain 2 Chase Points.

Success The PCs gain 1 Chase Point.

Critical Failure The PCs lose 1 Chase Point (to a minimum of 0).

Chase Points represent the ability of the whole group to bypass the obstacle. A PC who critically succeeds can help the other characters continue onward, while one who critically fails needs extra assistance, setting the party back. Once the PCs accumulate enough Chase Points to overcome the obstacle, they immediately move to the next. Extra Chase Points don't carry over to the next obstacle—each requires its own number of Chase Points to overcome. However, anyone who hasn't already taken their turn that round can still take it against the new obstacle. Consequently, the characters best suited to overcoming the current obstacle might act first since the remaining characters might be better suited against the next one.

The PCs act first during each round, followed by the zombie horde. The zombies don't advance on the first round (representing them still approaching the crash site). The horde must succeed at a DC 5 flat check to progress to the next obstacle, representing their staggering gait and mindless nature. If the zombie horde ever ends its turn at the same obstacle as the PCs, they bash and bite into the characters, dealing 1d4 piercing damage, but the PCs can continue trying to escape.

HERE THEY COME!

OBSTACLE 2

Chase Points 3; Overcome DC 14 Stealth to dive behind the wreck, DC 16 Crafting to use debris like a shield, or DC 18 Deception to play dead or feign undead

Hundreds of zombies stagger toward the crash site, appearing from behind boulders and gnarled petrified trees, and converge into a hungry horde headed that way!

HIGHER GROUND

OBSTACLE 2

Chase Points 4; Overcome DC 14 Acrobatics or Athletics to muscle your way up the hill behind the crash site, DC 16 Nature or Survival to find the best path up, or DC 18 Diplomacy to quietly encourage everyone to stick together

The zombie horde pauses at the wreckage, giving the PCs long enough to climb up and over the nearest hill.

NECROMANTIC RUINS

OBSTACLE 2

Chase Points 4; **Overcome** DC 14 Arcana, Occultism, or Religion to deactivate the energies inside the jagged spike (or cause them to surge as a distraction), DC 16 Acrobatics or Thievery to find a weak spot in the ruins, or DC 18 Perception to find a safe way around it

A jagged piece of necromantic material sticks out of the ground on the other side of the hill, clearly radioactive and extremely dangerous but also capable of attracting undead creatures.

FIELD DASH

OBSTACLE 2

Chase Points 4; **Overcome** DC 14 Acrobatics or Athletics to cross the field quickly, DC 16 Intimidation to urge everyone to hurry, or DC 18 Crafting or Deception to distract the zombies and lure the horde in a different direction

A dusty open field is situated on the other side of the ruins. The going is easy, but the terrain is perilously exposed.

HOLLOW BONES

OBSTACLE 2

Chase Points 4; **Overcome** DC 14 Nature or Survival to shore up the rib cage with packed earth and rocks, DC 16 Stealth to cover your team's trail, or DC 18 Religion to pray for the zombies to be turned away by your god's power

The glassy, fossilized bones of a titanic, long-dead creature looks like the best hiding place beyond the open field.

Development: If the PCs complete the final obstacle before the zombie horde reaches them, they escape. The horde eventually loses track of them and shambles off to the southwest, away from the characters' likely eastern course.

If the zombie horde catches up to the PCs before they reach the final obstacle, the GM should look over each player's character sheet and have the horde rip away one non-essential item during a narrative flurry of hands and teeth before the PCs manage to escape and keep running while the zombies are confused in a pile of their own limbs.

After their frenzied dash to safety, the PCs can take about 10 minutes to recover. During this time, a PC who succeeds at a DC 16 Perception check notices a glint of something shiny on the horizon to the east, hovering just a bit off the ground. The object is vaguely square in shape and metallic in composition. Though they can't see it clearly yet, this object is the first of several remote technomagical camera drones they encounter during their trek across the Atraskien Shelf. Zo! Media Productions drones constantly troll the Eoxian wilderness, scanning for movement and seismic activity. When they spot something unusual, they start filming—their footage has been used in many sensationalized news broadcasts and entertainment shows.

Ever since their fiery crash, one of Zo! Media's upcoming producers began carefully watching their every move (without rendering aid) while eagerly theorycrafting for a survival show called *Wasteland Wanderers*. He's decided

it's best to see how far the PCs get before they expire or reach some sort of salvation—if they live long enough, he plans to offer them guest spots on the show.

Rewards: Award the PCs 80 XP for completing the chase.

Snake in the Glass LOW 2

Unfortunately for the PCs, their escape from the zombie horde is only the start of their troubles. The massive fossil they took shelter in is also the lair of a juvenile glass serpent, one of Eox's apex predators. The creature was out hunting when the PCs arrived, but it returns to the area as the PCs get their bearings.

Creatures: The juvenile glass serpent begins the encounter invisible and undetected, approaching the PCs as stealthily as it can. Roll a secret Perception check for each character against the Stealth DC of the serpent. Any PC who fails this check is a viable target for its Ambush reaction as the combat begins. Not mature enough to recognize when it's bitten off more than it can swallow, the glass serpent fights to the death. GMs can use any blank map for this encounter.

JUVENILE GLASS SERPENT

CREATURE 3

UNCOMMON LARGE BEAST COSMIC

Variant glass serpent (*Starfinder Alien Core* 84)

Perception +12; darkvision

Skills Acrobatics +10, Athletics +11, Stealth +13

Str +4, **Dex** +3, **Con** +2, **Int** -4, **Wis** +1, **Cha** +0

AC 18; **Fort** +6, **Ref** +9, **Will** +4

HP 50

Hostile Invisibility The juvenile glass serpent is naturally invisible. When a glass serpent takes a hostile action of any kind, it becomes visible until the start of its next turn, as its body becomes momentarily tangible. A glass serpent that has swallowed a creature becomes visible for the next day as its meal is digested. If the swallowed creature escapes or is otherwise removed, the glass serpent immediately returns to being invisible.

Ambush  **Trigger** A creature passes within 20 feet of the juvenile glass serpent and hasn't detected it; **Effect** The glass serpent lunges out of hiding. It Strides directly toward the triggering creature and makes a jaws Strike against it. The target creature is off-guard to this attack.

Speed 35 feet, climb 20 feet, swim 20 feet

Melee  jaws +12 (reach 10 feet), **Damage** 1d12+4 piercing plus Grab

Melee  tail whip +12 (agile, reach 10 feet), **Damage** 1d10+4 bludgeoning

Concealing Coil  **Requirements** The juvenile glass serpent's last action was a successful tail whip Strike; **Effect** The creature the glass serpent hit is concealed from all creatures except the glass serpent until that creature moves out of the glass serpent's reach or until the start of the glass serpent's next turn.

Swallow Whole  Medium, 1d8+4 bludgeoning, Rupture 9

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Development: After the battle, each PC can attempt a DC 16 Perception check to notice that the glint of metal they spotted earlier has gotten a bit closer, and if they take time to observe it, it seems as though it's following them. Play this up in an ominous manner. If the PCs fire weapons in the direction of the object, it silently moves out of the way of incoming ordinance but otherwise maintains the long distance between itself and the characters, simply observing them through its macro-telephoto lenses and microphones.

Treasure: A PC who succeeds at a DC 18 Mining Lore, Perception, or Physical Science Lore check identifies a valuable vein of iridium amber, a type of fossilized tree sap turned unnaturally chartreuse by exposure to radioactivity. This sample is worth 200 credits.

OVER THE DEAD HILLS

With all immediate threats dealt with, the PCs now find themselves thoroughly and completely lost. Their flight from the zombie horde has led them far away from their crashed shuttle wreckage, and the fight with the glass serpent in dusty terrain has obscured their recent tracks.



JUVENILE GLASS SERPENT

The PCs are now alone on the lonesome Atraskien Shelf and must eventually find shelter before their armors' environmental protections run out.

Represent this challenge with a series of survival events in exploration mode, where time is measured in hours rather than in rounds. If the party is looking for more combat challenges, feel free to add more encounters to break up events, but in general, this section of the adventure is meant to show off the parts of Starfinder Second Edition that occur outside of combat.

The PCs' environmental protections likely won't last forever, so they'll need to seek shelter from the toxic atmosphere. Because the Atraskien Shelf is slightly less toxic than the rest of the planet and can be filtered with lighter equipment or minor magic, tiny homesteads and other facilities filled with breathable air dot the barren landscape, but reaching one requires a lot of walking.

This trek is broken into several events representing the obstacles and landmarks on the way. During each travel segment, PCs attempt to overcome challenges to make good time toward their destination—and look good on camera, even though they don't know they're performing for an audience yet.

If one PC succeeds at the listed check, the group overcomes the obstacle in 4 hours. Decrease this time by 1 hour for each additional success (minimum 1 hour). If all the PCs fail, the group makes progress but must spend another 4 hours struggling through the terrain.

Keep track of how long it takes the PCs to trek across the Atraskien Shelf and take note of where the PCs rest (see Camping on Eox on page 36). Once the PCs have completed two of three events, run the Zephyrous Shelter encounter (page 36).

Cutoff Comms: The PCs' comm units and other computers don't function for sending or receiving audio, visual, or other messages beyond line of sight due to pockets of radiation found throughout the Atraskien Shelf. Special magitech shielding protects Zo! Media's drones from these effects, but the PCs aren't able to call for help, send messages to allies, or access the infosphere. They can still use magical communications as normal.

Lost On Eox: Before making any progress, a PC trained in Piloting or Survival can attempt a DC 16 check to Navigate or Sense Direction using the stars above, the memory of their shuttle's flight, or cached satellite maps. Other PCs can Aid these attempts using Eox Lore, Piloting, or Survival. On a failure, the PCs get a loose sense of which way the shuttle was originally going and can head in that direction. On a success, each PC

additionally gains a floating +1 status bonus that they can choose to use on any one skill check during this section of the adventure. On a critical success, these floating status bonuses increase to +2.

Characters can change their exploration activities in-between travel sections, though this adventure assumes that PCs generally pick the tactics that fit them best and stick to them. Encourage players to consider their characters' strengths when selecting exploration activities.

RADIOACTIVE PIT

Radioactive hot spots are found all over the Atraskien Shelf. The PCs approach a dry, rocky lake bed covered in what looks like glowing green moss—this site is radioactive,

Overcome: DC 14 Life Science Lore check to notice subtle breakdowns in the soil, DC 16 Nature or Survival check to notice odd striations on the rocks near the lake bed's edge, or DC 18 Perception check. Characters who selected the Scouting exploration activity can each allow one PC to reroll a failed check, but they must take the second result. This is a fortune effect.

Failure: Each PC must succeed at a DC 17 Fortitude save or be afflicted with mild radiation sickness, with a 4-hour onset time (*Starfinder GM Core* 90).

RETURN OF THE ZOMBIE HORDE

A slow-moving zombie herd slowly shambles toward a collision course with the PCs' path! The characters notice the herd approaching from a distance, giving them ample time to seek cover without being detected first.

Overcome: DC 16 Deception or Stealth check to find a hiding place, or DC 18 Religion check to lure or divert the zombies away. If a PC selects the Avoid Notice exploration activity, they can allow other PCs to use the Follow the Expert activity for this obstacle, rolling Stealth or Deception (as appropriate) while adding their level as a proficiency bonus, with an additional +1 circumstance bonus if the Avoiding Notice character is trained or +2 if they're an expert.

Failure: The zombies linger in great numbers, menacing the PCs and keeping them on edge. The PCs are frightened 2 during the next event.

DESERTED HOMESTEAD

Once upon a time, the Atraskien Shelf provided an idyllic rural lifestyle for many Eoxians who wished to get away from city life. Farming and ranching on the continent of Atraskia provided supplies for most of the planet. The caved-in wreck of an ancient homestead guards the entry to a rural road network that might help the PCs travel faster.

Overcome: DC 14 Eox Lore or Perception check to explore the homestead, DC 16 Crafting or Society check to interpret artifacts left by ancient occupants, or DC 18

EXPLORATION ACTIVITIES

During Exploration Mode, give each player the option to select an exploration activity for their character to engage in, or allow the player to describe what they want to do and help them choose an activity that fits what they described. *Starfinder Player Core* (page 430) presents many different options for these activities and their full descriptions, but Avoid Notice, Defend, Detect Magic, Investigate, Scout, and Search are particularly useful for this part of the adventure. Remind the PCs that they'll most likely be using the skill associated with their current exploration activity when it's time to roll initiative, so it's important to choose wisely and play to their character's strengths.

Perception check to notice ancient road signs. Characters who selected the Investigate exploration activity can roll their check twice and take the better result. This is a fortune effect.

Failure: The PCs get lost on unmarked roads from a bygone age and must backtrack before resuming their journey east. The PCs become fatigued.

Treasure: The PCs find expired R2E rations that can feed for four people for 1 week. Eating the expired rations requires a PC to succeed at a DC 12 Fortitude save or be sickened 1 for 1 minute.

FOREIGN METEORITE

A shiny, metallic meteorite the size of a large boulder is embedded in the ground along the path the PCs take. Whether it's naturally metallic or part of some kind of technological ruin from orbit is anybody's guess... but like the lake bed, it's dangerously radioactive!

Overcome: DC 14 Physical Science Lore check to notice degradation patterns in the metal, DC 16 Computers check to notice technological devices glitching in regular patterns consistent with the presence of radioactive decay waves, or DC 18 Perception check to identify the danger. Characters who selected the Search exploration activity can roll their check twice and take the better result. This is a fortune effect.

Failure: Each PC must succeed at a DC 17 Fortitude save or be afflicted with mild radiation sickness, with a 4-hour onset time (*Starfinder GM Core* 90).

BROKEN ESCARPMENT

When the PCs arrive at a scenic overlook atop a steep hill, the view is suddenly broken by the ground beneath their feet crumbling and falling away, sending them skidding toward a steep drop without warning!

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Overcome: DC 16 Reflex save to jump back from the ledge, or DC 18 Acrobatics check to slide down a rocky slope that breaks up the fall. If anyone selected the Defend exploration activity, they can quickly shove one of their fellow party members out of danger, granting them Resistance 5 against any damage they might take from failing this obstacle.

Failure: A PC falls and takes 2d6+3 bludgeoning damage.

Rewards: Award the PCs 80 XP for completing the trek.

CAMPING ON EOX LOW 2

Eox is especially dangerous for living creatures on the surface, where they attract insatiable feral undead from shallow graves and holes to their position in a matter of hours. Unless the PCs use magic, Survival (DC 18), or some other means to obscure their campsite, undead attack them 2 hours after they settle in for rest. Posting guards or using tech or magic to monitor the camp grants a +2 circumstance, item, or status bonus to initiative rolls against creatures attacking the camp.

Undead attack the PCs each night they camp outside the safety of permanent shelter. To spice up the encounters on the second night spent camping, consider adding level appropriate monsters from *Alien Core* or elsewhere in this adventure.

Creatures: Four mindless zombie shamblers stagger into their campsite! This encounter might stand alone or be the first of multiple waves separated by at least 10 minutes up to 1 or 2 hours; monitor the party's resources and enjoyment so this encounter doesn't become too difficult or taxing. The intent is for the PCs to feel like heroes as they battle back a few waves of undead, not provide a harrowing challenge (unless that's what your group enjoys).

Use any map for this encounter. A group of four shamblers gang up on targets when they can, but no more than two should attack a PC at once. They try to Grab a PC and use Zombie Bite; they move slowly and are uncoordinated, not even providing flanks for each other.

During the fight, the glinting metal observer (the following camera drone) arrives and begins recording them. By the fight's climax, a second identical object has joined the scene. Both circle around the combat at a distance, as if watching from different angles.

ZOMBIE SHAMBLERS (4)

CREATURE -1

UNCOMMON MEDIUM MINDLESS UNDEAD UNHOLY ZOMBIE

Perception +0; darkvision

Skills Athletics +5

Str +3, **Dex** +1, **Con** +2, **Int** -5, **Wis** +0, **Cha** +1

Slow A zombie shambler is permanently Slowed 1 and can't use reactions.

AC 12; **Fort** +5, **Ref** +2, **Will** +0

HP 8, void healing; **Immunities** death effects, disease,

mental, paralyzed, poison, unconscious; **Weaknesses** slashing 4, vitality 4

Speed 20 feet

Melee ♦ fist +6, **Damage** 1d4+3 bludgeoning plus Grab

Zombie Bite ♦ **Requirements** The zombie shambler has a creature grabbed or restrained; **Effect** The shambler makes a jaws unarmed melee Strike against that creature with an attack modifier of +8 that deals 1d6+3 piercing damage.

Treasure: Mindless undead normally carry no gear on them, but if the characters lost items due to the zombie horde chase earlier, consider returning some of them to the PCs after this combat scene or providing a few commercial medpatches in a tattered backpack dangling from one of the shamblers' shoulders.

Two camera drones keep following the PCs from afar, remaining a half mile or more away from the PCs most of the time.

ZEPHYROUS SHELTER

The PCs see a welcome sight when they crest one final hill—a modern technological structure sitting in a basin, clearly powered and operating normally. The round building has a squat generator next to it as well as a small chimney sticking out of the ground that puffs wispy white smoke into the air.

A PC who succeeds at a DC 14 Life Science Lore or Physical Science Lore check to Recall Knowledge identifies the facility as a geothermal power station and atmospheric condenser—a series of pipes and machines built miles deep into Eox's surface that generates oxygen and other gases needed to slowly start replenishing the planet's atmosphere.

If the PCs investigate the geothermal power station, they notice a symbol emblazoned on the doors that a PC can identify with a successful DC 16 Religion or Society check, or automatically identify with training in Ranginori Lore. This is the symbol of Ranginori, an elemental deity of air, known as the Zephyrous Prince. PCs who succeed at this check know one of the major projects his faith is trying to accomplish in the Pact Worlds is the restoration of Eox's atmosphere, although these efforts are often plagued by undead attacks and sarcesian sabotage. Combined with the slow methods favored by the Prince's patient caretakers, it might be centuries (if not longer) before the plan comes to fruition.

The building is a safe overnight shelter. The doors are locked, requiring a DC 16 Athletics, Computers, or Thievery check to open via force, hacking, or picking the lock, respectively. Depending on how quickly the group traveled here, they might still have hours of environmental protections left in their armor, making this a formality—or it might be a desperate race against time to restore depleted supplies.

Once unlocked, the PCs can explore the 20-foot-by-20-foot diameter shelter. It's furnished with two sets of double

bunk beds and a closet full of sleeping bags and linens so additional occupants can sleep on the floor. A simple stove powered by heating runes and a pantry full of basic dry and canned foods stand opposite a rickety folding table with a faded deck of playing cards.

Comms Blackout: The PCs can't send or receive comms within 5 miles of the generator. With a successful DC 16 Arcana or Computers check, a PC determines the facility has innate protections against communications and magical detection, explaining the comms blackout. No check is required to find a maintenance roster hanging on the wall near the door, indicating the next scheduled visit to this site is 1 month from now. Some characters might think destroying the generator or other equipment to try and prompt an earlier response from the station's maintenance crew, but sabotage doesn't draw a quicker response—only meaningless destruction.

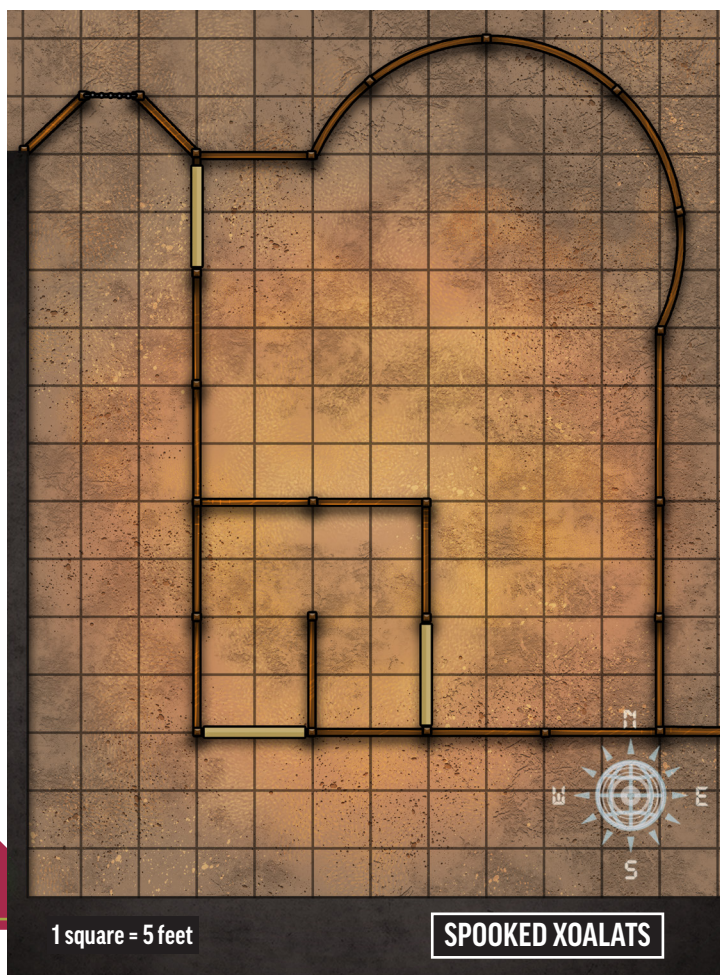
Rewards: Award the PCs 60 XP for discovering the Zephyrous Shelter.

SPOOKED XOALATS MODERATE 2

Beyond the Zephyrous Shelter and harsh terrain, the best path east becomes more obvious when the PCs encounter a hardpack road system dusty with recent travel. Any PC trained in Survival can attempt DC 14 check to Track. On a failure, they reveal no additional information, while on a success, they learn that many hooved creatures travel both east and west on this road frequently, and the herd just passed through here moments ago. On a critical success, the PCs receive this information as well as a +1 circumstance bonus on their checks to calm down the xualats (should they attempt to do so) when they reach the creatures' pens.

With a successful DC 16 Eox Lore or Life Science Lore check, a PC recalls that while most living creatures struggle to survive in the toxic Eoxian wilderness, one of the many life-forms that once thrived here were xualats, hooved herd animals ranched for their leather and meat in ancient times.

Following the road east leads the PCs to a dilapidated homestead, which they can tell even from a distance is well maintained and actively in use. Livestock cluster in pens; up close, they're anything but living. PCs can attempt a DC 14 Eox Lore, Life Science Lore, or Religion check to Recall Knowledge about them from a distance (if any PC already recalled information about xualats, grant a +1 circumstance bonus to these checks). The road leads past a series of



pens and stalls carved of petrified wood before reaching a cluster of buildings, including a sprawling ranch house blocked off by a wrought steel gate.

Creatures: Four xualats break free from their pens when the PCs pass by. Each PC can attempt one check to calm the xualats down with a DC 14 Farming Lore or Life Science Lore check, a DC 16 Nature or Survival check, or a DC 18 Deception or Diplomacy check. If more than half of the PCs succeed, the xualats remain skittish, but they can be herded back into their pens. If an attempt to corral a xualat critically fails, or if the PCs take any hostile actions, the xualats panic and initiate combat. Allow the players to determine their starting positions on the map above as well as the starting positions of the four xualats they're trying to corral. Roll initiative using a skill matching the approach each PC took in calming (or antagonizing) the xualats.

In combat, the frenzied xualats use Ferocious Charge and Trample to drive the PCs away from their pen. An individual xualat flees the area when reduced to 5 HP or below.

XOALATS (4)

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Initiative Perception +3

CREATURE 0

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HAVING ATTITUDE

Friendly, helpful, hostile, indifferent, and unfriendly are all conditions described in *Starfinder GM Core* that characterize an NPC's attitude toward another creature. PCs can use roleplay and skill checks to influence that character and change how they behave during a scene. This part of the adventure uses an Influence Encounter to determine Eterrina's attitude, but it's just one example of how GMs might present a social encounter.

Development: Upon hearing the commotion in the livestock pen closest to her house, the rancher who runs this homestead comes out to investigate. **Eterrina Rikutan** (grouchy female biting corpsefolk elebrian



ETERRINA RIKUTAN

rancher) holds a customized pistol in her hand, and her sickly brown leather clothing creaks as she takes up a defensive position on her front porch, calling out to demand the PCs get off her property.

UNDEAD RECKONING

Eterrina wears a wide-brimmed hat with a wilted, dried-up flower pinned to it. Though the hat partially obfuscates her eerily empty eye sockets, it's clear she's not human or living; her cranium is larger than normal, her jaw is slightly elongated, and several of her teeth are fangs—and judging by the pallor of her skin and the putrid aura coming off her, she's undead. Eterrina is a weathered, old cowpoke who acts foul-tempered and intimidating to get her way but isn't unreasonable. In life, she was a wealthy rancher with dozens of herds of xolats. Following the burning of Eox's atmosphere, she rose as a corpsefolk with no special abilities other than her fierce personality and levelheadedness. Unlike many of her farmhands, who rose as mindless zombies, she remembered her purpose and resolved to keep up her routine.

Eterrina begins this encounter as indifferent to the PCs. She has grown accustomed to being alone and doesn't need or want living beings trespassing all over her rightful property or interfering with her herds.

Even if the heroes rested at the Zephyrous Shelter and have full environmental protections, a PC who succeeds at a DC 12 Computers (to check cached satellite maps on their comm unit or other computer) or Survival (to navigate by star positions and other traditional methods) check determines they still have a full day's travel to reach the edge of the Atraskien Shelf. They also know the shelf ends in a long, steep slope that leads to Deminas Hollow (the Halls of the Living are a subterranean complex beneath this geological feature).

Negotiating with Eterrina is represented by an Influence Encounter. The PCs should roll initiative using Diplomacy and other social skills. Each round, the PCs can either attempt to Discover or to Influence.

DISCOVER

CONCENTRATE SECRET

You study an NPC to learn more about their preferences and behaviors. Attempt a Perception or skill check (DCs found in the NPC's influence stat block).

Critical Success Choose two from Success (you can choose the same option twice to learn two pieces of information from the same category).

Success Choose one: you learn which skill that can Influence the NPC has the lowest DC, one of the NPC's personal biases, one of their resistances, or one of their weaknesses.

Critical Failure Choose one, as success, but the information is incorrect.

INFLUENCE

CONCENTRATE **LINGUISTIC**

You try to make a favorable impression on an NPC. Attempt a skill check (DCs found in the NPC's influence stat block).

Critical Success Gain 2 Influence Points.

Success Gain 1 Influence Point.

Critical Failure Lose 1 Influence Point.

Eterrina's patience is thinner than the leather in her hat. The PCs have 4 rounds to influence her. She doesn't like people who complain or mess with her things. If the characters damaged her property or harmed her xolats, she starts off as unfriendly and only gives the PCs 3 rounds to make a case.

If the encounter goes truly bad and she becomes hostile, Eterrina fires her gun at the PCs and whistles loudly. Six xolats thunder down the road toward the PCs at her command, initiating a severe encounter unless the party immediately leaves the homestead. Avoiding Eterrina's ranch adds another day to the journey.

ETERRINA RIKUTAN

LEVEL 2

UNIQUE **MEDIUM** **CORPSEFOLK** **ELEBRIAN** **HUMANOID** **UNDEAD**

Ornery rancher

Perception +9

Will +7

Discovery DC 14 Eox Lore, DC 16 Perception, DC 18 Society

Influence Skills DC 14 Faming Lore, Labor Lore, or Life Science Lore (to show knowledge and proficiency at ranching), DC 16 Intimidation (to Coerce since she admires strength), DC 18 Diplomacy (to Make an Impression or Request a favor), DC 21 Performance (to Perform something entertaining for her since she's bored living alone)

Influence 4 Eterrina lowers her rifle and seems willing to hear more, but she still has a guarded demeanor.

Influence 6 Eterrina agrees to give the characters directions to a place they might find shelter, explaining that it's a full day's walk from here, but she isn't sure she's willing to invite strangers in and tells the PCs so.

Influence 8 Eterrina relents, apologizing for the cold reception she gave the PCs, and invites them inside. She also decides to give them a gift. Proceed to **Development**.

Resistances Because she's a straight shooter, Eterrina loathes backhanded tactics and liars. Any attempt to lie to her (such as using Deception) automatically increases all DCs to Influence her by 2.

Weaknesses Eterrina might be tough, but she's fair. The first PC who's honest about the party ending up on her ranch by accident or apologizes for bothering her automatically generates 2 Influence Points. Any PC who communicates with her in Eoxian or Necril gains a +1 status bonus on their checks to Influence her.

DISCOVERY AND INFLUENCE

To end an influence encounter, the PCs must earn Influence Points as described in the NPC's stat block. A PC must first use Discovery to learn what skills can be used to earn Influence Points, what Weaknesses make their job easier, and what Resistances make their work harder. PCs might attempt to Influence without attempting Discovery first, but this tactic requires guessing how to solve the situation based on gut feelings and the flow of roleplay. Both approaches can be fun for different groups.

When the PCs reach influence thresholds, they gain certain pieces of information or rewards, as described in the encounter.

Development: If the PCs earn 8 Influence Points with Eterrina, she brings them inside a barn where she keeps a hidden generator that can recharge (or just top off) their armor environmental protections, and they can stay there as long as they need before getting back on the road. Recognizing their plight, she also offers them her commercial seeker rifle, upgraded with a tactical sniper's scope. If the PCs try to refuse, she explains that it's an older gun, and she can always order a better one for herself next month when she goes into town to deliver a shipment of xolat marrow to WasteSafe. She wishes the PCs happy trails then gets back to work around her property.

If the PCs earn 6 or more Influence Points, she tells them that she's not going to let them stay on her land but describes a domed building along what used to be the coast one day's walk due east of her property.

If the PCs earn at least 1 Influence Point with Eterrina but don't attack her, they aren't quite doomed. Just after she dismisses them, she notices a glint of metal on the horizon for the first time. Unlike the PCs, she instantly recognizes the camera drone's silhouette and doesn't want to cross its masters in the Halls of the Living. Shooting the PCs a scathing look after pointing toward the glint on the horizon, she whispers, "Oh, you're with **them**. Fine, I'll help, but then I want you gone, ya hear?" If the PCs are in need of recharging and supplies, she provides it and gives them directions, then coldly goes back inside and slams the door shut behind her, giving no explanation for her understanding of what those objects are, no matter what the PCs say or do.

If the PCs got directions from Eterrina, they can follow her directions by succeeding at a single DC 14 Piloting or Survival check to Navigate or Sense Direction. If they fail, they eventually find the way to their destination but arrive exhausted after taking many wrong turns and backtracking through hard country. In this case, each PC

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must succeed at a DC 16 Fortitude save or begin the next combat encounter with the fatigued condition.

Rewards: Award the PCs 60 XP for attempting to make an impression on Eterrina, regardless of results.

ETCHED MEMORIES

The PCs spend another day hiking overland, shadowed by three metallic observers moving at different angles and altitudes. By now, it's likely occurred to the PCs that the things following them are constructs or drones of some type. Sometimes, the observers get closer, allowing the PCs to attempt a DC 16 Media Lore check or DC 18 Perception check to identify them. On a success, the PCs identify the observers as technomagical camera drones capable of capturing audio and visual signals at long distances and transmitting them at planetary ranges. Even if the PCs try to signal the drones or shoot them down, the three devices silently continue their erratic, distant orbit and policy of nonintervention.

At the end of the trek, a structure looms against the sharp drop in the terrain that signals the end of the Atraskien Shelf and start of the slope into Deminas Hollow, a deep dry basin that was once a living ocean. The building is a towering, domed manor built in an ornate style. A shimmering field of magic surrounds the ancient structure, anchored by Eoxian hieroglyphs that glow green high on the tower's peak and in several places around its base. A

PC who succeeds at a DC 16 Arcana, Nature, Occultism, or Religion check can determine that this energy field generates breathable air and keeps it trapped inside the structure, making it a relatively safe place to seek shelter. It looks like part of the tower has collapsed, but most of the building seems intact, and the magical field is unbroken.

Inside, the abandoned building is dark, and the air is stale but safe. With a successful DC 14 Arcana, Eox Lore, or History Lore check to Recall Knowledge, a PC learns that the manor belonged to a noble who once ruled the region. Moth-eaten and dessicated furniture dates back to the period before the cataclysm that ravaged Eox, and fades magical sigils adorn different parts of the area. The central arena was an arcane symposium where scholars and sages gathered and discussed arcane theory, as evidenced by etchings on the walls in Eoxian. The rest of the building consisted of living quarters for the noble family and their servants.

Etched into the walls in Eoxian and Necril are a partial record of what befell this place in the days immediately after the cataclysm that burned away Eox's atmosphere and killed almost all life on the surface. A PC who speaks either language (or who's carrying a *bone speaker bobblehead*) can automatically learn the following information without any checks. Anyone else can learn the information by succeeding at a DC 14 Arcana, Eox Lore, Occultism, or Society check.

Just prior to the event that burned away the atmosphere, Lady Elyssiana Taliac (the head of house) built an airtight bunker underground as a shelter from attacks by a people

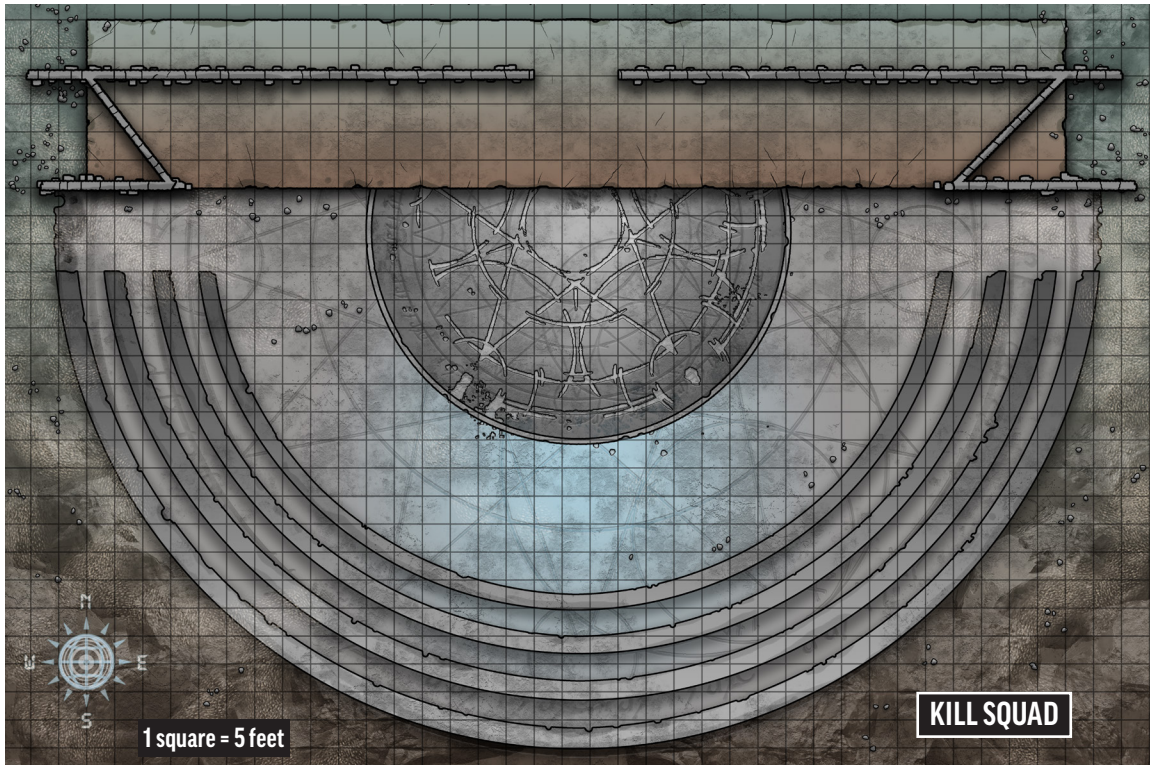
known as the sarcesians who sent ships to bomb Eox's surface from a faraway planet. During one of these attacks, a blinding light filled the sky that made it burn. Everyone trapped outside the shelter died, leaving only Elyssiana and about a dozen other people alive, including her consort and guard captain Sanimus Slayn.

After using divination magic to learn that they couldn't breathe without magical assistance, Elyssiana and others used a powerful ritual to create runes and established a pocket of air around the manor, then exited the shelter, which later collapsed. The group argued about what to do since they were trapped and running out of food and water. Then, Elyssiana discovered the existence of survivors elsewhere on the planet who promised a method of salvation by performing yet another ritual. There the etched recordings cease.

A PC who succeeds at a DC 16 Arcana, Occultism, or Perception check



ANCIENT MANOR



discovers one final inscription, etched on a stone near the end of a collapsed hall. There's a list of 11 elebrian names and a single line of text beneath them: "The ritual is complete. I am alone. May their memories remain with me forever in this accursed form so their deaths were not in vain. Lady Elyssiana Taliac."

Rewards: Award the PCs 60 XP for discovering the manor's secrets.

Treasure: The manor's rooms contain a collection of luxurious textiles and antique jewelry worth 500 credits to the right collector.

KILL SQUAD

SEVERE 2

After exploring the manor, the PCs most likely settle in for some rest using the stone encircling the central symposium or by setting up camping gear or making other preparations.

Creatures: While the PCs explored the manor, a Corpse Fleet hit squad under the command of a junior officer landed a few miles away and began moving toward the PCs' position with orders to eliminate them. The expendable troops enter the area through two different directions in groups of two, focusing on the least guarded positions, while the officer backs them up from another direction. If the PCs don't choose to rest here, the expendables wait to ambush them outside instead. If any of the PCs are awake or taking turns on watch, all enemies should roll Stealth checks against the Perception DC of those PCs to see if the PCs are aware of the approaching danger. Alert PCs can take exploration actions before combat (unless they're fatigued). PCs who

were sleeping when the kill squad arrives must roll initiative using Perception and begin combat prone and off-guard until they spend an action to Stand.

The expendables and junior officer follow their orders to take out the PCs until they're destroyed.

CORPSE FLEET EXPENDABLES (4)

CREATURE 0

UNCOMMON MEDIUM UNDEAD UNHOLY

Perception +6; darkvision

Languages Common, Eoxian, Necril

Skills Acrobatics +6, Athletics +6, Corpse Fleet Lore +3, Stealth +6

Str +2, **Dex** +3, **Con** +1, **Int** +0, **Wis** +0, **Cha** +2

Items commercial defrex hide, commercial reaction breacher with 36 projectiles, commercial vertebralis thorn (1 commercial battery; page 101)

AC 16; **Fort** +3, **Ref** +9, **Will** +6

HP 15, void healing; **Immunities** death effects, disease, paralyzed, poison, sleep; **Weaknesses** vitality 2

Speed 25 feet

Melee ♦ vertebralis thorn +6 (critical [cryo], modular [S or void], powered, reach, tech), **Damage** 1d8+1 void

Ranged ♦ reaction breacher +9 (concussive, range increment 100 feet, razing, tech), **Damage** 1d8 bludgeoning

Fusillade The Corpse Fleet expendable's ranged Strikes deal an additional 1d4 precision damage when the Corpse Fleet expendable is within the first range increment of at least one other member of the Corpse Fleet wielding a ranged weapon.

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CORPSE FLEET JUNIOR OFFICER

CREATURE 2

UNCOMMON MEDIUM UNDEAD UNHOLY

Perception +11; darkvision

Languages Common, Eoxian, Necril

Skills Athletics +5, Corpse Fleet Lore +5, Deception +8, Intimidation +11, Stealth +8

Str +1, **Dex** +3, **Con** +1, **Int** +2, **Wis** +0, **Cha** +3

Items datapad, commercial marrow paste (page 102), commercial semi-auto pistol (60 projectiles), commercial tempweave

AC 18; **Fort** +5, **Ref** +8, **Will** +11

HP 32, void healing; **Immunities** death effects, disease, paralyzed, poison, sleep; **Weaknesses** vitality 2

Speed 25 feet

Melee ♦ bone blade +8 (versatile P or S), **Damage** 1d8+4 slashing



CORPSE FLEET JUNIOR OFFICER

Ranged ♦ necrotic ray +9 (magical, range increment 30 feet, unholy), **Damage** 1d10+7 void

Ranged ♦ semi-auto pistol +9 (analog, range increment 60 feet), **Damage** 1d6 piercing

Rally the Troops ♦♦ (auditory, concentrate, mental) The officer issues an order for their allies to regroup. All Corpse Fleet allies within 120 feet of the officer can use a reaction to Stride up to their Speed. One Corpse Fleet ally who ends their movement adjacent to another Corpse Fleet ally gains 5 temporary Hit Points that last for 1 minute, or double that number of temporary Hit Points if they end their movement adjacent to the officer. The officer can't Rally the Troops again for 1d4 rounds.

Shoot to Kill ♦ **Frequency** once per round; **Effect** The junior officer designates one target within 60 feet that they can see. That creature takes a -1 circumstance penalty to its AC against all ranged attacks made by members of the Corpse Fleet until the beginning of the Corpse Fleet junior officer's next turn.

Startling Charge ♦ **Requirements** An enemy creature is within 30 feet of the junior officer; **Effect** The junior officer twists their face into a horrific grimace before advancing. The junior officer attempts an Intimidation check to Demoralize the target creature, then Strides directly toward that creature.

Development: After the battle ends, the PCs have time to rest, recover, and tend their wounds, then investigate their attackers' corpses. A PC who succeeds at a DC 14 Eox Lore or Society check identifies the insignia on their uniforms as Corpse Fleet, and with a successful DC 14 Warfare Lore check, a PC identifies the junior officer's position by their decorations. The officer carries a datapad, a handheld computer (DC 15 Computers check to hack).

Datapad Files: The datapad contains dossiers on each PC, with time stamps on the files beginning the day they took the assignment to investigate the asteroid for Ulrikka Clanholdings. The datapad also contains combat footage of their battle taken from the perspective of the ship they fought. The file notes the Corpse Fleet cruiser *Amaranth*, under command of Captain Sanimus Slayn, took the footage.

Chat Logs: Transcripts of audio logs from Captain Sanimus Slayn alert all officers about the discovery of "another elebrian ruin" in the Diaspora—the asteroid is classified, and any living creature who learns of it should be eliminated.

Brief updates detail *Amaranth's* delay in tracking the PCs down due to their dwarven escort and time spent in highly populated areas inside Pact Port; one log conveys the captain's frustration when a Corpse Fleet spy satellite discovered that the targets (the PCs) survived the attack on their planetary shuttle while the *Amaranth* was obeying orders to fly to Barrow. Sanimus ordered a follow-up attack on the PCs at the earliest opportunity, and the junior officer the PCs just defeated confirmed receiving orders and

heading toward the targets' suspected position. A PC who succeeds at a DC 16 Eox Lore or Society check recalls Barrow is a Corpse Fleet shipyard hidden somewhere in the Vast.

Rewards: Award the PCs 80 XP for hacking the junior officer's datapad.

SMILE, YOU'RE ON CAMERA!

Give the PCs a few minutes to process their recent discovery and collect any useful items from their fallen foes. When you're ready to proceed, read or paraphrase the following.

A soft whirring grows louder as three metallic objects zoom into the building one after the other. These objects have been hovering on the horizon for the last several days, following but never drawing near. As they approach within shooting distance for the first time, it's clear they're floating magitech drones equipped with a suite of high-powered cameras and audio recording equipment.

One of them projects a floating hologram: the figure of a sharply dressed ghoulish executive. She speaks to the PCs as though she were in the room with them: "Hello darlings. Don't worry, help is on the way—the rescue team should arrive at your location in approximately forty-five minutes. My name is Wazasha Kevir. I'm an executive producer for Zo! Media Productions. You caught the attention of one of our junior producers. He's been using your trials and tribulations as stock footage for the pilot of his upcoming show *Wasteland Wanderers*, but he forgot the best ingredient for media magic—consent!"

She grins, displaying sharp teeth. "So I'm here to talk terms. How would you like to be superstars?"

Wazasha answers the PCs' questions and entertains basic negotiations about the terms of the media deal, explaining they'll work out the details later. If they mention anything about living elebrians, she claims to know many and promises they'll be sure to work with living elebrian costars if they sign with Zo! Media.

Wazasha isn't pushy; she's confident the PCs will accept her offer and know she's their best route to safety. If they refuse her help, she shrugs and tells them how to signal a camera drone if they change their minds, then orders the three drones to leave the area.

Development: As long as the PCs agree to attend a meeting with her in the flesh, Wazasha renders aid by sending an armored shuttle to pick up the PCs and transport them to the relative safety of the Halls of the Living.

Treasure: Wazasha offers the PCs a signing bonus of 500 credits instantly available in their accounts once they return to civilization with her.

CONCLUDING THE CHAPTER

A sleek, black shuttle emblazoned with a golden star and

laughing skull lands a few hundred yards outside the manor 45 minutes later. The remotely piloted vehicle has room for six occupants and any gear they've acquired. Once all passengers are settled inside, the vehicle pressurizes, and several pop-out compartments unseal themselves, revealing food and drink fit for a film star—fine chocolates from Castrovell, Pulonian pastries, Eoxian brandy (the good kind), sweet and salty pickled grubs, and more! If the PCs feel like relaxing, they can spend time enjoying fresh air conditioning and expensive finger foods that taste all the sweeter from their likely scrounging or subsisting off bland rations for a few days.

A PC who succeeds at a DC 21 Perception check (which the GM should roll in secret) finds tiny fine print inside each food- or drink-dispensing area; this text presents a behavioral consent waiver wherein any entity who partakes of food or drink from the vehicle thereby agrees to allow footage of them inside the vehicle to become property of Zo! Media Productions for any purpose the company sees fit to use it. If any of the PCs succeed at this check, it should provide a tiny hint as to the kinds of relationships they might have to build in the near future if they want to succeed at their overall mission goals.

Following a comfortable 30-minute flight, the shuttle lands on a strip of tarmac in the middle of a vast, dry seabed. A silent skeletal attendant ushers the PCs into an airlocked bunker containing an elevator. At the bottom of a deep shaft, they disembark into a spacious underground facility built of metal and stone lit by pale green lights—the anterooms of the Halls of the Living, a complex of film sets and actors' residences controlled by Zo! Media.

The filtered air is breathable, and the sheltered compounds are safe from marauding undead. As soon as the PCs arrive, a flock of production assistants arrive to greet the new stars the producers are buzzing about.

A skeleton in a suit leads them down a dizzying array of escalators, walkways, and tunnels to the temporary accommodations prepared for them in the Halls of the Living. Zo! Media has furnished a row of identical prefab homes, one for each PC, along the same corridor in a lower level of New Atraskia.

Marble magitech escalators connect the PCs' corridor to a residential hub arranged as a loose semicircle of shops and eateries clustered at the edge of a lush indoor park. Small but luxurious homes with similar floor plans line the streets, some painted wacky colors or covered in graffiti.

If the PCs accept Zo! Media's terms and sign a contract with the corporation, room and board in the luxury homes are provided as part of the deal, along with complimentary meals at any of the gourmet restaurants in the Halls of the Living and check-ups at their medical facilities.

The PCs have plenty of time to sleep, rest, and recover after their ordeal. All characters should level up before starting Chapter 3.

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CHAPTER 3: Halls of the Living

Now that they've finally reached the Halls of the Living, the PCs have gotten closer to their goal of meeting living elebrians, whose genetic code can unlock the mystery of the space station the PCs explored in the Diaspora.

But the PCs soon learn nothing is free on Eox. If they hope to encounter an elebrian, they'll need to take part in filming several vid shows for **Zo!** (eccentric male elebrian necrovite media mogul) and his media company.

While the PCs are busy, the Corpse Fleet's Undying Admiral has authorized the *Amaranth* to hijack the asteroid containing Iovan Station Alpha using a gravimetric towing rig, then drag it through the Drift to the Corpse Fleet's primary shipyards on Barrow for further investigation.

PET SNACKS

MODERATE 3

The chapter begins as the PCs wake up refreshed and recovered following their wasteland ordeal. A fabulous continental breakfast awaits them, presided over by **Wazasha Kevir** (confident female ghoulish media producer) in the flesh. Wazasha is charming and polite, calling the PCs "darlings" and "dears," unless asked not to, and catering to their every whim. She makes it clear that they only have a few minutes to enjoy their delicious breakfast before

they need to hustle along to their first appointment. If the PCs haven't asked her directly about living elebrians, she'll have heard about their inquiries from her own sources from Sadrat Phain's office in Pact Port.

When the PCs finish their meal, Wazasha hustles them down corridors and up lifts to an executive suite for their appointment.

Wazasha grins and stops in front of a heavy wooden door adorned with a golden star and laughing skull. "As I've said, I think we can help each other. But first, you need to speak with the boss—Zo!"

She seats the PCs in a plush office, promising that Zo! will arrive shortly, but forgets to warn them about the dangerous guard creatures in the room with them, hiding in plain sight.

This rectangular office is simple, with chairs along the western wall and an L-shaped desk in the eastern half of the room; vidscreens cover several of the walls. A simple computer station sits on top of the desk along with a pot of steaming hot, shade-grown Pulonian roast coffee that effuses the chamber with a warm, inviting smell. Disposable paper cups stacked next to the pot invite guests to help themselves. Framed photographs are displayed on the desk.

The middle frame harbors a concealed camera (which a PC can notice with a successful DC 20 Perception check), one of many hidden around the room in order to catch candid footage of anyone in the office. Behind the desk floats a hovering luxury chair. A bright shag carpet rug rests on the floor between the door and the desk, and a similar rug lays behind it.

Creatures: Two of Zo!'s pet reculobutapuses laze around in the room, nestled into the two rugs. If any character tries to interact with any objects on or near the desk without permission, both attack.

If the reculobutapuses are undetected and their combat conditions are met, they use Stealth for initiative. Otherwise, they lay quietly on the shaggy carpets whose coloration they mimic perfectly, enjoying the cool artificial air of the room until Zo! arrives. In combat, they try to Swallow Whole creatures when possible, then slam into other targets afterward. They retreat to huddle and hide in the large trash bin at the back of the room if reduced to 10 or fewer Hit Points (regurgitating any currently swallowed creatures as a single action first) and don't reemerge.

RECULOBUTAPUS (2)

CREATURE 3

Page 119

Initiative Perception +12 or Stealth +14

Development: If the PCs defeat the reculobutapuses, they earn a few minutes to snoop around Zo!'s desk. His computer is locked behind layers of security and can't be hacked before

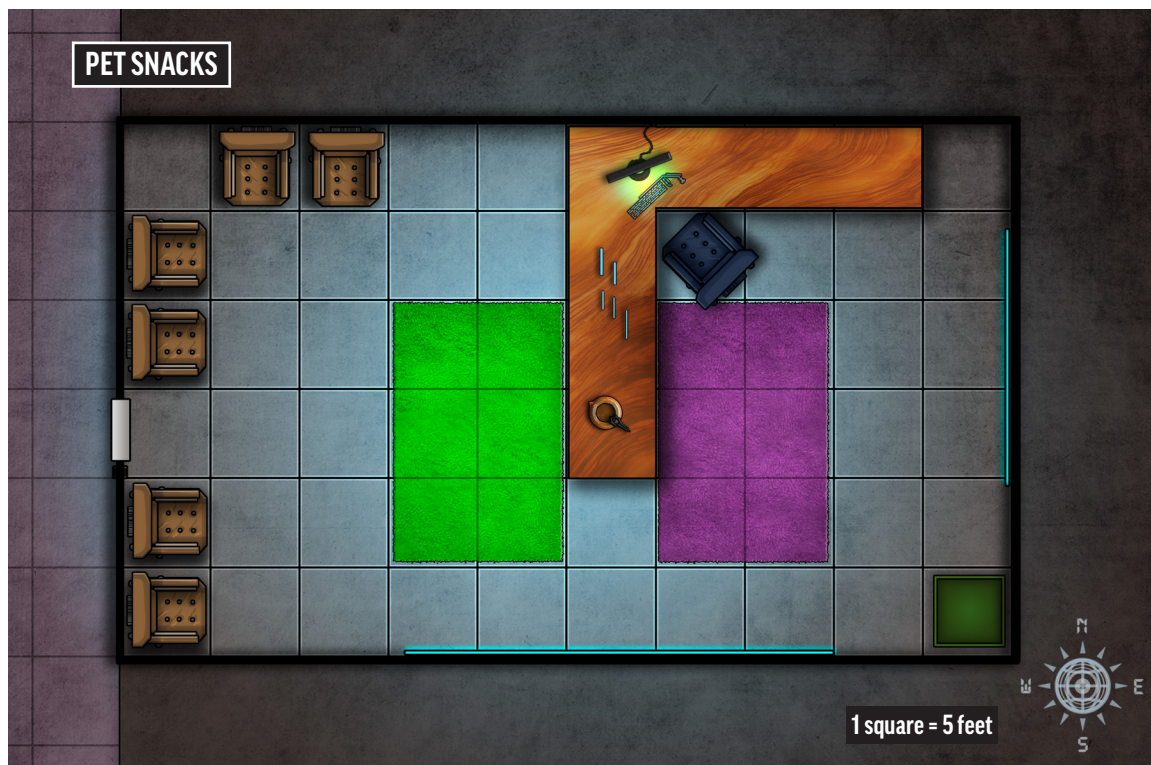
they would be interrupted, but the pictures on the desk itself tell a very interesting story. If the PCs are in danger of losing the battle, a production assistant rushes in after hearing the commotion and calls off Zo!'s pets before Zo! and Wazasha arrive a minute later with a team of paramedics.

Zo!'s Desk: The displayed photos are all recent, showing Zo! posing with celebrities. Tucked away in a drawer is an envelope filled with older photos. In some, Zo! is alive, wearing long blue robes embroidered with glowing hieroglyphs. One photo shows him standing with a group outside a sigil-covered tower. In another, Zo! poses with his arm around an elebrian dressed in midnight blue, laughing into the camera while his companion tries not to smile. The other elebrian looks familiar, as though the PCs have seen him in the news; with a successful DC 16 Eox Lore, Media Lore, or Warfare Lore check, or a DC 18 Society check, a PC identifies him as Undying Admiral Shathrava, the founder and leader of the Corpse Fleet.

Moments after the PCs finish searching Zo!'s desk, they hear footsteps approaching outside and have barely enough time to make it back to their seats before the door opens.

If the PCs don't investigate, they wait 5 minutes before Zo! arrives. If the reculobutapuses are still alive, they return to their resting places and coo as Zo! rubs his toes through their shaggy fur. If they were killed, Zo! appears dismayed for an intense moment, then quickly shrugs it off and calls for assistants to remove the bodies before moving on with his day.

Rewards: The PCs gain 40 XP for investigating Zo!'s desk.



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FRONT ROOM DEALS

The door slams open. A musical fanfare plays from a hidden speaker as an outlandishly attired necrovite appears in the doorway. It's the sensational star of the system, Zo! He saunters into the room and pantomimes using a monocle to inspect his guests.

"You. Are. Perfect!" Zo! declares.

Zo! admits he already knows why the PCs are here and wants to help them, but he requires a favor in return. Wazasha explains that all civilian air and space travel have been grounded following the Corpse Fleet strike that crashed the PCs' shuttle. The shutdown is causing production delays and preventing the transport of fresh talent. Zo! suggests the PCs guest star in an upcoming program—in exchange, he'll introduce them to elebrians and give them his intel about the Corpse Fleet.

The PCs might have questions. Wazasha offers information about filming dangers and times even if the PCs don't think to ask.

Why do you want us to be guest stars? Wazasha answers, "You're competent adventurers, based on the wasteland footage we screened. Better yet, you have chemistry as a group."

How many/which shows are we going to star in? Zo! and Wazasha give a brief pitch for *Sabotage Soufflé* but explain they'd be more than happy to have the PCs guest star on any of their programs.

Will this be dangerous?/Are we expected to fight? Zo! explains, "Of course! The audience craves drama. Danger. Tension. That's what Zo! Media sells."

Wazasha adds, "If you agree, we'll have a medical team standing by in case of emergencies, and you'll need to sign the waiver packet along with your onboarding paperwork and union card."

You have a union? Zo! grins. "Of course! Do you think I'm a monster?"

How do you have intel about the Corpse Fleet? Zo! says, "I have many sources. Corpse Fleet raids are terrible for business. They're always attacking my main customer base and talent pool, and they're dreadful performers."

Can you tell us about that old photo? Zo!'s grin fades. "That was a long time ago. Before the Gap, before the sky burned. I used a different name then."

Tell us about your past. "My name was Ahmzovar. Shathrava and I were once dear friends, but we quarreled over how to protect our world. Now, we're enemies. There's more, but I'll explain when I share what I know about the

Corpse Fleet with you." Zo!'s iconic grin returns. "Now, let's wrap this up. I've got a remote meeting with Ace Mayor Sindeo about my last visit to Triaxus."

Development: Zo! excuses himself, leaving the PCs in the capable hands of Wazasha. She guides the PCs through signing a mountain of paperwork, then gives them a quick overview of the shows they'll star in. The PCs get to choose the filming order. Wazasha gifts each PC a *commercial null space chamber* to store their valuables while on set. If any of the PCs were injured by the reculobutapuses, she calls a staff medic to restore them to full health. Wazasha also introduces the PCs to their union rep, **Jazzy Malsavis** (protective male ysoki stagehand), who goes over their rights after a catered lunch. The first show, *Sabotage Soufflé*, begins filming in about 18 hours, giving the PCs time to explore, rest, and pursue downtime activities.

When the PCs aren't on set, they're free to explore the multistory complex of live sets, soundstages, and hospitality suites accessible to them in the Halls of the Living. Getting past security measures to restricted staff areas is tricky,

requiring the PCs to succeed at a DC 18 Stealth check to Avoid Notice, a DC 19 Thievery check to disable locking mechanisms, and a DC 20 Computers check to reprogram or disable security cameras. If they manage to slip into a restricted area, Wazasha immediately calls to check up on the PCs and ask if they need anything, then distracts them with an invitation to an emergency meeting or impromptu meal. It's clear she is keeping an eye on them and won't let them get too far out of line. Consider rewarding curious PCs with tidbits of information about Zo! from the adventure's background, but save the big reveal for this chapter's conclusion.

Wazasha doesn't babysit the PCs, trusting them to take care of themselves and stay out of restricted areas, but she's always a call away with anything they might need, including quasi-legal performance enhancing drugs that replicate the effects of a full 8 hours of rest—including recovering Focus Points, HP, and spell slots—though she won't give living creatures more than 1 dose every 72 hours.

Anyone who wants to ignore Wazasha's warning can break into a first aid station by succeeding at a DC 20 Stealth check followed by a DC 20 Thievery check, and they can steal 4 additional doses of the miracle stimulant. A creature that takes more than 1 dose in 24 hours must attempt a DC 18 Fortitude save.

Critical Success The creature is unaffected.

Success The creature is sickened 1 for 24 hours.

Failure The creature is sickened 2 and fatigued for 24 hours.

Critical Failure The creature is sickened 2 and fatigued, and takes 1d10 persistent poison damage every hour for 24



WAZASHA KEVIR

hours.

SABOTAGE SOUFFLÉ

Sabotage Soufflé was inspired by a popular combat cooking segment undertaken by a group of Starfinder contestants, filmed for the show *Pact World Warriors* that has now been spun-off into its own series. Contestants work as a team to prepare a meal from scratch. They kill and harvest their own meat, forage for spices, and work around sabotages that can hamper (or help) their cooking progress as they create a meal for a guest judge.

The PCs are fitted with wireless microphones that allow the studio audience to hear every word they speak and are anointed by a priest of Lambatuin doubling as makeup artist. The priest's magical blessing causes all damage dealt and taken on set to have the nonlethal trait, meaning they can only ever be rendered unconscious and never killed. Wazasha explains that if anyone is injured, they'll be revived by medical staff so they can continue the competition at a bit of a disadvantage.

If a PC is knocked out, the medical staff restores 4d8 Hit Points to them using a medkit and treats wounds. Filming is short but intense, giving the PCs 10 minute breaks between each challenge; not enough time for multiple checks to Treat Wounds, but it's possible to use spells, items, or feats like Battle Medicine. Unconscious characters are automatically safe from all harm during filming but also automatically receive the worst rewards in terms of ingredients.

B. SOUFFLÉ STADIUM

Before filming begins, Wazasha gives the PCs a brief overview of Soufflé Stadium in its current configuration (see map on page 50) but avoids revealing all the hidden features of each area. All four of the major parts of the soundstage are connected to each other by ramps. The magical fields surrounding the stadium hampers movement, and any character attempting to move outside areas **B1-B4** except by using the ramps treats the area as difficult terrain.

During the show, the PCs participate in several rounds of staged prep and cooking. First, they harvest a protein from living creatures in the Meat Jungle (area **B1**). Next, they go "gravedigging" for additional ingredients (area **B3**) while the skeleton crew preps and packages their protein for them to retrieve in a fiery spectacle (area **B4**). Then they'll take to the kitchen stage (area **B2**) to film the cooking portion of the show. Wazasha warns them that Zo! has three entertaining sabotages planned. Afterward, the PCs' group cooking effort will be judged by Zo! and his designated taster, usually a celebrity or respected public figure.

How well the group performs in each phase earns them bonuses when it's time to cook, tracked by Cooking Points.

When the PCs are ready to film, Zo! floats down from

above the arena on a transparent platform, microphone in hand.

Zo! bows dramatically to the crowd, then flashes his gleaming smile. "Welcome, fans of all tastes! Once again, we return to Soufflé Stadium for the ultimate competition of might, mettle, mayhem, and machismo... It's... Sabotage Soufflé!" Giant vidscreens around the cooking arena show shots of a drone soaring over the stadium as flames burst out from the ground all around the area, then switch to views of cheering audience members before focusing back on the host.

Zo! continues, "Tonight four spicy contestants stand ready to do battle for the taste buds of our celebrity guest judge! As always, the creator of the winning meal gets a cash prize, bragging rights, and a year's subscription to premium grocery delivery! Let's meet the players now!"

A camera drone zooms into each PC's face, prompting them to introduce themselves to the studio audience. Encourage PCs to play to the audience and showcase their special skills or share a personal detail that might captivate fans; this should be a few minutes of roleplay accompanied by a DC 16 skill check related to the activity the player describes.

Cooking Points: Award 1 Cooking Point for each PC who succeeds at the skill check to introduce themselves and 2 Cooking Points for each critical success, and subtract 1 Cooking Point for each critical failure.

B1. THE MEAT JUNGLE

SEVERE 3

This rectangular part of the soundstage is insulated with a thick layer of peat and sod. Hidden environmental controls alter the humidity and temperature to match different biomes, and plants or other natural features are frequently rotated in to create a suitable habitat for a diverse array of fauna, which are released onto the set for each episode. Today, the set is configured to resemble a pristine Castrovellian jungle. A force field surrounds the area, preventing both ranged weapon ammunition fired inside and dangerous creatures from escaping.

"Today you'll be cooking a three-course meal for our celebrity guest judge, whom you'll meet later. Now, it's time for the first round of ingredient gathering. Get ready for some Haywire Harvesting in the meat jungle! Release the tashtaris!"

Creatures: A horn sounds, and four juvenile tashtaris (laser wolves) appear at random places inside area **B1**. Disoriented and prodded until they've become hyperaggressive, they fight to the death. The tashtaris can't escape area **B1**.

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STARS FOR HIRE

Filming sessions typically last around 8 to 16 hours and include mandatory breaks and health checks between scenes for all hazardous programming. The PCs' deal with Zo! involves filming *Sabotage Soufflé*, but many other productions desperately need actors, stagehands, and stunt performers in these trying times. If the PCs take time to explore other sets, they're recruited by producers to fill in. Present these optional scenes in any order, enticing the PCs to get involved and making sure they know Wazasha and Zo! approve their activities.

JUVENILE TASHTARIS (4)

CREATURE 2

UNCOMMON MEDIUM BEAST

Perception +9; darkvision

Skills Acrobatics +9, Athletics +8, Stealth +9

Str +2, **Dex** +4, **Con** +0, **Int** +1, **Wis** +0, **Cha** -1

AC 18; **Fort** +7, **Ref** +10, **Will** +5

HP 28; **Resistances** fire 5

Speed 35 feet, climb 25 feet

Melee ♦ jaws +9, **Damage** 1d8+2 piercing plus Knockdown

Ranged ♦ muzzle beam +11 (fire, range increment 60 feet),

Damage 1d6+4 fire plus 1d4 persistent fire

Bristle Flash ♦ (light, visual) The tashtari causes its filaments to glow with intense light. Non-tashtaris within a 40-foot emanation must attempt a DC 19 Fortitude save. The tashtari's fur then dims, and they can't use this ability until they bask in sunlight for at least 10 minutes.

Critical Success The creature is unaffected.

Success The creature is dazzled for 1 round.

Failure The creature is dazzled for 1 minute.

Critical Failure The creature is blinded for 1 round and dazzled for 1 minute.

Development: Skeletal kitchen assistants dash through the jungle carrying knives and baskets, one for each PC, so they can claim a carcass and harvest the meat for the PC.

Harvesting protein requires at least one PC to succeed at a DC 13 Survival check, DC 16 Cooking Lore or Life Science Lore check, DC 18 Medicine or Nature check, or a DC 20 Dexterity or Perception check. A critical success yields a prime cut of meat (3 Cooking Points), a success yields a good piece of meat (2 Cooking Points), a failure yields a fair sample of meat (1 Cooking Point), and a critical failure means the PC only manages to obtain meat scraps (subtract 1 Cooking Point from the group's total).

Alternatively, the PCs might prefer to tame the tashtaris with skill checks (DC 16) and prepare a vegetarian option using Cooking Lore or Nature (DC 18), potentially gaining Cooking Points with similar degrees of success as above. A PC who plays up the situation with a successful DC 20

Media Lore or Performance check convinces Zo! to allow the twist as he realizes the entertainment value. In this case, the PCs still count as having protein for area **B4**.

The PCs then move to area **B3** for the next segment of the program.

B2. KITCHEN STAGE

This raised podium features four (or more, depending on the number of PCs) identical prep stations and stoves equipped with high-end culinary equipment. Metal ramps connect the stage to the meat jungle (area **B1**), the gravedigging grounds (area **B3**), and the flaming gauntlet (area **B4**). Each PC chooses a kitchen station for the competition.

B3. GRAVEDIGGING GROUNDS

This patch of churned earth features 16 shallow graves. Randomly decide which eight of the 16 graves contain ingredient packets; the others contain nasty surprises.

Zo! glides over the contestants taking up positions around the graveyard. "Now it's time for Gravedigging Get-em! This culinary cemetery has sixteen graves, but only eight of them contain the herbs and spices you need to season your meal. The other eight are full of special surprises! The bell tolls for you, chefs," he says in a dramatic voice. A mournful bell tolls to signal the start of the challenge.

The PCs' goal is to find as many flavor packets as they can. Each flavor packet grants a +1 item bonus to one course of the PC's choice while cooking. When the bell tolls, the PCs roll initiative using Perception to determine the order in which they act.

Searching a grave takes 2 actions. An ingredient packet is 1 Bulk, requires 1 hand to carry, and contains a bundle of seasoning. PCs can deposit an ingredient packet at their kitchen station in area **B2** or carry it in a container. A PC can also steal a packet from someone else's station by sneaking past the skeletal assistants (DC 20 Stealth), while stealing directly from another character requires them to succeed at an Athletics (trained) check to Disarm or a Thievery (trained) check to Steal.

When a PC searches a grave with no ingredients, a macabre surprise bursts out of the ground and attacks! The surprise might be a rotting hand, bloody fangblade, cursed animatronic, or other macabre contraption at the GM's discretion. The PC who searched the grave takes 2d6 nonlethal bludgeoning, piercing, or slashing damage (DC 13 basic Reflex save).

Once all eight packets have been found, the bell tolls once more, recalling everyone back to their stations on the kitchen stage.

B4. FLAMING GAUNTLET

MODERATE 3

The next stage is a circular arena ringed by jet spouts

that intermittently spew 20-foot-high plumes of flame. A massive blocky refrigerator stands in the center, containing the harvested protein.

Hazards: Characters must succeed at a DC 15 Acrobatics check to reach the refrigerator or have some method of flying or bypassing the flames. Otherwise, a creature moving through the fire takes 2d6 fire damage (DC 15 basic Reflex save). On a critical failure, the creature takes 1d6 persistent fire damage per round until the fire is extinguished.

Development: The steel refrigerator is locked (DC 14 Crafting or Thievery). A PC can Force it Open with a DC 16 Athletics check. Alternatively, the PCs can violently unlock the fridge (AC 16; Hardness 10, HP 32 [BT 16]), but if anyone damages it, have them roll a DC 5 flat check; on a failure, subtract 1 Cooking Point from their final total. If the PCs successfully open or damage the fridge, the metal safety compartment pops out, revealing a cabinet full of proteins.

Cooking Points: Once the PCs gain access to their proteins, award 1 Cooking Point for each PC who successfully reaches the fridge and 2 Cooking Points for each critical success, and subtract 1 Cooking Point for each critical failure.

LET THEM COOK!

After all the ingredients are gathered, it's time to cook. The PCs must prepare a three-course meal to satisfy the challenge, following a recipe provided by Wazasha and shown on a teleprompter visible from every angle of their stations. She arranges accommodations for anyone with sensory differences.

The PCs roll initiative using Perception or Performance. Cooking occurs in 6 rounds, two for each course. Each round, the PCs can attempt to cook with a DC 16 Cooking Lore (trained), DC 18 Survival (trained), DC 20 Thievery (trained), or DC 23 Perception check (to follow the lead of the skeletal assistant cooks). A PC can Aid another instead of attempting their own check or choose not to participate.

The PCs add bonuses or penalties to their checks based on how they did in the previous challenges; the bonuses earned by a PC are cumulative.

Each time a PC attempts a skill check to cook, resolve their check using the Victory Points subsystem on page 206 of *GM Core*, summarized below. Keep track of how many Cooking Points the group earns, subtracting points for any critical failures rolled by the PCs! The number of Cooking Points adjusts the outcome in Tasting and Judgment (page 5f).

Critical Success The PCs gain 2 Cooking Points.

Success The PCs gain 1 Cooking Point.

Critical Failure The PCs lose 1 Cooking Point.

SABOTAGE SPINNER

While the PCs struggle to prepare their meal from the ingredients they just harvested, Zo! chooses a devious sabotage by spinning a massive wheel covered in pictograms

stylized to resemble Eoxian hieroglyphs. Zo! activates the sabotage spinner on initiative count 10 every round, interrupting each course with some bad news.

With a dramatic gesture infused with arcane power, Zo! magically spins the wheel. As it slowly stops rotating, the needle comes to rest on the icon of a flame with an X drawn through it. The audience groans. "No more heat sources—that's a tall order!"

All stoves and ovens shut off this round. PCs who can create or conjure a source of fire can keep cooking but take a -1 item or status penalty to cooking checks. A flamethrower can be used to grill or sear ingredients and grants a +1 item bonus to cooking. A laser pistol also allows ranged attacks to be used as a cooking skill. PCs who don't have a heat source can keep cooking with some creative thinking but take a -2 item penalty to cooking checks.

The wheel lands on an angular, six-pronged symbol surrounded by an oblong circle. "Puzzles! My favorite. Solve yours and get back to cooking for our celebrity guest!"

A hardlight wall of patterned blocks appears in front of each kitchen station. All six faces of each block are marked with different Eoxian hieroglyphs. The wall prevents the PCs from cooking until they manipulate the blocks (an intuitive process that requires no check to learn) to match the symbols.

Matching requires a PC to succeed at a DC 16 Eox Lore check, a DC 18 Arcana or Society check, or a DC 20 Perception check. A PC has two attempts to solve the puzzle on their turn. If a contestant fails, the audience calls out hints, granting a +2 circumstance bonus to the next attempt to solve the puzzle. If they solve the puzzle, a PC can still cook this turn.

The spinner stops on a tasty looking picture of a fluffy pastry rising from a pan. The crowd cheers. Lights flash, and a fanfare plays as Zo! claps his hands excitedly. "You're in for the chef's special—Soufflé Surprise!"

Hazards: Pastry ovens in every station open, and undulating baked goods ooze out! In order to get their cooking stations under control, the PCs must each stabilize (or defeat!) a soufflé before it's too late!

SOUFFLÉ SURPRISE (4)

HAZARD 3

RARE FIRE MAGICAL

Stealth +17 (trained)

Description A misshapen blob of pastry and magic wobbles as it keeps rising beyond normal baked good dimensions.

Disable DC 18 Cooking Lore (trained), Survival (trained), or Thievery (trained) to gently deflate the soufflé, or DC 23

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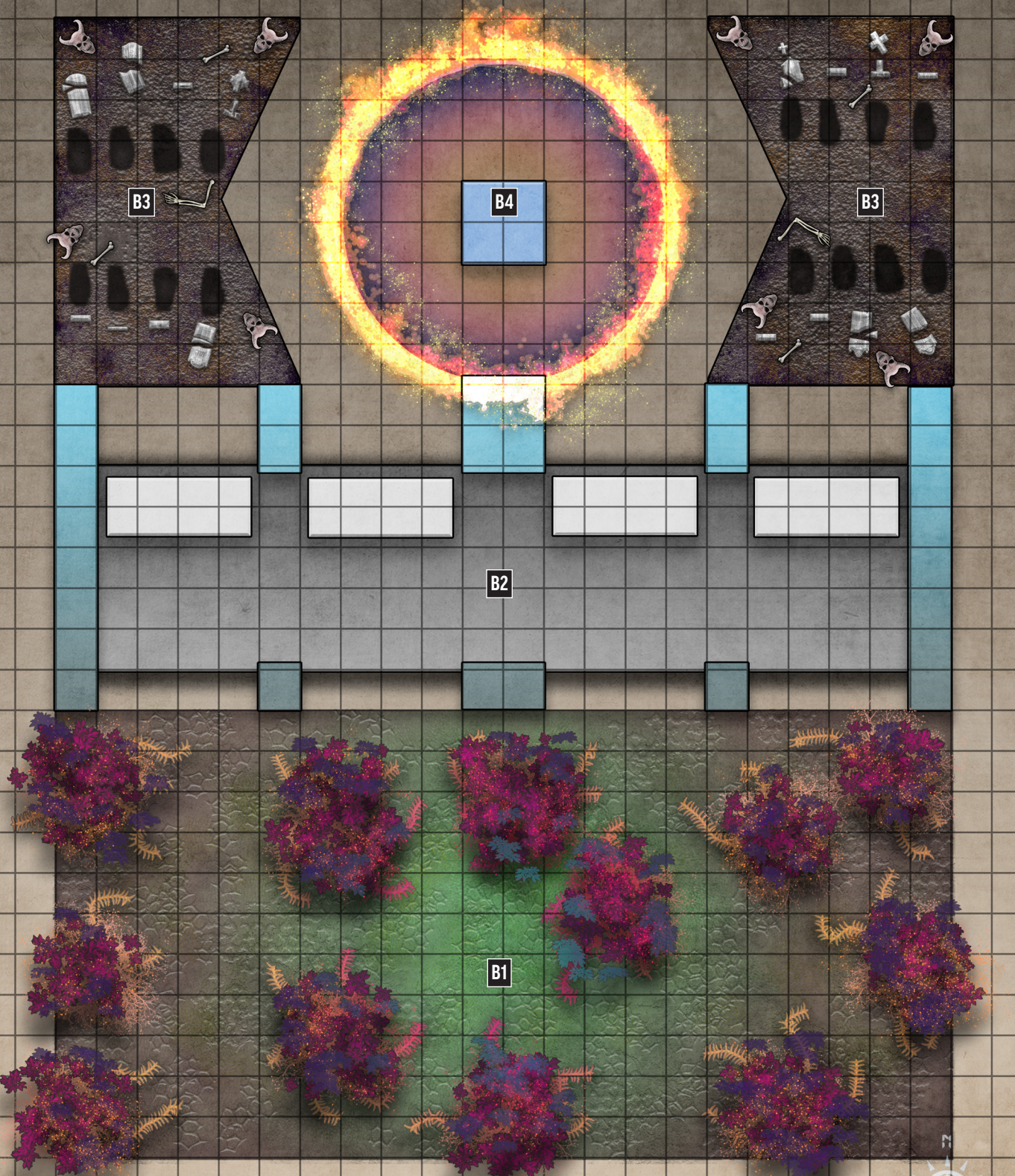
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B: SOUFFLÉ STADIUM



1 square = 5 feet



Athletics to beat the soufflé into submission
AC 16, Fort +12, Ref +6

Soufflé HP 20; Immunities object immunities (except nonlethal attacks), precision damage

Sudden Rise ⤵ (fire, nonlethal) **Trigger** Zo! sabotage begins; **Effect** All creatures adjacent to a cooking station take 2d6 fire damage with a DC 23 basic Reflex save. On a critical failure, the creature is also suppressed.

COOKING CHALLENGE RESULTS

Count up the total number of Cooking Points when you reach the Tasting and Judgment.

7+ Cooking Points: The PCs star in one of the most popular episodes of the show to date. Their award-winning dishes are frequently copied in home kitchens, replica recipes go viral on the infosphere, and their recipes appear in an upcoming Zo! Media deluxe cookbook. The PCs earn a cash bonus right after production and a special thanks from the guest judge for preparing such a wonderful meal (see Rewards below).

3-6 Cooking Points: The episode is entertaining but not particularly memorable. No adjustments to Rewards.

3 or Fewer Cooking Points: Even though it's a flop at release, this footage becomes an infamous blooper reel often quoted on fan forums. The PCs gain their own unexpected fan following later, but not before disappointing guest judge Luwazi Elsebo with a truly disgusting meal. They still earn their credits for a job completed (minus 20 credits as a cleaning charge for the pantsuit Luwazi ruined when she got sick after sampling their meal).

TASTING AND JUDGMENT

When 6 rounds have passed, whether or not the PCs have successfully cooked all three courses, Zo! orders a set change, and filming of the final phase begins.

"Everybody, please welcome former Starfinder First Seeker Luwazi Elsebo!"

A woman dressed in a spangled pantsuit strides into the spotlight, clutching a matching purse with her metal arm. She smiles at the crowd as Zo! shoves his microphone into her face. "I'm just here for the food, Zo!" Luwazi says cheerfully.

"Then dinner is served!" Zo! replies. Skeletons carrying trays laden with each contestant's dishes line up on stage, ready to serve the guest judge.

Luwazi Elsebo (fearless female human explorer) doesn't normally appear on game shows, but when Zo! found out she was serendipitously stranded in Pact Port after the Corpse Fleet strike, he convinced her to be a guest judge in exchange for running free Starfinder Society recruitment ads.

Each PC can try to impress Luwazi by playing up their cooking methods or personality (DC 16 Cooking Lore or Performance, DC 18 Deception or Diplomacy, or DC

20 Intimidation). Lower the DC by 2 for PCs who have a history with the Starfinder Society. A success earns 1 Cooking Point, and a critical success earns 2 Cooking Points. There's no consequence for failure.

Development: Once the cameras stop rolling, injured characters are tended to by medical staff who bring them back to full health. Zo! wraps and thanks the PCs for their hard work before rushing off to yet another appointment. Wazasha urges the PCs to enjoy their free time and spend some of the credits they just earned (see Rewards below).

Luwazi takes the time to check in with Starfinders, perhaps even offering advice or socializing with the party. If not, she makes PCs who impressed her an open offer for them to work with the Starfinder Society.

Rewards: Each PC earns 500 credits and 80 XP. If they earned 7 or more Cooking Points, they receive a bonus payment of 100 credits and 60 XP for excellent cooking.

Treasure: Zo! gifts each PC a set of tactical ivory chompers (page 101). If the PCs achieve at least 4 Cooking Points, they also receive an advanced version of the weapon (straight out of Zo!'s mouth) and two additional items: an advanced bone scepter shaped like an oversized cooking spoon and etched with promotional images from the show, and a crown embedded with a *nourishing aeon stone* (Pathfinder GM Core 284).



JUVENILE TASHTARI

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REAL HOARDS OF TRIAXUS

This program follows a self-proclaimed material counselor named **Rexallias “Rex” Steelscale** (meticulous male dragonkin celebrity) who helps dragons downsize and organize their vast hoards, then auctions the restored treasures to new owners. Each episode features tear-jerking interviews with the hoard’s owner and location footage from their home mixed with stock footage of research and restoration efforts, culminating in a contentious auction for the donated treasures.

The producers post urgent ads on the infosphere looking for a replacement crew or recruit the PCs as they wander past an unremarkable but massive storage warehouse. The PCs won’t meet Rex, who’s filming a follow-up interview on-site with the episode’s subject. Instead, they’ll stand in as Rex’s cleanup and consignment crew for the episode’s stock footage and help choose which items should go to auction.

The first part of the episode involves sorting and appraising a trove of items shipped to Eox, currently residing in unmarked crates inside the warehouse. Every hour, all PCs must attempt a DC 15 Perception check to identify objects of value and a DC 12 Fortitude save to endure the moldy or decaying state of some items; a success allows them to find useful items, but on a failure, a PC is sickened 1 for 1 hour. This segment lasts 4 hours before the PCs take a break.

Next, the PCs are tasked with researching and restoring three or four items they’ve selected for auction. A successful restoration requires a DC 16 Arcana, Crafting, or Occultism check, and PCs can use Society or any Lore skill to Recall Knowledge about a particular object. On a success, the player should invent details about the item based on the skill used; for example, a PC trained in Warfare Lore might discover a sword wielded by a dead hero from Lost Golarion, or a PC trained in Occultism might spend time translating a moldering book written in coded metaphor that contains a method to commune with the Akashic Record.

After another break, the PCs film the final part of the episode: the auction! Disappointingly, the auction won’t be live due to Eox’s current security situation, but it takes place on a system-wide infosphere provided by AbadarCorp. The PCs present their treasures as virtual avatars while a remote audience clamors to bid.

Rewards: Eventually, the episode wraps, and the PCs are paid 200 credits for their labor. Additionally, an anonymous bidder bids on one permanent magical item of level 3 or lower from any Pathfinder or Starfinder book for the party, at the GM’s discretion. The PCs gain 60 XP for their performance.

THE LAST ELEBRIAN

Many elebrians live in New Atraskia, but only one will agree to donate genetic material to unlock “contaminated space junk,” as one sassy ingenue describes the PCs’ request.

Telmarci Jusinoa (blasé nonbinary elebrian thespian; art on page 99) is a renowned dramatic performer currently in a career slump. They’d do anything to return to the limelight—even give the PCs a tissue sample.

The problem is wrangling Telmarci’s schedule. When the PCs track them down, they’re already on location filming a schlock war drama called *Front Lines Frayed*.

PCs can learn more about *Front Lines Frayed* with a successful DC 12 Diplomacy check to Gather Information or a DC 17 Media Lore or Society check to remember the show. With a success, they know it’s a highly controversial program about a current galactic event: war between the Azlanti Star Empire and the Veskarium. The script combines dramatic reenactments of real events like the Battle of Kehtaria with speculations about the projected course of the war. The show is known for frequent character deaths, resulting in a revolving cast of actors. On a critical success, a PC also knows stunt actors sign waivers allowing them to decide some conflicts on the show with real combat, causing injuries and two deaths on set.

Wazasha can help arrange for the PCs to extract Telmarci from the deadly production by passing them off as extras, but she warns them doing so will be dangerous. She refuses to disrupt the production schedule for any reason, explaining how generous Zo! Media is to authorize this excursion while Telmarci is still under contract. Wazasha knows where Telmarci is filming because of a microchip that regularly sends their location to the company’s satellite network.

What nobody knows yet is *Front Lines Frayed*’s director recruited real Aeon Guard troopers as extras, making them believe they’re deployed at the front lines of an Eox invasion ordered by their commander (who’s actually the director using a magical disguise).

C. FRONT LINES FRAYED

The tasteless epic is being filmed off-site on Eox’s surface. The PCs ride in a black hovercraft driven by a silent corpsefolk, traveling several miles underground through a lightless obsidian tunnel that eventually emerges onto a rocky plain etched with trenches. With a successful DC 18 Perception check, a PC notices a commercial medpatch for each member of the party has been tucked into the vehicle’s seatback pockets. The driver parks the vehicle on the safe side of a rocky outcropping outside the combat zone, leaving the PCs to walk the last quarter mile. Use the map on page 56 for this area.

C1. CONTESTED LAND

LOW 3

This flat, rocky field is covered in barbed wire, broken glass, and trash. A barrage of laser fire peppers the

ground, kicking up dust in rippling patterns like hard rain. A network of trenches is barely visible across the gap.

The PCs approach the trenches from the south. There's no sign of troops currently in the area, but automated defenses are active around the trench perimeter. A PC who succeeds at a DC 18 Computers check can intercept and decode local comms, mostly unscripted chatter between actors revealing that the forces occupying this part of the set are Azlanti troops locked in a grueling skirmish with a nearby Veskarium battalion over contested territory. An Azlanti patrol recently captured several battalion scouts, but to the Veskarium actors' surprise, the Azlanti extras won't allow contact with the prisoners and haven't released them for breaks or safety checks. Any PCs who tried to learn more information about the show earlier suddenly remembers hearing a rumor that **Kem Daith** (ambitious male emotivore director) was trafficking real Azlanti troopers to help film the show.

Creatures: Scout drones painted green, purple, and gold zoom over the battlefield, unleashing fire on any moving targets. These drones are programmed to patrol the area and create realistic battle effects during filming. Without the director around to activate their emergency override, the scout drones follow the PCs and strafe them until the PCs take cover in the trenches. If the PCs don't defeat the scout drones, they'll have to contend with these enemies again when they try to return to their getaway vehicle.

SCOUT DRONES (2)

CREATURE 2

UNCOMMON MEDIUM TECH

Perception +11; darkvision

Skills Acrobatics +11, Athletics +5, Stealth +8, Thievery +5

Str +2, **Dex** +4, **Con** +3, **Int** +0, **Wis** +0, **Cha** +1

AC 17; **Fort** +8, **Ref** +11, **Will** +5

HP 28

Radio Silence (aura, tech) 60 feet. Non-allied comm units and other tech-based forms of communication don't function within the aircraft's aura unless its operator succeeds at a Computers check versus the scout drone's Stealth DC as an Interact action.

Speed 25 feet, fly 50 feet

Melee ♦ nose cone +9, **Damage** 1d6+2 piercing

Ranged ♦ seeker rifle +11 (analog, range 120 feet), **Damage** 1d10 piercing

Attack Pattern Beta ♦♦ (traversal) The drone makes a

Strike against one target, then Steps or Strides, and then makes a Strike against one target, which can be the same as or different than the initial target. Both Strikes count toward its multiple attack penalty, but its multiple attack penalty doesn't increase until after it makes both Strikes.

Development: A PC who succeeds at a DC 20 Computers check to Hack a drone's internal computer learns its programmed mission and patrol route. With a critical success, the hacker can reprogram the drone to perform simple scouting and surveillance tasks using its Perception modifier, but a broken drone needs to be Repaired using Crafting first.

The drones are programmed to fire on targets not wearing Azlanti colors and insignia, then alert the troops stationed in the trenches north of their patrol route. These drones already sent images of the PCs to their allies after flagging the party's general position and movement.

At that moment, a graceful fighter-class starship wrought of obsidian, gold, and bone screams into atmosphere and fires on the trenches north of the PCs' position. Three more drones whiz by, chasing after the starship when it boosts away from the scene.

C2. NEW CRATER

An artillery shell explodes just ahead, blasting apart a segment of the reinforced trench wall as if on cue.

Debris rains down as camera drones appear seemingly out of nowhere to get a good shot of the new crater before gliding off to film something else.

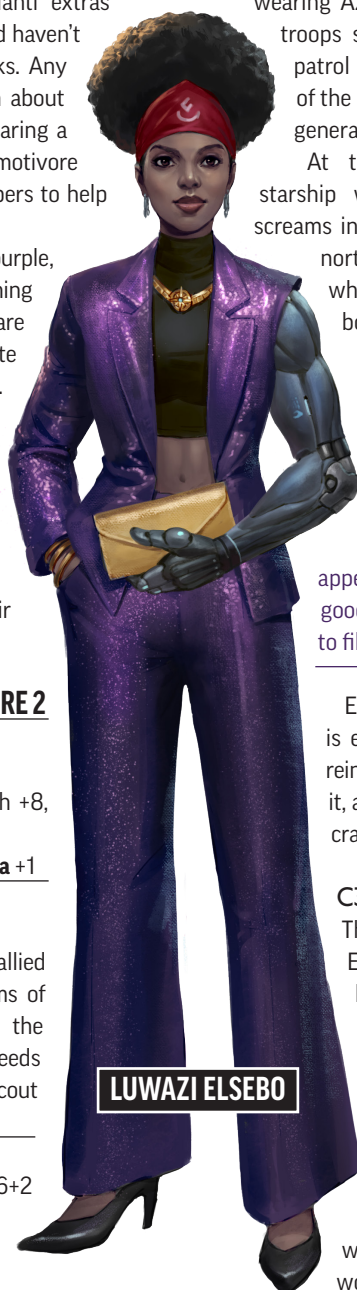
Entering the 16-foot-deep trench network is easier after the shell destroys part of the reinforced wall and barbed wire surrounding it, allowing the PCs to scramble down into the crater without attempting a check.

C3. TRENCHES

MODERATE 3

This network of dusty trenches cut into Eox's surface during some forgotten war have been repurposed by invading Azlanti forces. Six of the 12 Sihedron Guards who were lured to Eox by Kem Daith still live. They believe they're under attack by elite Veskarium units, enduring the onslaught until reinforcements arrive and allow them to transport the important political prisoner (Telmarci wearing prosthetics) back to their home world.

The trenches are 20 feet deep and have



LUWAZI ELSEBO

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reinforced concrete walls crowned with razor wire unless otherwise noted. Climbing up damaged trench segments requires a PC to succeed at a DC 10 Athletics check, but most of the walls are intact and smooth, increasing this DC to 20. Flickering rune lights provide dim lighting.

Creatures: Two troopers patrol area **C3**. They begin moving toward the eastern edge of the map and don't automatically detect the presence of intruders if at least half the PCs are using the Avoid Notice exploration activity. The troopers believe they're running interference while their captain calls for extraction. Their imperial conditioning keeps them loyal to their leader, and they'd die to protect their "political prisoner," who's locked in area **C7**.

AEON GUARD TROOPERS (2)

CREATURE 3

MEDIUM HUMAN HUMANOID

Perception +6; darkvision

Languages Azlanti, Common, Vesk

Skills Acrobatics +9, Athletics +7, Intimidation +6, Stealth +9, Warfare Lore +7

Str +2, **Dex** +4, **Con** +2, **Int** +2, **Wis** +1, **Cha** +1

Items tactical aeon guard armor (as tactical shotalashu armor; darkvision visor), tactical aeon rifle (with 2 tactical batteries; consumed aeon stone), tactical pulse gauntlet (1 commercial battery)

AC 18; **Fort** +12, **Ref** +9, **Will** +6

HP 40

Elusive Maneuver  **Trigger** The trooper takes damage from a ranged Strike or spell; **Effect** The trooper Steps or Takes Cover.

Speed 25 feet

Melee  pulse gauntlet +8 (agile, free-hand, powered, tech), **Damage** 1d4+3 sonic

Ranged  aeon rifle +11 (aeon, caster, expend 1, mag 10, range increment 60 feet, reload 1, tech), **Damage** 1d8+2 fire

Coordinated Fire After the trooper attempts a Strike against a target (regardless of success or failure), the next attack roll one of the trooper's allies makes against the same target gains a +2 circumstance bonus. If a Strike with a bonus from coordinated fire hits, the target becomes suppressed until the end of the attacking ally's next turn.

Sharpshooter When the trooper makes a ranged Strike against a target with an AC bonus from lesser or standard cover, they reduce the AC bonus by 1 for that Strike.

Show No Mercy The trooper gains a +2 circumstance bonus to damage rolls against suppressed targets.

Development: If the PCs defeat the Aeon Guards, the PCs have a few minutes to loot their weapons and armor and take a 10-minute rest before the troopers in area **C5** arrive to check out the source of the commotion. If the PCs linger long enough to encounter the other troopers here,

area **C5** is unoccupied when they explore it.

C4. MORTAR TUBES

TRIVIAL 3

This concrete bunker contains four automated mortar tubes programmed to launch projectiles at all parts of the battlefield for "dramatic effect." The Azlanti troopers occupying the trench network recently modified them to only target the areas they don't currently control.

Hazards: The mortar tubes pose no danger to the PCs inside the trenches, but the automated weapons fire on them whenever they leave the trenches until disabled.

MORTAR SHELLS

HAZARD 3

MECHANICAL TRAP

Stealth DC 17 (trained)

Description Four mortar tubes are constantly being auto-loaded by robotic arms before swiveling to launch projectiles onto the nearby battlefield.

Disable DC 16 Warfare Lore to engage the mortar safety switches, DC 18 Thievery to jam the auto-loading mechanisms so no more ammunition can be cycled, or DC 20 Athletics to push the tubes out of alignment such that the projectiles no longer threaten the battlefield

AC 17, **Fort** +12, **Ref** +6

Mortar Tube Hardness 10, **Mortar Tube HP** 40 (BT 20);

Immunities critical hits, object immunities, precision damage

Exploding Ordinance  (fire) **Trigger** A creature fails its check to disable the mortar shells hazard; **Effect** A mortar shell explodes, dealing 2d10 fire damage in a 10-foot burst centered on a corner of the triggering creature's square with a DC 18 basic Reflex save.

Reset The hazard resets automatically. Any time a PC leaves the trenches, they're targeted by Exploding Ordinance until the mortar shells hazard is disabled.

Development: Whether or not the PCs disable the hazard, this area is safe with a reinforceable perimeter where the PCs can rest for 10 minutes or even longer. After 8 hours, two Aeon Guard troopers or Veskarium paratroopers arrive to reload the mortar tubes if the PCs haven't already defeated all the other Azlanti troopers in the area.

C5. DUGOUT

MODERATE 3

This rectangular dugout was remodeled to look like the interior of a frontline command post, but the troopers currently controlling the area have knocked all the useless set dressing down and reinforced the walls with debris from other parts of the perimeter. Every path inside is blocked by carefully balanced sandbags.

Creatures: Two Aeon Guard troopers hunker down in the dugout, prepared to attack any enemies bold enough to show their faces behind their lines. They know to clear

the path in if they receive a radioed code word from their allies over helmet comms, but the PCs most likely won't have access to that information. The troopers holed up here fight fearlessly for their leader.

Cover: The sandbags are piled 10 feet high, blocking vision, movement, and lines of fire. A PC who succeeds at a DC 10 Athletics check can knock the sandbags aside, which reduces their height to 5 feet in that square, allowing a PC to Climb or Leap over the sandbags with a successful DC 10 Acrobatics or Athletics check or use them to Take Cover.

AEON GUARD TROOPERS (2)

CREATURE 3

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Initiative Perception +6

Development: The PCs can rest for 10 minutes at this location before stunt performers acting as paratroopers from area **C6** attempt to make an assault on their position.

C6. CROSSING PATHS

MODERATE 3

This sparse tunnel has already been ransacked for supplies.

Creatures: A group of vesk actors playing the role of Veskarium paratroopers hold this area. Originally, eight vesk signed up to appear on *Front Lines Frayed* as fighting extras, hoping to become heartthrob celebrities back home. Right before the PCs arrived, they were dropped nearby to film an attempted rescue of the dignitary (played by Telmarci). The real Azlanti forces didn't follow the script, and four vesk actors perished when the Aeon Guard troopers from areas **C5** and **C7** ambushed them in a pincer maneuver, turning their own flamethrowers against them and incinerating their friends. Now the four remaining vesk argue among themselves about whether to attack the Azlanti troops holed up behind the sandbags or hold a defensive position here.

The traumatized actors are suspicious of the PCs at first and wonder if they're part of some new Azlanti trick. The PCs can try to deescalate the situation and avoid a fight or engage the trigger-happy paratroopers immediately.

If at least half of the PCs (rounded down) succeed at a DC 16 Diplomacy or Warfare Lore check, or a DC 18 Deception or Intimidation check, the paratroopers don't become hostile. The vesk agree to let the PCs pass but won't accompany them in battle; they prefer to stay back here and "watch your six," as they say. If the PCs fail, or don't attempt to negotiate passage, the vesk scream a war cry and attack!

VESKARIUM PARATROOPERS (4)

CREATURE 1

UNCOMMON MEDIUM HUMANOID VESK

Perception +4; low-light vision

Languages Common, Vesk

Skills Acrobatics +6, Athletics +6, Intimidation +4, Warfare Lore +6

Str +2, **Dex** +3, **Con** +1, **Int** +0, **Wis** +1, **Cha** +2

Items tactical doshko, tactical flamethrower with 2 commercial petrol tanks, tactical Veskarium imperial plate armor

AC 17; **Fort** +10, **Ref** +7, **Will** +4

HP 18

Quick Step ➤ **Trigger** A creature within the paratrooper's reach leaves a square during a move action it's using; **Effect** The paratrooper Steps twice.

Speed 25 feet

Melee ➤ doshko +7 (analog, parry, unwieldy, vesk), **Damage** 1d12+2 piercing

Melee ➤ tail +7 (sweep, trip, unarmed, vesk), **Damage** 1d6+2 bludgeoning

Ranged ➤➤ flamethrower +9 (area [cone 15 feet], tech, unwieldy), **Damage** 1d10 fire

Development: If the PCs successfully negotiated, the paratroopers hand over gear they salvaged from fallen friends (as though the PCs had defeated them in combat). If the PCs defeat them in battle, the PCs only find one set of equipment—Aeon Guards had already incinerated the others.

Rewards: If the PCs successfully deescalated the situation, grant them XP as if they'd defeated the paratroopers in combat.

C7. COMMS BUNKER

MODERATE 3

The door to this concrete bunker is sealed shut. A PC can Force it Open with a successful DC 20 Athletics check or bypass the electronic lock with a successful DC 18 Computers check.

Inside the bunker, a metal satellite dish towers over a wrecked comms array. Consoles have been busted open and wires ripped out. Glass shards and plastic debris litter the floor. A steady hum calls attention to the satellite at the center of the room. Bundled cables snake up its length, supporting blinking devices that look like they were slapped together from salvage.

Creatures: The platoon's captain and chief engineer have been trying to upgrade a prop version of a military communications bunker into a working interstellar comm system powerful enough to send a distress signal to their fleet. They Take Cover on either side of the satellite dish when the PCs enter and open fire immediately, each making one Strike before the PCs roll initiative.

AEON GUARD TROOPERS (2)

CREATURE 3

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Initiative Perception +6

Development: If the PCs search the room, they find Telmarci cowering behind the satellite dish, where the actor dove for cover as soon as the fighting began. Telmarci

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C: FRONT LINES FRAYED



1 square = 5 feet

is anxious but unhurt except for a bandaged graze wound on their lower right arm. A PC can convince Telmarci to leave the perceived safety of the bunker by succeeding at a DC 18 Diplomacy or Intimidation check; if the PCs bully them into obeying, Telmarci is frightened 2 until they reach the safety of the Halls of the Living, potentially affecting their capacity to endure further trauma.

Telmarci might be convinced to follow the PCs to safety, but they won't fight under any circumstances. If questioned, they tell a dramatic tale of how what they thought was a bit role as a Pact World diplomat turned into a nightmare when a group of renegade actors playing Aeon Guards went off script and took them prisoner. They've been trapped down here for days (really hours) and were nearly killed in a gunfight (a bullet grazed them).

Telmarci uses all their actions to Hide, flee, or Take Cover depending on the situation. Enemies don't target Telmarci, but they can be damaged as normal by indirect fire or other effects. Use the following statistics for Telmarci: Perception +6; AC 15; 30 HP; Fort +4, Ref +6, Will +3.

Treasure: In addition to the troopers' gear, the PCs find an advanced force field armor upgrade, a tactical mobility enhancer armor upgrade, and a *tactical striking solarian crystal*.

C8. PERIMETER DEFENSE

The narrow trench widens into an abandoned staging area before trailing off toward an unguarded ramp to the northeast. The northern trench perimeter wasn't damaged in the recent flyby and is protected by four large anti-aircraft turrets that can be manually operated or set to auto-targeting mode. With a successful DC 13 Perception check, a PC determines that all four turrets are currently set to target any ship that takes off into the sky (see Development under area **C10**). A PC can Hack into a turret's controlling computer with a successful DC 18 Computers check and shut it down. Alternatively, a PC can attempt a DC 16 Thievery check to jam a turret's firing chamber or a DC 20 Crafting check to defuse the turret's ammunition, rendering it inert.

C9. SEARCHLIGHT HILL MODERATE 3

A corrugated metal ramp slopes upward to a grassy hill swept over by blinding blue searchlights moving in automated patterns. A small shuttle occupies a concrete landing pad to the west.

Creatures: The spotlight to the north sparks and sputters. With a successful DC 16 Computers, Crafting, or Technology Lore check, a PC identifies this spotlight as a special hardlight projector capable of spawning a hardlight guardian. The projector has Hardness 12 and 46 HP (BT 23) and can be reprogrammed from sentry mode or shut down with a successful DC 20 Computers check. If the PCs don't successfully disable the projector, a hardlight havoc spawns on one of the searchlights (as chosen by the GM) when the

first PC reaches the tarmac. The hardlight havoc can't pursue the PCs more than 120 feet from its projector, so it's possible for them to flee this combat by escaping in the shuttle. The hardlight havoc fires stray ranged Strikes at the retreating PCs and their ship until they're out of range.

HARDLIGHT HAVOC

CREATURE 5

LARGE CONSTRUCT TECH

Perception +12; darkvision

Languages Common

Skills, Athletics +14, Intimidation +13, Society +11

Str +5, **Dex** +2, **Con** +3, **Int** +2, **Wis** +1, **Cha** +0

AC 21; **Fort** +14, **Ref** +11, **Will** +8

HP 76; **Immunities** bleed, death effects, disease, doomed, drained, fatigued, healing, nonlethal attacks, paralyzed, poison, sickened, spirit, unconscious, vitality, void; **Weaknesses** electricity 4, force 4; **Resistances** physical 4 (except *ghost killer*)

Error State Before the hardlight havoc begins its turn in combat, it gains one of the following error states at random, losing any previous error state.

Change Character The hardlight havoc regains 2d8 Hit Points.

Pixelation The hardlight havoc is concealed from all creatures.

Power Leak The hardlight havoc is stunned 1. At the end of its turn, it deals 4d6 electricity damage to creatures in a 10-foot emanation (DC 22 basic Reflex save).

Surge The hardlight havoc is quickened until the end of its turn and can use the extra action to Stride or Strike.

Tethered 120 feet. A hardlight life-form can't travel more than the indicated number of feet from its projector. A hardlight life-form reduced to 0 HP vanishes, though its projector reconstructs it in 1d4 hours. The only way to permanently destroy a hardlight life-form is to find its projector and either repair or destroy it.

Speed 25 feet

Melee ♦ hardlight punch +14 (reach 10 feet), **Damage** 2d8+5 force

Ranged ♦ hardlight beam +15 (range increment 60 feet), **Damage** 3d6+5 force plus Push

Flicker ♦♦ (teleportation) The hardlight havoc teleports up to 40 feet. If the destination is within melee reach of an enemy, it can make a melee Strike against that enemy. If it teleports to a square without a surface to stand on, it falls after attempting a Strike and takes no damage from falling.

C10. LANDING ZONE

TRIVIAL 3

This rectangular landing pad is occupied by an armored shuttle, hastily painted over with a sihedron, a symbol associated with the Azlanti Star Empire. The small shuttle seats two in the compact cockpit, while a cargo hold equipped with enough seats for six passengers takes up

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the rest of the craft.

Hazards: A faint ticking is audible inside the cockpit. One of the director's ill-advised precautions to prevent his hijacked Azlanti troopers from escaping is a bomb he planted in the shuttle cockpit that's rigged to detonate should the engines power up without proper authorization, grounding the craft, killing or maiming anyone inside, and creating a dramatic launch explosion perfect for future episodes.

PLOT TWIST

HAZARD 3

SIMPLE MECHANICAL TRAP

Stealth DC 18 (trained)

Description An ominous ticking and colorful exposed wires hint at the bomb rigged to the shuttle's cockpit.

Disable DC 16 Thievery to cut the trigger wire, DC 18 Athletics to rip the bomb out of the console and hurl it away from the craft before it explodes, or a Strike against AC 20 to destroy the ignition source before it sets off the explosive charges

Boom! ➔ **Trigger** Someone starts the shuttle engine, or no creatures succeed at their checks to disable the bomb;

Effect The bomb explodes. All creatures within 30 feet take 6d6 fire damage with a DC 20 basic Reflex save.

Development: If the PCs defused the bomb in time, they can escape the scene quickly in the shuttle. If the bomb goes off, the shuttle takes massive damage, burning out part of the cockpit and destroying the engine. A cloud of noxious black smoke billows up from the wreckage.

If the shuttle takes off, the turrets from area **C8** open fire. If the characters disabled three or four of these weapons, harmless explosions sound outside as they veer away from danger. If the characters disabled one or two of the weapons, each PC takes 5d8 points of nonlethal bludgeoning damage as the shuttle is severely buffeted before barely escaping the combat zone riddled with heavy hull damage. If the PCs disabled none of the guns, each PC takes 10d8 points of nonlethal bludgeoning damage as the shuttle is destroyed and they fall 100 feet to the ground where spongy safety cushions spring out of the soil like gigantic mushrooms, cushioning their fall and preventing damage.

If their getaway shuttle is destroyed, the PCs can escape to the waiting hovercar on foot, contending with stray laser fire and any drones they didn't destroy or reprogram as they escort Telmarci (or carry their corpse) to safety. Regardless of how they get there, it's a short journey back to the reunion point where the PCs' stoic driver dutifully waits for them in the hovercar.

HALLS OF THE LIVING

Back in the Halls of the Living, Telmarci and the PCs receive urgent care. If they die, Telmarci's contract allows them to be brought back by a staff necromancer. Zo! Media carries out Telmarci's wishes immediately if they died, most likely

returning them to life in pristine condition with only a blurry memory of their death; there's a 15% chance a complication in the procedure causes them to return as a borai instead. If any of the PCs died, they can elect to receive the same treatment, free of charge, with the same chance of complication.

If the PCs tell Zo! Media staff about the problems on the set of *Front Lines Frayed*, Wazasha swiftly launches a formal investigation into the production that uncovers many of the director's illicit activities, including trafficking of Azlanti troopers into Pact Worlds space and failing to follow health and safety protocols. If the PCs tell their union rep, Jazzy files a grievance on behalf of the injured workers, leading Wazasha to begin her investigation in response. The outcome is uncertain, and filming gets postponed pending the results.

Wazasha remains carefully neutral and polite about the situation without giving away any confidential information or sharing her personal opinions with the PCs. She already intended to cut ties with Kem Daith after the season finale since he's notoriously unpleasant to work with, and this development just made the decision easy. Zo! ignores the drama, turning his forever grin to the galaxy while quietly shoveling his resources into a high-profit spectacle that helps a whole ancestry to survive.

Rewards: The PCs earn 120 XP for rescuing Telmarci or recovering their body. As news circulates that the PCs rescued the star, their fan club send the rescuers a bundle of exclusive Telmarci merchandise worth 200 credits on the infosphere.

Treasure: The following day, the party receives an unsigned gift basket from Wazasha containing an assortment of gourmet soaps, snacks, and two advanced hypopans. The card is a simple but poignant watercolor print of a desolate Eoxian landscape of craggy mountains and a green acidic lake, enclosing a digital coupon for one advanced hidden soldier armor in the style of their choice. The item was originally designed as a limited promotion for *Front Lines Frayed* and comes as a replica of Veskarium imperial armor featured in the show by default.

UNLOCKING THE DATA

Extracting a small amount of tissue from a willing donor like Telmarci is a simple, virtually painless procedure that the actor insists should be filmed. They arrive for the extraction attired in a flowing purple satin robes tailored in an ancient Eoxian style and a peridot-studded headdress that entirely obscures their bald head, then spend an hour in makeup before demurely sitting in front of the camera and donating a vial of blood and a painless eye scan to the PCs.

Using Telmarci's genetic material to bypass files' biometric locks reveals startling information, startling despite being only a drop in the bucket compared to the database back on the space station.

A community of elebrians left Eox to establish homes on pre-Gap Iovo, settling wilderness homesteads they purchased fairly from sarcesians. This act exiled them from their ancestral culture and many never planned to return to Eox. The immigrants lived in peace with their sarcesian neighbors, but as paranoia grew

around the escalating conflict with Damiar, Eoxian leaders feared expatriates might share state secrets with the enemy.

Their fears came true. When the Eoxian war council voted to unleash their world-destroying weapon, codenamed *Death Wail*, someone with security clearance warned the elebrians living on Iovo in advance, allowing them precious time to develop a desperate means to protect their new home. By enacting a ritual known as the *Shield of Seven Songs*, Iovo's guardians tied their world and its people to the Astral Plane. While phased out and technically no longer materially real, Iovo remained anchored to reality by several small space stations who volunteered to remain behind. Each space station also contains a method to recall Iovo from astral stasis.

Records indicate Iovo's guardians rushed their ritual, leaving holes in their defenses. The *Death Wail* impacted Iovo's surface and broke some of it apart before the rest of the planet shunted into the Astral Plane, creating many Iovan asteroids charged with planar energy. These mixed with chunks of Damiar to create the Diaspora, leading everyone to believe both worlds were destroyed together.

Iovo warned their neighbor about the *Death Wail* but Damiar lacked the means to enact such a ritual. With no other defenses, the planet Damiar and every person, animal, and plant living on it were annihilated by the *Death Wail*.

Some of the data suggests the *Shield of Seven Songs* was responsible for turning the *Death Wail* back on Eox and burning up its atmosphere, but other files cite divine retribution or Eoxian incompetence as the cause.

After reviewing all the files' contents and succeeding at a DC 20 Computers or Society check, the PCs will figure out that the location they explored in Chapter 1 is one of the space stations that was left behind to anchor Iovo to material reality, and that it might hold a carrier signal in its data banks that could trigger Iovo to return from the Astral Plane.

MEETING AHMZOVAR

If the PCs don't seek Zo! out on their own, he arranges a meeting after they discover the true fate of Iovo. Instead of the melodramatic media personality with a megagrin, he greets them with a quiet and serious demeanor.

Zo! shows off an ancient, faded photograph taken with an archaic camera and preserved by magic—a picture of him with the person who would become Undying Admiral Shathrava.

Zo! explains the picture's significance and confirms the truth of what the PCs have just learned from the encrypted files, filling in gaps with information from the Adventure Background (page 7). He shares that his allies in the Starfinder Society (and the Pathfinder Society before it) had been looking into the connection between Iovan asteroids and the Astral Plane for a long time, taking particular interest in one that orbits the Pact Worlds system every 56 years that was named *Aucturn's Tear* by ancient inhabitants of Golarion for unknown reasons. With a successful DC 16 Infosphere Lore, Mining Lore, Physical Science Lore, or Starfinder Society

Lore check, or a DC 18 Religion or Society check to Recall Knowledge, a PC knows that *Aucturn's Tear* once housed the *Untouchable Opal*—a prison constructed for the elemental god of air, Ranginori.

Zo! tells them how Shathrava warned the elebrians on Iovo about the *Death Wail* and how this act contributed to his motivations in forming the Corpse Fleet during the signing of the Absalom Pact. Zo! admits he was involved with the creation of the *Death Wail* and has worked to preserve elebrian life ever since, dedicating his whole fortune to doing so. He regrets the past and strives for a better future but prefers not to rehash his personal history with work acquaintances in the present.

The revelation that there might be more living elebrians trapped on a planet in the Astral Plane hits Zo! hard emotionally, spurring him to aid the PCs even more than he'd planned. He reveals that he pays spies throughout the Corpse Fleet, and those sources have informed him that an ambitious fleet captain named Sanimus Slayn used an experimental device known as a gravimetric tether to literally tow the asteroid space station out of the Diaspora and into the Drift, dragging it through hyperspace toward Barrow, a rogue planet in the Vast that houses the primary Corpse Fleet shipyards.

Fortunately for the PCs, Zo! knows about a secret Drift lane between Eox and Barrow.

Treasure: Zo! gifts each PC a *tactical shredskein* (page 102) to help them infiltrate Barrow, *POW! ammunition* (15 rounds; page 102), and one advanced replica Zo! microphone (page 101). Zo! Media pays them 750 credits each for their work.

CONCLUDING THE CHAPTER

Before the PCs depart Eox, they should get a chance to resupply and refresh themselves. They might want to visit the prop armories in the Halls of the Living on Jazzy's invitation or spend time in free medical facilities arranged by Wazasha's assistants.

As soon as they're ready, the PCs leave the Halls of the Living in style aboard Zo!'s personal luxury shuttle. This time, the smooth ride is totally free from Corpse Fleet interruptions, and they can enjoy watching Eox's bleak landscape of naked hills and fallow fields glide silently beneath them.

Zo!'s sudden arrival in Pact Port is heralded with great fanfare, and the iconic rictus grin is plastered back on Zo!'s flawless face by the time he greets the gathering crowd.

The PCs enjoy a final period of relaxation in Pact Port, getting to spend some downtime selling gear, acquiring new augmentations, and purchasing whatever equipment they think they might need for the adventures ahead.

Give the PCs plenty of time to rest and recover, but let the players know that if they want to try and recover the stolen asteroid and potentially bring back Iovo, they need to head to Barrow as soon as they're ready.

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CHAPTER 4: Into the Drift

Having uncovered a secret of the Pact Worlds that has remained hidden for thousands of years before the Gap, the heroes have the rare opportunity to change the destiny of their solar system! The task won't be simple, nor without opposition. The Corpse Fleet has stolen the asteroid-encrusted space station needed to summon Iovo back from the Astral Plane and brought it to their shipyard. Fortunately, the PCs' new benefactor Zo! has a plan.

FAREWELL TO PACT PORT

This chapter begins with an early wake-up call from Zo! urging the PCs to get ready. They're treated to delivery in their cushy rental homes—coffee and juice, sugary pastries stuffed with fresh fruit, savory breads, and more. Skeletons carry away their belongings while they dine.

A holo vid from Zo! happily explains that his personal mechanics are finishing up with the PCs' starship, adding some new security features as well entering the course for a secret Drift Lane that travels between Eox and the Corpse Fleet's main shipyards on Barrow.

Zo! also says that he's studied his old friend Shathrava's methods over the millennia and knows that whenever something unexpected happens (like the appearance of an ancient elebrian space station being delivered to his doorstep),

he'll most likely respond by putting the entire Corpse Fleet through readiness drills to test their reaction times and also his admirals' abilities to perform under pressure. This means that there's a narrow window when Barrow will be only lightly defended. If the PCs leave immediately, they might arrive at the shipyards without the whole fleet being present and could try to recover the asteroid quietly.

Zo! confides that his team uploaded some data about Barrow's defenses into the PCs' ship's navigational computer, which they can read about during their trip. The unnamed route they're about to take isn't the safest path, but it's the only reliable way to reach their destination without alerting Corpse Fleet patrols and listening posts.

Before the PCs disembark, Zo! shamelessly requests each character record heartfelt farewell messages to their friends and family using their comm units (and authorize Zo! Media to release them for promotional use).

Treasure: Zo! instructs the PCs to stop at a secluded shop known as Hidden Corners, a multistory antique mall far off the beaten path. The store doesn't even look open when the PCs arrive. Zo! instructs the PCs to enter a complicated code by knocking on the doorframe. After a few moments, the entry portal unlatches and deposits a simple seamless gift box. Inside is a *commercial congealer incense* and a polished bone credstick with 1,000 credits.

INTO THE DRIFT

After the PCs blast off from Eox into space and exit planetary orbit, they must lock onto a Drift beacon (in this case, most likely the *Starstone* deep within Absalom Station) and power up their starship's Drift engines. This doesn't require a check if at least one character trained in Piloting is crewing the starship. A subtle feeling of stretching pulls at their bodies as their ship accelerates into the technological dimension and locks on to the course Zo! plotted into their navigation system. The following encounters take place on board the PCs' starship. Use a custom map created to represent the party's starship.

EVENT 1: MALFUNCTION LOW 4

Moments after entering the Drift, the starship's virtual intelligence, Captain Concierge, begins to hover above their navigation station, announcing in a cheerful voice: "Warning! User error-related device behavior detected! Please be safe, nufriends!" Allow each PC to attempt a DC 17 Perception check. On a success, they can interpret this warning as an incoming technical malfunction, allowing that character to take an exploration action, otherwise the PCs are surprised by what happens next.

Creatures: Sometimes Drift travel is peaceful and safe, but this time, something odd happened to the PCs' starship as it shifted. Spectra merged with the ship's Drift engines during transit into the hyperspace dimension, causing a power surge that boosted the engines but caused a cascading series of malfunctions throughout the vessel, including the generation of two hardlight mascots at the PCs' location. If the party's split, they appear where most characters are gathered, or in two random locations.

The mascots are personifications of the ship's navigation program—an antique pirate wheel with a sunny cartoon smiley face that says "yarr" constantly, and the gun suite, which resembles an arcade joystick with a glowing orb for a head in the shape of a frowny face with steam coming out of its nonexistent ears. Both are tethered to the computer and fight until destroyed or pacified with a series of Computers and Diplomacy checks (DC 19) at the GM's discretion.

HARDLIGHT MASCOTS (2)

CREATURE 3

MEDIUM **CONSTRUCT** **TECH**

Starfinder Alien Core 88

Perception +9; darkvision

Languages Common

Skills Athletics +10, Performance +11, Society +6, Stealth +8

Str +2, **Dex** +3, **Con** +2, **Int** -1, **Wis** +0, **Cha** +4

AC 18; **Fort** +7, **Ref** +10, **Will** +11

HP 45; **Immunities** bleed, death effects, disease, doomed, drained, fatigued, healing, nonlethal attacks, paralyzed,

DRIFT TRAVEL

Traveling to another point in the same system takes 1d6 days with Drift engines, traveling to Near Space takes 3d6 days, and traveling to the Vast takes 5d6 days. *Starfinder GM Core* contains more information about the Drift and starship travel times. Sometimes a trip through the Drift is uneventful and can be represented by a roll of the dice and any downtime activities the PCs desire, but strange encounters often occur in the hyperspace dimension, as the heroes of this adventure soon discover.

poison, sickened, spirit, unconscious, vitality, void;
Weaknesses electricity 3, force 3; **Resistances** physical 3 (except *ghost killer*)

Tethered 90 feet. A hardlight life-form cannot travel more than the indicated number of feet from its projector. A hardlight life-form reduced to 0 HP vanishes, though its projector reconstructs it in 1d4 hours. The only way to permanently destroy a hardlight life-form is to find its projector and either repair or destroy it.

Speed 25 feet

Melee ♦ kick +10, **Damage** 2d6+2 force

Ranged ♦ pixel blast +12 (range increment 40 feet), **Damage** 3d4+2 force

Arcade Leap ♦ The hardlight mascot can make a special Leap up to 15 feet vertically and up to 20 feet horizontally without a check.

Stomp ♦♦ The hardlight mascot Leaps adjacent to a Medium or smaller creature, then makes a kick Strike against it. On a successful attack, it deals kick damage plus an additional 1d8 force damage. On a critical hit, the target is also knocked prone.

Taunt ♦♦ (auditory, emotion, mental) The hardlight mascot sings a jingle to a creature within 60 feet, dealing 4d6 mental damage (DC 19 basic Will save).

Development: If the PCs reasoned with the mascots, they tell the PCs that the "rainbow comets" who gave them life also purged a "corpse virus" from the computer. Any PC who is trained in Drift Lore, Piloting Lore, or Religion can deduce that the "rainbow comets" match the description of spectra, a type of creature native to the Drift. Otherwise, Captain Concierge provides this information.

Right after this revelation, alerts begin popping up all over the ship, indicating that more is wrong with the vessel than just hardlight malfunctions! The PCs have 1 minute to prepare before the next event occurs.

EVENT 2: ALL HANDS ON DECK

TRIVIAL 4

Status indicators warn the PCs their ship is suffering from a

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series of cascade faults that must be corrected or else they risk losing power and ending up adrift in the Drift, requiring immediate repair! The PCs must survive the situation while trying to stabilize their ship. The spectra currently inhabiting the ship's engines are not affected by this hazard.

Special: Each PC who spends one action to ask Captain Concierge for help gains a one-time +1 item bonus on their next check to disable the hazard.

EXPLODING PANELS

HAZARD 4

COMPLEX TECH TRAP

Stealth +12 (trained)

Description Electricity sparks from panels on the bridge. Wires leap out from access hatches in the corridors like wriggling snakes. The bridge is falling apart while Captain Concierge cheerfully offers helpful suggestions for how to fix the problem.

Disable DC 17 Computers (trained) to reboot the system; DC 19 Crafting, Physical Science Lore, or Thievery (all trained) to flip circuit breakers and snip the correct wires; DC 21 Acrobatics, Perception, or a Reflex save to dodge the sparks; or DC 24 Athletics or a Fortitude save to force the sparking panels closed. Disabling the trap removes one action from its routine for each successful check to disable it, or two actions on a critical success.

Cascading Failure ➤ **Trigger** The encounter begins; **Effect** Panels explode all over the ship with sparking live wires. All creatures on the ship take 2d8+5 electricity damage with a DC 21 basic Reflex save. The exploding panels then rolls for initiative.

Routine (3 actions) The exploding panels trap uses its actions to attack creatures inside the ship. It randomly slashes at creatures adjacent to bulkheads or sparks at creatures within 20 feet of any control surface. The trap does not take a multiple attack penalty.

Melee ➤ falling panel +14, **Damage** 2d8+5 bludgeoning

Ranged ➤ spark +14 (range increment 20 feet), **Damage** 2d8 electricity

Reset The exploding panels deactivate after 1 minute.

Development: After the hazard is disabled or deactivated, the PCs can rest for an hour before anything else occurs. PCs who want to be proactive and investigate the starship and its systems can do so now, taking exploration actions during this time in lieu of resting or healing. With a successful DC 21 check to Search or Investigate, the PCs determine that their ship is still responding strangely and some systems are glitching, but there's no obvious technological cause of their problem. Captain Concierge detects two alien presences on the ship—the spectra.

EVENT 3: CONVERGENCE

MODERATE 4

Captain Concierge's intruder alert directs the PCs to the engine room (or another location on the ship large enough for a fight) where an energy surge was detected.

Creatures: When the PCs' ship first entered the Drift, two spectra began frolicking alongside it and communing with the Drift engine. They sensed something troubling: a "dead virus," or less cryptically, nefarious magitech code implanted by the Corpse Fleet to track the PCs. They merged with the ship's Drift engine and forced out the magical malware, but their tampering accidentally spawned dangerous hardlight creatures. They've decided to stay to monitor the ship's condition and the PCs' safety, feeling responsible for their fate.

The spectra believe they understand what's best in this situation and won't defer to the flawed judgment of unenlightened mortals (they mean this kindly). Influencing the spectra requires two successful DC 19 Computers, Deception, Diplomacy, Intimidation, or Performance checks (or one critical success).

The spectra admit that they boarded the ship because they were curious about their ship's engine, which they describe as beautiful. They happily share basic information about the Drift and Drift travel, but otherwise have little to say about their activities and personal lives. Once they've had a conversation with the PCs, they agree to leave peacefully whenever asked.

The one exception to this is if any of the PCs are prisenis. The spectra are curious about priseni characters and hope to commune with them to learn more about their personal connection to the Drift. They eagerly share their experiences and spells with priseni characters, preferring to speak to them through *digital telepathy* so they aren't overheard.

If the PCs are hostile or insulting, the spectra defend themselves. If one is killed, the other activates its Slip Drive to escape when reduced to fewer than 20 HP.

EXCUBA SPECTRA (2)

CREATURE 4

LARGE COSMIC SPECTRA SWARM

Starfinder Alien Core 176

Perception +11; darkvision, techsense (precise) 60 feet

Languages digital telepathy, *truespeech* (can't speak any language)

Skills Computers +15, Deception +12, Drift Lore +13, Occultism +11, Piloting +11, Stealth +11

Str +0, **Dex** +5, **Con** +2, **Int** +3, **Wis** +1, **Cha** +2

Autoencode (illusion, mental, occult, tech) An excuba's visual appearance is altered when the creature is perceived by creatures, items, and objects with the tech trait (such as robotic creatures, cameras, and sensors) unless they succeed at a Perception check against the excuba's Deception DC. Excubas in their swarm form appear to be formless shadows and are additionally concealed, while excubas in their humanoid forms

register as familiar or unremarkable looking humanoids.

Data Vault An excuba can store data within their body as if they were a computer. Hacking an excuba requires three successes against their Will DC to access their data.

Slip Drive An excuba has an internal biomechanical Drift engine, allowing them to function as a Drift engine for a starship or vehicle they pilot as a 1-minute activity. An excuba can enter or exit the drift themselves as a 1-minute activity. When an excuba gets a critical failure on a Piloting check to Navigate or Plot a Course through the Drift, they get a failure instead.

Techsense The excuba senses creatures and objects with the tech trait as a precise sense within the listed range.

AC 20; **Fort** +8, **Ref** +13, **Will** +11

HP 42; **Immunities** electricity, grabbed, precision, prone, restrained, swarm mind; **Weaknesses** bludgeoning 2, piercing 5, slashing 5; **Resistances** area damage 5, splash damage 5

Digital Telepathy (aura, occult, tech) 100 feet. An excuba can communicate telepathically with any item or creature with the tech trait within their aura, as well as with other technologically telepathic creatures (such as those with shortwave and similar abilities). This ability also allows the spectra to remotely attempt Computers checks within their aura.

Speed 20 feet, fly 40 feet

Occult Innate Spells DC 21, attack +13; **2nd** *caustic conversion, inject nanobots, skim data* (at will); **1st** *delete, dream of home*; **Cantrips (2nd)** *analyze target, implant data, recharge weapon, seek the stars*; **Constant (5th)** *truespeech*

Change Shape ♦ (concentrate, occult, polymorph) The excuba can take on the appearance of any Small or Medium humanoid.

Data Search ♦ (concentrate, occult, tech) **Frequency** once per minute; **Effect** The excuba selects one creature with the tech trait in its space, searching their mind and memories. The creature must attempt a DC 21 Will save.

Critical Success The creature is unaffected and is immune to Data Search for 24 hours.

Success The creature is unaffected.

Failure The excuba accesses the creature's memories of the last 24 hours, downloading a holographic copy into their data vault and gaining insights into the creature's tactics. The creature must roll twice and take the lower result on the next attack roll, skill check, or saving throw made against the excuba or one of the excuba's spells or abilities. This effect has the misfortune trait.

Critical Failure As failure, but the excuba also obtains a specific type of memory (such as what happened the last time the creature encountered a Drift beacon) regardless of how long ago it was. The target creature loses this memory until it gains access to the excuba's

data vault.

Swarming Synchronization ♦ (occult, tech) Each enemy creature in the swarm's space takes 2d8 sonic damage (DC 21 basic Reflex save). On a failure, creatures and objects with the tech trait also become glitching 1 (glitching 2 on a critical failure).

Development: How the PCs handle the encounter with the spectra has repercussions later during their Drift journey. If they dealt with them peacefully, tiny motes of sparkly sand that cannot be brushed away seem to cling to each character's armor or clothing long after the spectra depart. Similar debris clings to the PCs' bodies if they kill either of the spectra in combat, though in this case it has a darker hue and tends to stain their clothing and irritate them. If the encounter is peaceful, the spectra leave behind a *fixed point solarian crystal*.

Once the spectra depart the starship, all malfunctions cease, and the PCs can spend the rest of the cycle enjoying the unique sights of the Drift around their ship.

Reward: Award the PCs 80 XP for conducting a peaceful meeting with the spectra.

D. PLANAR FRAGMENT

Twenty-four hours after their encounter with the spectra, Captain Concierge summons all of the PCs to the ship's bridge, having detected an unknown gravitational field in the area. In order to scan for this anomaly, the PCs can attempt a DC 19 Computers, Drift Lore, Mining Lore, Nature, or Physical Science Lore check. On a success, they can correctly interpret that they are about to encounter a chunk of the Plane of Fire that was ripped from its home dimension by a starship activating its Drift engine sometime in the past. Something about this planar fragment is altering the very nature of space in this part of the Drift, attracting their ship toward it in such a way that's preventing them from escaping its gravitational pull. On a critical success, they also learn that this fragment of fiery land shows signs of inhabitation by roughly a dozen life-forms, all likely fire elementals or other fire creatures. Six are between the starship and their destination.

Several minutes after their computer scan, the Plane of Fire fragment comes into view: a floating volcano taller than any skyscraper on Absalom Station.

The pilot must succeed at a DC 19 Piloting check to land gently. Atmospheric sensors indicate that the temperature outside is within the range their environmental protections can handle for at least an hour. A smoky haze caused by heat sublimating from magmatic rocks clings to the volcano. Everything is Concealed by smoke.

After their ship is on stable ground, Captain Concierge reveals that the source of the gravimetric anomaly is located near the southern flank of the volcano at the top

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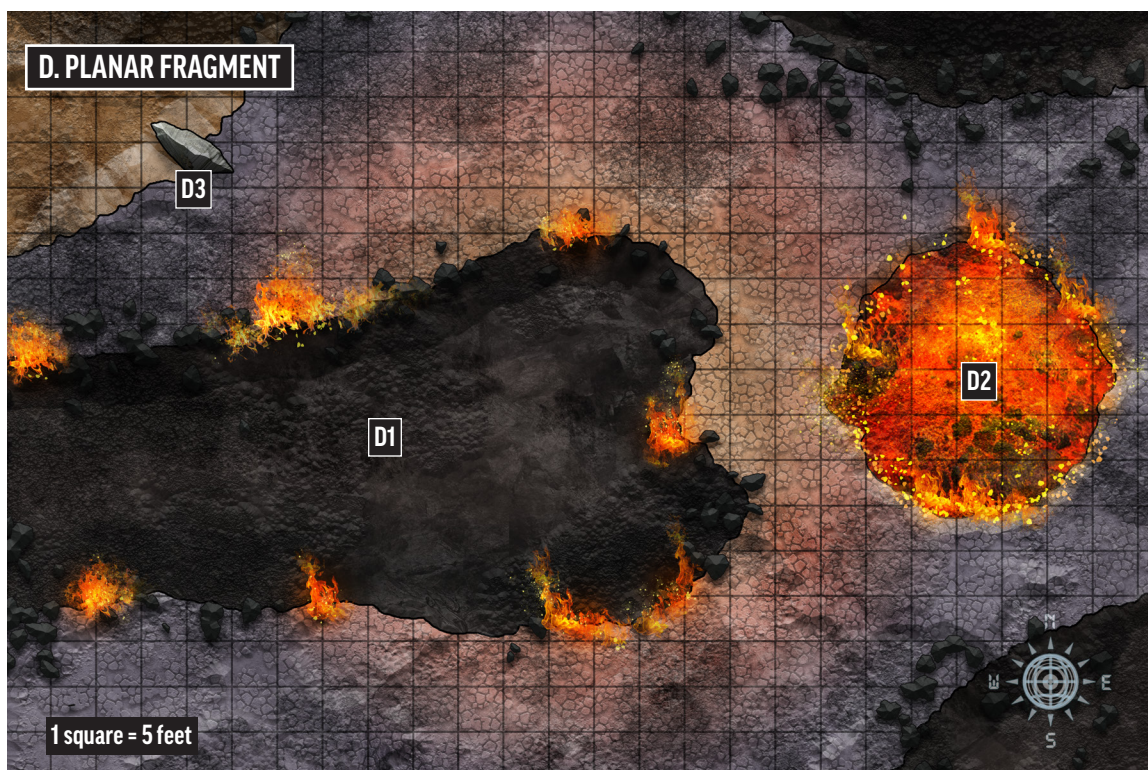
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of a smoldering hill. If asked, Captain Concierge creates a rough holographic map and sends it to each PC's comm unit. Once they disembark, the PCs reach **D1** after a short walk, allowing them to use exploration activities. The mountainous ridges separating the different parts of this map are 60 feet high and greater difficult terrain.

D1. SLIPPERY SLOPE TRIVIAL 4

A steep slope winds up the hill, bordered by a jagged, unstable-looking escarpment and a sharp volcanic sill looming far above the path.

Climbing the first slope requires a successful DC 18 Athletics check or a DC 15 Fortitude save every hour to endure the trek. Failure means a PC doesn't make any progress that attempt. Constantly failing and trying again is a valid method of climbing the slope, but might result in a PC being fatigued during the next encounter at the GM's discretion.

Hazard: A hundred feet overhead, the slope begins to crumble. Any PC who detects the danger may first try to disable the hazard before they completely lose their footing.

BURNING ROCKSLIDE

HAZARD 2

ENVIRONMENTAL

Stealth DC 18 (trained)

Description Smoldering boulders are disgorged by the magmatic soil and roll down the slope, catching fire as

they descend.

Disable DC 16 Nature (trained), Physical Science Lore (trained), or Survival (trained) to guess the rocks' path, or a DC 18 Acrobatics (trained), Athletics (trained) or a Fortitude save to deflect or dodge rocks.

Catching Fire **Trigger** Creatures climb the slope; **Effect** Molten lava oozes down the slope, coming perilously close to the path and igniting the debris nearby—even the rocks. All creatures in a 30-foot burst take 1d10+4 bludgeoning damage and 1d10+4 fire damage with a DC 16 basic Reflex save. On a critical failure the creature also catches on fire.

D2. LAVA FLOW

LOW 4

The lava flow constantly burns and bubbles. Any creature who enters a square containing lava takes 1d6 points of fire damage. Any creature who submerges themselves in lava (such as by falling or going prone in lava) takes 6d6 points of fire damage and 1d6 points of persistent fire damage.

Creatures: On the far side of the lava flow, two thermatrods that lair nearby are bathing in the radiant heat of the pond. They attack ferociously if they sense intruders approaching.

THERMATRODS (2)

CREATURE 3

LARGE BEAST FIRE

Starfinder Alien Core 188

Perception +9; temperature sense (precise) 60 feet, no vision

Skills Acrobatics +7, Athletics +10, Intimidation +9
Str +4, **Dex** +1, **Con** +4, **Int** +0, **Wis** +0, **Cha** +0

Temperature Sense A thermatrod can detect nearby changes in temperature as a precise sense to detect living creatures and other heat sources.

AC 18; **Fort** +12, **Ref** +9, **Will** +7

HP 45; **Immunities** fire; **Weaknesses** cold 5

Melting Aura (aura, fire) 10 feet. Creatures that begin their turn within this aura take 1d6 fire damage (DC 17 basic Fortitude save).

Speed 25 feet

Melee ♦ fist +12 (fire, reach 10 feet), **Damage** 1d8+4 bludgeoning plus 1d6 persistent fire

Ranged ♦ lava blob +10 (fire, propulsive, range increment 30 feet), **Damage** 1d6+2 fire

Slag Barrage ♦♦ The thermatrod sprays part of its molten core in a 15-foot cone that hardens moments later, hobbling those caught within. Each creature in the area takes 4d6 fire damage (DC 20 basic Reflex save). A creature that fails the save is also immobilized (Escape DC 20). The thermatrod can't use Slag Barrage again for 1d4 rounds.

Treasure: Each thermatrod leaves behind a chunk of smoldering planar material that functions as an advanced incendiary grenade.

D3. GRAVITY WELL

SEVERE 4

A cylindrical chunk of planar magnetite juts out of the volcano's face. This is the source of the gravimetric waves that pulled the PCs' ship toward the volcano. A successful DC 18 Drift Lore or Nature check reveals the magnetite is the cause of the gravity field, and removing it should allow the PCs' ship to take off. Harvesting the magnetite requires a DC 18 Athletics or Mining Lore check and 2 hours of labor.

Creatures: Frenzied fire elementals gather around the planar magnetite and fight to keep anyone from removing or damaging the magnetite unless the PCs find a way to communicate with them.

DRIFTING BONFIRE

CREATURE 5

UNCOMMON MEDIUM ELEMENTAL FIRE

Perception +10; darkvision, smoke vision

Languages Pyric

Skills Athletics +13

Str +3, **Dex** +4, **Con** +2, **Int** -2, **Wis** +3, **Cha** +0

Smoke Vision The drifting bonfire ignores the concealed condition from smoke.

AC 22; **Fort** +11, **Ref** +15, **Will** +10

HP 80 (eruption); **Immunities** bleed, fire, paralyzed, poison, sleep; **Weaknesses** cold 5, water 5

Eruption (fire) When the drifting bonfire is reduced to 0 HP, it erupts into a burst of lava, dealing 3d6 fire damage

to each creature in a 10-foot emanation (DC 19 basic Reflex save).

Speed 50 feet

Melee ♦ lava tube +15 (agile, reach 10 feet), **Damage** 2d6+6 fire plus 2d4 persistent fire

Ranged ♦ spark +15 (range increment 100 feet), **Damage** 2d6+3 fire

Residual Heat ♦ (fire, primal) **Requirements** The drifting bonfire's last action was a Strike that dealt damage; **Effect** The target of the Strike flares up, dealing 3d6 fire damage to each creature adjacent to the target (DC 19 basic Reflex save).

CINDERS (2)

CREATURE 3

UNCOMMON SMALL ELEMENTAL FIRE

Perception +9; darkvision, smoke vision

Skills Acrobatics +10, Stealth +9

Str +2, **Dex** +3, **Con** +2, **Int** -4, **Wis** +2, **Cha** +1

Smoke Vision The cinder ignores the concealed condition from smoke.

AC 18; **Fort** +9, **Ref** +12, **Will** +6

HP 45; **Immunities** bleed, fire, paralyzed, poison, sleep; **Weaknesses** cold 5, water 5

Hot Air (aura, fire) 5 feet. A creature that enters this aura or begins its turn there must succeed at a DC 22 Fortitude save or become suppressed until the end of its next turn, as its feet (or similar appendages) burn.

Speed 40 feet

Melee ♦ immolate +10, **Damage** 1d8+4 fire plus 1d4 persistent fire

Development: Once the elementals have been defeated, the PCs can remove the cylinder, which is about 3-1/2 feet long, 1 foot in diameter, and weighs 8 Bulk. Once the cylinder is removed, the volcano begins to rumble.

Treasure: The elementals leave behind fire opals worth a total of 1,000 credits.

EVENT: EXPLOSIVE CALDERA

The volcano's distant peak begins to erupt! Removing the small but gravitationally significant mineral has disrupted the delicate balance of this planar fragment and awoken the most powerful creature calling this place its home, a thermatrod caldera (*Alien Core* 188). This foe is far beyond the party's combat capabilities, so make it clear with environmental clues and skill check results that their only hope of survival is escaping to their ship before the living caldera or the volcanic hazards it spews catches up to them!

This is a chase scene; run it like No Rest for the Weary in Chapter 2 (page 32). This time, PCs can use unlisted skills to overcome any challenge (DC 24). Additionally, the PCs can choose to attack the living caldera instead of making

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a skill check during their turn (AC 29). If the PC succeeds or critically succeeds at their Strike, they earn 2 Chase Points by forcing the monster to stagger backward. If they fail, they take 2d6 points of fire damage as the monster's scorching aura rolls over them (they take double damage on a critical failure rather than losing a Chase Point).

Roll initiative to determine the PCs' acting order. The PCs always act first each round, followed by the living caldera. The caldera does not advance during the first round, but stays in place and erupts, spawning hazards the PCs must overcome later. If the living caldera ends its turn at the same obstacle as a PC, its burning aura deals 3d6 fire damage (no save), but the PC can continue trying to escape on their turn as normal.

PYROCLASTIC FLOW

OBSTACLE 4



DRIFTING BONFIRE

Chase Points 2; Overcome DC 17 Computers or Crafting to overcharge armor environmental protections, DC 19 Perception to find a boulder large enough to block the flow, or DC 21 Fortitude save to endure the heat and smoke

A superheated cloud of ash, debris, and gas spreads from the volcanic eruption at supersonic speeds, allowing almost no time to prepare for it!

MAGMAQUAKE

OBSTACLE 4

Chase Points 4; Overcome DC 17 Reflex save to maintain balance, DC 19 Athletics to stand strong (DC 22 to also give one other character an automatic success), or DC 21 Performance to dance with the natural rhythm of the volcano

As the mountain comes down upon the heroes, the entire plane shakes with moments of intense magnitude, nearly sending them off their feet!

CINDER CONES

OBSTACLE 4

Chase Points 2; Overcome DC 17 Arcana, Nature, Occultism, or Religion to redirect the planar energies away from the party, or a DC 19 Will save to resist being distracted by the bright lights

Magical micro-volcanoes emerge from the ground along the PCs' route back to their ship, spewing fire and ash in their path.

LAVA BOMBS

OBSTACLE 4

Chase Points 4; Overcome DC 17 Perception or Physical Science Lore to predict the trajectory of the lava bombs and avoid them, DC 19 Acrobatics or Reflex save to hit the dirt when they explode and dodge volcanic shrapnel, or DC 21 Survival to use the surrounding terrain as a shield from the projectiles

The living caldera hurls molten rocks at the path ahead. They explode upon impact, creating smoking craters.

EMERGENCY LIFTOFF

OBSTACLE 4

Chase Points 4; Overcome DC 17 Piloting to activate emergency takeoff procedures, DC 19 Arcana or Computers to remotely signal Captain Concierge to auto-start ship systems (including opening the hatch for crew and cargo), or DC 21 Athletics to quickly stow the planar magnetite to speed the boarding process

The starship's in sight, but it's still sealed up tight. You need to get flying, and fast!

Development: The danger ends when the PCs board their ship and take off. The planar magnetite bonds to their ship's structure instantly, meaning they're no longer tethered to the Plane of Fire and can easily return to their original course through the Drift.

The PCs can learn more about the planar magnetite by succeeding at DC 19 Crafting, Mining Lore, Nature, or

Physical Science Lore checks. With one success, they learn that planar magnetite can generate gravimetric fields in a local region of space, allowing objects to be tethered to others of different sizes. With two successes, they learn that if they connect the magnetite to their engines and ship systems, they could use it as a remote towing rig, possibly even allowing them to tow a large object such as the asteroid space station through the Drift.

The PCs have 16 hours of downtime to rest, prepare, and investigate the magnetite before the next event occurs.

Reward: Award the PCs 120 XP for harvesting the planar magnetite.

RECIPROCITY MODERATE 4

Once again, fate forces the heroes and their enemies onto a collision course. The Corpse Fleet monitors known pockets of planar magnetite, which they harvest to use as cores for gravimetric towing rigs like the one they used to steal the Iovan asteroid the PCs are after.

After their successful mission to claim the Iovan space station, the *Amaranth* departed Barrow and charted a route for Eox. Captain Sanimus Slayn remained behind to tend to other business, leaving his cruiser under the command of **Vanyra Voshin** (hateful female faceless commander). Vanyra's tactical mind is full of hate for the living, often spurring her to take risks in combat against them.

Deputy Captain Vanyra Voshin's orders were to fly the *Amaranth* to the Plane of Fire and scan for new deposits of planar magnetite—which typically grows near planar breaches—before returning to Eox to hunt down the PCs. Around the time the PCs began investigating the deposit of planar magnetite, *Amaranth's* magical scans detected living creatures near a planar breach. Vanyra abandoned her mission to chase them down. When her magic officer confirms the identity of the PCs' ship, she gleefully prepares for battle, imagining how each PC's face will look displayed in her collection.

FATEFUL REUNION

SCENE 4

STARSHIP SCENE

The Corpse Fleet cruiser the PCs encountered in Chapter 1 returns for a final showdown!

Victory Conditions The PCs defeat the *Amaranth* by reducing its Hit Points to 0.

Starship Description The PCs are flying an explorer provided by their sponsor organization that uses the statistics below (but may be customized at the GM's discretion).

Available Roles captain, engineer, 2 gunners, magic officer, pilot, science officer

AC 20; **Fort** +14, **Ref** +10, **Will** +8

Shields 5 (regains 5 per round); **HP** 65

Ranged ♦♦ (gunner, martial weapon) missile launcher (tech), **Damage** 2d6+8 fire

Ranged ♦♦ (gunner, martial weapon) machine gun (area), **Damage** 2d6+8 piercing

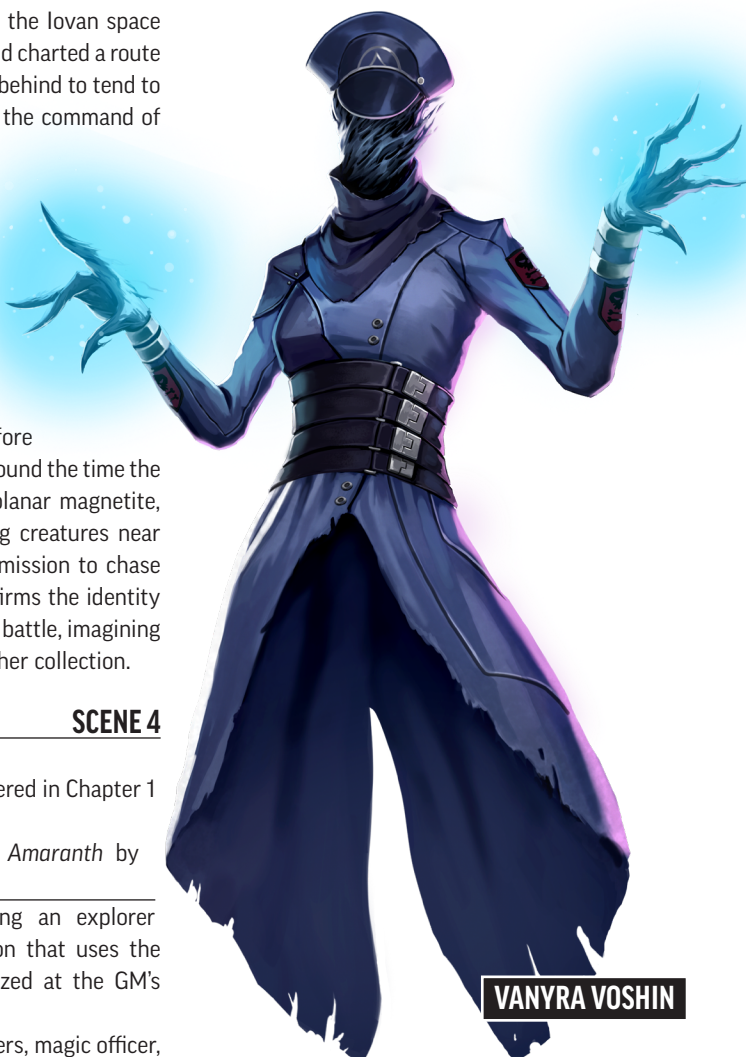
Allsix ♦ Each round Captain Concierge grants a +1 bonus to one occupied starship role (PCs' choice). If there aren't enough PCs to occupy four starship roles, Captain Concierge can perform a starship role instead with a +7 bonus to all skills.

Bold Talk (captain) Attempt a DC 18 Deception or Intimidation check to throw off a target enemy pilot.

Critical Success All enemy starship roles are frightened 2 until the beginning of your next turn.

Success All enemy starship roles are frightened 1 until the beginning of your next turn.

Evasive Maneuvers ♦♦ (pilot) Attempt a DC 15 Piloting check



VANYRA VOSHIN

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or a DC 18 Perception check to outmaneuver the enemy.

Critical Success The ship gains a +2 circumstance bonus to AC until the beginning of your next turn.

Success The ship gains a +1 circumstance bonus to AC until the beginning of your next turn.

Critical Failure The ship is off-guard until the beginning of your next turn.

Patch Job ♦♦ (engineer) Attempt a DC 15 Crafting check or a DC 18 Athletics check to try to patch some damage the starship has taken.

Critical Success The starship regains 2d8 Hit Points and loses any persistent damage conditions.

Success The starship regains 2d8 Hit Points.

Scan ♦♦ (magic or science officer) Attempt a DC 15 Computers or DC 16 Arcana, Nature, Occultism, or Religion check to analyze the enemy ship.

Critical Success Gain 2 Escape Points.

Success Gain 1 Escape Point.

Threat: *Amaranth* This Corpse Fleet cruiser currently captained by Vanyra Voshin engages the PCs with extreme prejudice, its crew intending to eliminate them.

Initiative Arcana +14

Skills Arcana +14, Piloting +12

AC 18; **Fort** +12, **Ref** +6

Shields 5 (regains 5 per round); **HP** 50

Threat Routine (2 actions) The *Amaranth* uses 1 action to send out a wave of disruptive magical energy that disrupts a PC starships role, attempting an Arcana check against the Will DC of the PC in the role or the starship if the role is unoccupied. On a success, the *Amaranth* disrupts their foes, giving the systems in that station

the glitching 1 condition until the end of the round. Then, the *Amaranth* uses 1 action to make a Strike against the PCs' starship.

Ranged ♦ antimatter beam +9, **Damage** 2d6+3 void

Ending the Encounter The encounter ends if the PCs' starship is disabled, or the PCs meet the Victory Conditions.

EVENT 4: FINAL ONSLAUGHT SEVERE 4

This event occurs when one of the starships has been defeated or if the battle is taking too long. The *Amaranth* launches a platoon of rigor mortics at the PCs' starship, hoping to capture it while killing all the living creatures onboard. The PCs' starship doesn't explosively decompress or sustain massive damage due to emergency forcefields that snap into place immediately after the rigor mortics punch through the bulkheads.

Creatures: Eight rigor mortics suddenly appear aboard the PCs' starship in groups of twos or fours, busting through the hull using their cocoon projectile ability. They rampage through the ship until they're destroyed. Use the map of the PCs' starship for this encounter.

RIGOR MORTICS (8)

CREATURE 1

Page 120

Initiative Perception +7

Development: If the PCs fight off the rigor mortics, Vanyra takes matters into her own spectral hands.

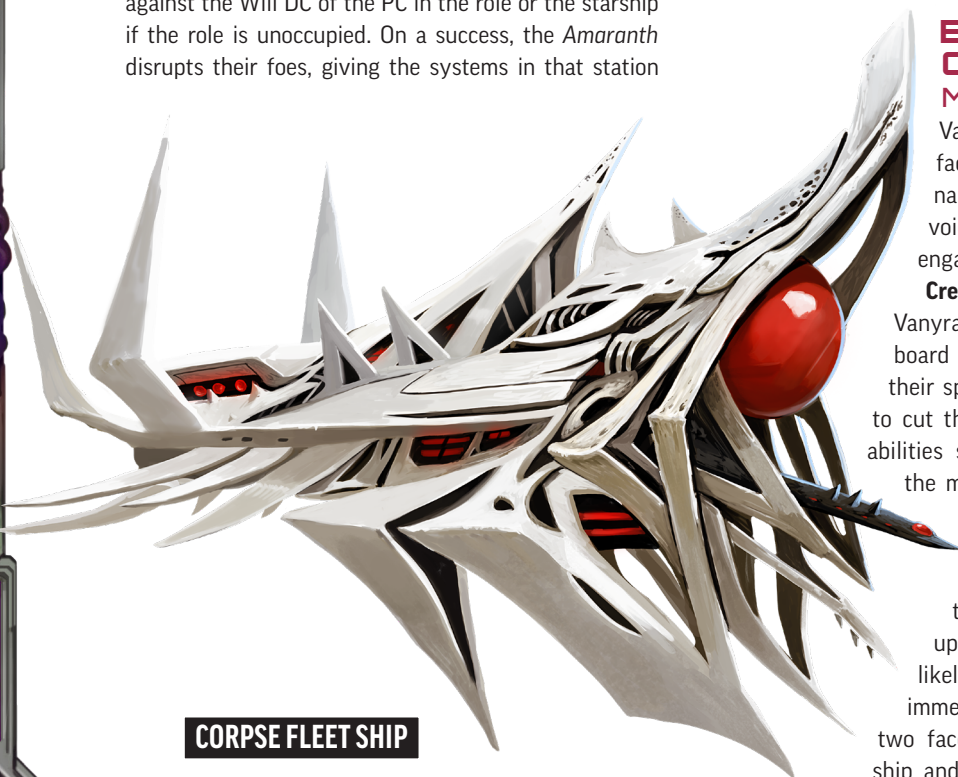
EVENT: FACE OFF MODERATE 4

Vanyra and her lieutenant, a faceless magic officer with no name, desperately fly across the void of space between ships to engage their enemies up close.

Creatures: Deputy Captain Vanyra Voshin and the magic officer board the PCs' ship together, using their spells and other abilities to try to cut the PCs off from their healing abilities so they can be murdered in the most gruesome ways possible.

Both fight until destroyed, hoping to claim the heroes' faces for themselves. How

this encounter plays out is up to the GM's discretion; most likely the confrontation happens immediately, but it's possible the two faceless might hide aboard the ship and stalk their prey for a while



CORPSE FLEET SHIP

before engaging. Use any starship map, such as the one found in *Starfinder Free RPG Day: Battle for Nova Rush*, for this encounter.

FACELESS (2)

Page 116

Initiative Perception +11

Development: If Vanyra and her ally defeats the PCs, she takes any survivors prisoner aboard the *Amaranth* along with the preserved corpses of the dead, then tows their damaged ship back to Barrow as a spoil of war. If this occurs, the PCs meet Opa Zari when scouts from the *Defiance* (page 71) intercept the *Amaranth*, take Vanyra down, and rescue the prisoners. Opa Zari helps the rescued PCs repair their ship and gives them time to recuperate aboard the *Defiance* after their ordeal.

If the PCs defeat Vanyra and the *Amaranth* is not already destroyed or left adrift in hyperspace, it flees as the cowardly engineer takes control of the starship without Vanyra to bully them. The PCs meet Opa Zari by chance soon after.

Treasure: Vanyra Voshin's spectral uniform disappears along with her ghostly body when she's destroyed, but her bone cuff links clatter to the floor and can be used as components for a commercial hypernerves magitech augmentation.

COSMIC CAPERS MODERATE 4

Two days after encountering the *Amaranth*, Captain Concierge broadcasts a ship proximity warning, summoning everyone to their crisis stations. Their ship is quickly surrounded by four sleek starfighters painted with flame motifs.

The starships don't take hostile actions, opening comms only to play a harmonized space shanty about piracy. Two fighters break off and perform acrobatic maneuvers extremely close to the PCs' ship. After a minute or two of displaying their daring piloting prowess, or when the PCs hail them or threaten violence, the ships back off.

Opa Zari (boisterous nonbinary prismeni vesk corsair captain) speaks to the PCs over comms from the cockpit of one of the fighters. The prismatic vesk wears a comfortable-looking bombardier jacket on top of their flight suit and dark aviator goggles with tiny magical runes etched around the rims that flash into view intermittently.

"Greetings, friends. I am Opa Zari. This Drift Lane is under the protection of the Cosmic Corsairs. If you'd like to enjoy some famous corsair hospitality onboard our carrier I can escort you there. In the meantime, let's negotiate my

security fee."

Opa Zari and their crew are part of a fabulous Drift pirate alliance called the Cosmic Corsairs. Their base is the *Defiance*, a salvaged Veskarium imperial carrier they've turned into a floating settlement with cozy living quarters, repair hangars, and even a tavern. A flotilla of fighters and larger allied ships protect the carrier, which hardly needs it—*Defiance* packs plenty of firepower on its own.

Most of the corsairs are prismenis, a Drift-touched heritage able to pull ships in and out of the Drift at will, allowing them to strike targets all over the galaxy and escape quicker than most crews can retaliate. Originally, *Defiance* became stranded during the Drift Crash, but instead of being shunted into a random dimension, the starship was trapped in the Drift. By the time the Drift Crisis ended the crew's supplies and hope had dwindled to nearly nothing.

A chance encounter with spectra saved them by imbuing



OPA ZARI

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the crew members with the planar essence of the Drift, turning them all into prisms. At first they only stole what they needed, but soon they realized how lucrative their new line of work could be and fully embraced piracy. Under Opa Zari's leadership, they avoid killing civilian targets but don't hesitate to engage Corpse Fleet privateers or imperial toadies with extreme prejudice.

If the PCs don't shoot first, Opa Zari is open to parley. Allow each PC to try to influence Opa Zari using the skill most appropriate for the method used. Examples include Athletics, Diplomacy, or Intimidation for bluster, Deception or Performance for pleading, Piloting or a Ranged Strike (as a warning shot) to flex their firepower, and so on. Critical successes count as two successes, and GMs should award +1 circumstance bonuses for earnest roleplay. The DC for these checks is 21. A PC trained in Piracy Lore can use this skill for any argument, and can also roll their check twice and take the better result. How this scene plays out is dependent on the number of successes the PCs acquire.

If the PCs get no successes on their checks to talk the pirates down, or don't even try, begin the Cosmic Sortie scene (see below), with Opa Zari surrendering only after their three allied ships have been knocked out of the fight.

If the PCs get only one success, they still engage in the Cosmic Sortie, but Opa Zari surrenders after two allies have been knocked out of the fight.

If the PCs get a number of successes equal to half the number of characters (round down), Opa Zari admits their

argument is compelling and agrees to waive the security fee if they'll trade or sell some equipment at the Cosmic Corsairs' base, explaining truthfully they're isolated and rely on piracy for resources like food and ship parts.

Finally, if the PCs get a number of successes equal to the number of characters, Opa Zari invites them to the corsairs' home base as honored guests, hoping to form an alliance with them.

Special: Being attuned to the movements and moods of spectra, Opa Zari notices the sparks and flecks still hovering around the PCs from their excuba encounter. If the PCs dealt with the excuba peacefully, they each gain a +1 status bonus on all checks to negotiate with the corsairs. If the PCs fought the excuba, they each take a -1 status penalty on these checks.

COSMIC SORTIE

SCENE 4

STARSHIP SCENE

Four daring corsair fighters challenge the PCs to a skirmish.

Victory Conditions The PCs defeat one or more fighters (see Development).

Starship Description The PCs are flying an explorer provided by their sponsor organization, which uses the statistics below (but may be customized at the GM's discretion).

Available Roles captain, engineer, gunners (2), magic officer, pilot, science officer

AC 20; Fort +14, Ref +10, Will +8

Shields 5 (regains 5 per round); **HP 65**

Ranged ♦♦ (gunner, martial weapon) missile launcher (tech), **Damage** 2d6+8 fire

Ranged ♦♦ (gunner, martial weapon) machine gun (area), **Damage** 2d6+8 piercing

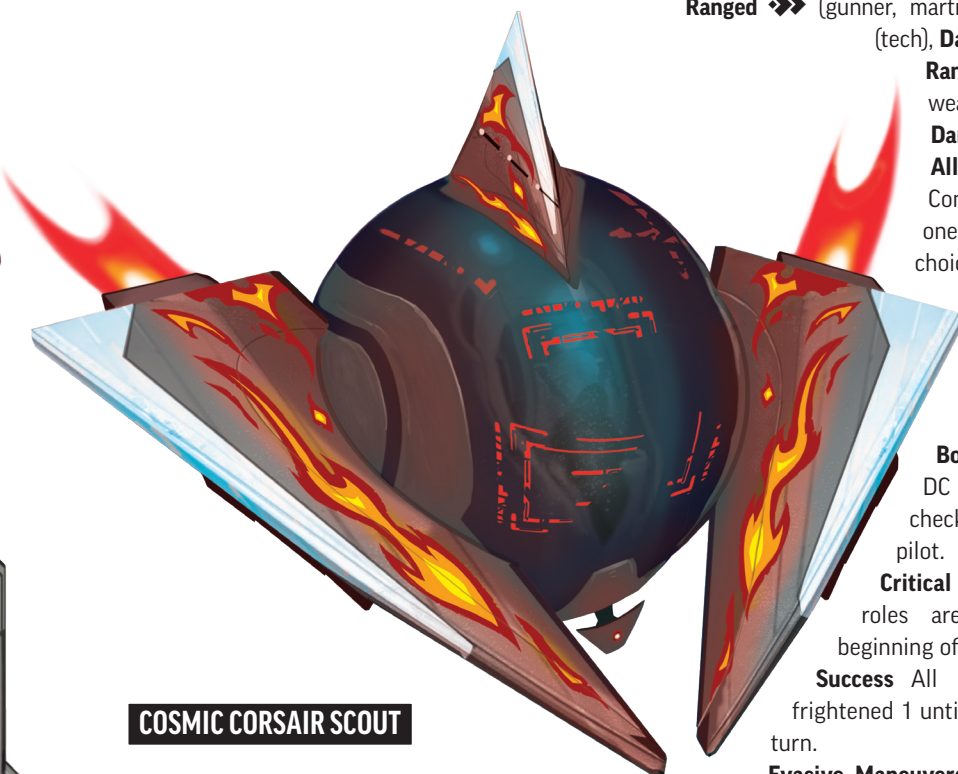
Allsix ♦ Each round Captain Concierge grants a +1 bonus to one occupied starship role (PCs' choice). If there aren't enough PCs to occupy four starship roles, Captain Concierge can perform a starship role instead with a +7 bonus to all skills.

Bold Talk (captain) Attempt a DC 18 Deception or Intimidation check to throw off a target enemy pilot.

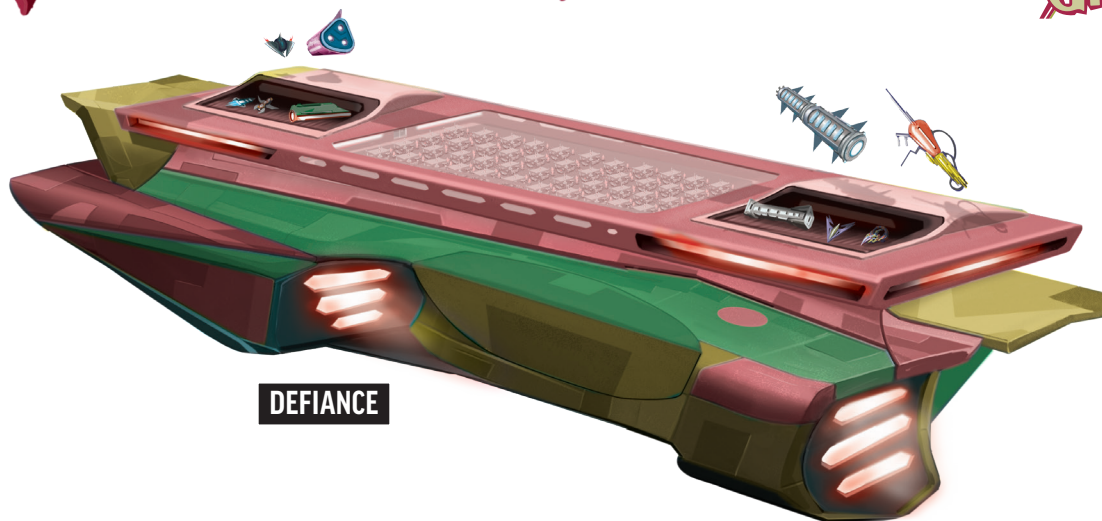
Critical Success All enemy starship roles are frightened 2 until the beginning of your next turn.

Success All enemy starship roles are frightened 1 until the beginning of your next turn.

Evasive Maneuvers ♦♦ (pilot) Attempt a DC



COSMIC CORSAIR SCOUT



DEFIANCE

15 Piloting check or a DC 18 Perception check to outmaneuver the enemy.

Critical Success The ship gains a +2 circumstance bonus to AC until the beginning of your next turn.

Success The ship gains a +1 circumstance bonus to AC until the beginning of your next turn.

Critical Failure The ship is off-guard until the beginning of your next turn.

Patch Job ♦♦ (engineer) Attempt a DC 15 Crafting check or a DC 18 Athletics check to try to patch some damage the starship has taken.

Critical Success The starship regains 2d8 Hit Points and loses any persistent damage conditions.

Success The starship regains 2d8 Hit Points.

Scan ♦♦ (magic or science officer) Attempt a DC 15 Computers or DC 16 Arcana, Nature, Occultism, or Religion check to analyze the enemy ship.

Critical Success The enemy starship is off-guard until the beginning of your next turn and your gunner's next attack roll gains a +1 circumstance bonus.

Success The enemy starship is off-guard until the beginning of your next turn.

Threats: Cosmic Corsairs Four allied fighters under the command of Opa Zari challenge the PCs. The Cosmic Corsairs show off if the combat's a formality, but if the PCs are truly their enemies, they work together using team tactics to take out their foe.

Initiative Piloting +8

Skills Piloting +8

AC 16; **Fort** +2, **Ref** +4

Shields 3 (regains 3 per round); **HP** 16

Threat Routine (2 actions) Each corsair uses 1 action to dogfight with the PCs, attempting a Piloting check against the Piloting DC of the PC occupying the pilot role. On a success, the corsair out flies the PCs' starship, giving it the off-guard condition until the end of the round. Then, each corsair uses 1 action to make a Strike against the PCs' starship.

Ranged ♦ laser cannon +6, **Damage** 1d6+2 fire

Ending the Encounter The encounter ends if the PCs' starship is disabled, or the PCs meet the Victory Conditions.

Development: Opa Zari grins and declares the PCs as the winners. They raise the white flag and say they'll waive the security fee. Before the PCs depart, Opa Zari repeats the offer of hospitality aboard their nearby base.

If the corsairs defeat the PCs, they attach tow cables to the PCs' ship and tow it back to their home base for repairs or salvage, depending on the PCs' attitudes toward them.

Treasure: If the PCs fight the corsairs and defeat them, Opa Zari is oddly thrilled, having only lost a handful of starship sorties before now. They're so impressed by their adversaries that they gift them their advanced boom pistol after all ships have landed and the crews have disembarked.

THE DEFIANCE

If the PCs accept Opa Zari's invitation, the remaining fighters escort the PCs' vessel to a massive ship with a flat upper deck clearly designed for other ships to land on its surface. If any of the corsair ships were damaged in the sortie, other corsair ships arrive to tow their allies back to safety.

Read or paraphrase the following when the PCs' starship approaches the *Defiance*.

The capital ship looms in the viewport. Iridescent words and symbols meaning "Defiance" in different languages, including Vesk, adorn its battered hull.

Once all ships land, Opa Zari greets the PCs in the flesh, apologizing for the brazen act of piracy and explaining that they enjoy preying on wealthy merchant vessels and

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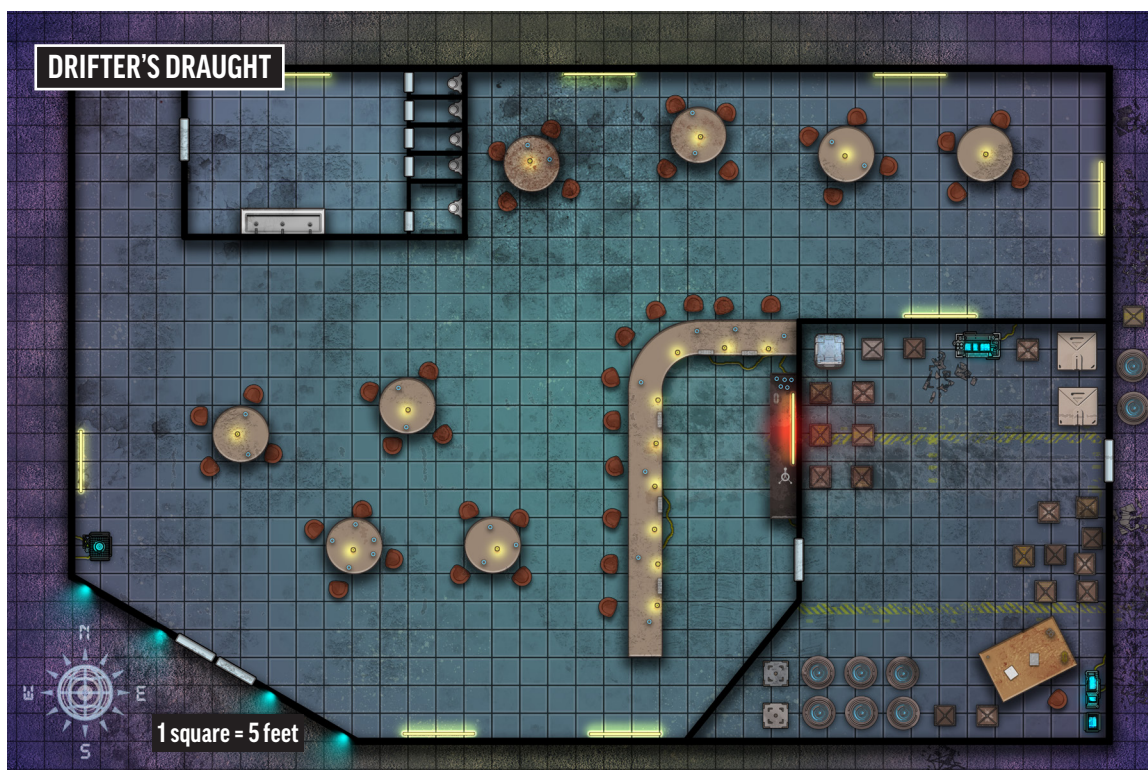
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Corpse Fleet battleships, but dislike harming civilians. If the PCs admit to being enemies of the Corpse Fleet, any thought of taking plunder from their ship is forgotten and the corsairs cheer for their new allies, fully welcoming the PCs aboard as comrades.

Opa Zari gives the PCs a tour of the *Defiance*, explaining that most of the people living here were passengers or crew on a starliner that was lost during the Drift Crisis, but were saved by spectra who gifted them the means to fend for themselves and take what they needed. Eventually they discovered this ancient Veskarium wreck floating in the Drift and reclaimed it, making the necessary repairs and additions to turn it into a pirate's paradise—an ongoing project of which Opa Zari is very proud.

Trading and Downtime: As soon as they realize visitors have arrived, an impromptu swap meet breaks out as corsairs rush to display their goods for purchase or trade.

The corsairs are curious about the ship and crew that went toe-to-toe with Opa Zari. The PCs can sell their gear and purchase common items up to level 4. A rundown, somewhat grimy hospital installs augmentations and provides medical care.

The PCs can pursue downtime activities while spending time onboard the *Defiance*, including connecting to a small local infosphere with a few hundred regular users and several dozen mysterious users connecting from elsewhere, potentially using magic. The infosphere's a few weeks behind on news from the Pact Worlds and is most likely still abuzz about the mysterious aerial attack over

Eox that shot down a passenger shuttle, but the shows the PCs filmed haven't yet been released here and they aren't minor celebrities.

DRIFTER'S DRAUGHT MODERATE 4

If the PCs don't discover the local tavern on their own, Opa Zari invites them there for a meal. The settlement's only eatery, the Drifter's Draught, is packed and busy serving dozens of rowdy patrons when the PCs arrive. It's a rundown bar packed full of grimy tables, with a storeroom full of contraband and bar supplies, and a bathroom famous for the wall art, scribbles, and graffiti left by patrons over the years.

When the PCs show up at the Drifter's Draught, Opa Zari barges up to the bar and loudly interrupts everyone waiting in line to order whatever the PCs are having on Opa's personal tab.

Creatures: A corsair crew who imbibed too much grog or perhaps are grumpy about having to share table space with outsiders decide to stir up trouble with the newcomers. They're not satisfied that Opa Zari has vouched for the PCs and want to test them while taking out their own frustration over feeling underappreciated. One of the sarcesians confronts the PCs over any pretense possible, angrily claiming they cut in line at the bar or committed some other minor wrongdoing.

They're spoiling for a fight, but a PC might be able to talk them down from violence with a DC 22 Diplomacy and Piracy Lore check (each check must be a success to avoid a fight). Using Intimidation only spurs the rowdy corsairs to violence

faster, immediately beginning combat.

If engaged, the groggy corsairs fight hard and dirty using their fists and handy objects to deal nonlethal damage (this is a bar brawl, not a massacre) until they're reduced to 10 or fewer HP, at which point they admit defeat or collapse drunkenly to the floor. If they're injured with lethal damage by the PCs, they immediately flee the bar along with all the other patrons.

Special: Any creature can grab a bar stool, chair, or cup as an Interact action and use it as a nonlethal weapon (see below). The chairs and stools break on a successful Strike, but look like they are designed to do so in such a way that they can be easily repaired (and also look like they've been destroyed and repaired dozens of times before). Additionally, any PC trained in Piracy Lore can use that skill to Demoralize as though it were the Intimidation skill.

GROGGY CORSAIRS (4)

CREATURE 2

UNCOMMON LARGE HUMANOID SARCESIAN

Perception +10

Languages Common, Eoxian, Sarcesian, Sarcesian (signed)

Skills Acrobatics +5, Athletics +8, Computers +7, Crafting +7, Piracy Lore +5

Str +3, **Dex** +2, **Con** +1, **Int** +2, **Wis** +2, **Cha** +0

Compact Strides A sarcesian can move through spaces as though they were a Medium-sized creature.

AC 18; **Fort** +8, **Ref** +11, **Will** +5

HP 33

Speed 25 feet

Melee ♦ bar stool +11 (nonlethal), **Damage** 1d10+3 bludgeoning

Melee ♦ fist +11 (agile, finesse, nonlethal), **Damage** 1d4+3 bludgeoning

Ranged ♦ thrown mug +9 (archaic, range increment 20 feet, nonlethal, thrown), **Damage** 1d6+3 bludgeoning

Stretchy Limbs ♦ The groggy corsair can adjust their gangly limbs to give themselves 10-foot reach until the start of their next turn.

Development: After the brawl's final blows fall, everybody who's still sober or spry enough works together to clean up the broken furniture and spilled drinks. The patrons, now calmer, also help anyone who was injured in the clash, including the PCs.

Opa Zari explains that these kinds of conflicts happen sometimes. Some Cosmic Corsairs prefer to solve most of their disputes and personality clashes with a brawl, believing that so long as nobody gets seriously hurt it's a way to blow off steam and have a bit of good old-fashioned fun. Opa Zari belongs to this camp.

Not everyone sees it this way, however. Some corsairs are trying their best to use their words to solve their problems rather than always resorting to fists and bar stools. The corsairs' resident therapist **Afaella** (calm female priseni

damaya lashunta counselor) urges everyone to talk through their problems and apologize to anyone who was hurt or inconvenienced during the incident. Afaella's a trained therapist but she's also a pirate, and toying with her or treating her with disrespect might end with a knife at your back while a cool voice asks how you feel about that.

Conversely, anyone who wants to help Afaella with her noble goal of getting the corsairs to spend some time talking out their problems for once can attempt to persuade the corsairs to sit through a therapy session (DC 19 Diplomacy) or bribe them to do so (at least 20 credits), though the latter option also requires a successful DC 19 Deception check to avoid having Afaella find out their attendance was bought and paid for. Afaella's available to talk if the PCs want to, as well.

The corsairs buy food or drinks for the PCs as a token of peace. From this point on the PCs have no further quarrels with the corsairs, having proven themselves to everyone in Drifter's Draught.

If the PCs use lethal damage with an intent to kill the corsairs, the community's reaction is different. The PCs might win the battle, but they'll find no allies waiting outside after everyone flees the bar calling a warning about live rounds. Opa Zari grimly confronts the PCs outside, backed up by a force of worried but determined-looking corsairs wielding weapons and wearing armor who face the PCs in non-threatening but wary stances. Opa Zari asks the PCs to leave, stating they've broken the rule of sanctuary. Opa Zari is careful not to provoke any further violence, but urges the PCs to wrap up their business and depart, believing the PCs are just as ruthless as the Corpse Fleet and wanting nothing more to do with them.

CONCLUDING THE CHAPTER

This chapter wraps up after the PCs encounter the Cosmic Corsairs. If the PCs visit the *Defiance*, a team of mechanics repair and tune up their starship, including offering a custom paint job courtesy of their resident artiste **Cloud Nine** (easygoing and eccentric agender priseni barathu mystic), who works with the group to make their starship into the best possible expression of their identity as a crew.

It's easy to get back on the course programmed into their navigational computer by Zo's mechanics, and the PCs resume their journey to Barrow. The PCs' new corsair allies (or enemies) won't be able to help or hinder them outside the Drift, but might offer the PCs messages of support before they leave the Drift for the conclusion of their story.

Similarly, the PCs won't be able to do more than send their sponsors and contacts at Ulrikka Clanholdings a brief message updating them about the current situation. If there are any other groups or NPCs the party's bonded with, consider creating a short message of support from them as the PCs prepare for the final phase of their adventure.

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CHAPTER 5: Robbing the Barrow

Now at the end of their journey through the Drift, the PCs' biggest challenge looms ahead of them. Guided only by the data Zo! provided, the PCs find a way past Barrow's defenses, infiltrate the facility where the asteroid's being stored, and steal it back!

SILENT RUNNING MODERATE 4

The PCs begin this chapter after leaving the Drift. They're likely still level 4 at this point, but if the characters have already gained enough XP to advance, make sure the players have time to level up before beginning the next encounter.

Moments after exiting the Drift, Captain Concierge alerts the crew about a rogue planet at the edge of their ship's sensor range. Scans reveal that this terrestrial body has no host star and no atmosphere on its surface but bears signs of massive industry—primarily shipyards and offensive starship weaponry. Barrow is lightly defended currently, and the PCs might be able to approach undetected if they land at a remote site Captain Concierge's databanks refer to as "the Fracture." A PC who succeeds at a DC 20 Eox Lore or Society check—or simply asks Captain Concierge—knows Corpse Fleet personnel avoid the Fracture and likely won't be patrolling there.

Fighting their way through Barrow's sparse defenses is possible, but attracts the attention of patrol ships that engage the PCs (use the starship battle against the Cosmic Corsairs in Chapter 4 as a framework for this encounter).

APPROACHING BARROW

SCENE 4

STARSHIP SCENE

The PCs dodge patrols and avoid or sabotage devious necrodrones on their perilous trek through Corpse Fleet space.

Victory Conditions The PCs succeed at the encounter by obtaining 6 or more Infiltration Points and then landing their ship.

Starship Description The PCs are flying an explorer provided by their sponsor organization, which uses the statistics below (but may be customized at GM discretion).

Available Roles captain, gunners (2), magic officer, pilot, science officer

AC 20; **Fort** +14, **Ref** +10, **Will** +8

Shields 5 (regains 5 per round); **HP** 65

Ranged ♦♦ (gunner, martial weapon) missile launcher (tech), **Damage** 2d6+8 fire

Ranged ♦♦ (gunner, martial weapon) machine turret (area), **Damage** 2d6+8 piercing

Fly Under the Radar ♦♦♦ (pilot) Attempt a DC 19 Piloting check to plot a course avoiding patrols and security measures.

Critical Success Gain 2 Infiltration Points.

Success Gain 1 Infiltration Point.

Critical Failure Lose 1 Infiltration Point.

Hack Defenses ♦♦ (magic or science officer) Attempt a DC 22 Arcana, Computers, Nature, Occultism, or Religion check to infiltrate sensor networks or nullify sensor patrol drones and turrets in your path.

Critical Success Gain 2 Infiltration Points.

Success Gain 1 Infiltration Point.

Critical Failure Lose 1 Infiltration Point.

Inspire Crew ♦♦ (captain) Attempt a DC 20 Diplomacy or Intimidation check to inspire the crew of your starship to push themselves.

Critical Success As success, but nominate two allies.

Success Nominate one ally to gain a +2 status bonus to their next check made as part of the scene.

Critical Failure The next crew member to make a check as part of the scene takes a -1 status penalty to their check.

Prepare for Landing ♦♦♦ (captain or pilot) Activate landing sequence to land on the Fracture. The PCs can only take this action when they've satisfied the scene's Victory Conditions.

Threat: Necrodrone Swarm A flock of tiny necrodrones monitor the area and send updates to nearby Corpse Fleet ships.

Initiative Perception +14

Skills Piloting +11

AC 18; **Fort** +4, **Ref** +6

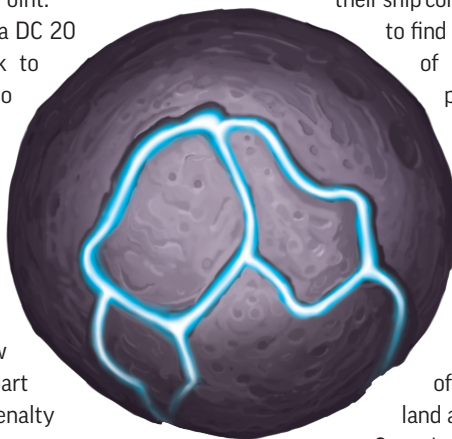
HP 42

Threat Routine (2 actions) The necrodrones scan for enemy activity. Roll a Perception check against the PCs' starship's Reflex DC; on a success, the necrodrone swarm gains 1 Alert Point (2 Alert Points on a critical success). Once the necrodrone swarm obtains 8 or more Alert Points, it instead uses Call Reinforcements at the start of the following round. If a necrodrone detects an enemy target, it fires.

Call Reinforcements (1 action) A necrodrone alerts a nearby Corpse Fleet cruiser (use the *Amaranth's* statistics if needed). Captain Concierge gives the PCs a proximity alert 2 rounds before the enemy arrives, giving them a last chance to land inside the Fracture safely before the cruiser locks on.

Necromantic Interference The necrodrones broadcast a disturbing supernatural aura. Each PC occupying a starship role must succeed at a DC 20 Will save or become frightened 2 for 1 minute.

Ranged ♦ light antimatter beam +12, **Damage** 2d6+3 void



BARROW

Ending the Encounter The encounter ends when the PCs touch down on the Fracture using Landing Sequence or their ship is disabled.

Development: If the PCs shot down any of Barrow's defenses rather than avoiding or infiltrating them, fleet patrols send out a signal to put all surface facilities on preliminary alert (see the Red Alert sidebar on page 77).

Using the navigational data Zo!'s mechanics installed on their ship computer, the PCs don't need a skill check to find the Fracture—a continent-sized chunk of Barrow that broke away from the planet following a disastrous scientific experiment years that's stuck in close orbit with the help of Corpse Fleet gravimetric technology. Zo!'s location data includes a specific set of coordinates where a small but sturdy Zo! Media-branded docking clamp protrudes from the inside of the Fracture, facing the surface of Barrow, allowing the party to safely land and secure their starship there.

Scanning the planet requires a DC 19 Computers, Mining Lore, Nature, or Physical Science Lore check. Alternatively, a successful DC 24 Infosphere Lore, Media Lore, or Society check intercepts local Corpse Fleet communications (speaking Necril adds a +2 circumstance bonus to these rolls).

If the group gets only one success, they learn the elebrian asteroid is currently on Barrow, where it's secured in an auxiliary research center far from the primary shipyards. Automated probes are currently exploring it as one of several projects being worked inside the facility. If they get two successes or one critical success, the PCs learn about the presence of micrometeor showers between the Fracture and Barrow's surface, giving everyone a +2 circumstance bonus on their checks to avoid that hazard. If they fail, Captain Concierge eventually finds the information, but it takes several long minutes of searching databases while a Corpse Fleet patrol looms dreadfully close to their position but somehow does not detect the intruders.

The scanned data also reveals that the asteroid is moored to the surface using a gravimetric tether that can only be disabled at the source. Captain Concierge happily offers to show the PCs how to rig the ship up for remote piloting, allowing the virtual intelligence fly down to pick them up along with the asteroid after they've stormed the facility. If the PCs don't realize it on their own, Captain Concierge warns that flying any closer to Barrow will surely result in them being detected and obliterated immediately. Captain Concierge suggests spacewalking—a risky strategy, but the likeliest way that all the PCs can make it to the surface without alerting the Corpse Fleet.

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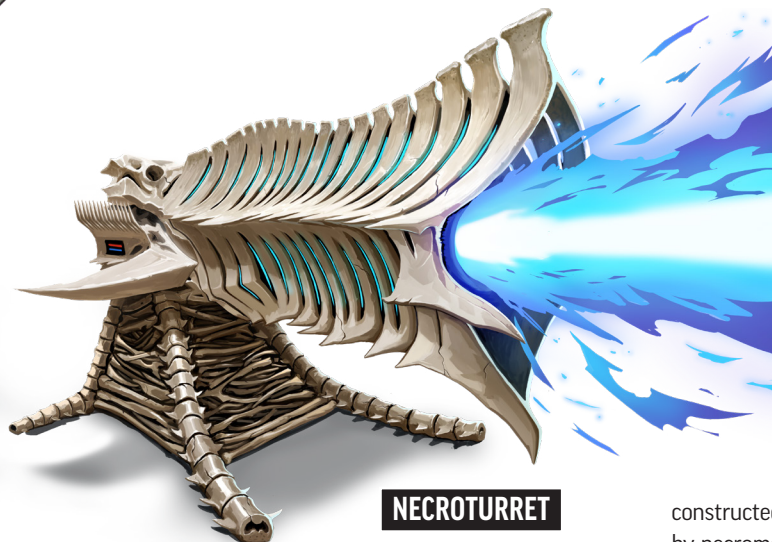
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NECROTURRET

FREE FALLING TRIVIAL 4

Barrow's lack of atmosphere means that spacewalking down from the low-orbit Fracture to the surface isn't extremely risky as long as the PCs turn on their environmental protections or take magical precautions, but it's not without dangers.

Hazard: The region of space between their origin and destination is filled with micrometeors whipping around at high velocity. All creatures spacewalking down to the surface experience this hazard.

MICROMETEOR SHOWER HAZARD 3

ENVIRONMENTAL

Stealth DC 20 (trained)

Description Pebbles and boulders broken off from Barrow's crust accelerate all around the space between the Fracture and the surface, smashing into anything and everything!

Disable DC 20 Acrobatics to avoid impact, DC 23 Athletics or Strike (AC 20) to break or deflect incoming debris

Impact **Trigger** A creature fails its check to disable or avoid the hazard; **Effect** Micrometeors slam into the target, dealing 2d10+13 bludgeoning damage and potentially knocking them off course based on a DC 21 Reflex save.

Critical Success The creature takes no damage.

Success The creature takes half damage.

Failure The creature takes full damage and gains the untethered condition, which persists until the start of the next encounter.

Critical Failure As failure, but the creature takes double damage.

Development: The PCs land on the surface of Barrow a few minutes later, but they're not out of immediate danger

just yet.

TURRET DEFENSE LOW 4

Even Barrow's most sparsely defended stretches are full of deadly countermeasures ready to spring into action to protect the Corpse Fleet's military base. Any PC who failed or critically failed the micrometeor shower hazard lands on Barrow's surface after having been untethered for much of their spacewalk, meaning they have the clumsy 1 and off-guard conditions until they spend 1 action to stabilize themselves.

Hazards: Two magitech weapons constructed from the spine of a massive beast animated by necromancy guard this approach to the research facility. The necroturrets are programmed to open fire on any living creatures entering range.

The necroturrets use a type of lifesense for their detection algorithms, meaning that any PC who activates the *shredskin* given to them by Zo! becomes effectively invisible to them. If all PCs (and any allies present) use their *shredskins*, they automatically overcome the hazard without needing to roll any dice.

Map: This encounter uses a blank map representing a barren plain. The turrets are each Large-sized, and the PCs begin the encounter roughly 200 feet away from the hazard.

NECROTURRETS (2) HAZARD 3

COMPLEX MAGICAL MECHANICAL TECH TRAP

Stealth +13 (trained)

Description A gigantic spinal column, ripped whole from a great beast, is posed on the surface of Barrow, enhanced with necromantic technology that turns it into a unliving weapons system. Its skull has been replaced with sensor arrays and deadly ice beam emitters.

Disable DC 16 Computers (trained) or Vidgame Lore (trained) to shut down the necroturret's tech targeting system, DC 18 Arcana (trained), Nature (trained), Occultism (trained), or Religion (trained) to disrupt the necroturret's magical core, or DC 20 Athletics or Thievery to destroy vital circuits. A necroturret loses one action from its routine for each successful check made to disable it, or two actions on a critical success.

AC 16, **Fort** +14, **Ref** +6

Hardness 10; **HP** 42 (BT 21); **Immunities** critical hits, object immunities, precision damage

Lock On **Trigger** A living creature moves into a space within 120 feet of the necroturret; **Effect** The necroturret locks on to the closest living creature, granting the necroturret a +1 circumstance bonus to its next attack roll. All living creatures within 10 feet of a necroturret take 1d10+6 cold damage with a DC 20 basic Fortitude

save as the turret charges its capacitors. The necroturrets then roll for initiative.

Routine (2 actions) The necroturret uses its actions to attack living creatures with its ice beams. It uses the Lock On reaction once every round to enhance its targeting matrix against the closest living creature. Necroturrets focus on targets trying to disable them.

Ranged ♦ ice beam +12 (range increment 60 feet, volley 10 feet), **Damage** 1d10 cold and suppressed for 1 round (2 rounds on a critical hit)

Reset A necroturret deactivates when it no longer detects living creatures within 120 feet of its location.

Development: Silence returns to the airless rock. No alerts scream, and no reinforcements arrive. One of the small vulnerabilities of the Corpse Fleet's defense network is that it was not designed with small infiltration teams like the PCs in mind, but is built to detect and repel large-scale attacks, relying on fear and secrecy to keep saboteurs away. The PCs can discern this information with a successful DC 17 Warfare Lore check or DC 19 Perception or Society check.

Finding the nearby facility requires the party to succeed at a single DC 19 Piloting check to Navigate or Survival (trained) to Sense Direction that only one PC may attempt (though others may Aid). On a success, the PCs easily make it to the facility entrance. On a failure, they arrive only after taking a few wrong turns and scouring the terrain for the facility, which seems to be camouflaged in plain sight; they take a -1 status penalty on their checks to decipher the door. On a critical failure, the PCs wander in circles for hours in the barren landscape, including a short but harrowing walk along a deep ravine they have to cross twice. The PCs must attempt a DC 19 Fortitude save; on a failure, they're fatigued for the encounter in area **E1** (but return to normal after a 10-minute rest), and are too strained to use exploration activities before entering the facility.

AUXILIARY RESEARCH CENTER

Once the PCs reach the auxiliary research center, the group finds a shuttle landing site and cargo loading door as the main point of ingress. All other entry points to the facility are miles away, connected to this building as personal transport tubes that ferry personnel from barracks and other sites. In order to gain entry, the PCs must get this door open.

Without the proper access codes, the PCs must succeed at two consecutive DC 19 checks before they accumulate four total failures. They can use Computers to try to hack the security system, Crafting to short-circuit electrical wires, Thievery to trigger locking mechanisms, or any other skill appropriate for the situation (for example, using Military Lore or Corpse Fleet Lore to recall standard operating procedures for a facility like this would be perfectly applicable, but Eox

RED ALERT

During the PCs' infiltration or raid on Barrow, they might trigger some of the rogue planet's sensor nets and detection protocols. Fortunately, because most of the Corpse Fleet is away on maneuvers, this won't lead to an overwhelming response, but it will create more of a challenge than if the PCs had approached without attracting notice.

Preliminary Alert: All surface facilities on Barrow are cautioned about anomalies in the area. All doors in the auxiliary research center are now locked (requiring a DC 18 Athletics, Computers, or Thievery check to breach). Any occupant of a locked room receives a DC 11 flat check to detect noise outside their room on a failed attempt to unlock a door from the outside (or combat), potentially allowing them to prepare for uninvited visitors. In addition, certain areas and events might change due to this alert level (see Reinforcements).

High Alert: As preliminary alert, but the flat check DC decreases to 5 for room occupants to notice interlopers outside their areas. Additionally, all room occupants are aware of intruders and begin encounters armed, having already taken defensive measures prior to rolling initiative.

Lore might be too general). If the PCs succeed, they open the doors into area **E1** without delay. If the PCs fail four times without success, however, their intrusion attempt is detected. An automated sensor sends out a signal to put all surface facilities on preliminary alert (see Red Alert above). If all surface facilities were already on preliminary alert, this facility immediately moves to high alert (see Red Alert), even as the occupants of area **E1** open the outer doors to investigate, inadvertently letting the PCs in.

REINFORCEMENTS

Whether or not the PCs triggered any alarms entering the facility on Barrow, their exchange of weapons-fire in the loading dock triggers at least a modicum of response from nearby security forces. These arrive in waves, their timing dependent on how alert Barrow is to the intrusion of the PCs in their midst. If no alerts have been raised, **Event 1** occurs after the PCs finish exploring four rooms (not including the loading dock). **Event 2** only occurs if the PCs spend longer than 1 hour resting anywhere in area **E**, and **Event 3** only occurs if the PCs spend another hour (or more) resting after being made aware that reinforcements are on their way.

If the facility is under a preliminary alert, **Event 1** occurs after the PCs finish exploring two rooms (not including

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the loading dock), with **Event 2** and **Event 3** taking place as above.

Should the auxiliary research center instead be on high alert, **Event 1** takes place immediately when the PCs enter area **E2**, with **Event 2** occurring when the PCs have finished exploring all rooms in area **E** or after 30 minutes have passed in game, whichever comes first. **Event 3** then takes place 30 minutes later.

Alter the timing of these events to suit the group's actions and preferences, making sure the party isn't overwhelmed and that everyone's having fun and feeling appropriately challenged (or rewarded for planning ahead and rolling well). The goal of these Reinforcement events is to make it clear that Barrow is an active Corpse Fleet installation with defenses and patrols that won't just let a group of saboteurs walk right in and steal from them without a fight.

EVENT 1: WELCOME PARTY TRIVIAL 5

Four Corpse Fleet bonecrushers rush into the facility, coming through the loading dock to the south or via the transport tubes to the north. They use smart tactics and stay at long range, using hallway corners for cover. They realize they're no match for the PCs but are determined to do their best to slow them down and injure them as much as possible in service to the Corpse Fleet.

BONECRUSHERS (4) CREATURE 1

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Initiative Perception +10

EVENT 2. JUNIOR OFFICERS LOW 4

Four junior officers band together to challenge the PCs via the transport tubes in the north. They work in teams of two, using their reach weapons and startling charges to pin their living enemies down. They focus on one or two targets at a time, hoping to focus fire rather than spread their efforts out ineffectively.

CORPSE FLEET JUNIOR OFFICERS (4) CREATURE 2

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Initiative Perception +11

EVENT 3. GHOSTLY ASSASSINS LOW 4

The final wave of security forces are a pair of incorporeal faceless undead who enter the facility by flying through its ceiling near the PCs' position. The two faceless focus on any healers or battle leaders among the PCs, saving heavily armored or physically powerful characters for last once their support mechanisms have been taken out.

FACELESS (2) CREATURE 4

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Initiative Perception +11

E. AUXILIARY RESEARCH CENTER

This is one of many facilities spread across Barrow. It has four climate-controlled, soundproof laboratories, a loading dock, an analytics center, and a spacious research dome where the elebrian asteroid is currently housed. Its layout was morbidly designed to resemble the upper part of a humanoid skeleton when viewed from above, with transport tubes heading to other facilities on Barrow acting as shoulders and arms. Unless otherwise noted, all rooms are brightly lit and have 20-foot tall ceilings, wrought of starship-grade steel alloys. Except for **E1**, all rooms are pressurized and have a breathable atmosphere. All doors are closed but most aren't locked unless the facility is on alert (see Red Alert on page 77).

E1. LOADING DOCK LOW TO SEVERE 4

This area is stacked with plastic crates containing a wide variety of items, ranging from body parts, bones, and stolen cargo from merchant vessels raided by Corpse Fleet marauders across the cosmos. Crates are each four feet in height and most are stacked on top of each other. Each crate has AC 10, Hardness 1, and 5 Hit Points (with immunity to critical hits). Double-stacked crates provide normal cover, but can also be knocked out of the way with a successful DC 15 Athletics check. Crates may be picked up with an Interact action and used as improvised weapons that deal 1d10 bludgeoning damage with the thrown (10 feet) property.

Creatures: If the PCs didn't raise any alarms on the way here, four rapid response soldiers known as bonecrushers are present. If Barrow is on preliminary alert, there are six bonecrushers in the room. If the facility's on high alert, eight are present, all with weapons ready.

Hazard: When the PCs arrive, the loading dock is undergoing a decontamination protocol that sends ultraviolet energy sweeping through the chamber constantly. As a result, all applicable creatures and objects inside **E1** become glitching 1 while they're in the area. Additionally, the pressure doors to **E2** automatically seal, preventing anyone from exiting except out onto the surface of the planet.

BONECRUSHERS (4 OR 6 OR 8) CREATURE 1

UNCOMMON MEDIUM UNDEAD UNHOLY

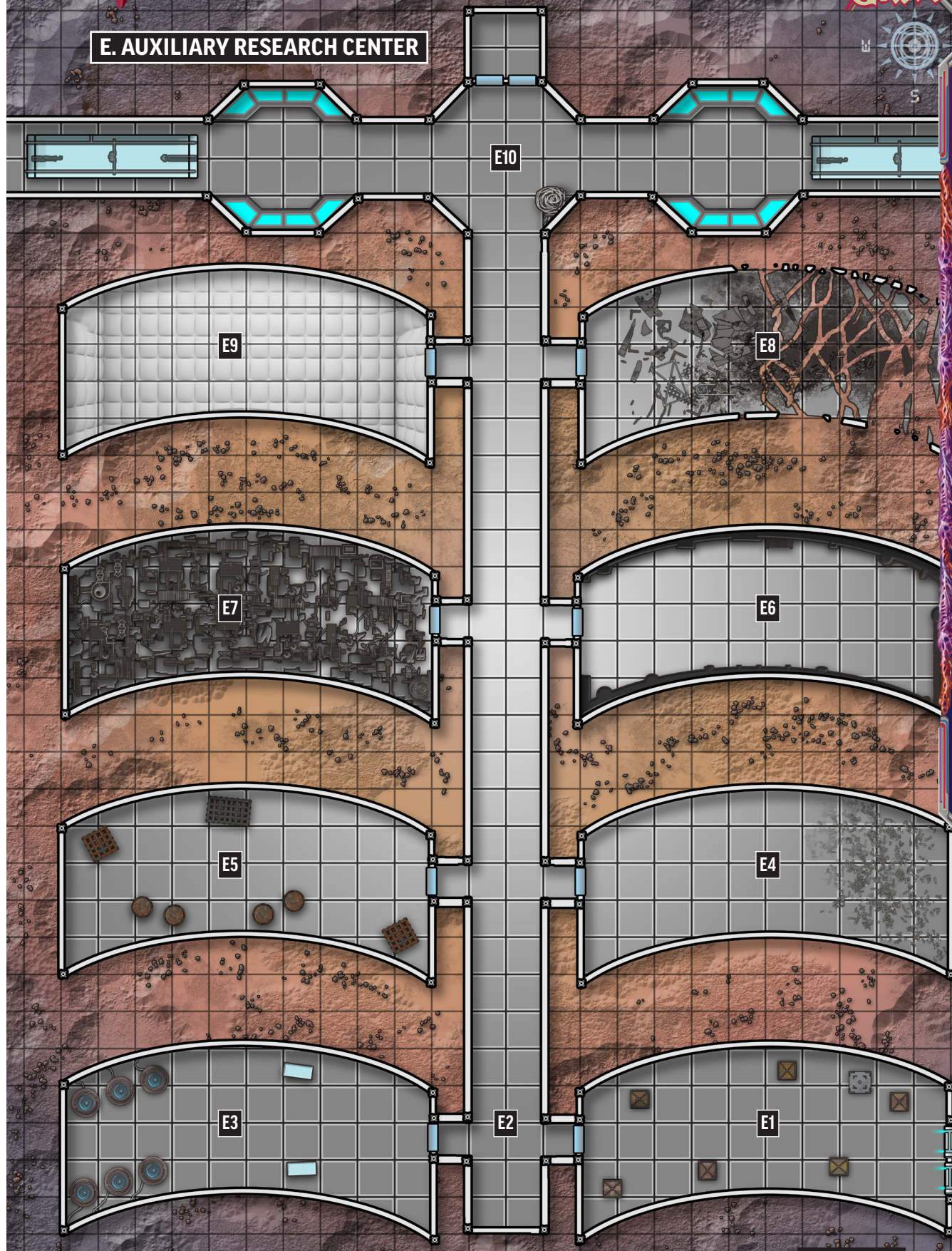
Perception +10; darkvision

Languages Common, Eoxian, Necril

Skills Acrobatics +7, Athletics +6, Corpse Fleet Lore +4

Str +2, Dex +3, Con +2, Int +0, Wis +2, Cha +0

E. AUXILIARY RESEARCH CENTER



1 square = 5 feet

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Items commercial battleglove, tactical laser pistol with two commercial batteries, commercial microcord armor

AC 17; **Fort** +7, **Ref** +10, **Will** +4

HP 22, void healing; **Immunities** death effects, disease, paralyzed, poison, sleep

Speed 25 feet

Melee ♦ battleglove +7 (agile, analog, free-hand), **Damage** 1d4+2 bludgeoning

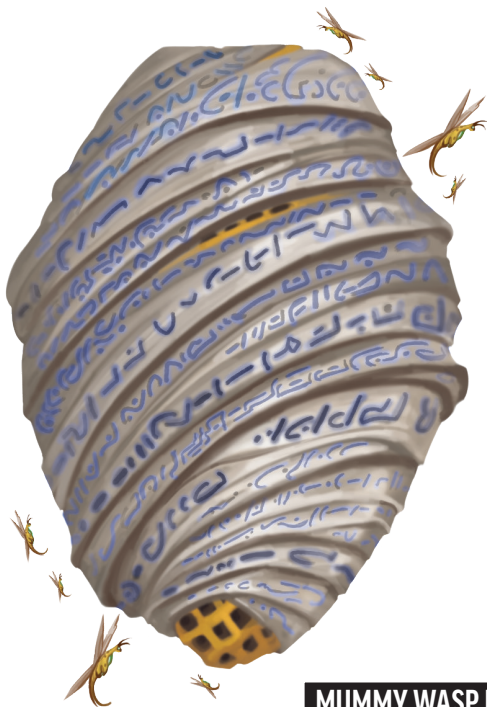
Ranged ♦ tactical laser pistol +10 (range increment 40 feet, tech), **Damage** 1d6 fire

Quick Cover ♦ The bonecrusher Steps or Strides, then can Take Cover as part of that same action if they end their movement adjacent to terrain that provides cover.

Development: After defeating the Corpse Fleet's bonecrushers, the decontamination protocol takes another 10 minutes to finish. This is roughly the same amount of time that it takes for the loading dock to pressurize with the rest of the facility, allowing the PCs entry deeper inside. The PCs can take this time to heal, rest, and search the crates. By now, the PCs should have enough XP to reach level 5, and should take time to level up if they haven't done so already.

Treasure: A PC who succeeds at a DC 19 Perception check uncovers a container of supplies stolen from an unlucky Ulrikka Clanholdings mining expedition in the Vast, worth a 500 credit reward to the organization. There's also a designer leather satchel (worth 300 credits) with a 3rd-rank *spell gem of motivating ringtone*, two tactical medpatches, two bone serums, and two applications of sprayflesh.

E2. CENTRAL HALLWAY



MUMMY WASP HIVE

LOW 5

This wide hallway connects all the parts of the facility together. The walls are made of magically treated bone, and the hall is brightly lit. Several doorways line the hall on either side, leading to rooms with no windows, their electronic door panels bearing labels in Necril, giving some idea as to what's inside.

Creatures: Far to the north, right before the junction where two rapid transport tubes connect with the facility, a mummy wasp swarm that escaped from a nearby lab built its hive. The hive hangs from the ceiling near the hall intersection, but the swarm does not emerge unless it detects living creatures using lifesense. (PCs using *shredskin* devices can pass undetected.) If it detects living intruders, the swarm fights until destroyed to eliminate them.

MUMMY WASP SWARM

CREATURE 6

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Initiative Perception +17

Development: The swarm leaves behind only a desiccated hive, which begins rejuvenating the swarm unless it's also destroyed. It takes a day for the swarm to reform, meaning it won't pose a threat to the PCs right now.

E3. MORTIC LAB

LOW TO MODERATE 5

This laboratory is being used to test out new types of ice coatings for the rigor mortics, which the PCs may have fought multiple times by now. Dozens of these undead, frozen in their icy launch tubes, are stacked in this room. Two repurposed security robots are taking them one by one and placing them on an examination table where chemical sprayers and samplers do complex work on each one before the robots return them to the stacks.

Creatures: The two security robots inside the room are programmed to ignore the presence of any undead creatures who enter, but to attack any living creatures. Because of this, any PCs using their *shredskins* are effectively invisible to the robots, and the whole party can bypass this encounter if they decide to activate them, even in the middle of combat. If not, the robots stop what they're doing and attack.

Hazard: Because of the chemicals being applied to the rigor mortics in the room, their normally ice-hard exterior shells are somewhat unstable at the moment. If any combatant rolls a critical failure on an attack roll during this encounter with a spell or strike, their attack instead hits an ice-encased rigor mortic, which rolls for initiative and joins the encounter in the next round.

PROTECTION-CLASS SECURITY ROBOTS (2)

CREATURE 4

MEDIUM CONSTRUCT ROBOT TECH

Starfinder Alien Core 163

Perception +11; darkvision

Skills Acrobatics +10, Athletics +8, Computers +8, Intimidation +12

Str +2, **Dex** +5, **Con** +3, **Int** +1, **Wis** +0, **Cha** +0

Items integrated tactical laser rifle (tactical battery)

AC 20; **Fort** +11, **Ref** +13, **Will** +8

HP 60; **Immunities** bleed, death effects, disease, doomed, drained, fatigued, healing, mental, nonlethal attacks, paralyzed, poison, sickened, spirit, unconscious, vitality, void; **Weaknesses** electricity 5

Nanite Surge **◆◆** **Frequency** once per day; **Effect** The security robot restores 6 Hit Points per level to one technological creature or item.

Speed 25 feet

Melee **◆** fist +10, **Damage** 2d6+5 bludgeoning

Ranged **◆** laser rifle +13 (expend 2, mag 20, range increment 80 feet, reload 1, tech), **Damage** 1d8+3 fire

Covering Posture **◆◆** The protection-class security robot enters a position that grants adjacent allies the benefits of lesser cover until the start of its next turn. A creature of Medium or smaller size benefiting from the robot's position can Take Cover while adjacent to the robot and gains the benefits of standard cover.

RIGOR MORTICS (12)

CREATURE 1

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Initiative Perception +7

Treasure: In addition to their integrated weapons, both robots wear commercial jet pack armor upgrades to help them retrieve rigor mortics stored in high places.

E4. NECROTECH LAB MODERATE 5

This sparse lab is a testing ground for a type of robotic remote war machine enhanced with necromantic energies called a boneflayer.

Creatures: Two boneflayers wait for field trial in this lab, seemingly powered down at first glance (or hiding somewhere else, making the room look empty) but carefully observing the PCs' behavior. Normally piloted remotely, the boneflayers act on autopilot to attack any enemies of the Corpse Fleet intruding on the facility, pursuing the PCs any distance until one side or the other is totally destroyed. In combat, one boneflayer climbs up on the ceiling and uses the machine gun protruding from its mouth to lay down fire while the other charges into melee.

BONEFLAYERS (2)

CREATURE 5

LARGE **ROBOT** **TECH** **UNHOLY**

Variant robotic advanced war machine (Starfinder Alien Core 149)

Perception +15; darkvision

Languages Necril (can't speak any language)

Skills Acrobatics +12, Athletics +13, Intimidation +10

Str +5, **Dex** +3, **Con** +4, **Int** +0, **Wis** +0, **Cha** +0

Items integrated advanced machine gun

AC 22; **Fort** +15, **Ref** +12, **Will** +9

HP 77; **Resistances** slashing 4

Counter-Fire **◆** **Trigger** An enemy target attempts a ranged Strike against the boneflayer; **Requirements** The boneflayer is currently outside the melee reach of the enemy target; **Effect** The boneflayer attempts a ranged Strike. If the result of this Strike is equal to or greater than the result of the triggering Strike, the triggering Strike is treated as though it were a critical miss.

Speed 25 feet, climb 20 feet

Melee **◆** slam +15, **Damage** 2d10+5 bludgeoning

Ranged **◆** integrated advanced machine gun +14 (analog, automatic, range 40 feet), **Damage** 2d8 piercing

Rampage Strikes **◆◆** The boneflayer Steps or Strides, then makes two Strikes against the same target. Both Strikes count toward its multiple attack penalty, but its multiple attack penalty does not increase until after it makes both Strikes.

Hypersonic Burst **◆** **Frequency** once per minute; **Effect** The boneflayer Steps or Strides twice.

Treasure: In addition to the boneflayers' integrated advanced machine guns, 200 rounds of projectile ammunition are stored in a locker at the back of this chamber.

E5. GEF LAB MODERATE 5

The smell of stinky cheese fills the air as soon as the PCs open the door to this laboratory, which is lined with a mixture of archaic-looking cages, barrels of strange liquids, chemistry stands, and tables containing piles of cheese in all different varieties. The room's sole visible occupant is **Nobrom Darameer** (studious male human partial corpsefolk), a Corpse Fleet researcher whose specialty is incorporeal-corporeal interactions. Nobrom has crimson skin and is missing part of his skull and one arm, along with other parts of his body beneath his midnight blue coat. Despite his gruesome appearance, he's a noncombatant and holds up his arm placatingly when the PCs enter, suggesting that he isn't planning on putting up a fight.

Creatures: Inside four of the cages are phantom gefs—ghostly elebrian hounds Nobrom is currently studying. Specifically, he's trying to synthesize corporeal cheese (a famously beloved treat of living gefs) into a wispy incorporeal vapor they'll enjoy eating so they can be better controlled. The gefs bark and yip from their enclosures when they sense newcomers. If the PCs try to harm Nobrom (AC 15, 30 Hit Points, automatically fails all saves), they attack.

During combat, the gefs focus on the PCs who most directly threatened Nobrom, using hit-and-run tactics to take advantage of their natural invisibility, since they can pass through all of the objects and people in the lab. Any space

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with a chemistry stand or barrel of liquid can be targeted by a PC; these have an AC of 15, Hardness 2, and 5 Hit Points (and immunity to critical hits). If destroyed, these objects splash their space and all adjacent squares with liquid, potentially neutralizing the phantom gef's concealment.

PHANTOM GEF (4)

CREATURE 3

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Initiative Perception +9

Instead of fighting, the PCs can engage the Corpse Fleet scientist in a conversation interesting enough that he doesn't order the phantom gefs to attack. Nobrom is a researcher from Akiton who's existed for centuries as an undead creature thanks to the Corpse Fleet's sponsorship. Nobrom doesn't actively despise living beings like many in the Corpse Fleet do, but he believes undeath is a superior state of being and the natural course of evolution for all intelligent life if it's going to survive the random dangers of the cosmos. Should the PCs choose diplomacy, they might also learn some valuable information that can help them later in this adventure. Characters who decide to engage in conversation enter an Influence encounter, similar to the one they may have experienced during Chapter 2.

Under normal conditions, Nobrom is patient and allows the characters four rounds to try to influence him. He allows unlimited attempts if he believes they're members of the Corpse Fleet (Deception DC 22). If the facility is

under a preliminary alert, or if the PCs started off their interactions by being threatening or aggressive (at GM discretion), he only tolerates three rounds of influence actions. If the facility was under a high alert before the characters arrive, Nobrom is spooked and worried about his own existence as well as the phantom gefs under his care, meaning he only listens to two rounds of influencing from the PCs before making a potentially fateful decision.

NOBROM DARAMEER

CREATURE 5

UNIQUE **MEDIUM** **CORPSEFOLK** **HUMAN** **HUMANOID** **UNDEAD**

Geeky researcher

Perception +9

Will +4

Discovery DC 18 Cooking or Corpse Fleet Lore, DC 20 Perception, DC 22 Nature or Society

Influence Skills DC 18 Cooking Lore (especially cheese), Ghost Lore, Life Science Lore, or Physical Science Lore (to demonstrate scientific expertise), DC 20 Arcana, Nature, Occultism, or Religion (to show magical aptitude), DC 22 Medicine, Performance, or Survival (to entertain him or play with the phantom gefs), or DC 25 Deception or Diplomacy

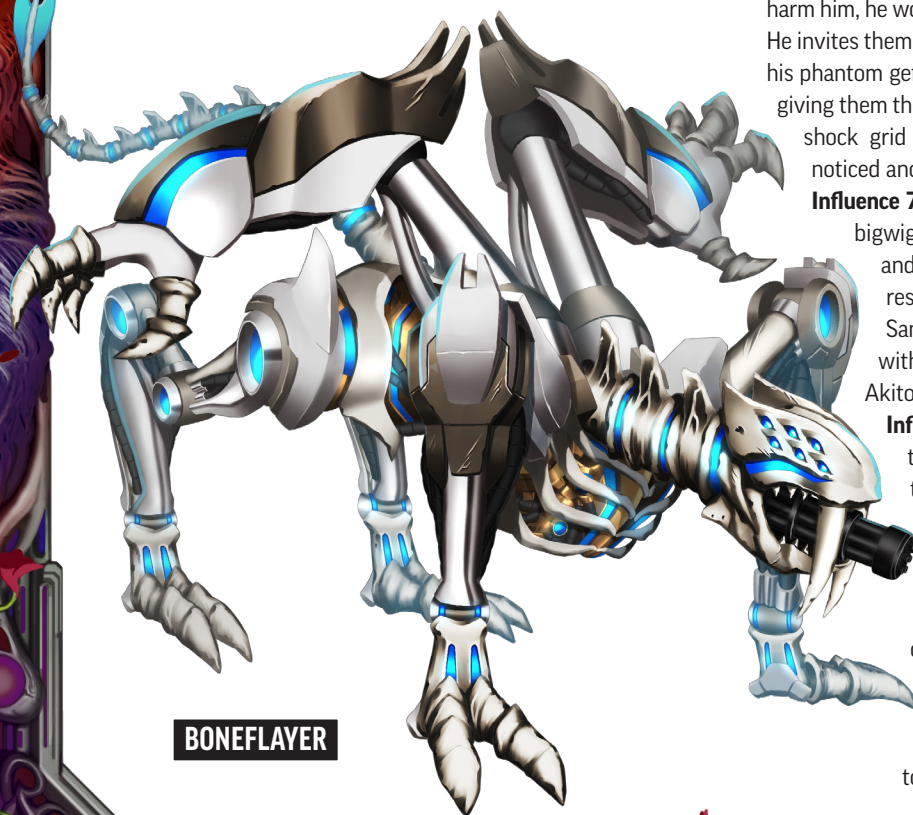
Influence 3 Nobrom gushes about the history of gefs, and is pleased that the living PCs are thinking people and not simply "undead-slaying thugs" like he'd been led to believe, so now he isn't sure if he should follow fleet protocol and sic the gefs on them or not.

Influence 5 Nobrom decides the PCs are far more civilized than he first thought, and he promises that if they don't harm him, he won't command the phantom gefs to attack. He invites them to download an information packet about his phantom gef research from the computer center (E7), giving them the keypad code that disables the defensive shock grid just inside that room's door (which he noticed another scientist using just yesterday).

Influence 7 Nobrom tells the PCs there's a military bigwig named Sanimus Slayn visiting the facility, and a strange asteroid being examined in the research dome (area F). Nobrom tells them Sanimus has three trained phantom gefs with him, all of which adore the scent of Akitonian arabuk cheese.

Influence 9 Nobrom confides in the PCs that Sanimus is an angry person who treats all personnel and researchers badly, admitting that he doesn't like the soldier very much. Looking over his shoulder as if worried about being watched, Nobrom opens a hidden compartment at his workstation and gives the PCs a special gift.

Resistances Nobrom enjoys his existence and having the potential to do research on niche topics for all



BONEFLAYER

of eternity. Any threat to that future, such as using Intimidation or a failed Deception check, automatically increases all of his Influence DCs by 2 for the rest of the encounter.

Weaknesses The first PC who offers to help Nobrom with his research touches a nerve in his necrotized heart, and automatically generates 2 Influence Points. Additionally, if the PCs make a serious offer to take Nobrom with them and find him better lab facilities elsewhere, he seriously considers the opportunity, lowering all of his Influence DCs by 1 for the rest of the encounter.

Development: If the PCs fail to achieve at least 5 Influence Points with Nobrom, he panics and orders his phantom gefs to attack. Nobrom then tries to flee the room, heading for the transport tubes unless they've already been disabled, in which case he finds an empty room and hides beneath a desk or inside a cabinet until the PCs hunt him down and destroy him. If this result occurs, he does not provide the PCs with any more information.

If the PCs earn 5 Influence Points or more, Nobrom promises to disobey fleet orders and won't have his "favorite babies" (the gefs) fight them, apologizing for his logorrhea and prolixity (his excessive talking). At 7 or more Influence, he asks the PCs to remain in the lab with him for 10 minutes or so while he synthesizes something special to take with them for when they encounter Sanimus Slayn (see Treasure below).

Regardless of whether he gives them any gifts, Nobrom insists the PCs tie him up before departing, fearing that the Corpse Fleet might simply destroy him if it appears he aided and abetted "the enemy" in any way. He's confident that he can explain the rest of the situation to fleet command but doesn't want to make it seem like he simply surrendered. If the PCs offer to take him with them and achieved at least 7 Influence Points, he agrees that this new prospect is likely to be much better than the opportunities he has with the Corpse Fleet, then hastily packs up his research and follows the party at a safe distance for the rest of the adventure along with his pack of phantom gefs, though they do not join in any combat encounters. As the lowest-ranked scientist in the entire complex, Nobrom knows almost nothing about any of the other labs, as he's not allowed in any of them, so he can only provide general advice to the PCs except where specifically noted.

Treasure: At 7 Influence Points, Nobrom prepares four vials of a chestnut-colored liquid by over-pressurizing the essence of arabuk cheese and a rare substance called ghost salt. He presents them to social- or nature-inclined PCs and says they can use them to try to lure away the trained phantom gefs serving Sanimus, though it won't be easy. He just wants to keep as many of the rare phantom gefs still in existence as "alive" as possible.

If the PCs reach 9 Influence Points, Nobrom presents them

with a *ghost killer* weapon upgrade and offers to attach it to one of their weapons, saying he's kept it hidden so no one can use it on his "favorite babies." If the PCs instead fought the phantom gefs, or search the room after tying Nobrom up and not achieving this influence result, they can find this weapon upgrade with a successful DC 25 Perception check.

E6. LAB

MODERATE 5

Equipment lines the walls and a force field occupies the space in the center of the laboratory where one of the Corpse Fleet's newest experiments is being monitored by two of this facility's senior researchers. Using a process that involved liquefying dozens of their own troops and then infusing them with necromantic energy, the scientists have forged an undead horror that they hope to unleash upon the fleet's enemies. Unlike Nobrom Darameer in **E5**, these fleet researchers despise living creatures and aren't interested in negotiation. As soon as the PCs open the door to this room, or if they hear noise outside (see Red Alert on page 77), the scientists deactivate the force field, allowing their creation to fight for them.

Creatures: The lifeleech ooze they created is barely controllable outside its enclosure. If given the choice of living or undead targets it always attacks living creatures with its Strip Flesh ability, Sharing Space



NOBROM DAMEER

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with as many creatures as possible. The cruel scientists enjoy many privileges in this facility and have no intention of letting living invaders destroy their work or end their existences. They load their needler pistols with their cursed blood and fire from range. Because of their familiarity with the lifeleech ooze, the ooze does not provide lesser cover when the scientists shoot past it.

LIFEELECH OOZE

CREATURE 5

UNCOMMON LARGE MINDLESS OOZE UNDEAD UNHOLY

Perception +12; lifesense, no vision

Skills Athletics +13

Str +5, **Dex** +2, **Con** +4, **Int** -5, **Wis** +0, **Cha** -2

AC 16; **Fort** +15, **Ref** +7, **Will** +7

HP 150 (void healing); **Immunities** critical hits, death effects, disease, mental, paralyze, poison, precision, unconscious, visual; **Weaknesses** life blindness

Life Blindness A lifeleech ooze can only detect living and undead creatures. It has no other sensory abilities. When injured by vitality damage, a lifeleech ooze's senses are overwhelmed, and it automatically becomes blinded until the end of its next turn.

Share Space A lifeleech ooze can share the space of up to four medium or smaller creatures without squeezing, so long as it has room to retain its original shape.

Strip Flesh Any living creature that begins its turn sharing the same space as a lifeleech ooze takes 3d6 void damage, with a DC 24 basic Fortitude save.

Speed 20 feet, climb 10 feet

Melee ♦ slam +15, **Damage** 2d12+5 bludgeoning

Ranged ♦ vomit +11 (range increment 20 feet), **Damage** 2d6+5 poison

WIGHT SCIENTISTS (2)

CREATURE 3

MEDIUM UNDEAD UNHOLY

Perception +12; darkvision

Languages Eoxian, Necril

Skills Acrobatics +7, Computers +10, Corpse Fleet Lore +9, Intimidation +9, Religion +10

Str +2, **Dex** +2, **Con** +2, **Int** +2, **Wis** +2, **Cha** +0

Items commercial armored lab coat, tactical needler pistol with 6 projectiles

Grave Weapon The wight scientist is bound to a needler pistol it used in life.

AC 19; **Fort** +6, **Ref** +9, **Will** +12

HP 45 (corrupting blood, void healing); **Immunities** death effects, disease, paralyze, poison, unconscious

Corrupting Influence Any time a living creature loses Hit Points due to Corrupting Blood, the wight scientist gains 3 temporary Hit Points.

Reciprocal Strike ♦ **Trigger** The wight scientist is reduced to 0 Hit Points; **Effect** The wight scientist makes a melee or ranged Strike before being destroyed. Corrupting Influence does not apply to this Strike.

Speed 25 feet

Melee ♦ claw +10 (agile), **Damage** 2d4+3 slashing

Ranged ♦ tactical needler pistol +13 (analog, injection, range increment 30 feet), **Damage** 1d4+3 piercing

Corrupting Blood (curse, injury, poison, void) The wight scientist's unarmed attacks and bound weapons inflict a curse that makes a creature grow weak and corrupted by gruesome impulses. **Saving Throw** DC 18 Fortitude; **Maximum Duration** 5 rounds; **Stage 1** 1d4 void damage and sickened 1 (1 round); **Stage 2** 1d6 void damage and sickened 2 (1 round); **Stage 3** 1d8 void damage, sickened 3, and confused (1 round)

Treasure: Among the rotten viscera left behind after the ooze's splattered destruction, the PCs can find a *commercial graviton orbital solarian weapon crystal* that was apparently part of its core. Additionally, both scientists carry keycards that unlock the door to the computer center in **E7**.

E7. COMPUTER CENTER MODERATE 5

The door to this critical room is always locked, requiring the PCs to succeed at two of the following DC 18 checks: Athletics to force it open, Computers to hack the door keypad, or Thievery to pick the lock manually. If a preliminary alert is in effect, these DCs increase by 2, or by 4 if the facility is under a high alert. If Nobrom Daramer is traveling with the PCs, he gives them a +1 circumstance bonus on their checks to open the door by giving advice about breaking in (he's not ranked highly enough to have access to this room and thus does not have a keycard). If the PCs have obtained keycards from the scientists in **E6**, they can unlock the door without the need for a check.

Once the door opens, an automated sensor scans the area for living creatures. If it detects any within 10 feet of the door, a shock grid activates across the opening. If the PCs obtained the code to the shock grid from Nobrom Daramer in **E5**, however, they can simply enter this series of numbers into the door keypad and shut it off without the need to disable the hazard. Additionally, this hazard relies on the detection of living creatures within proximity of the door—if PCs use their *shredskins*, the shock grid deactivates, allowing them to enter the room safely.

SHOCK GRID

HAZARD 4

MECHANICAL TRAP

Stealth DC 17 (trained)

Description A tight grid of ionized particles crisscrosses the door into the computer center, hissing audibly and glowing bright blue.

Disable DC 19 Computers or Physical Science Lore to disable the shock grid through the keypad, or DC 21 Crafting or Thievery to short-circuit the wires along the

grid's perimeter

AC 18; **Fort** +14, **Ref** +8

Hardness 11; **HP** 46 (BT 23); **Immunities** critical hits, object immunities, precision damage

Shocking! **Trigger** A living creature fails their check to disable the shock grid or walks through the shock grid;

Effect The triggering creature takes 4d8+10 electricity damage with a DC 21 basic Fortitude save.

Reset The trap resets automatically until disabled or until it can no longer detect any living creatures within 10 feet of the door outside in area **E2**.

Development: This computer center contains all the accumulated data from the experiments and studies conducted here dating back to its construction a few months after the disaster that created the Fracture. While this information is surely fascinating to some characters (and Nobrom Darameer is eager to speak about his own incorporeal-corporeal studies if the PCs listen to him), reviewing all the facility's data could take weeks. Of greater importance to the PCs is that these computers are tied directly into Barrow's central information and defense networks, meaning that a skilled hacking performance could earn them valuable information and resources!

NECROSERVER

COMPUTER 4

COMPLEX TECH

This computer controls the facility's information and security networks, storing data collected from centuries of experimentation and war. The Corpse Fleet engineers who built this computer integrated some nasty countermeasures to protect it from hacking, but since they never really expected the enemy to get this far, there are plenty of vulnerabilities for the PCs to exploit.

Information Network (physical; 1 success) DC 25 Computers (trained)

Vulnerabilities Guess ancient passwords (DC 18 Eox Lore or Society; -1); obtain or clone Corpse Fleet user credentials (DC 22 Computers or Deception; -2); unravel the magical wards around the network (DC 25 Arcana, Nature, Occultism, or Religion; -3)

Countermeasures (2 failures) The creature takes 2d8+5 void damage. (**Notice** DC 16 Computers or Perception;

Disable DC 22 Computers or Religion)

Security Network (physical; 1 success) DC 25 Computers (trained)

Vulnerabilities Introduce magical virus (DC 22 Arcana, Nature, Occultism, or Religion; -2); capture or hack necrodrone for data (DC 25 Computers or Thievery; -3)

Countermeasures (2 failures or 1 critical failure) All creatures within 10 feet of the computer take 2d8 void damage with a DC 21 basic Fortitude save. (**Notice** DC 20 Arcana or detect magic; **Disable** DC 24 Computers or Arcana)

Critical Success You gain access to the security network and can control surveillance, necrodrone patrols, and the necroturret defense network. You get access to floor plans, entry logs, and security footage for entire facility and can unlock all doors remotely. Your access lasts for 24 hours.

Success As critical success, but your access lasts for 1 hour.

Development: If the PCs gain access to the security network, they acquire floor plans and entry logs for the entire facility. This allows them to lock or unlock all doors remotely from the computer center as well as learn how many creatures are in each room (but not what type). They learn that the door to **E9** cannot be remotely unlocked, but they can gain access to its door code, removing the need to manually unlock it. This threshold also allows the PCs to scramble Corpse Fleet communications on this part of Barrow, which disables all alerts (see Red Alert on page 77) and ends the threats of all future reinforcements from arriving from this point forward. This also results in fewer Corpse Fleet ships being on this side of Barrow, making their escape slightly easier.

They also gain control of sophisticated gravimetric arrays embedded in the roof of this facility and several others on this side of the planet. These devices emit technomagical graviton waves that help stabilize the Fracture above and beyond Barrow's natural gravitational pull. Deactivating them could cause seismic instability across the entire planet, causing major destruction to the Corpse Fleet's shipyards and dry dock facilities as well as destroying part of their military infrastructure! A DC 19 Computers or Crafting check allows the characters to rig up one of their comm units as a makeshift detonator, capable of sending out a "kill switch" for these gravimetric arrays whenever they choose as an Interact action.

Reward: Award the PCs 120 XP for bypassing the shock grid and hacking the necroserver.

Treasure: If the PCs gain access to the information network, they uncover a trove of data about Corpse Fleet research projects and military intelligence that they can download to their comm units or datapads. This information is worth at least 2,000 credits to Eoxian data brokers.

E8. DESTROYED LAB

This door's panel has no label. Inside is a room with a collapsed ceiling. Chemical sealant has been sprayed all around the ruins of this room, making it airtight and stable. A DC 20 Chemistry Lore or Physical Science Lore check reveals the sealant is a mixture similar to the WasteSafe shock-absorber the PCs may have encountered during the shuttle crash in Chapter 2.

E9. THE PRISONER

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MAD AT GRAVITY

If the PCs succeed at their hacking attempt in the computer center, they might literally hold Barrow's fate in their hands. The damage they can do by untethering the Fracture isn't enough to destroy the planet, but it might cause the Corpse Fleet setbacks and curtail their activities for a time.

If the PCs decide to detonate the Fracture's tethers while they're still inside the facility, a low rumbling surrounds them as tidally induced forces begin to pull at Barrow's surface directly beneath the PCs' feet. Moments later, major shockwaves rip through the dead world and raze buildings.

During combat, a shockwave hits the area at the start of the round, then again once every 1d4 rounds. Every corporeal creature that isn't currently flying must attempt a DC 20 Reflex save.

Critical Success The creature is unaffected.

Success The creature is Clumsy 1 for 1 round.

Failure The creature is knocked Prone and is Clumsy 1 for 1 round.

Critical Failure The creature takes 1d6 bludgeoning damage, is knocked Prone, and is Clumsy 2 for 1 round.

MODERATE 5

This room is lined with hundreds of tiny force projectors that scramble all forms of communication (including telepathy) and magic, preventing teleportation or even spells from touching the walls. This force shielding extends to just inside the doorway even when opened. This shielding can be turned on or off with an Interact action from the room's keypad at the door. Inside the room is a prisoner who has suffered greatly at the hands of Corpse Fleet captors.

Creatures: In life, **Kitthaine Kitar** (erratic nonbinary corpsefolk kasatha firebrand) was a Xenowarden who was killed during a Corpse Fleet assault on their survey vessel, the *Solar Sailor*, as it was transiting the Diaspora collecting data on magical solar winds. Kitthaine's bright soul was angry, and they arose as a shambling corpsefolk after death. Strangely, however, they retained many of their magical abilities as an elemental mystic, including the ability to heal. Their ignoble death combined with years of being blasted with all kinds of magical energies as a test subject has twisted their psyche and they're likely to lash out at anyone who enters the area.

If Kitthaine hears any noise in the hallway (see Red Alert on page 77) at any point during the PCs' exploration of the facility, they cast *glow up* on themselves to try to hide their undead nature, pretending to be a living kasatha prisoner being kept here as a test subject. Either way, if they see

non-Corpse Fleet people at the entrance to their cell, they beg for freedom, using their backstory and any argument possible to get the PCs to drop the force shield keeping them contained. Of course, if the PCs do this, Kitthaine immediately attacks, indiscriminate about who they lash out at in their rage and pain.

KITTHAINE KITAR

CREATURE 7

UNIQUE MEDIUM UNDEAD UNHOLY

Perception +18; darkvision

Skills Athletics +15, Deception +15, Medicine +11, Nature +17, Religion +13, Survival +11

Str +3, **Dex** +1, **Con** +1, **Int** +2, **Wis** +4, **Cha** +2

AC 24; **Fort** +15, **Ref** +10, **Will** +18

HP 111 (fiery vitality, void healing); **Immunities** death effects, disease, paralyze, poison, unconscious; **Resistances** fire 5

Speed 20 feet

Melee ♦ double fist +15 (agile, magic), **Damage** 2d8+3 bludgeoning

Fiery Vitality ♦ **Frequency** once per round; **Effect** Any time Kitthaine uses a spell or ability with the fire trait, they regain 7 Hit Points (to a maximum of their total HP).

Fire Shield ♦♦ (fire) Kitthaine raises a fiery barrier around them, granting them a +1 circumstance bonus to AC until the end of their next turn. While this ability is in effect, they can use the Shield Block reaction as if the fire shield was a raised shield. The shield has Hardness 6 against all sources of damage, but this increases by 4 against fire damage. Unlike a normal Shield Block, Kitthaine can also use this reaction against effects with the fire trait.

Primal Spells Known DC 25, attack +17; **4th** *chill gaze*, *uncanny eruption*; **3rd** *flashfire*, *skyfire wings*; **2nd** *caustic conversion*, *liquid siphon* (×2); **1st** *cellular stimulant*, *glow up*, *sonic scream*; **Cantrips** (4th) *adhere*, *electric arc*, *ignition*, *stumble*

E10. TRANSPORT TUBES

These transport tubes connect to other facilities on Barrow. Each tube is 10 feet in diameter. Transport cylinders can be summoned with buttons on the sides of the tubes, and display panels above the tube exits show when the next cylinder is due to arrive. Transport cylinders are 20-foot-long vehicles with adjustable seats big enough for one Large creature or four Medium creatures at a time. An elevator connects this area to the north side of the observation deck of the research dome (area F).

While the PCs could theoretically summon a transport cylinder and travel to a different facility, a full exploration of Barrow is beyond the scope of this adventure (and likely provokes an overwhelming response from Corpse Fleet defenders). However, the PCs can block the tubes to prevent reinforcements from arriving by succeeding at one of the following checks for each transport tube: DC 18 Computers, Corpse Fleet Lore, or Labor Lore to force the system into a

maintenance cycle, DC 20 Crafting or Thievery to disable its local power supply, or DC 22 Athletics to force the emergency hatch closed, preventing anyone inside from exiting the tube until a repair team arrives to fix the problem.

RESEARCH DOME

The facility's research dome is a spherical hangar large enough for several starships to fit inside, and in times of emergency can be used as a dry dock. It currently houses the Iovan asteroid, where automated drone probes explore its inner structure, catalog its secrets, and purge any creatures the PCs may have left alive in Chapter 1, either by opening the station up to a vacuum, or through more direct methods.

Like the auxiliary research center itself, the observation deck (area **F**) is sealed and pressurized with breathable air. Airlocks connect the deck to the massive dome (the dome itself has no map, but is located beneath the observation deck). All areas are brightly lit. If Nobrom Darameer is accompanying the PCs, he hides in the elevator until all threats have been dealt with (and flees if the PCs are defeated).

F. OBSERVATION DECK SEVERE 5

This metal platform juts over the massive hangar where the asteroid is stored. Computers, workstations, and observation windows line the walls. The utilitarian room is filled with support pillars that make the space look more like a warehouse than a place devoted to science. The ceiling is 15 feet high above the elevator but slopes up to 45 feet at its southern end.

Standing at the far southern workstation observing the Iovan asteroid is Captain Sanimus Slayn, the architect of many of the PCs' recent woes. Sanimus was responsible for intercepting the asteroid's signal in the first place and setting out to destroy the PCs in the Diaspora. He gave the orders to have them tracked down and killed multiple times on Eox, before capturing the asteroid and bringing it here to be studied under his supervision while the *Amaranth* returned to patrol duties under his second-in-command.

Despite his disdain for Barrow devoting energy to non-military resources, Sanimus tries to remain patient as automated probes do their work inside the asteroid, even though they haven't cracked the elebrian cipher that guards the station's command core... yet. The longer he's forced to remain here and not on board his ship engaging in battles against the living, the more his rage bristles. His only comfort is found in the trio of oddly endearing trained phantom gefs he found in one of the labs in the auxiliary research center and brought with him.

Creatures: Sanimus Slayn gave strict orders that he was not to be disturbed until the asteroid's secrets were

OPTIONAL ENCOUNTER

The encounter with Kitthaine is optional and might be easily bypassed by the party, since all the PCs need to do in order to avoid it is to simply not deactivate the force shield once they hear Kitthaine's story. It's even possible the PCs might try to devise some method to help Kitthaine. However, this is also a great opportunity to use the mechanic known as "secret checks." If the PCs want to try to gauge whether or not Kitthaine is being deceptive, they can attempt the Sense Motive action, which uses secret Perception checks rolled by the GM against Kitthaine's Deception DC. The GM then gives the PCs information based on their rolls (without players knowing if they succeeded or failed) and lets the scene play out from there. Consider increasing the DC of this check by 1 or 2 if Kitthaine had a chance to use their *glow up* spell prior to the PCs' arrival.

unlocked, so when he hears the elevator chime, he readies his machine gun in annoyance. When he sees the PCs, he instantly recognizes them from recent intelligence photographs. Calling them "biological parasites," his anger flares as he engages them in battle, planning to crush his foes once and for all. His trained gef companions also jump into the fray, though the PCs might have a way to deal with the gefs if they befriended Nobrom Darameer in the gef lab. If the PCs obtained the vials of ghost salt-enhanced liquid from Nobrom, they gain access to a special action that might remove the gefs from combat (see below).

GOOD GEF! ➡➡

INTERACT MANIPULATE

Requirements A creature is holding a liquid vial from **E5** and is within 30 feet of a phantom gef.

The creature sprays the vial's ghostly essence at a phantom gef and attempts a Deception, Diplomacy, Nature, or Survival check against the gef's Will DC.

Critical Success The phantom gef is fascinated by the cheesy vial for 1 minute and cannot use hostile actions, even if another creature takes hostile actions against it.

Success As critical success, but if any creature takes hostile actions against the phantom gef it ceases to be affected by this effect.

Failure The phantom gef takes a -1 status penalty to attack rolls until the end of its next turn.

Critical Failure The phantom gef is unaffected.

In combat, Sanimus uses brutal tactics, taking advantage of his special abilities whenever he can to damage multiple

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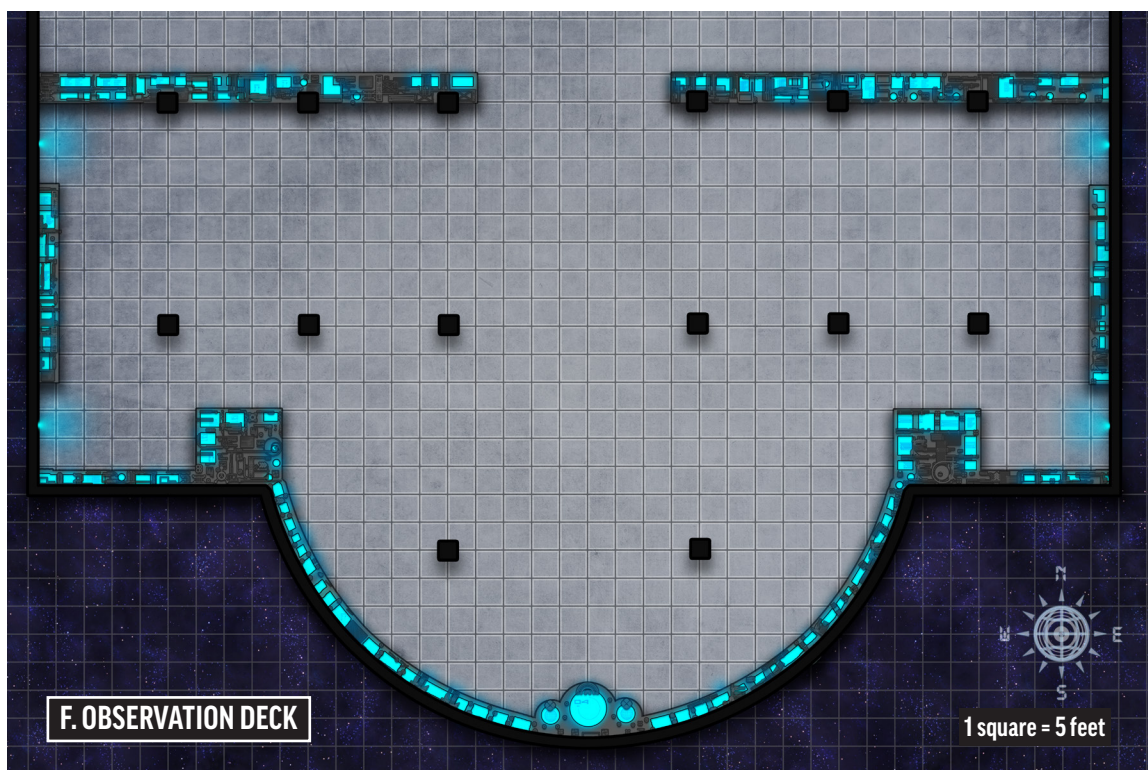
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PCs at once. He prefers using cover to his advantage while denying it to his enemies. The gefs run around using their Tug-of-War ability and attacking, while trying to keep melee-focused PCs away from Sanimus so he can target them with his ranged Strikes as much as possible.

Hazard: This observation deck is pressurized and safe for living occupants, but the rest of the research dome is not. If any ranged attack during this combat critically fails, its ammunition ricochets and hits one of the glass windows. Which panel it hits is at the GM's discretion—selecting ones directly in line with the firing path of the weapon or randomly rolling for one due to ammo deflection are both perfectly acceptable. The damage results in a depressurization event (see below).

Additionally, some of the support pillars in this room can be destroyed without destabilizing the entire chamber. Each pillar has AC 10, Hardness 5, and 15 HP (object immunities). If destroyed, the pillar's space becomes difficult terrain instead of an obstruction to movement.

SANIMUS SLAYN

Page 124

Initiative Perception +18

CREATURE 7

PHANTOM GEFS (3)

Page 118

Initiative Perception +9

CREATURE 3

RAPID DEPRESSURIZATION

HAZARD 2

ENVIRONMENTAL

Stealth DC 16

Description A stray shot shatters a window, sucking out the room's precious atmosphere.

Disable DC 14 Crafting (trained) or Labor Lore (trained) while adjacent to the window to patch the hole, DC 16 Computers (trained) to activate an emergency metal shutter from any console in the room, or DC 18 Survival or Thievery to cover the hole (if adjacent) with a random object as a temporary fix.

Blow Out **Trigger** A ranged attack critically fails; **Effect** All corporeal creatures inside area **F** are suppressed until the hazard is disabled or 1 minute has passed.

Reset 1 minute after a depressurization hazard begins, all air escapes from area **F** (requiring living creatures to activate their environmental protections or begin suffocating). If the hazard is disabled before 1 minute has passed, this timer resets.

Treasure: If the PCs search the area, they find six pairs of tactical sunshades inside the observation deck's cabinets and a credstick carved of polished bone with 600 credits.

Development: If the PCs defeat Sanimus, they have roughly 1 hour before reinforcements arrive. Opening the research dome can be performed by operating one of the consoles without the need for a skill check. The asteroid is still rigged up with the gravimetric tethers used to bring it here. Getting their starship into position to tow

the asteroid requires a successful DC 22 Piloting check to remotely fly the ship into position, or a DC 25 Diplomacy or Intimidation check to command Captain Concierge to accomplish this task. Once the starship's in place, binding the planar magnetite carried aboard their ship with the gravimetric tethers on the asteroid requires two successful DC 22 Arcana, Computers, Mining Lore, Nature, Occultism, or Religion checks. If the PCs succeeded at identifying the planar magnetite in Chapter 4 as an object that could help them tow the asteroid, they receive a +2 item bonus on all of these checks. Nobrom Darammeer Aids if he's with the party, providing a +2 circumstance bonus on their checks.

If the PCs struggle with enacting the final preparations for their escape, or linger too long at the facility, patrols occasionally fly overhead, their scans coming perilously close to detecting the PCs, until eventually a final wave of reinforcements arrives. This extra encounter is meant for groups looking for more of a challenge or who had an easy time so far due to lucky rolls.

Once the PCs connect their ship to the asteroid, they can exit the observation deck via the airlocks, then climb metal access ladders across the side of the retracted dome to reach their ship (or use their jet packs or some other method of flying, if they have it).

CONCLUDING THE ADVENTURE

Finally back on their starship and with the Iovan asteroid in tow, the PCs can escape from Barrow. How easy this depends on two factors—the stealthiness of their initial approach, and how successful they were at hacking Barrow's security systems. If the PCs did not raise any alerts on their way in, there are few Corpse Fleet ships patrolling around the Fracture. Raising a high alert (even if the Corpse Fleet later canceled it) means many fighters, cruisers, and even a few battleships gathered in the area, with numerous fighter craft on patrol for intruders and anomalies. If the PCs hacked fleet communications, enemy ships in the area are uncoordinated and unsure enough that they avoid engaging, but otherwise defenders are quick to react to the PCs' starship as they lift off from the surface of Barrow, firing starship weapons at them from all angles. The only thing that keeps the PCs alive is the fact that their undead foes are trying to avoid hitting the Iovan asteroid as much as possible, allowing the PCs to reliably use it as a makeshift shield.

If the PCs previously set up a gravitational detonator they can activate it now, destroying the Fracture's tether in a magnificent explosion and causing untold damage to Barrow's infrastructure and the Corpse Fleet's shipyards. Even before the PCs power up their Drift engines, they can see secondary explosions (or the evidence of these explosions, if they triggered this event before they took off)

occurring all over the planet as the continent-sized chunk of rock pulls at Barrow, tearing parts of its surface asunder!

When the PCs bring their starship into the Drift to escape back toward the Pact Worlds, they're not alone. The Corpse Fleet sends ships after them in a dramatic chase. The number of ships able to follow them is directly proportional to how (dis)organized they were when the PCs exited the undead research facility and shipyards. This is intended to be a cinematic event; if PC gunners fire at their pursuers, narrate the results of their tactics but make it clear this isn't a fight they're capable of winning alone.

The dramatic pursuit ends near Eox, when the PCs are hailed on comms by three massive Eoxian dreadnoughts, all aiming their powerful weapons at the Corpse Fleet pursuers. The lead vessel identifies itself as the *Golden Grail*, a massive gold-and-chrome Blackwind Sepulcher helmed by Captain Fantaray. As the Corpse Fleet vessels turn to retreat, Captain Fantaray reveals that his task force was sent by a friendly but unnamed bone sage to help the PCs, "courtesy of Zo! Media."

Now that their harrowing trip to Barrow is over, the PCs' starship is escorted by the three Eoxian cruisers back into Pact Worlds space, and then to the Diaspora, where ships sent by Ulrikka Clanholdings and their sponsoring organization join in carefully returning the asteroid to its original position, as well as cleaning the space station out of any lingering Corpse Fleet drones. Once this has been achieved, the PCs are given the honor of boarding the station once more and activating the command codes—initiating a process that will return a lost world back to the solar system!

CONTINUING THE CAMPAIGN

After the events of *Guilt of the Grave World*, the PCs begin experiencing a sudden taste of fame fueled by their performance in the Halls of the Living and their role in returning Iovo to the Pact System. It's easy to capitalize on this renown to hook lucrative jobs and flashy media appearances.

If your group's interested in playing out more wacky adventures in front of a live audience, the PCs might accept Wazasha's offer to return to the Halls of the Living and film a new program. They might even ditch their original sponsor for someone with deeper pockets, or sign a predatory media deal with a devilish manager.

If you want to play an episodic campaign of short adventures that can stand on their own or tie into a greater plot, Luwazi Elsebo might recruit the PCs to work with the Starfinder Society. Starfinder Society scenarios are short adventures designed to be run in 2-3 hours and can be purchased as PDFs at paizo.com.

If you're seeking more epic adventures, check out the Starfinder Adventures subscription, available on paizo.com, or explore our products at your friendly local game store.

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Adventures on Eox

During the events of *Guilt of the Grave World*, the characters explore several landmarks on Eox, a Pact World governed entirely by powerful undead oligarchs called bone sages. For more information about Eox, refer to *Galaxy Guide*, *GM Core*, and *Player Core*.

Some groups might want to spend more time exploring the locations on Eox introduced in this Adventure Path, especially while they have some downtime. This article can also serve as a guide for GMs who want to add more custom content to their game sessions.

EOX IN CAMPAIGNS

Eox is called the grave world because most people there are undead or aspire to become that way. A long time ago, a wartime disaster made Eox uninhabitable, killing everyone but a lucky few inside shielded bunkers. The survivors turned to necromancy to (literally) revive their planet and culture.

Modern Eox is divided into fiefdoms ruled by bone sages, all undying necrovites who have mastered magic and rebuked death.

An alliance of bone sages called the Eternal Convocation maintain law and order on the planet, ensuring the other bone sages comply with the Pact alliance and its laws and, most importantly, enforcing ethical treatment of living visitors.

Far from gatekeeping their immortality, the bone sages of the Eternal Convocation encourage living visitors to explore what undeath has to offer. Tourism is huge on Eox in spite of the fact that only a few locations are actually safe for visitors.

Every year, millions of living tourists enjoy spa days and shopping sprees in Pact Port, or tour Necroforge facilities while smiling necrovite benefactors promise them immortality (with only a small chance of returning as a mindless undead minion or twisted horror).

Thousands more flock to the Halls of the Living, a massive underground media complex run by Zo! Media famous for producing highly entertaining but dangerous programming. Zo! and his producers are always recruiting new media stars who don't mind risking death and dismemberment for a shot at fame and fortune.

Predictably, the grave world is a popular destination for undead seeking an afterlife free from persecution by radical vindicators of Pharasma (and the many others who fear and despise their existence).

Undead of all types congregate in the necropolises of Eox, forming vibrant communities unconstrained by living sensibilities. Many Eoxian residents lead lives that follow familiar routines: work, leisure, and occasionally adventure.

Outside major settlements, Eox is a barren, inhospitable landscape crawling with mindless undead hungering for the flesh of the living.

Encounter Mode: Undead creatures are everywhere on Eox. Intelligent undead including corpsefolk, ghosts, ghouls, necrovites, skeletons, and vampires dwell in necropolises and are more likely to befriend or hire the PCs than try to kill them—at least initially.

Mindless versions of these creatures, zombies, and other horrors prowl the wastelands outside civilization. Wandering endlings, hateful nihili, and touring dredgelit entourages prey on adventurers foolish enough to enter their domains. Draiclipsed created by the awakening of an ancient tzitzimil linger outside the ruined necropolis of Murthal, where their master stirs inside a Veiled Tomb.

Haunts are common dangers in the ruins that dot the landscape, mostly manors left by elebrian nobility that have since been converted to magitech mansions by bone sages or taken over by rogue undead powerful enough to amass a following in the wilds of the grave world. Cruel task forces led by powerful undead loyal to these rogue bone sages scour the planet for fresh meat and precious resources.

Exploration Mode: Eox makes a great location for a survival adventure as long as the characters have ways of finding the resources they need to survive.

Eox has a toxic, thin atmosphere (*GM Core* 97) mitigated by magical shielding and climate control in “safe” locations like Pact Port and the Halls of the Living. Adventurers need equipment or spells to protect them from the caustic environment and replenish breathable air.

If the PCs get stranded on Eox without the appropriate environmental protections (like in Chapter 2 of this adventure), they should be able to scavenge the correct gear, including filtered rebreathers (*Player Core* 268), *spell*



SHUTTLE TICKET

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ampoules and spell gems of air bubble, radiation buffers (Player Core 268), and similar items. Local traders and benevolent bone sages might offer their protection in exchange for loyalty—some have better terms than others, so it's always best to ask about the details of such an arrangement before committing.

Downtime Mode: Each necropolis on Eox is controlled by a bone sage who usually entrusts administration to a few top viziers. Most necropolises are built for undead residents by undead hands and don't take the comforts and needs of living creatures into account. Therefore, most necropolises are unsafe for living creatures who don't have undead patrons willing to properly outfit them and ensure their safety.

Pact Port and the Halls of the Living are major exceptions, having been built specifically with the living in mind.

Pact Port is a tourist haven that plays up the dark romance of Eox with scenic amusement parks, ritzy hotels, tranquil spas, and luxurious shopping malls. Standard downtime activities are available to the PCs in Pact Port, but they might also consider purchasing special gear, learning necromantic spells, and having necrografts implanted during their visit.

The Halls of the Living is the name of an underground complex controlled by the Zo! Media corporation. It's a sprawling network of climate-controlled film sets and fabricator neighborhoods built for the comfort of the living media stars who live (and die!) for the galaxy's entertainment. The PCs spend time in the Halls of the Living during Chapter 3 of this adventure, where they meet several prominent Zo! Media staff and have a chance to star in some of the corp's bombastic shows. See page 96 for more about downtime in this location.

THE ATRASKIEN SHELF

Atraskia was once the largest continent on Eox, and its fertile plains served as the planet's breadbasket in a bygone era—a landscape full of patchwork farms, gentle hills, and tranquil rivers. Atraskia was spared the worst of the direct damage from the cataclysm that annihilated the planet, but the rotting fields of today bear little resemblance to its former majesty.

Even so, the Atraskien Shelf is currently home to the best examples of what elebrian neo-feudalism looked like just before their downfall. Tattered noble estates and castles lovingly sculpted into whimsical towers and flying buttresses dot the landscape here and there, separated by lonely miles of desiccated ranches and withered farms.

Aside from Oubliette and Thanox, the Atraskien Shelf has no major settlements. Most of the population lives rurally. Most ruined estates are held by neophyte or aspiring bone sages—necrovite spellcasters who haven't achieved the ranks of elite planetary leadership but who are powerful

enough to control swaths of territory occupied by mostly mindless undead servants. Rural homesteaders often decide to stay out of the squabbles between these powers, eschewing modern Eoxian society for the solitude of the hinterlands. Some partake in cottage industries, such as harvesting bone marrow for companies like WasteSafe, while others work with the Xenowardens to try and ever-so-slowly restore the natural paradise that once was.

OUBLIETTE

On Eox, undeath is a lucrative industry. Great pains are taken to ensure clients return with their personalities and spirits intact, usually as corpsefolk and other types of undead with a generally lifelike appearance. Sometimes the transformation into undeath goes wrong, twisting the mind and soul of the deceased into a monstrous shadow of their former self.

In the early Grave Revival period that followed the near-destruction of Eox, fledgling necrovites frequently raised horrors from the tombs of their countryfolk. Unwilling to destroy their dearly departed, many necrovites dumped their mistakes into a deep crater on the Atraskien Shelf.

Most Eoxians forgot about the tragedies buried in the Oubliette over the centuries. **Ulla Vhasgos** (determined and stoic female elebrian necrovite) was the first to descend the Oubliette voluntarily when her last living descendant was afflicted by a botched revival.

Ulla and her allies rebuilt the slimy crater into a magitech medical facility rivaling the hospitals of Orphys and Pact Port. There, a small team of talented physicians and necromancers rehabilitate the undead deemed a lost cause and abandoned by their communities.

Ulla, or Director Vhasgos in professional settings, has dedicated her unlife to helping others, but she's no fool—lethal magical security measures surround her facility, and undying sentries guard the intake where new patients are always arriving.

THANOX

Obelisks of smoke-colored glass etched with glowing green circuitry rise from a dry ridge in the west. A gray city metastasizes from the base of the skyscrapers, ringed by green force fields carved into the ground in logical patterns.

Unlike Pact Port and the Halls of the Living, Thanox is an insular community that shuns visitors. Residents of Thanox are rarely seen outside the necropolis—the few who appear publicly aren't any identifiable type of undead but seem to be walking corpses spliced with tech upgrades. Up close, Thanoxites are humanoid networks of sinew and wires bolted to metal frames sharp with retractable weaponry.

The Soulless One (mysterious apparition) controls Thanox, which was originally a midsize necropolis seized from its former bone sage ruler right after the Gap. The Soulless One is an upstart in the lidless eyes of some other

bone sages—they aren't a necrovite, and they coned their way into their current position through political treachery. Nevertheless, the Soulless One claims to be the legitimate heir to the ancient title they use, and thus far their track record of outplaying other bone sages supports their claim. The Soulless One's prominent position among the ranks of the Eternal Convocation protects the enigmatic leader from scrutiny even as their political rivals scheme to take them down by exposing rumored ties to the Mechanizers.

Adventurers passing by Thanox aren't likely to receive a warm welcome unless they have a good reason to visit (or can invent a convincing cover story). If they try to sneak in, they'll likely be incinerated by the pulsating force field that saps vital energy with a touch or shot down by unerring necroturrets. Survivors are dumped in the processing complexes below the city, where faceless wardens sort them into identified Pact citizens (who are deported back to their home worlds) and unidentified visitors. The latter category is rumored to meet any number of unkind fates, including becoming a test subject for new necromagitech research or being murdered and transformed into one of the Soulless One's deathless servitors.

THE ATRASKIEN SHELF IN CAMPAIGNS

In Chapter 2 of this adventure, the PCs' shuttle crashes, forcing them to trek across the Atraskien Shelf on foot.

Players might want to return to the wilderness with vehicles and resources to explore some of the magically preserved ruins left behind by extinct elebrian nobility or challenge one of the anarchic bone sages lording over miserable patches of wasteland.

Encounter Mode: A few corpsefolk doggedly cling to their antiquated lifestyle, like Eterrina, the ornery rancher. Thousands of acres across the central Atraskien Plains are demarcated into ranches roamed by undead xolats (page 121). The corpsefolk ranchers, skeletal ranch hands, and their rotting livestock are all potential threats or allies to adventurers.

Exploration Mode: Most of the Atraskien Shelf is open plains or dead farmland. Decrepit crop silos, rickety fences, and old sheds provide cover in many spots. Eterrina has taught some of her neighbors the art of planting land mines activated by the massive weight of a vehicle around the terrain to prevent wannabe road warriors from taking shortcuts through their property.

Downtime Mode: There's not much to do out in the wilderness, and the lack of infrastructure means normal downtime activities that involve using the infosphere or visiting a settlement aren't possible.

If the characters want to survive in this extreme climate riddled with hostile undead, they need to be incredibly well equipped or Subsist and hunt for shelter during their downtime.

It's easy enough to find abandoned shelters, such as ruins or decaying infrastructure from another era. Such hideouts can be a good place to rest but are easily detected by wandering undead. PCs who don't create a defensive perimeter or take watches are likely to be surprised by undead attackers eager to interrupt their rest.

A few lonesome outposts dot the countryside, like Eterrina's ranch, but such places are inhabited by hermits with few resources to share.

THE HALLS OF THE LIVING

The media circus known today as the Halls of the Living once bore a different label—and a vastly different purpose. While its original name has been forgotten, the facility was once a sub-nautical research outpost situated on the floor of the Deminas Ocean near the continent of Atraskia.

The engineers stationed at the sea lab were experimenting with sustainable housing in extreme environments. Some scientists made magically assisted forays onto the ocean floor to examine the deep-sea marine ecosystem of Eox, categorizing new species and mapping undersea topography for the first time in history. A few thousand civilian volunteers, engineers, scientists, and arcane administrators made up the lab's population.

When cataclysm struck, this settlement was spared the worst of the initial destruction due to the insulation of the ocean and the extreme strength of the arcology's construction. As the oceans boiled and sediment turned to sludge, the community was cut off from the rest of the planet, seemingly forever. Already self-sustaining, the facility's residents were able to restore power and survive, using a blend of magic, technology, and rational leadership to continue forward.

Years later, modern Eoxian prospectors rediscovered the facility, which sank deep into the mud left behind by the ocean that burned to create Deminas Hollow. Rather than rescuing the survivors' descendants, callous bone sages decided to treat their isolated community as a living museum exhibit. Necrovite supervisors secretly installed technomagical monitoring and mind-control devices to observe and influence the population while undead tourists curiously watched living fossils go about their daily routines. The everyday dramas became so popular that traditional Eoxian operas saw a sharp decline in cultural relevance.

The pearl-clutching of some traditionalist bone sages did little to quell the population's interest, but immortals eventually tire of just about everything, and in time, interest in this piece of the living past dwindled.

Desperate to be relevant again, supervisors began meddling with the trapped elebrians' lives, forcing the entire settlement to engage in humiliating behavioral science experiments. This cruelty continued until the rise

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ELEBRIAN SPA DAY

TOURIST TIPS

Living tourists are warned to avoid eating food grown or prepared on Eox at all costs, except for an approved list of safe eateries and offworld chain restaurants. In the distant past, cruel undead overlords used food to control or even poison living visitors, but today the reason for the warning is less ominous. Undead creatures lack taste buds. Eoxian chefs sacrifice flavor for presentation and are infamous for creating beautiful dishes with bland or sickening flavors and inedible ingredients. However, there are a few exceptions to this general rule, including the Cracked Cellar, which incidentally serves one of the most expensive meals in Pact Port.

of the bone sage Zo!, who seized control over the Halls of the Living in a political coup and reformed the treatment of elebrians in his care.

Zo! (and his lawyers) fought for the comfort, dignity, and rights for all living elebrians trapped in the Deminas sea lab and won. But everything has a price on Eox. Zo! revealed the truth that many elebrians already suspected—they'd been living in a menagerie designed to entertain the planet's rulers. He gave each elebrian a choice: begin a new life far away on Absalom Station (sponsored by Zo! Media's deep pockets) or remain and entertain. Many elebrians accepted Zo!'s deal to live as celebrities in the lap of luxury, taking in stride the fact that some of the programs they star in remain extremely dangerous.

The Deminas sea lab had great bones, as **Wazasha Kevir** (confident female ghoulish media producer) likes to remark. Zo! revamped the antique but surprisingly sturdy facility into a media palace of film sets and control rooms. Technicians integrated state-of-the-art security systems

into the facility's ancient magitech infrastructure, with individual levels being able to hydraulically shift gravity or spatial positioning.

Now people from all over the galaxy tune in to broadcasts from the Halls of the Living, and Zo! is a household name.

BUZZTOWN

Sometimes referred to as Buzztown, this fake city block is formed by a cluster of sets made to look like normal, everyday life settings—apartments, city streets, bars, and so on.

Many Zo! Media dramas and documentaries are filmed on location in Buzztown, with expert undead set decorators on call around the clock to make sure no backdrop is ever mistakenly reused for the wrong show. Some say this neighborhood's nickname comes from the number of bars and nightclubs that Zo! Media Productions installed in the area for the benefit of its living actors and live audiences. The name might also be inspired by the constant buzz of camera drones and clicking shutters—the streets are always full of tourists and paparazzi hoping for a celebrity sighting or to wander across a live film set.

Bumping into a camera drone is almost unavoidable while browsing the kitschy souvenir shops and overpriced convenience stores that cater to visitors, wedged haphazardly between sets and trailers. The atmosphere is always chaotic. Real locals typically hang out in New Atraskia when they're not filming.

ZO!RENA

Built under the center of the original structure of the subnautical facility's pressurized viewing dome, the central structures of the Halls of the Living are a megacomplex of bloodsport arenas. Contestants battle for cash prizes, pride, and honor in a variety of stadiums modeled after bizarre or famous locations in the Pact Worlds. Brutaris is the most popular sport played in the Zo!rena, followed closely by freefour, a 16-person nonlethal battle royal.

In the past, Zo!rena hosted special productions of true death matches, but such grisly productions were banned by Pact Worlds regulations. Rumor has it that some of the producers secretly film snuff matches, which azrinan media brokers are only too happy to distribute. The official Zo! Media statement on the matter claims the vids in question are computer generated and denies the existence of a secret death match ring in the Halls of the Living.

Nasty whispers have only amplified the arena's reputation. Occasionally, bone sages reserve the Zo!rena to settle personal and political disputes that would've escalated to full-scale war in bygone eras. The parties involved in the dispute select from the most infamous

gladiators in a complex draft system, building a team to fight a proxy war intended to settle the disagreement. The results of such matches are legally binding. Several prominent trials and treaties in modern Eoxian history have been resolved in the Zolrena, accompanied by live productions, merchandising, and weeks of coverage around the big event.

Circus Deathmatch was a blockbuster battle between champions of The Painted Lady (secretive female elebrian necrovite; *Galaxy Guide* 66), a nefarious corpse peddler and artiste, and her rival **Necrolili** (bubbly female dredgelit diva) over ownership of their favorite venue in Orphys.

BACKSTAGE

Deep in the sprawling catacombs beneath the live set complex, walls of screens broadcast feeds from every single camera, drone, and security monitor throughout the Halls of the Living and surrounding areas, including surface sites used for controlled demolitions and other practical effects. Undead producers and security personnel monitor these feeds at all times, using powerful and ancient technomagical devices to maintain control over the environment and lighting (and reportedly magically modifying behavior as needed). Also located in this restricted area are numerous prep rooms, lounges, and executive suites where Zo! and his directors make deals and come up with big ideas.

NEW ATRASKIA

Arranged into a concrete megaplex outfitted with cutting-edge climate control and ecografts, New Atraskia presents the illusion of a multilevel gated community surrounded by real greenery and simulated landscape views.

When Zo! took on leadership of the Halls of the Living, one of his first projects was revamping the cramped crew quarters where the last living elebrians had been trapped into luxury residences built to their inhabitants' tastes.

New Atraskia is the product of his team's ongoing efforts to make their talent pool comfortable. The stars of Zo!'s productions dwell in lavish condominiums nestled in idyllic neighborhoods that have been artificially furnished and climate controlled to resemble the Atraskien climate and landscape of yore, before the *Death Wail*.

Thanks to secret magitech innovations known only to bone sages like Zo!, New Atraskia seems impossibly spacious for an underground complex with finite dimensions. Lush parks surround clusters of homes and resort-quality gymnasiums, swimming pools, and sports fields. Star residents are catered to by round-the-clock service (with costs depending on one's popularity with fans). The PCs might enjoy this treatment if they spend enough time on set.

ROOMS FOR RENT

Pact Port is a busy tourist city where there's always an open room. Visitors might prefer the luxuries of a high-rise hotel like the Dead Hand Towers or settle for a cut-rate room among the stacks of industrial cubes situated along the perimeter of Blackmoon Memorial Spaceport (called "coffins" by savvy tourists).

Anyone willing to shop around can find accommodations tailored to their budget and tastes—visitors are prohibited from living aboard their ships while docked in Blackmoon Memorial Spaceport. Troublingly, urban legend tells of doomed hostels used as larders by undead who refuse to deny their cravings for the flesh of the living. Booking a room through private listings is said to be a risky prospect that might end in such a grim situation, and there's no shortage of tabloid news and infosphere forums backing up these horrifying tales.

GAME GRIDDLE

Repurposed warehouses form a grid of boxy chambers in the complex's lower levels that are typically used to produce game shows with minimal set requirements. Game Griddle's location requires live studio audiences to be brought in via hover platforms from above. Most wannabe stars participate in a game show first before earning the chance to be chosen by producers for more intensive programs. When not being used for wacky game shows, the Griddle is a popular location for screen tests. Thus an actor's first time on camera is generally referred to as "frying on the Griddle."

TECH TOWN

The original facility's ancient laboratories have been converted into workshops used by effects and tech staff to create media magic in Tech Town. The so-called Prop Closet contains an in-house armory rivaling that of some militaries.

Bleeding-edge weapons, armor, and magitech artifacts dating back to Eox's ancient past are rumored to be locked away inside unmarked wooden crates along with convincing replicas. Thieves considering sorting through for priceless treasures should remember the excellent magitech surveillance system employed by Zo! Media, giving executives and fearsome security sentries literal eyes that shoot lasers (and worse!) everywhere.

HALLS OF THE LIVING IN CAMPAIGNS

Usually, people visit the Halls of the Living to compete in one

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of the many game shows or blood sports filmed within its sprawling arenas and sets, or to sit in an expensive front row seat for such a spectacle as part of a live studio audience. Zo! and his staff have connections within nearly every prominent organization in the Pact System and frequently turn to them when recruiting stars for upcoming productions.

Encounter Mode: Characters might take part in a combat cooking show or battle against a team with similar skills in a zero-gravity arena. Drones and other constructs are commonly deployed alongside living actors, and many producers arrange for exotic creatures from khefaks to ksariks to be shipped in for filming. These creatures might break loose from containment at any time or be encountered on the set of a production!

Exploration Mode: Magitech traps and surveillance

systems are everywhere in the Halls of the Living, particularly outside hidden restricted areas. Clues to Eox's past are tied to an ancient magical bauble... locked away in a storage crate in the Halls of the Living! The heroes have to earn their way into a restricted area within the Halls, either by deft negotiation or by agreeing to take part in a comedic performance on camera.

Downtime Mode: The Halls of the Living is the perfect place to enjoy some macabre entertainment as a member of the studio audience in the Zo!rena or Game Griddle.

It's easy to Earn Income using Crafting (to build and repair sets or props), Performance (to entertain an audience), or Media Lore (to produce or market a new show), but many traditional jobs don't exist in this strange community, and some professionals might find it difficult to practice their trade here.

If you're a paying guest or star performer, downtime spent in the Halls of the Living is quite comfortable, with your every need catered to. Adventurers won't ever worry about Subsisting to survive.

Finding materials for crafting can be difficult without robbing the prop armories of Backstage (a risky endeavor) or befriendng a stagehand with a hook up.

PACT PORT

Known as the gateway to the grave world by the rest of the Pact System, Pact Port is a bustling spaceport, commerce hub, and shameless tourist trap.

Pact Port is protected from the planet's toxic atmosphere by a transparent dome of magical force eternally maintained by arcane generators burning inside the walls of Eox's Lifeline.

Pact Port is jointly ruled by the Conclave of Whispers and the Eternal Convocation, who appointed an administrator to control the port's day-to-day operations. **Sadrat Phain** (overworked male undead elebrian administrator; art on page 29) has tirelessly served in this role ever since the Gap. Sadrat's long career has taught him the importance of delegation and teamwork, and his many advisors and assistants keep his perspective fresh.

Sadrat's administration is progressive (especially for Eox) and known for being permissive about most issues save one—the removal of any Eoxian relics from the planet's surface is expressly forbidden without the permission of the Eternal Convocation. Beyond that, local security forces tend to only enforce laws absolutely required by the Absalom Pact.

Pact Port's main draw is the Blackmoon Memorial Spaceport, boasting landing fields large enough for cargo vessels, like half-mile-long freighters, to load and launch. Moving air-locked tunnels connect to landing platforms and provide a safe path for living passengers into the city's dome. Inside the dome, state-of-the-art ventilation systems churn around the clock to create a safe and comfortable



CENTENUS CASK

environment for living visitors.

Many bone sages and other Eoxian elite own lavish estates in Pact Port, but many of the city's residents are a mix of living and undead tourists and transient workers. Round-the-clock shopping centers and music venues cater to patrons whose differences in age (and taste) might be centuries apart, allowing for fusions of perspectives found nowhere else in the galaxy.

Most undead residents of Pact Port are artists, chefs, entertainers, stylists, or tradespeople plying a trade that caters to tourists. Influencers and socialites flock to Pact Port to experience its unique lifestyle—and share it with their fans.

GRAVE FLOWERS

The Grave Flowers district is Pact Port's cultural district, which was named for the heaps of fresh flowers placed each day on the memorial for everyone killed by the *Death Wail*, particularly the many unknown citizens of Damiar and Iovo who died tragic deaths, innocent of any part in the war that took their lives.

The obsidian streets of Grave Flowers are packed with art galleries, restaurants, nightclubs, and music venues, most of which are owned and operated by local undead and feature the creations of famed local artists.

Every few years, a coalition of bone sages lobbies for the removal of the wartime monument, which they believe dishonors the Eoxians who perished by including their ancient sarcesian enemies in the memorial.

Most bone sages privately consider the monument distasteful, but they also remember the night Pact Port's living and undead residents came together to tear down the statue of disreputable Corpse Fleet folk hero Admiral Shehezerane, who was responsible for atrocities against sarcesian troops the Eoxian government has formally apologized for.

Secretly, most bone sages have methods for controlling the population, but doing so would risk revealing their true power to other leaders in the system. Undead politicians tend to play the long game and tolerate the refurbished monument for now.

But times are truly changing, and some undead genuinely care about the living as more than livestock. The state-of-the-art safety features and beautiful gothic landscaping on display in Grave Flowers lure the living to visit this one-of-a-kind destination, while trained undead bodyguards called concierges keep them safe.

THE CRACKED CELLAR

Housed in one of the original bunkers that living elebrians

constructed to survive the sarcesian invasion that never came, the Cracked Cellar is a famous destination for traditionally distilled wine, whiskey, and perfect food pairings. **Centenus Cask** (polite male necrovite sommelier) has owned and operated this tasting cellar since long before Pact Port existed as a city.

Centenus imports delicacies from offworld, relying on his incredible sense memory and a touch of magic to recall the flavor profiles of foods and pair them with handcrafted beverages.

Guests with a more adventurous palate might sample the Cracked Cellar's signature experience, a six-course meal of "authentic" undead cuisine. Anyone who doesn't lose their lunch at the thought of consuming raw, aged organ meats can look forward to a dinner they'll never forget.

Centenus denies a disturbing rumor that he serves genuine blood wine to certain high-profile undead clients, including Zo!

NEON CRYPT

This gaudy multilevel dance venue is built on hydraulic lifts that shake and rearrange the structure while parties rage inside. **Aeru Eternal** (vivacious male corpsefolk vlaka party master) literally died on the dance floor, and now he's spending his undeath hosting some of the rowdiest parties in Pact Port.

Deeply superstitious, Aeru tightly controls the number of party goers inside his establishment, meaning most people wait for hours in line and never get a chance to see the inside of the notorious Neon Crypt. Anyone with the right vibe moves to the front of the line, as judged by an elite corps of ghoulish bodyguards who demand increasingly difficult or ridiculous tasks of anyone who doesn't have the style or personality to influence them.

Aeru hasn't visited his home world of Lajok in too many decades to count, but he's celebrating the unexpected rebirth of the world's sun with back-to-back block parties that threaten to spill out into other neighborhoods.

DEAD HAND TOWERS

This gigantic luxury hotel is arranged in a cluster of five towers resembling the bony fingers of a mammoth skeletal hand clawing out of the ground. Nestled in the middle of dozens of other hotels and motels, Dead Hand Towers leans into the theme of undeath in everything from the decor to the room service menus, all for the benefit of living tourists. Each tower is crowned with an infinity pool and penthouse suite fit for a planetary potentate, with transparent walls showcasing gorgeous panoramic views of the whole city and the murky wasteland beyond. General manager **Riask Aurnyte** (energetic male corpsefolk kasatha concierge)



AERU ETERNAL

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works tirelessly to make every guest's experience "one worth dying for."

MIDNIGHT MALL

This ornate edifice rises so high its weather vane nearly scrapes the city's protective dome. Inside, hundreds of boutiques, shops, and stalls display enough goods to fuel an eternal shopping spree. Most of the shops cater to a luxurious yet macabre style that's ever popular on Eox—or at least has become the stereotypical perception of Eoxian culture by outsiders. Stylists offer custom makeovers, transforming any tourist into the image of an elegant bone sage or rugged wasteland raider, with plenty of photo ops in front of the skeletal architecture and nocturnal gardens that adorn the mall.

Tourists who wander around Midnight Mall long enough are sure to find their heart's desire. New stores pop up all the time, but a few staples stay in business.

Hidden Corners is a grimy antique store that's always closed. It's actually a doorway to the First World, open only to fey travelers and those who know the password or are willing to make a risky deal.

Ukulamart, also known as "the Jungle," offers everything from imported groceries to alien pet supplies. The market's Castrovelian-themed decor forces patrons to wander around a habitat designed to replicate the conditions of the deep Castrovelian jungle as they discover what bounty they might take home, and then hope to find again during future trips.

Stygian Styles is a high-fashion boutique that tailors custom clothing for all manner of beings, no matter their body shape. **Grimzy Conra** (analytical and campy nonbinary corpsefolk elebrian spy) is a renowned stylist who's created looks for celebrities and royalty from all over the galaxy. Their specialty is the color stygian blue, a hue so dark it almost doesn't register as having any color at all. Grimzy leads a double life as one of the chief intelligence officers of the Corpse Fleet stationed on Eox and coordinates passing communiques from headquarters to different agents across the planet from their boutique.

Upruk's Upgrades is a personal upgrade parlor offering any type of augmentation imaginable. **Upruk** (stern male corpsefolk dwarf surgeon) can't speak because of a missing lower jaw, but his kindly nonverbal demeanor puts patients at ease, and his surgical implantation skills are top-notch. Upruk moonlights at a free clinic and is known around the city for performing free medical procedures for people who need them.



Amethyst Varisia Buffet has a controversial reputation. Brightly painted, polished wood stalls take up center real estate at the food court, bedecked with plates and tureens stacked with delicacies—roasted meats, spiced vegetables, steaming dumplings, cakes adorned with candied fruit, and many other morsels. Living creatures are sometimes warned against sampling the luscious food on display, but it smells and tastes so delicious that many are unable to resist the temptation. **Kelaveka** (cranky female corpsefolk human cleric of Urgathoa) is an ancient priestess who worships the way she did in life: by cooking delectable foods that encourage patrons to indulge in gluttony, which pleases Urgathoa.

Ironically, Urgathoa's blessing keeps the food Kelaveka prepares safe from contamination, and although several outbreaks of foodborne illness have been blamed on her buffet, in reality it's one of the healthiest (and most affordable) places to dine on the planet.

HOSPICE DISTRICT

The neighborhoods surrounding the Midnight Mall are riddled with narrow streets leading to neon storefronts advertising full customization of the body by installing augmentations. Hundreds of clinics operate here, some run by reputable surgeons following safety protocols and others as crooked as the streets. For every gem, there's a chop shop looking to rip tourists off or an unlicensed amateur butchering clients. Shopping for body mods in the Hospice District is full of risky opportunity. Necrografts can be purchased and installed here by hiring a broker willing to make the proper arrangements. Entering such a deal generally requires being willing to sign away more than just credits for these implants—a patient might have to give up parts of themselves or agree to even darker deals to waive the fee entirely, such as signing a corpse-lease agreement or selling body parts.

HALLS OF RESURRECTION

This enormous hospital complex accepts living patients at graduated rates, including taking on many pro bono cases, from all over the Pact Worlds and beyond. The hospital is staffed by necrovite doctors and nurses who don't hate or wish to consume the living, but rather see them as intellectual puzzles to be solved—intrigued by their diseases, injuries, and psychological ailments. The therapy wing of Wight Halls is massive and has some of the finest mental health facilities anywhere in the solar system. Undead therapists with centuries of experience see patients around the proverbial clock, trying to make them better but also attempting to discern what makes the mind "tick"—a delicate dance of medicine, therapy,

and investigative curiosity that only the undead have the patience to master.

The medical complex's underground levels are filled with cryogenic freezing tubes. There, patients with diseases that can't be cured (even by magical intervention) and who are financially privileged enough to buy space in the facility can sleep until a solution is found. A small number of clients preserved in the cryogenic storage chambers are elderly but otherwise healthy creatures who have already reached the limit of increasing their lifespan through magical and technological methods. Knowing they can't avoid Pharama's Boneyard forever but wanting to prolong their existence, these high-profile clients pay to undergo cryogenic sleep for long periods, awakening only when an important cultural or historical event occurs for a short period of time to maximize enjoyment of their remaining life.

YORAD OFFICES

"Radiation tourism" is the latest attempt by Pact Port administration to attract living tourists to visit Eox and explore the planet in new ways. The YoRad corporation was subsidized by the government to create a program that would use income from radiation tourism to fund regrowth efforts outside the city. Operating on the northern edge of Pact Port, YoRad has constructed an underground tunnel that emerges just outside of the Lifeline at a sprawling spa facility with black sand beaches, all beneath a technomagical force bubble. Here, tourists can walk around without environmental protections, experiencing natural Eoxian environments as personal arcane concierges tune the localized force fields to allow only certain wavelengths of radiation through, which YoRad's health experts guarantee have therapeutic effects on the body and mind. Unsurprisingly, YoRad's spas are now booked solid, with a three-year-long waiting list mainly made up of influencers hoping to share this "hot" new trend. YoRad's spokespeople downplay claims that their recent resort renovation was done to deter regular glass serpent attacks.

PACT PORT IN CAMPAIGNS

Pact Port is a city that literally never sleeps, primarily because its undead residents don't need to. While the city's permanent population is sparse by galactic standards, a constant flow of fresh faces offers endless opportunities for new interactions and intrigue.

Encounter Mode: Besides typical urban encounters with gangsters, robbers, or overzealous security, characters exploring Pact Port might fight pirates or raiders attacking the city, rogue glass serpents, or Corpse Fleet troopers. Their schemes might even run afoul of powerful bone sages supported by mindless undead minions.

Exploration Mode: There are plenty of fascinating and

dangerous places to explore in Pact Port, from noisy clubs to corporate high-rises or sketchy back alleys. Characters might sift for rumors at a noisy bar or chat up a casino host for information. They might broker trade deals between powerful undead magnates and living corporate executives, or they can dabble in politics to make a change in local culture or law. Alternatively, characters might infiltrate a facility armed with magitech countermeasures and traps designed to eliminate intruders.

Downtime Mode: It's easy for characters to ply a trade in a busy tourist port like Pact Port, but when they need a break from the hustle, the city is ideal for rest and relaxation. Shopping is plentiful in Pact Port and just about any item imaginable is available for sale (up to 20th level). Street entertainment and theatrical productions are equally high quality—productions vary from comedic puppet shows to performance art showcasing the disturbing, gory themes popular in Eoxian media. A character might attend a show as an audience member, visit a spa or YoRad resort, install a personal upgrade in the Hospice District, or seek medical care at Halls of Resurrection.



TELMARCI JUSINOVA

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Adventure Toolbox

NEW WEAPONS

BLOCKTHROWER

ITEM 0

Traits Boost 1d6, kickback, ranged shove, tech

Price 50 credits

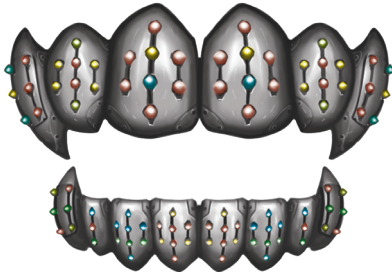
Usage held in 2 hands; **Bulk** 2

Range 20 feet; **Magazine** 10 charges; **Expend** 5; **Reload** 2

Damage 1d10 B

Category martial; **Group** cryo; **Upgrades** 1

Salvaged from the set of Sabotage Soufflé (a popular cooking competition), these frosty weapons draw liquid from a tank through hypercooling coils to quickly generate gigantic blocks of ice that can be slung at high velocity toward their targets.



IVORY CHOMPERS

ITEM 0

Traits Analog, concealable, free-hand

Price 20 credits

Usage held in 1 hand; **Bulk** L

Damage 1d4 P

Category simple; **Group** brawling; **Upgrades** 1

Tiny pneumatic pistons hidden inside these ornate dental veneers turn them into deadly weapons. Pioneered by the undead media mogul Zo! for celebrities who need to stay armed and fashionable at all times, ivory chompers provide a last-ditch biting attack against attackers. Special designer versions incorporate custom monogrammed imprints, jewels, and metal plating for the ultimate smile.

REPLICA ZO! MICROPHONE

ITEM 0

Traits Area (cone), nonlethal, professional (Performance), tech, unwieldy

Price 60 credits

Range 30 feet; **Magazine** 10 charges; **Expend** 5; **Reload** 1

Damage 1d6 sonic

Category advanced; **Group** sonic; **Upgrades** 1

This ornate replica of the undead superstar's iconic microphone is an officially licensed Zo!



Media product. Zo!'s microphone is rumored to be a bone scepter upgraded with the latest technologies to amplify Zo!'s voice for blasting enemies or unruly fans. The replica version possesses similar capabilities and can be used as a professional microphone or a weapon.

VERTEBRALIS THORN

ITEM 0

Traits Critical (cryo), modular (S or void), powered, reach, tech

Price 30 credits

Usage held in 1 hand; **Bulk** 1

Damage 1d6 modular

Category martial; **Group** flail; **Upgrades** 1

The vertebralis thorn is a weapon forged in the Corpse Fleet armory, repurposed from the spinal columns of slain enemies and fitted with specialized fiber-optic cables. Corpse Fleet officers favor this weapon, primarily because a ceremonial version is presented to them after their first major conquest, generally created from the spine of a creature they personally killed.

NEW MAGIC ITEMS

BONE SPEAKER BOBBLEHEAD

ITEM 4

MAGICAL

Price 1,000 credits

Usage held in 1 hand; **Bulk** L

Marketed toward living tourists in Pact Port, these festive dolls are fashioned in the likenesses of prominent bone sages, most popularly the media mogul Zo!. Any living creature carrying a *bone speaker bobblehead* in one hand can speak and understand the Necril language. This does not let them understand codes, language couched in metaphor, and the like unless you can bypass the limitations of a computer-assisted translation app, such as with the Digital Ambassador skill feat.

CONGEALER INCENSE

ITEM 5+

UNCOMMON CONSUMABLE MAGICAL

Usage held in 1 hand; **Bulk** L

This delicate strand of incense is packaged in a hand-blown glass vial and crafted from



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petrified wood of centuries-old Eoxian trees, peppered with a tincture of elebrian ashes and enchanted sand from the Deminas Ocean. When exposed to air by breaking the container, the incense bursts into cloying, lavender-scented smoke that sticks to incorporeal creatures and stabilizes their form.

Activate—Break Open ♦ (manipulate) **Duration** 1 minute;

Effect Purple smoke billows out from the incense in a 5-foot emanation. At the start of each round, this emanation increases by 5 feet (to a maximum of 30 feet). The creature who activated the *congealer incense* can drop it in a space as a free action, or can continue to carry it with them in 1 hand, thus moving the center of the emanation on that creature's turn. Any incorporeal creature who enters this area or begins their turn inside of it must attempt a Fortitude save.

Critical Success The creature is unaffected.

Success Treat the incorporeal creature's resistances as 4 lower.

Failure As success, but the creature loses all immunity to precision damage and treats its resistances as 8 lower.

Critical Failure As failure, but the creature is also stunned 1.

Type commercial; **Level** 5; **Price** 300 credits

The Fortitude DC is 19.

Type tactical; **Level** 10; **Price** 2,000 credits

The Fortitude DC is 27.

Type advanced; **Level** 15; **Price** 13,000 credits

The Fortitude DC is 34.

POW! AMMUNITION

ITEM 2

UNCOMMON CONSUMABLE MAGICAL

Price 15 credits

Ammunition projectile; **Bulk** —

Invented by Zo! Media prop designers, this special ammunition is designed to explode in a dramatic fanfare fit for a media production without sacrificing any lethality. A weapon loaded with *POW! ammunition* automatically attempts to Feint targets within its first range increment. Targets of your Feint are off-guard against ranged attacks in your first range increment rather than melee attacks, depending on the result of the save.



IOVAN AMMUNITION

ITEM 2

UNCOMMON CONSUMABLE MAGICAL

Price 15 credits

Ammunition projectile; **Bulk** —



Harvested from the Diaspora by Ulrikka Clanholdings, these rocks contain charged particles from the Astral Plane. When forged in a process that is part flint-knapping and part occult communion, skilled

artificers can turn shards of these rocks into ammunition capable of harming incorporeal beings. Each piece of *lovan ammunition* functions as though the weapon firing it had the ghost killer weapon upgrade (*Player Core* 273). The brittle ammunition deals 0 damage against corporeal targets, as it breaks apart upon impact. *lovan ammunition* deals half damage (rounded down) to an incorporeal creature possessing a living creature, making it popular with exorcists throughout the galaxy.

MARROW PASTE

ITEM 2+

CONSUMABLE MAGICAL

Usage held in 1 hand; **Bulk** L

Developed and patented by Eoxian medical conglomerate Nulife, this magenta tincture's metallic odor is reminiscent of fresh blood. When applied to the body of a creature that can benefit from void healing, *marrow paste* grants fast healing according to its type for 1 minute.

Type commercial; **Level** 2; **Price** 60 credits

The target gains fast healing 1.

Type tactical; **Level** 6; **Price** 300 credits

The target gains fast healing 3.

Type advanced; **Level** 10; **Price** 2,000 credits

The target gains fast healing 5.

Type superior; **Level** 17; **Price** 20,000 credits

The target gains fast healing 10.



SHREDSKIN

ITEM 4+

UNCOMMON INVESTED MAGICAL

Usage worn; **Bulk** L

This slate-gray garment ripples with necromantic energy. When worn properly, this magical bodysuit transforms the appearance of a living creature into that of an undead creature and grants a +1 item bonus to Stealth checks.

Activate—Necrotize ♦♦ (manipulate) **Frequency** once per day; **Duration** 1 minute (see text); **Effect** The *shredskin* transforms your appearance into an undead version of yourself. Your disguise affects your visual appearance, sound, scent, and all other forms of detection, including lifesense. After the normal duration of this ability ends, you can extend it by 1 more minute by piercing yourself

with hooks on the robe, causing you to lose 10 Hit Points. The duration can't be extended a second time, and if these Hit Points are healed, the effect ends immediately.

Type commercial; **Level** 4; **Price** 800 credits

Type tactical; **Level** 9; **Price** 6,000 credits

The item bonus is +2, the duration is 10 minutes, and the damage dealt to extend the duration by 10 minutes is 25.

Type advanced; **Level** 15; **Price** 55,000 credits

The item bonus is +3, the duration is 1 hour, and the damage dealt to extend the duration by 1 hour is 50.

NEW SPELLS

CHILL GAZE ◆◆

SPELL 1

COLD **CONCENTRATE** **MANIPULATE** **MENTAL**

Traditions arcane, primal

Range 60 feet; **Targets** 1 creature

Defense Fortitude; **Duration** sustained up to 1 minute

Your eyes turn an icy blue color as the temperature in the area drops. Your cold, hard gaze literally chills the air around your foe's body, making it harder for them to move. When you cast *chill gaze*, choose clumsy or enfeebled. Your foe takes effects depending on your choice, based on the result of its saving throw.

Success The creature is unaffected.

Failure The creature is clumsy 1 or enfeebled 1 (depending on your choice) for the duration of the spell.

Critical Failure As failure, but the target is clumsy 2 or enfeebled 2.

Heightened (4th) You can target up to five creatures.

Heightened (7th) You can target up to ten creatures.

DEADLY VITALITY ◆◆

SPELL 2

CONCENTRATE **CURSE** **DEATH** **MANIPULATE** **VOID**

Traditions divine, occult

Range 60 feet; **Targets** 1 living creature

Defense Fortitude; **Duration** 1 minute

You reach out across the strands of the universe and strangle the root of life that might flow into a living creature, cursing them to suffer for every bit of vitality they recover. If the target creature would receive any form of healing while under the effects of this spell, they afterward take damage from *deadly vitality*, potentially canceling out any healing they might have just received. This damage is dependent on the results of the creature's saving throw, made when the spell is first cast.

Critical Success The creature is unaffected.

Success The creature takes an amount of void damage equal to half the amount of healing they just received (rounded down), to a maximum of 5 damage.

Failure The creature takes an amount of void damage equal to the amount of healing they just received, to a maximum of 10 damage.

Critical Failure The creatures takes an amount of void

damage equal to the amount of healing they just received, to a maximum of 20 damage.

Heightened (+2) Increase the amount of damage dealt by this spell's success condition by 5, its failure condition by 10, and its critical failure condition by 20.

LIQUID SIPHON ◆◆

SPELL 2

CONCENTRATE **MANIPULATE** **WATER**

Traditions arcane, occult, primal

Range touch; **Targets** 1 creature or object (see text)

Defense Fortitude

You drain the moisture out of your target, crumpling them up like an empty beverage can and potentially leaving them a desiccated husk of what they once were. A nonliving target with liquid in its body (such as a vampire, water elemental, or keg of alcohol) can be affected by this spell, but a living creature with no vital liquids is immune. The target creature takes 4d6 bludgeoning damage, depending on the results of its saving throw.

A target that fails its saving throw creates water that flows into your hands or a held container (1 gallon for Tiny, 2 gallons for Small, 4 for Medium, 6 for Large, 8 for Huge). If the target critically fails its saving throw, double this amount.

Critical Success The target is unaffected.

Success The target takes half damage.

Failure The target takes full damage and is drained 1.

Critical Failure As failure, but double damage and the target is drained 2.

Heightened (+1) Increase the damage by 2d6.

TWISTED VISION ◆◆

SPELL 2

CONCENTRATE **ILLUSION** **MANIPULATE** **MENTAL** **VISUAL**

Traditions arcane, occult

Range 60 feet; **Targets** 1 creature

Defense Will; **Duration** sustained up to 1 minute

You blur a creature's senses, preventing them from recognizing their own allies in the heat of battle. This spell was developed by the Corpse Fleet to target living mystics and envoys who might heal or coordinate the actions of living enemies standing against their dread fleets. How badly this debilitates the target depends on the result of its saving throw.

Critical Success The creature is unaffected.

Success The creature is dazzled until the end of its next turn, but only for purposes of targeting their allies with beneficial effects or abilities.

Failure The creature treats all of its allies as though they were undetected for purposes of targeting their allies with beneficial effects, abilities, or tactical movement. If the creature succeeds at the Seek action against this spell's save DC, they can treat their allies as hidden for the duration of the spell.

Critical Failure As failure, but the creature cannot attempt to use the Seek action to find their allies while this spell is sustained.

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HP

6

SIZE

Medium

SPEED

25 feet

ATTRIBUTE BOOSTS

Constitution

Intelligence

Free

ATTRIBUTE FLAW

Wisdom

LANGUAGES

Common

Eoxian

Additional languages equal to your Intelligence modifier (if it's positive). Choose from the list of common languages and any other languages to which you have access (such as the languages prevalent on your home world).

TRAITS

ELEBRIAN HUMANOID

MAGICAL SENSE

Your brain has a specialized organ capable of sensing magical energies. You can cast the *detect magic* cantrip as an arcane innate spell at will. A cantrip is heightened to a spell rank equal to half your level rounded up.

Elebrians are humanoids with enlarged craniums and innate magical aptitude. While they were originally the dominant species on Eox before a cataclysm ravaged their planet, only a few elebrians survive in isolated bunker communities or as living entertainment in corporate facilities.

YOU MIGHT...

- Do whatever it takes to survive.
- Rebelliously seek to free your species from their so-called "lives" on Eox.
- Think you know more about entertainment than others do.

OTHERS PROBABLY...

- Assume you have connections with the undead necrovites of Eox or even groups like the Corpse Fleet.
- Wonder if you're being your true self or just playing another role.
- Recognize you from past media appearances.

Elebrians are the last living descendants of the prominent species that once called the planet Eox home, prior to a terrible and mysterious cataclysm that burned away its atmosphere and immolated the planet's living flora and fauna. The undead necrovites—once elebrians who transformed themselves with magical ritual to survive on their ruined world—ruled Eox while a small community of living elebrians remained trapped in a facility buried beneath Deminas Hollow. Other groups of elebrians might have survived in isolated bunkers across Eox, but today the population is concentrated in the Halls of the Living, an underground media complex where the living provide entertainment for an undead audience.

Elebrians are born with a sixth sense for magic. Thanks to special structures in their brains that cause their enlarged heads, elebrians literally feel magical energies. Elebrians who learn to hone their special sense often become powerful sages who command the elements, parse arcane theory, or even rewrite reality.

Elebrians tend to have even features with enlarged craniums, high foreheads, and skin tones that vary from pale to deep umber. Most modern elebrians don't feel connected to ancient cultures that were prominent before the near extinction of their species. Modern elebrian culture isn't based on ethnicity or religion—it's based on commercial media. Only the few elebrians whose families left the Halls of the Living when they were children, or who were raised in extremely rare outsider communities, could claim to have led a "normal" life by anyone else's standards.

If you want to play a character with a flair for the dramatic and a strangely sheltered background who's experiencing the wider galaxy for the first time, you should consider playing an elebrian.

PHYSICAL DESCRIPTION

The most notable physical feature of elebrians is their enlarged cranium and distended forehead, evolved to house their enlarged brains possessing specialized arcane sensory organs. From the neck down, elebrians look nearly indistinguishable from a human, keeping alive fringe theories about them sharing evolutionary ancestors with humans. Most mature elebrians are 5 to 6

feet tall, with a range of peach to tan skin tones and mostly dark black, blue, or brown eyes. Elebrians are usually completely hairless, except for a rare few individuals who manage to grow thin eyebrows, mustaches, or even a once-in-a-generation goatee. Some elebrians wear opulent headdresses on their bald heads or cover their crowns with elaborate tattoos, tending to favor brighter colors than their necrovite counterparts.

SOCIETY

In general, elebrians are hearty and stoic, accepting what they're given and striving to make the best of it. Modern elebrian cultures have drifted far from what existed before the calamitous *Death Wail*, and mainstream elebrian society on Eox is centered around the pursuit of fame and creating or consuming entertainment.

Elebrians who grow up in the Halls of the Living become accustomed to cameras and performing for an audience from early childhood, though they legally aren't allowed to appear on Zo! Media programming before reaching adulthood. Zo! Media continues sponsoring "scholarships" for young elebrians who want to "study abroad," code for relocation to a planet where they can live their life off-screen.

Children are rare in the Halls of the Living; most elebrians live with domestic partners in childless situations and value their circles of friends just as much as their blood relatives. There are many reasons for the dwindling elebrian birth rate; for generations, elebrians followed strict reproductive protocols to prevent inbreeding and overcrowding, and consequently, the ideal elebrian household has few or no children. Nowadays, many elebrians believe it's unfair to bring a new life into such a bizarre situation or would rather choose their careers and fans over parenthood. Some elebrians who become parents skirt the rules to incorporate their children into their media careers as much as possible, even running public polls for baby names or filming on-air births.

For those living in Zo! Media's strange paradise, the lines between fiction and reality often blend. Some elebrians choose to share every moment of their lives with an audience through live streaming or constant infosphere updates. Most share milestones, good or bad, with fans—very few elebrians live truly private lives.

New Atraskia doesn't have a formal government since everything is controlled by Zo! Media, but a Residents' Council meets

every month to air grievances, resolve disputes, and share gossip. Elebrians of New Atraskia also founded a screen actors' union that mandates standards of treatment and performance for all performers in the Halls of the Living.

Social hierarchy is based on fame, with actors who have more airtime and larger fandoms setting trends that shape everything from fashion to community values. Some elebrian celebrities become so entangled with their fans that they even develop personal relationships, and some famously elope and start new lives together as the subject of yet another spin-off reality show.

The Halls of the Living aren't the only place elebrians dwell on Eox. A few scattered populations can be found in Orphys and Necroforge, where they mostly subsist in isolated bunker communities. Elebrians have been spotted in Pact Port, but most who make it that far are on their way offworld.

Elebrians tend to favor long names with dramatic sounds. Many of these names draw from their ancient past as rulers and aristocrats on the planet Eox. For many elebrians born in the Halls of the Living, it's an unfortunate fact that their names might be voted on by online infosphere viewers at the time of their birth. Currently, due to the undead bureaucracy on Eox, an elebrian seeking to change their name must go through decades-worth of forms and court applications, often resulting in confusion for those performers with an active fan following.

Sample	Names:	Ahmzovar,
Auradorus,	Elyriana,	Eterrina,
Fenthest,	Genarathis,	Missavuine,
Sadrat,	Sanimus,	Scaparitos,
	Shathrava,	
Telmarcius,	Thesteline,	Veltheniel

BELIEFS

Many elebrians lead strangely sheltered lives, but those residing in the Halls of the Living are bombarded with media from all over the galaxy, exposing them to a multitude of new ideas. Some elebrians handpick their own eclectic beliefs or adopt the traditions of another culture. Eloritu and Lambatuin are popular choices for elebrians who worship deities. Elebrian society tends to be atheistic. Any ancestral gods have long been forgotten or abandoned in favor of the neon gods of the silver screen.

Many elebrians on Eox follow the Song of Silence, a philosophy that teaches that a being's mortal life is simply a trial run for one's second, undead existence. Eventually, most elebrians seek to transition into undeath when faced with



ENTERTAINER ELEBRIAN

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the prospect of aging, long-term illness, or death. Elebrians who die naturally are rare, and the choice to do so is perceived as unusual by their Eoxian cohorts.

Popular Edicts live a life worth remembering, play your part, seek fame

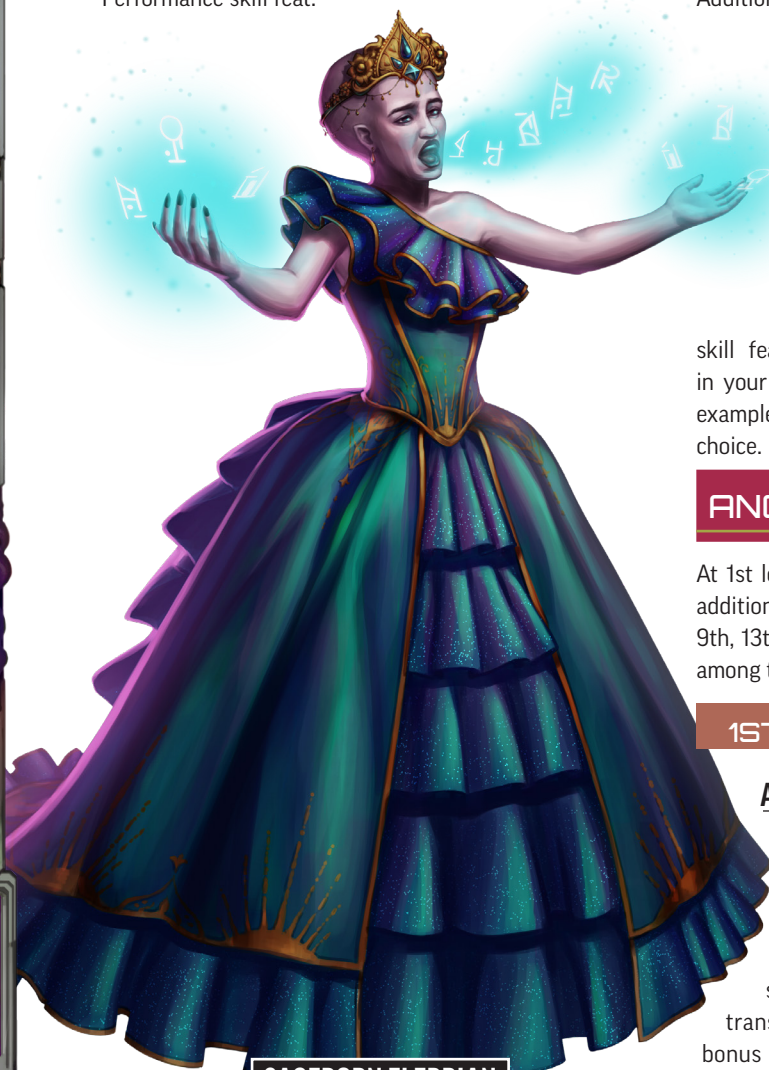
Popular Anathema allow yourself to fade away

ELEBRIAN HERITAGES

Choose one of the following elebrian heritages at 1st level.

ENTERTAINER ELEBRIAN

You love being in the spotlight, and you've spent a good deal of your life on camera. You were born and raised in the Halls of the Living, where you learned how to entertain an audience from childhood. You might be a rising superstar or a prominent character actor, extra, or reality show contestant with a growing fan following. You're trained in Performance and Media Lore, and you gain the Impressive Performance skill feat.



SAGEBORN ELEBRIAN

SAGEBORN ELEBRIAN

You have a natural talent for magic. This might be due to the presentation of ancient elebrian genes, or maybe you were exposed to a burst of arcane energy that awakened and turbocharged your magical senses. Choose one cantrip from any tradition. You can cast this cantrip as an arcane innate spell at will. A cantrip is heightened to a spell rank equal to half your level rounded up.

EXILED ELEBRIAN

You're a rarity: an elebrian who wasn't born on Eox. Perhaps your parents left the Halls of the Living before you were born to give you a better life. Maybe you come from a tiny enclave of elebrians making their home away from Eox, a tight-knit community on Absalom Station, or an asteroid in the Diaspora. You learn any regional language of your choice and gain the Additional Lore general feat for that region. You learn another regional language and gain the Additional Lore general feat for that region at 5th level, and again at 13th level.

STAGEHAND ELEBRIAN

You love being on the other side of the camera. You've spent your formative years rigging scenes, hauling props, and making media magic as a stagehand in the Halls of the Living. You're either trained in Acrobatics and gain the Steady Balance skill feat, or you're trained in Athletics and gain the Combat Climber skill feat. If you would automatically become trained in your chosen skill (from your background or class, for example), you instead become trained in a skill of your choice.

ANCESTRY FEATS

At 1st level, you gain one ancestry feat, and you gain an additional ancestry feat every 4 levels thereafter (at 5th, 9th, 13th, and 17th levels). As an elebrian, you select from among the following ancestry feats.

1ST LEVEL

ASPIRING NECROVITE

FEAT 1

ELEBRIAN

You don't plan to die—instead, you're going to exist forever as a necrovite. You live by the Song of Silence and have spent time investigating undead organizations and studying the processes required to make the final transition into undeath. You gain a +1 circumstance bonus on checks to Recall Knowledge about undead creatures, the Corpse Fleet, and Eox. You also learn the

Necril language.

ELEBRIAN LORE

FEAT 1

ELEBRIAN

Your people's dwindling numbers hasn't stopped you from learning everything there is to know about your ancestral past. You are trained in Arcana and Society. If you would automatically become trained in one of those skills (from your background or class, for example), you instead become trained in a skill of your choice.

You also gain the Additional Lore general feat for Elebrian Lore.

DRAMATIC READING

FEAT 1

ELEBRIAN EMOTION MENTAL

You recite a memorable catchphrase or monologue delivered by a famous media character. Attempt a Media Lore or Performance check against the Will DC of a single enemy within 30 feet.

You can target up to two targets within range if you have expert proficiency in Media Lore or Performance, four if you're a master, and eight if you're legendary.

Critical Success The target takes a -1 status penalty to Perception checks and Will saves for 1 minute.

Success The target takes a -1 status penalty to Perception checks and Will saves for 1 round.

Critical Failure The target is temporarily immune to Dramatic Reading for 1 hour.

ELEBRIAN CANTRIP

FEAT 1

ELEBRIAN

You enhance your performances with delightful magical tricks, going far beyond normal sleight of hand. Choose one cantrip from the following list: *adhere*, *figment*, *prestidigitation*, or *telekinetic hand*. You can cast this cantrip as an arcane innate spell at will. A cantrip is heightened to a spell rank equal to half your level rounded up.

Special You can select this feat more than once. If you do, you must select a different cantrip.

FLIP THE SCRIPT

FEAT 1

ELEBRIAN FORTUNE

Frequency once per day

Trigger You roll initiative.

All the world is a stage and you know the script—you anticipate the direction of the scene and then change it up on your opponents. You can choose to roll twice and take the better result, substituting Performance for the statistic you would normally use for initiative.

JUST LIKE REHEARSAL

FEAT 1

ELEBRIAN FORTUNE

Life often imitates art, and you've learned to deploy your dramatic training in dangerous situations, whether

it's using your talent for pratfalls to cushion a real drop or faking out an enemy with your improv antics. You gain the Feign Death feat, ignoring the prerequisites. In addition, you can use Performance instead of Deception to Create a Diversion.

METHOD ACTOR

FEAT 1

ELEBRIAN

You like to live as the character you're playing, which makes your performances incredibly convincing. Whenever you would critically fail a Deception check to Impersonate, you fail instead.

ROLE REPERTOIRE

FEAT 1

ELEBRIAN FORTUNE

Frequency once per day

You've played many roles and picked up a surprising amount of eclectic knowledge while preparing to play them. Roll any Recall Knowledge check using Performance instead of Lore.

STUNT WORK

FEAT 1

ELEBRIAN FORTUNE

Frequency once per day

Trigger You're about to roll a saving throw.

You've performed countless risky stunts and flashy tricks for an audience, and your uncanny luck always seems to keep you safe. For the triggering saving throw, you can roll twice and take the better result.

PROP CLOSET

FEAT 1

ELEBRIAN

You've practiced enough with prop replica weapons that you can draw on these experiences in a real fight. Select a common advanced or martial weapon. You have familiarity with this weapon for the purposes of proficiency, and you treat this advanced weapon as a martial weapon, or martial weapon as a simple weapon.

At 5th level, whenever you get a critical hit with this weapon, you get its critical specialization effect.

USE THE SCENERY

FEAT 1

ELEBRIAN

Performing for an audience has made you aware of your surroundings. You're always looking for ways to use the scenery to your advantage, setting yourself up to show your best angle to the world—or hide it! You always gain an additional +1 status bonus when you Take Cover.

5TH LEVEL

ELEBRIAN MAGIC

FEAT 5

ELEBRIAN

Prerequisites Elebrian Cantrip

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Your arcane aptitude grows as you learn how to better entrance an audience with magic. Choose one 1st-rank spell from the following list: *charm*, *glow up*, *illusory disguise*, or *ventriloquism*. You can cast this spell as an arcane innate spell once per day.

Special You can select this feat more than once. If you do, you must select a different spell.

IMPROV WORKSHOP

FEAT 5

ELEBRIAN

Your stage experience has taught you how to improvise in just about any situation, and you know how to share your insight with others. You gain the Untrained Improvisation general feat. In addition, you gain the Once More with Feeling action.

Once More with Feeling ♦ (fortune) **Frequency** once per day; **Trigger** An ally within 30 feet fails at a skill check; **Effect** You direct the ally on how to perform the task, allowing that ally to reroll the triggering skill check and use the better result.

NOVICE NECROVITE

FEAT 5

ELEBRIAN

Prerequisites Aspiring Necrovite

Your studies as a necrovite have progressed, and you've learned how to influence mindless undead. You can use Diplomacy to Make an Impression on mindless undead or Request simple tasks of them. If the undead creature is controlled by a creature with a higher level than yours, you typically need a critical success on your Diplomacy skill check.

REPEATING ROLE

FEAT 5

ELEBRIAN

Prerequisites Role Repertoire

Just like giving an encore performance of one of your most iconic roles, you learn how to better use your training off the set. You can now use Role Repertoire once per hour instead of once per day.

5TH LEVEL

ARCANE RECALL ♦ FEAT 9

ELEBRIAN

Prerequisites able to cast spells

Frequency once per day

Your training has enhanced your memory for magic, and spells linger in your mind. You can cast one spell you've already cast today without expending a spell slot.

IMPROVED ELEBRIAN MAGIC

FEAT 9

ELEBRIAN

Prerequisites Elebrian Magic

Choose one 3rd-rank or lower arcane spell. You can cast that spell as a 3rd-rank arcane innate spell once per day. If this is your 13th-level ancestry feat, instead choose a 5th-rank or lower arcane spell, and you can cast it as a 5th-rank arcane innate spell once per day. If this is your 17th-level ancestry feat, instead choose a 7th-rank or lower arcane spell, and you can cast it as a 7th-rank arcane innate spell once per day.

Special You can select this feat more than once. If you do, you must select a different spell.

PROTOTYPE ELECTROENCEPHALON ⤿

FEAT 9

ELEBRIAN | MAGIC | TECH

Frequency once every 10 minutes

Trigger You're critically hit by an attack.

When Eox's atmosphere burned, necrovites crafted devices called

electroencephalons in order to house their souls and transition themselves into undead beings who could survive the eons since that cataclysmic event. You've learned the basics of this technology and have crafted a similar device. Attempt a DC 10 flat check. On a success, the triggering hit becomes a normal hit.

SHY

FEAT 9

ELEBRIAN

Whether through magical training, a technomagic body rig, or superior escape and evasion training, you've managed to learn how to fade from plain sight. You can cast *invisibility* as a 2nd-rank arcane innate spell twice per



EXILED ELEBRIAN

day, but the spell has a duration of only 5 minutes each time.

STUNT DOUBLE

FEAT 9

ELEBRIAN

Prerequisites Stunt Work

You've trained hard to tackle physical challenges of all types as part of your entertainment career. You gain a climb Speed or a swim Speed equal to your land Speed.

Special You can select this feat more than once.

UNIVERSAL TRANSLATOR

FEAT 9

ELEBRIAN

By activating your arcane sensory organ and analyzing ancestral memories and arcane lore, you can communicate with all kinds of people, animals, and even plants. You gain *speaking with animals*, *speaking with plants*, and *translate* as 3rd-rank arcane innate spells. You can cast each spell once per day.

13TH LEVEL

ARCANE ADEPT

FEAT 13

ELEBRIAN

Your intense magical studies have taught you how to watch out for signs of magic even when looking for other things. When you're Searching, you also gain the benefits of the Detect Magic exploration activity unless you choose not to.

DRAMATIC BLOCKING

FEAT 13

ELEBRIAN

Thanks to years of practice, you know how to use every inch of the stage and give a fantastic performance even in tight quarters. While you can act, you aren't off-guard to hidden, undetected, or flanking creatures of your level or lower.

LEADING ROLE

FEAT 13

ELEBRIAN

Prerequisites Role Repertoire

Frequency once per hour

You played a leading role in a long-running, popular production, and you frequently like to fall back on this character to get through difficult situations. You can roll a Performance check in place of a skill check to accomplish any other task.

17TH LEVEL

ASCENDING NECROVITE

FEAT 17

ELEBRIAN

You've reached the pinnacle of necrovite training available to living creatures. You've crafted an electroencephalon, a type of high-tech *soul cage* designed to preserve your existence, and you've begun your mystical preparations for your final transition into undeath. You gain void healing and immunity to death effects, disease, and

poison. You gain resistance 5 to cold and physical damage. When you die, your soul immediately transfers to your electroencephalon.

ENCORE

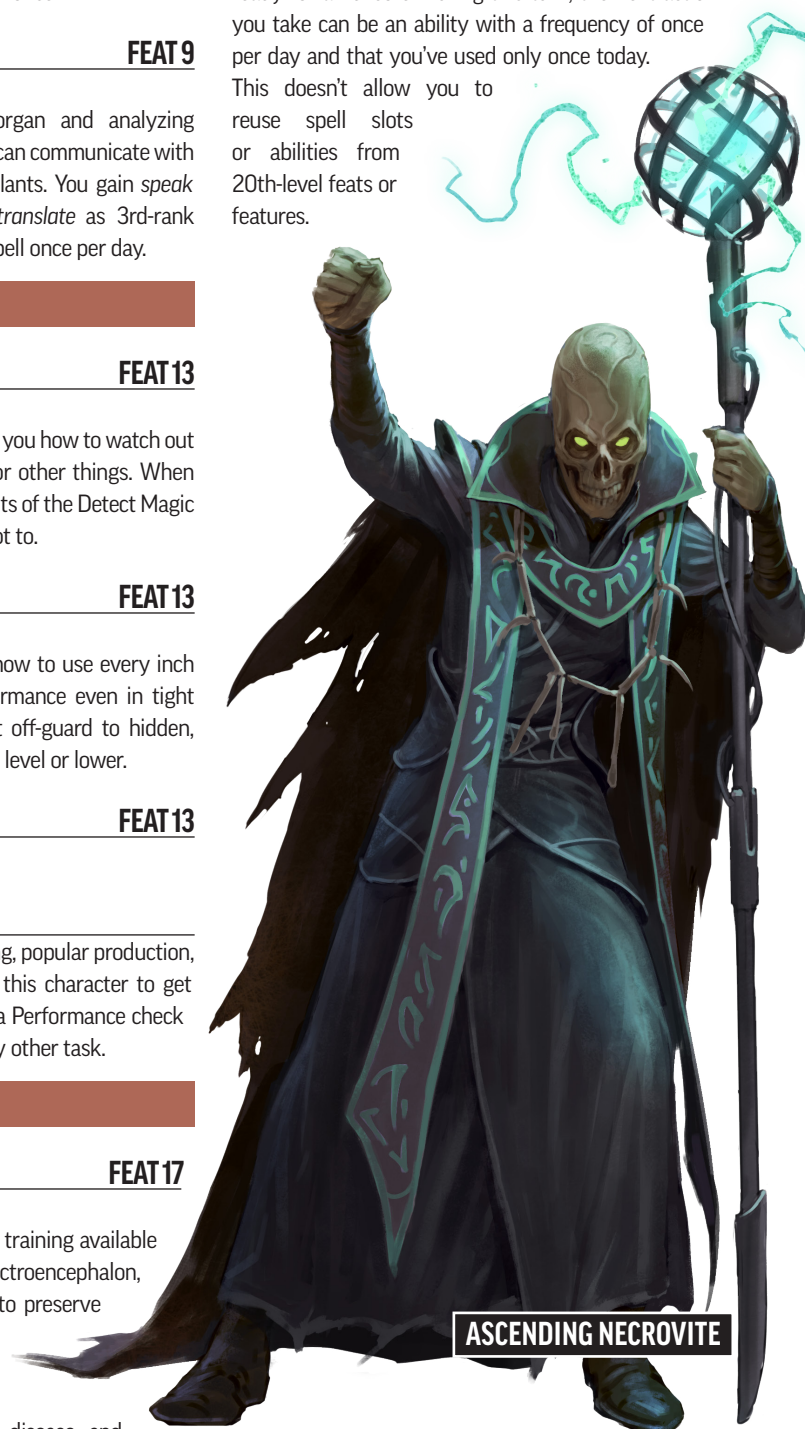
FEAT 17

ELEBRIAN

Frequency once per day

You consistently rehearse your best bits so that you're always ready for an encore. During this turn, the next action you take can be an ability with a frequency of once per day and that you've used only once today.

This doesn't allow you to reuse spell slots or abilities from 20th-level feats or features.



ASCENDING NECROVITE

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UNCOMMON HERITAGE

You are a reanimated corpse. Your undead nature might physically manifest in gray or pale skin, eyes that turn solid black or white, or an unnatural elongation of the fingernails (or similar appendages). You gain the corpsefolk and undead traits, in addition to the traits from your ancestry. You gain low-light vision, or you gain darkvision if your ancestry already has low-light vision. You can choose from corpsefolk feats and feats from your ancestry whenever you gain an ancestry feat.

Corpsefolk also gain the following.

Immunity to Death Effects: You are immune to death effects, such as being automatically killed or having your dying value increase, but not other parts of the spell or effect (such as damage or becoming frightened from *vision of death*).

Void Healing: You are damaged by vitality damage and aren't healed by vitality healing effects. You don't take void damage and are healed by void effects that heal undead.

Void Survival: Unlike normal undead, you aren't destroyed when reduced to 0 Hit Points. Instead, powerful energies attempt to keep you from being destroyed. You are knocked out and begin dying when reduced to 0 Hit Points. Because you're undead, many methods of bringing someone back from the dying condition, such as *stabilize*, don't benefit you. When you would die, you're destroyed rather than just dead, just like other undead.

Special: At the GM's discretion, you can select the corpsefolk versatile heritage after 1st level if your character dies and has an opportunity to be raised as an undead. This replaces your heritage.

Corpsefolk are people who died and reanimated as corporeal, intelligent undead, with the same general appearance and personality they had in life, though usually with sickly pale skin, rotting parts, exposed bone, or other signs of putrescence.

YOU MIGHT...

- Despise your fate and seek to find ways to reconcile your beliefs with your current state of existence.
- Revel in being a member of the unliving, constantly bringing it up during adventures when in mixed company.
- Work toward slow-burning schemes that only you have the longevity and patience to orchestrate.

OTHERS PROBABLY...

- Worry that you plan to turn them into undead creatures, or eat them.
- Pity you for not being able to taste food or feel the warmth of sunlight on your flesh ever again.
- Wonder if you chose to become undead or had this state forced upon you against your will.

You died. Whether you perished heroically on a battlefield, in front of an audience during a televised death-defying game show, alone in a back alley, or lost somewhere in the vastness of space, your soul departed and returned to somehow cling unnaturally to life.

Corpsefolk is the generic term for self-determined undead who return as intelligent beings to continue their existence. There are a few methods of embracing undeath, but most corpsefolk have returned through an esoteric magical ritual closely guarded by practitioners of the Song of Silence. Many elebrians chose this path when the atmosphere of their home world Eox was destroyed in a planetary cataclysm thousands of years ago, but that was only a fraction of their overall population. Corpsefolk are sometimes created by accident when necromancers attempting to create mindless minions lose control of their thrall. The largest population of corpsefolk in the galaxy can be found on Eox, where they make up the biggest population demographic on the planet, coexisting alongside other types of intelligent undead such as ghouls and ghosts as well as hordes of mindless undead.

If you want to play a character who has died and returned as an undead creature, but still retains echoes of their past life, you should consider playing a corpsefolk.

PHYSICAL DESCRIPTION

Corpsefolk are ambulatory corpses. They usually have pale or bruised skin tones, unsettling red or milky eyes, and rictus grins. Corpsefolk typically appear mostly like they did while they were alive, but with a complexion marked by lethal wounds and obvious signs of rot. A corpsefolk's appearance suggests a lot about their circumstances of death and return, and some take great pains to conceal their wounds behind makeup and veils. Others take the opposite approach and never miss a chance to show off their hideous scars.

Generally speaking, corpsefolk with unblemished skin, an intact body, and no obvious signs of trauma or decay most likely performed or received the rites of return at the exact moment of their deaths, which is the ideal time for the transition as taught by the Song of Silence. Pristine corpsefolk might be ancient Eoxians who survived the death of their planet by hiding in bunkers, or newly deceased mortals who paid handsomely for the opportunity to return to unlife.

Corpsefolk with gruesome appearances were usually raised by someone else after suffering a brutal, unplanned death or a period of decomposition. Some corpsefolk defy this expectation by making the aesthetic choice to encourage skin rot or mutilate their resilient bodies into a horror show to shock the living.

SOCIETY

On Eox, necrovites and other powerful undead control mindless minions. The highest echelon receive the honored title of bone sage and have the privilege of directing their undying workforce to build, farm, or fight for them. But not every Eoxian is an unliving neo-feudal lord or serf, and most corpsefolk exist outside this system.

On the so-called grave world, corpsefolk find professional success in one of Eox's many industries, or as paid retainers working directly for the ruling bone sages. Corpsefolk often get along well with other intelligent undead such as ghouls and ghosts, who dwell alongside them on Eox. They also tend to fit in well with borai, who share the unique experience of surviving their death.

When first raised, a corpsefolk is likely to cling to the patterns familiar to them in life. Most corpsefolk cohabitate with small families or enclaves of friends. Many carry on their typical routines and hobbies. Crafters master their trades, while artists and performers chase transcendence. Some very old corpsefolk withdraw from society to pursue niche goals, spending nearly all their time sequestered in tomblike residences. Others still relish time spent with the living and seek jobs in Pact Port where they have more opportunities to interact with people that remind them of the lives they once lived.

Though Pact laws treat the murder of intelligent undead the same as living creatures, some extremists loathe all undead and can't separate everyday unliving people from the supremacist Corpse Fleet or defiling priests of Urgathoa. Many living people distrust corpsefolk, pointing to Eox's unpleasant history and twisted game shows as reasons to always be suspicious of denizens of the grave world.

Like most intelligent undead, corpsefolk hide out in insular communities on Eox or risk being destroyed when they venture too far from safety. Adventuring undead usually stick together and might even disguise themselves as living creatures with the help of trustworthy allies.

Corpsefolk have no special naming conventions. Most

PERKS OF UNDEATH

Corpsefolk don't need to eat, drink, or breathe, but they do need 4 hours of rest every day. Most corpsefolk spend this time in a state mimicking meditation or death.

choose to keep the names they had in life. Some corpsefolk take a new name when they die, often choosing to memorialize an aspect of their death experience.

Sample Names: Beheaded In Red, Fleant, Kitthaine, Lana Eviscera, Leoma, Lorenico, Marena, Melbry, Nameless, Nightshade, Nobrom, Nun of the Black Gate, Octavus, Riask, Sardat, Upruk, Velina, Vin, Zero



PARTIAL CORPSEFOLK

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BELIEFS

Corpsefolk usually believe whatever they did in life, but some change their edicts and anathema after death.

A corpsefolk who dies as a result of betrayal or violence might prioritize vengeance against whoever was responsible for their painful and traumatic demise. Some corpsefolk were transformed against their will and spend their undeath trying to reverse their accursed state, while others desperately seek revenge against the one who caused their death, or their unlfe.

Worshippers of gods like Pharasma and Sarenrae might question their faith and suddenly switch to another belief system that condones undeath after being raised. Others might stubbornly cling to their faith in hopes of being cleansed or redeemed. Some corpsefolk are practitioners of the Song of Silence, even after failing to fully transform into necrovites before dying of unplanned causes.

Rarely, corpsefolk might be followers of Urgathoa, the god of undeath and pestilence. The Pallid Princess encourages her followers to keep enjoying mortal pleasures in undeath, attracting corpsefolk yearning for the comfort of life to her faith. Corpsefolk are just as likely as the living to follow any particular philosophy or worship any god, except Pharasma, who views their existence as unnatural.

Popular Edicts die better than you lived, seek knowledge or power, live forever

Popular Anathema rest in peace

ANCESTRY FEATS

The following feats are available to corpsefolk characters.

LINEAGES

Corpsefolk can select any of the following lineages.

BITING CORPSEFOLK

FEAT 1

CORPSEFOLK LINEAGE

A transformation after death twisted your body, elongating your teeth into fangs or sharpening your appendages into claws. When you select this feat, you gain one of the following unarmed attacks of your choice: claw or jaws. Both of these attacks are in the brawling weapon group and have the listed damage die and traits.

Claw 1d6 slashing (agile, finesse, unarmed)

Jaws 1d6 piercing (grapple, unarmed)

At 5th level, whenever you get a critical hit with one of these attacks, you get its critical specialization effect.

Special You can select this feat two times. Each time you do, select a different attack from the options listed above.

PARTIAL CORPSEFOLK

FEAT 1

CORPSEFOLK LINEAGE

You died from massive traumatic injuries that caused you to lose body parts, or you rotted for a long time before you were brought back as an undead. There is no hiding your undead nature from onlookers unless you are wholly disguised, but you can manipulate your broken shards in creative ways. Your reduced mass gives you a +5-foot status bonus to your land Speed. In addition, you can spend 1 action that has the manipulate trait to break off a jagged piece of your own body to create a commercial knife. You can create a number of knives at a time equal to your



SHAMBLING CORPSEFOLK

Constitution modifier. They can't be sold and don't function for others. Effects that enhance your natural attacks, such as *hardlight handwraps*, apply their effects to a commercial knife created in this way while you're wielding it.

SHAMBLING CORPSEFOLK

FEAT 1

CORPSEFOLK LINEAGE

Most creatures mistake you for a mindless, shambling zombie or even a lifeless corpse, and you've learned how to use your sepulchral appearance to your advantage. You gain the Feign Death feat, even if you don't meet the prerequisites. You gain a +2 circumstance bonus when using Deception to roll initiative if you are Impersonating a corpse when combat begins.

1ST LEVEL

A LIFE FOR A LIFE

FEAT 1

CORPSEFOLK DIVINE

You've learned to manipulate the forces of vitality and void to cheat death. Choose one of the following cantrips: *forbidding ward* or *stabilize*. You can cast this spell as a divine innate spell at will. A cantrip is heightened to a spell rank equal to half your level rounded up.

Special You can select this feat twice. Each time, you must select a different cantrip.

CREATIVE COMBAT

FEAT 1

CORPSEFOLK

Through experimentation, manipulation, or perhaps just due to natural wear and tear of your limbs, you are able to use your natural weaponry in more creative ways than just bashing, stabbing, or biting. Select two of the traits from the following list and add them to your ancestry's unarmed attacks: backstabber, backswing, concussive, disarm, forceful, parry, shove, sweep, and trip.

Special Partial corpsefolk characters may apply this feat's benefit to the knives they create with their lineage ability.

CORPSEFOLK LORE

FEAT 1

CORPSEFOLK

Becoming undead has given you unique insight. You learn how to speak and understand the Necril language, and you become trained in Undead Lore, a skill that allows you to Recall Knowledge about all kinds of undead regardless of subtype. At 5th level, your proficiency in Undead Lore increases to expert.

DEATHLESS STUDY

FEAT 1

CORPSEFOLK

Your long existence has given you time to train and insights worth several mortal lifetimes. You become trained in two skills of your choice.

RED EYE

FEAT 1

CORPSEFOLK

Prerequisites low-light vision

Your eyes burn with a red hue and glow like embers when in areas of darkness or shade. You gain darkvision.

TWITCHING MUSCLES

FEAT 1

CORPSEFOLK

When you died, your muscles and sinew knotted themselves together more tightly than when you were alive, allowing for more tightly controlled and rapid movements. You gain a +5-foot status bonus to your land Speed.

UNDEAD EMPATHY

FEAT 1

CORPSEFOLK

For you, other undead creatures are easy to read, and you have a knack for dealing with them that others lack. You can influence mindless undead and communicate rudimentary orders to your minions. You can use Diplomacy to Make an Impression on mindless undead or make simple requests of them. If the undead creature currently is already in the thrall of a creature whose level is higher than yours, you typically need to roll a critical success (at GM discretion).

5TH LEVEL

CONSUME FLESH

FEAT 5

CORPSEFOLK MANIPULATE

Frequency once per day

Requirements You are adjacent to the corpse of a Small or larger creature who has died in the last day.

Your undead metabolism has evolved in ways that allow you to gain some small measure of sustenance and healing from the consumption of the recently dead. This might be the act of eating their flesh, fusing their bones with yours, or a combination of other activities that your companions might find to be gruesome. Regardless, it nourishes and replenishes you. You regain 1d6 Hit Points for every level you have.

DEAD NERVES

FEAT 5

CORPSEFOLK

Without nerve endings, you can put your body up against hazards and obstacles without caring about bruising. Stride twice. Once during this movement, if you pass through or end adjacent to a door, window, wall, or similar obstacle, you can attempt an Athletics check to Force Open that obstacle with a +1 circumstance bonus to the roll. On a failure, your movement immediately ends.

DEATH'S ADVANCE

FEAT 5

CORPSEFOLK

Your magically preserved corpse can plow through obstacles and ignore strain in ways the living cannot. Stride twice, or three times if you spent 3 actions to Death's

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Advance. During this movement, you ignore difficult terrain and greater difficult terrain. Once per day, you can choose to ignore all circumstance and status penalties to your Speed when you use Death's Advance.

HULKING CORPSEFOLK

FEAT 5

CORPSEFOLK

You're a mountain of flesh, having managed to increase your girth in irreversible ways. Perhaps you absorbed enough physical material to do so, or maybe you've completed mysterious, inexplicable necromantic rituals. Increase your size category to Large, and increase your reach by 5 feet.

QUICK BREAK

FEAT 5

CORPSEFOLK

Prerequisites Partial Corpsefolk

You learn to prepare your natural weapons much more quickly than before. Breaking off knives from your body loses the manipulate trait and becomes a free action instead of a 1-action activity, and your unarmed attacks are now treated as though they had the advanced weapon improvement.

RIP, TEAR

FEAT 5

CORPSEFOLK

Prerequisites Biting Corpsefolk

Your skull plates or teeth have grown sharper over time, or you have painstakingly carved them to do maximum damage when using them in combat. Your unarmed bite attack now inflicts 1d6 persistent bleed damage on a successful hit (double on a critical hit). If your weapon damage ever increases, the number of dice for your bleed damage also increases by the same amount.

UNDEAD SENSES

FEAT 5

CORPSEFOLK

Your senses changed and improved after you died. Now you can feel the vitality energy radiating from living creatures and the void surrounding other undead entities like you. You gain lifesense as an imprecise sense with a range of 10 feet, allowing you to pinpoint the locations of (and distinguish between) living and undead creatures, but not other unliving beings such as constructs.

9TH LEVEL

COAGULATION

FEAT 9

CORPSEFOLK

Your blood coagulates into sludge, making your body more resilient against attacks that rip and shred. You gain resistance to bleed and precision damage equal to your level. The DC of your flat checks to recover from

persistent bleed damage is 13 rather than 15. This reduces to 8 rather than 10 when receiving appropriate assistance.

DEATH'S INDIFFERENCE

FEAT 9

CORPSEFOLK

Your skin and bones have weathered down to the point where certain types of damage no longer have the same effect on them as when you were counted among the living. You gain resistance to a specific damage type equal to half your level. Biting corpsefolk gain resistance to slashing damage, partial corpsefolk gain resistance to piercing damage, and shambling corpsefolk gain resistance to bludgeoning damage.

ENERGY INFUSION

FEAT 9

CORPSEFOLK DIVINE

You infuse your attacks with necromantic or radiant energies from beyond the material Universe. You infuse your attacks with spiritual energy for 1 minute. All weapons you're wielding and your unarmed Strikes become magical and either deal 1 additional spirit damage and gain the unholy trait against living creatures, or deal 1 additional spirit damage and gain the holy trait against undead.

NECROGOURMAND

FEAT 9

CORPSEFOLK

Whether through atonement, supernatural evolution, or mutation, your internal organs have regrown and reconnected to your soul in such a way that you can gain pleasure from eating and drinking once again, giving you a flushed, healthy appearance. This gives you a +1 status bonus on Deception checks to appear as a non-undead creature. You can also now receive healing from items with the vitality trait that are eaten, ingested, absorbed, or injected (such as serums or oils), but you only receive half the normal amount of healing (rounded up).

UNDYING DEFIANCE

FEAT 9

CORPSEFOLK

You laugh at holy symbols and delight in the sound of faltering prayers. You are more in tune with your existence as an undead than many other corpsefolk are, and you can now leverage that to hold off those who would wield religious energies to try and unmake you. You gain a +1 circumstance bonus to all saving throws against divine effects and spells.

13TH LEVEL

BONE SHARDS

FEAT 13

CORPSEFOLK

Frequency once per 10 minutes

You break off a piece of your anatomy and fling sharp bone shards at your enemies. You gain a bone shards unarmed

attack that deals 1d8 piercing damage. Your bone shards are in the projectile group and have the area (cone) trait with a range of 15 feet. This effect lasts 1 minute.

DEATH ETERNAL

FEAT 13

CORPSEFOLK

Frequency once per day

Trigger You are reduced to 0 Hit Points and would gain the dying condition.

You're not ready for the Boneyard. Roll a DC 11 flat check. On a success, you remain standing with 1 Hit Point instead of being reduced to 0 Hit Points with the dying condition.

GORGE

FEAT 13

CORPSEFOLK

Prerequisites Consume Flesh

Frequency once per day

You force yourself to metabolize more flesh, gristle, and bone than you can normally stomach, gorging on as much of your grisly meal as possible to bolster your body's necromantic healing processes. When you Consume Flesh, you gain a number of temporary Hit Points equal to 10 plus half your level, rounded down. These temporary Hit Points last for 10 minutes.

MEMORY SHIELD

FEAT 13

CORPSEFOLK | DIVINE

Frequency once per day

Trigger You take damage from an effect that deals vitality damage.

You draw upon precious memories from your life to shield you against the energies that would nominally purge undead creatures from the universe. You gain resistance to the triggering damage equal to your level.

7TH LEVEL

BLOOD FEAST

FEAT 17

CORPSEFOLK

Frequency once per day

Requirements Your last action was a successful Strike with an unarmed attack or commercial knife you created using your lineage.

By tapping into the latent necromantic energies that surround you, you leech vitality from nearby living creatures, healing your own body in the process. You cast *vampiric exsanguination* as a 7th-rank divine innate spell, but the spell affects only the target of your last Strike.

IMPROVED UNDEAD SENSES

FEAT 17

CORPSEFOLK

Prerequisites Undead Senses

Your ability to sense living and undead energies improves, and you learn how to differentiate between entities you can sense in an area. Your lifesense becomes a precise sense with a range of 60 feet.

UNCONTROLLABLE

FEAT 17

CORPSEFOLK | FORTUNE

You refuse to let anyone control you. Whenever you attempt a Will save against a spell or effect that would give you the confused or controlled condition, roll twice and use the higher result. If you would start your turn confused or controlled, you can immediately attempt a DC 5 flat check. On a success, you fight that mental control, becoming paralyzed until the end of your turn rather than acting against your will. If you roll a 20 on this check, you immediately end the confused or controlled condition.



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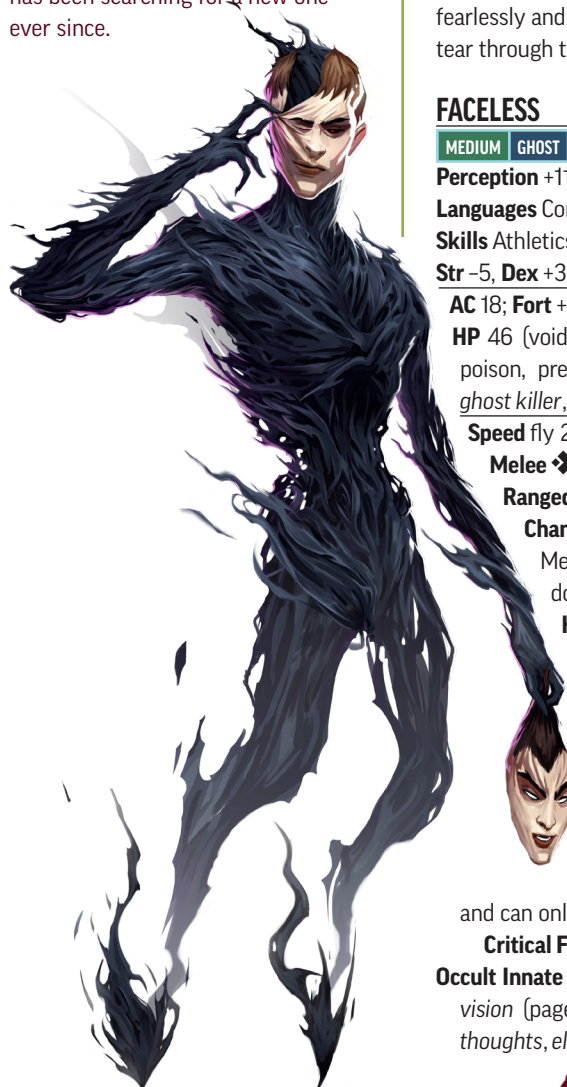
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Alien Archive



FACELESS ORIGINS

Nobody knows how faceless are created, but there are theories. Some theologians and scientists believe they're the husk left over after an undead creature's personality breaks down. Faceless don't recall their own origins, and their personalities grow more unstable every time they steal a new face. At least one infamous faceless assassin claimed to be an unidentified victim of a serial killer on Absalom Station. She was found with her face surgically removed and has been searching for a new one ever since.



FACELESS

The faceless are wisps of their former selves, virtually indistinguishable from any other ghost until they tear away their flesh-covered face and reveal the nothingness beneath. Their most noticeable feature is the disconcerting blank space with no ears, eyes, mouth, or nose located where their face should be.

Faceless create masks using faces stolen from corpses or even the living, assuming a twisted version of the face's identity until the skin rots away, and they're forced to replace their grisly accessory.

Left to their own devices, faceless undead float aimlessly, forlorn and hopeless, until they encounter a face and identity they can steal. Faceless are often drawn to carved or painted faces and sometimes attack other undead creatures.

The Corpse Fleet recruits faceless undead to use as shock troops during boarding maneuvers. Some faceless embrace their identity as troopers, serving fearlessly and loyally until they inevitably lose control of themselves, violently tear through their own platoon, and have to be put down by their allies.

FACELESS

CREATURE 4

MEDIUM GHOST INCORPOREAL SPIRIT UNDEAD UNHOLY

Perception +11; darkvision, lifesense 30 feet

Languages Common, Necril (cannot speak)

Skills Athletics +12, Drift Lore +8, Stealth +10

Str -5, **Dex** +3, **Con** +0, **Int** -2, **Wis** -1, **Cha** +0

AC 18; **Fort** +8, **Ref** +11, **Will** +6

HP 46 (void healing); **Immunities** bleed, death effects, disease, paralyzed, poison, precision, unconscious; **Resistances** all damage 5 (except force, ghost killer, spirit, or vitality; double resistance vs. non-magical)

Speed fly 25 feet

Melee ♦ claw +9 (magical), **Damage** 2d6+3 slashing plus Grab

Ranged ♦ void ray +12 (magical), **Damage** 2d4 void

Change Shape ♦ A faceless can take on the appearance of any Medium humanoid or undead in their collection of faces. This doesn't change their statistics.

Harvest Face ♦♦♦ The faceless tries to slice off the face of an adjacent dead or helpless target, stealing it for their grisly collection. The target must attempt a DC 18 Fortitude save. The faceless is off-guard until the beginning of their next turn.

Critical Success The target is unaffected.

Success The target takes 2d6 slashing damage and is dazzled for 1 round.

Failure The target takes 5d6 slashing damage and is blinded for 1 round. The creature's face is surgically removed and can only be restored with *regenerate* or a similar effect.

Critical Failure As failure, but the target takes 10d6 slashing damage.

Occult Innate Spells DC 21, attack +11; **2nd** *deadly vitality* (page 103), *twisted vision* (page 103); **1st** *mind skewer*, *sonic scream*; **Cantrips (2nd)** *detect thoughts*, *eldritch lance*, *injury echo*, *void warp*

MUMMY WASP SWARM

The Corpse Fleet's most overt long-term goal is establishing the supremacy of undeath in the Pact Worlds solar system, with the system's new immortal overlords eradicating or enslaving the living as they see fit. Eventually, the glorious Corpse Fleet hopes to conquer all of Desna's Path, and perhaps expand to other galaxies.

On the smaller scale of operations, Corpse Fleet researchers experiment with necromantic weapons of all kinds, including unliving biological weapons like mummy wasps.

Mummy wasps are created by fumigating wasp swarms inside of their hives and then painstakingly and individually mummifying them in sacred paper wrappings before burying and reviving the whole nest in an unholy ritual.

When deployed, mummy wasps viciously attack living creatures and ignore undead, making them an ideal weapon for zone control and enemy suppression. They're also incredibly aggressive and invasive. Mummy wasps have been spotted in locations far from the Corpse Fleet facilities in the Vast where they were created.

Mummy wasp nests have been deployed at Barrow and other Corpse Fleet installations. They're also utilized as ammunition, shot out of breaching cannons or hurled from vehicles.

MUMMY WASP SWARM

CREATURE 6

LARGE **SWARM** **UNDEAD** **UNHOLY**

Perception +17; darkvision, lifesense 40 feet

Skills Acrobatics +13, Stealth +9

Str -2, **Dex** +4, **Con** +3, **Int** -3, **Wis** +2, **Cha** +1

AC 21; **Fort** +14, **Ref** +17, **Will** +11

HP 70, void healing; **Immunities** bleed, death effects, disease, grabbed, paralyzed, poison, precision, prone, restrained, swarm mind, unconscious; **Weaknesses** area damage 6, fire 6, splash damage 6, water 6; **Resistances** bludgeoning 4, piercing 8, slashing 8

Rejuvenation (divine) When a mummy wasp swarm is destroyed, the hive's necromantic energies reanimate a new swarm over 1d6 days. A reforming mummy wasp swarm is destroyed permanently if its hive is consecrated or destroyed (30 HP) with vitality, water, or fire damage.

Mummy Storm (aura, divine, emotion, fear, incapacitation, mental) Millions of enchanted paper shreds orbit the swarm in a 10-foot emanation. Creatures inside this aura gain greater cover from the attacks of creatures outside of it. Any living creature that enters the aura or begins its turn inside it must succeed at a DC 22 Will save or become frightened 1.

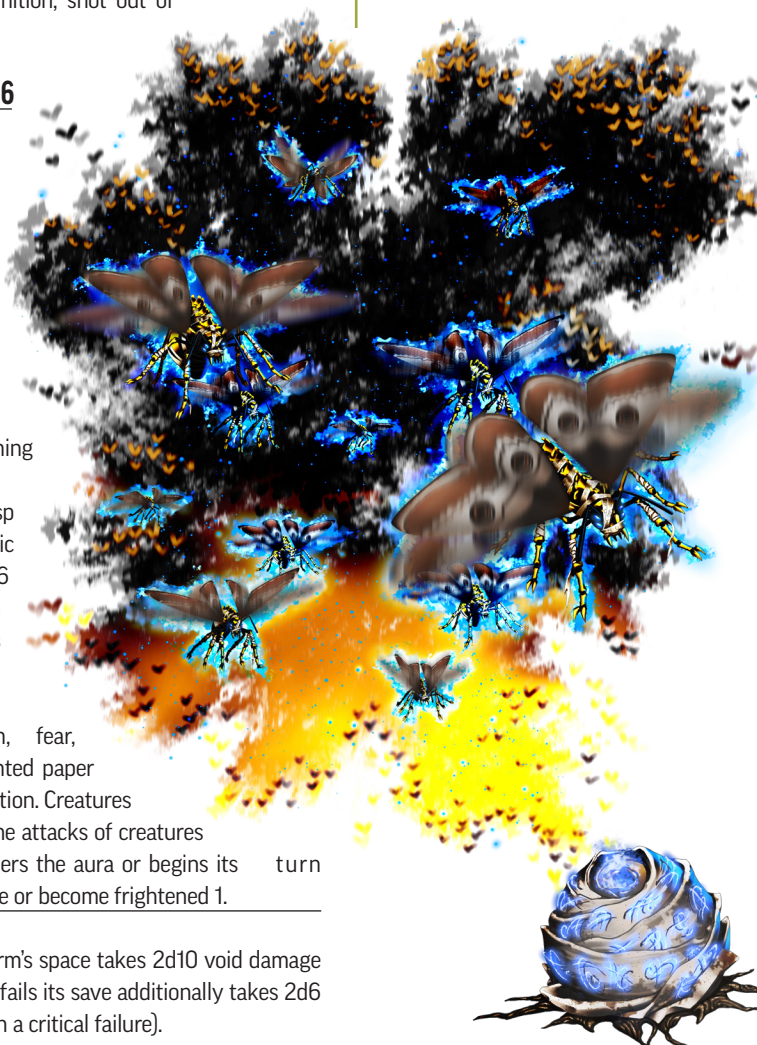
Speed fly 30 feet

Unliving Stings ♦ Each creature in the swarm's space takes 2d10 void damage (DC 24 basic Reflex save). A creature that fails its save additionally takes 2d6 persistent void damage (double damage on a critical failure).



DANGEROUS RESEARCH

The successful engineering of mummy wasps and rigor mortis has emboldened devious Corpse Fleet scientists to push the boundaries even further and create more powerful unliving weapons. Intelligence from the few Steward spies inside the Corpse Fleet indicates that the admiralty is ready to launch Project Gravemind, an effort to convert Swarm components into undead troopers. Succeed or fail, the consequences of such an experiment could be disastrous for the Pact Worlds.



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PHANTOM GEF PETS

Most phantom gefs are already bonded to an owner—these fiercely loyal creatures would rather die than desert a beloved companion. Feral or stray phantom gefs are elusive and rare, but such creatures can be trained by patient hands. Since phantom gefs behave much as they did when alive, common animal training techniques are useful for coaxing these creatures. However, they're still undead and less interested in food than living animals. The hardest part of taming a phantom gef is spotting one.

PHANTOM GEF

Before the end of life on Eox, gefs were a type of domestic animal—a small but robust creature with an enlarged head, sleek quadrupedal body, and fierce loyalty when properly trained. Breeders produced many subspecies of gefs, and they grew in popularity as farm animals, hunting companions, and pets.

Boutique breeders pioneered genetically engineered hybrid species of gef with folded ears, bizarre fur patterns, and other sought-after features. These gefs were extremely valuable and became popular pets among the upper echelon of elebrians sages, who claimed their pets also had magical properties.

When elite elebrians sought refuge from the escalating sarcesian conflict, they brought their beloved gefs with them. A few gefs survived in underground bunkers, but living pets fell out of favor once the majority of Eoxians made the transition to undeath. The last living gefs were pampered by their owners for the remainders of their natural lives, allowed a peaceful death, and immediately reanimated as undead creatures to continue providing eternal companionship.

Phantom gefs are reanimated pets or service animals brought back to unlife by their owners. Most phantom gefs behave similarly to how they did in life. Domesticated gefs retain their training and prefer the company of creatures they bonded with in life. Wild gefs are rare, and are most often strays who form roving packs in the wastelands outside Orphys and elsewhere.

PHANTOM GEF

CREATURE 3

UNCOMMON SMALL GHOST INCORPOREAL SPIRIT UNDEAD UNHOLY

Perception +9; darkvision

Skills Acrobatics +7, Athletics +13, Stealth +10, Survival +5

Str -5, **Dex** +3, **Con** +0, **Int** -3, **Wis** +2, **Cha** +4

AC 17; **Fort** +6, **Ref** +12, **Will** +9

HP 33 (void healing); **Immunities** bleed, death effects, disease, paralyzed, poison, precision, unconscious; **Resistances** all damage 5 (except force, ghost killer, spirit, or vitality; double resistance vs. non-magical)

Ghostly Form A phantom gef is always concealed. When a phantom gef takes area damage, it's no longer concealed until the beginning of its next turn.

Speed 30 feet

Melee ♦ jaws +10 (magical),

Damage 1d8+2 piercing plus Grab

Ranged ♦ yip +8 (magical, range increment 20 feet, sonic), **Damage** 1d4+4 sonic

Tug-of-War ♦ The phantom gef attempts to Disarm the target with the following critical success.

Critical Success The phantom gef knocks the item out of the creature's hand and into its mouth.

While holding the item in this way, the phantom gef can't take any actions except to move, and it can drop the item at any time as a free action.



RECULOBUTAPUS

Reculobutapuses are one of many invasive species from the Vast that hitched a ride into the Pact Worlds and flourished in ecosystems with new food sources and no natural predators. During the Drift Crisis, a Zo! Media crew was stranded in Kazmurg's Absurdity, a relatively uncharted region of space far from the Pact Worlds that can only be explored by studying physical maps. The crew was forced to land on a nearby planet in order to repair their ship and gather the intel necessary to navigate the system.

Always looking for an angle, the loyal camera crew followed up-and-coming producer **Reculo** (ambitious male elebrian producer) into the wilderness to document their experiences. Before the producer was swallowed whole, he managed to capture footage of a curious creature—large, flat, and shaped like a mound of dirt and moss with rows of razor-sharp teeth.

A breeding pair of these ferocious creatures managed to sneak into the ship's cargo hull before the crew departed, or perhaps someone smuggled a specimen aboard to sell back home—nobody knows. The transplanted beasts infested Pact Port's hangars, where they wormed their way onto ships bound for other Pact Worlds.

The undead of Eox have made the most of their reculobutapus infestation. Once they realized the creatures can be pacified with low jolts of electricity and frequent meals of fresh meat, some necrovites sought after these stylish creatures as pets, prizing them for their ability to change color to match an owner's outfit or home decor—better yet, they provide an extra level of home defense if they aren't fed frequently.

RECULOBUTAPUS

CREATURE 3

UNCOMMON LARGE BEAST

Perception +12; tremorsense 30 feet

Skills Acrobatics +9, Athletics +12, Stealth +14, Survival +6

Str +3, **Dex** +2, **Con** +2, **Int** -3, **Wis** +2, **Cha** +1

Chameleon Coloration The reculobutapus changes its coloration to match its surroundings. It doesn't need cover to attempt to Hide with a Stealth check.

AC 19; **Fort** +9, **Ref** +12, **Will** +6

HP 42

Ambush **Trigger** A living creature passes within 10 feet of the reculobutapus and has not detected it; **Effect** The reculobutapus Strides directly toward the triggering creature and makes a jaws Strike against it. The target creature is off-guard to this attack.

Spiky Hairs **Trigger** A creature within the reculobutapus's reach damages it with an unarmed or non-reach melee Strike; **Effect** Spiky hairs shoot out from the reculobutapus dealing 1d4+3 piercing damage to the creature.

Speed 5 feet; burrow 25 feet

Melee **◆** jaws +12, **Damage** 1d10+3 piercing plus Grab

Melee **◆** body slam +12 (agile), **Damage** 1d8+3 bludgeoning

Swallow Whole **◆** Medium, 1d8+3 bludgeoning, Rupture 9



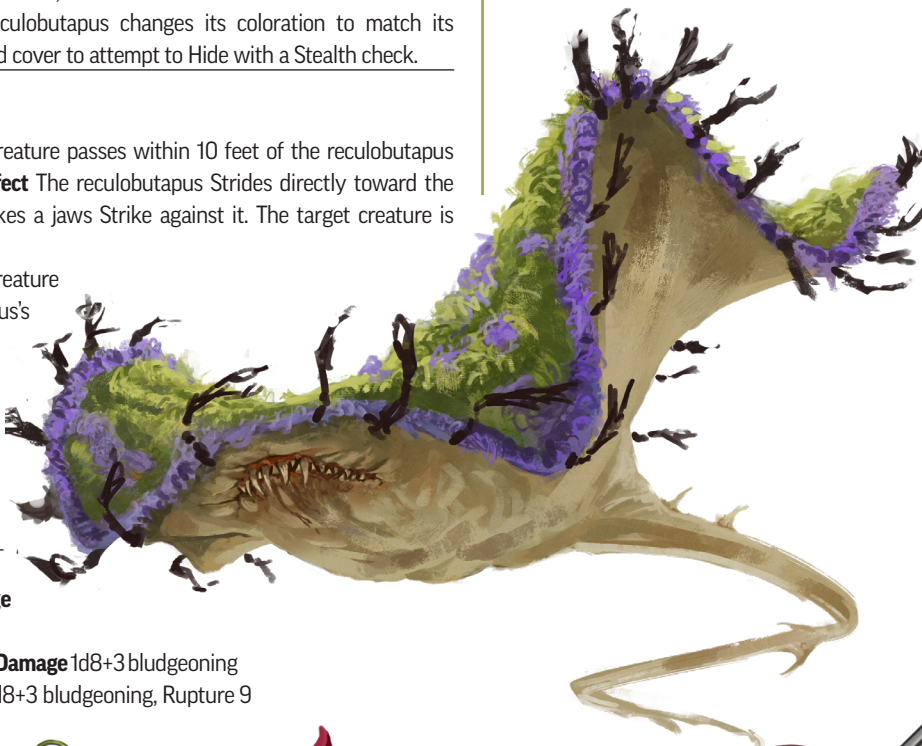
RECULOBUTAPUS COMPANIONS

Most consider it dangerous to keep monsters as pets, but a few reckless collectors or nature enthusiasts do it anyway. It's difficult to tame and care for a reculobutapus, which weighs up to 2,100 pounds and needs 20 pounds of fresh meat per day to stay healthy. Hungry reculobutapuses regress quickly, forget their training, and carelessly devour their caregivers. However, undead creatures don't make good meals and can usually heal from a reculobutapus mauling, making the prospect of owning such a dangerous creature less daunting.



DESIGNER PETS OF THE FUTURE?

Zo! adopted a litter of reculobutapuses brought in as props for a production. He keeps them as personal pets. Zo! Media funds a breeding project dedicated to breeding a smaller, more docile version of the reculobutapus that could be marketed as a family pet and fashion statement.



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FORGING A RIGOR MORTIC

Rigor mortics are built from chunks of soldiers left behind on the battlefield, grafted into heavy armor and reanimated by necromagitech. Some rigor mortics are forged from the corpses of Corpse Fleet heroes whose bodies are too broken to continue fighting, but most are amalgams of Corpse Fleet survivors, dead enemies, and living conscripts cruelly forced to endure this fate.

Once a collection of parts is grafted permanently into a suit of armor, the final step is coating the rigor mortic in a shell of supernatural ice, turning them into projectiles that can be fired from starship cannons in squads of two to four per shot. These "rigor mortars," as they've been nicknamed by some fleet captains, are stored in cryohangars until the moment they're loaded into a cannon. The ice melts away during the rigor mortic's flight, releasing the thawed undead from their shell.



RIGOR MORTIC

RIGOR MORTIC

CREATURE 1

MEDIUM **UNDEAD** **UNHOLY**

Perception +7; darkvision

Skills Acrobatics +6, Athletics +7, Survival +4

Str +3, **Dex** +3, **Con** +3, **Int** -1, **Wis** +0, **Cha** -2

AC 16 (12 when broken); **Fort** +10, **Ref** +7, **Will** +4

HP 24, void healing; **Hardness** 3; **Immunities** death effects, disease, paralyzed, poison, unconscious; **Weakness** fire 2

Breaching Strikes A rigor mortic's melee Strikes treats the Hardness of all other creatures and objects as though they were 5 less than their normal value.

Cocoon Projectile A fully-encased rigor mortic can be fired from a starship weapon into another vehicle or from a starship onto the ground. When delivered onto a battlefield in this fashion, the rigor mortic ignores all falling damage even if they're dropped from orbit. For 1 hour after a drop, a rigor mortic rolls initiative with a -2 penalty and is stunned 1 for the first round of combat.

Construct Armor A rigor mortic's grafted armor plates give it Hardness. This Hardness reduces any damage it takes by an amount equal to its Hardness. Once the rigor mortic is reduced to less than half its Hit Points, or immediately upon being damaged by a critical hit, its construct armor breaks, removing its Hardness and reducing its Armor Class to 12.

Construct Shield A rigor mortic can Raise a Shield using its integrated armor.

Speed 20 feet

Melee ♦ shield slam +9, **Damage** 1d8+3 bludgeoning

Ranged ♦ breaching minigun +7 (kickback, range increment 20 feet, range shove, razing, tech), **Damage** 1d8+3 piercing

Slow March ♦♦ The rigor mortic Raises a Shield and Strides twice. The rigor mortic's allies within 20 feet gain lesser cover.

Breaching Charge ♦♦ The rigor-mortic Strides twice and Strikes. If the Strike is a critical hit with a breaching weapon, the target is stunned 1.

XOALAT

Eons ago, the planet of Eox was a living, breathing world. Though its current necrovite rulers don't care to record the myriad of lifeforms that once flourished there, Eox once hosted countless species of wildlife. Most of these creatures died in the cataclysm that ruined the planet, but some have managed to make the transition to undeath in the time since.

Xoalats were once the most popular livestock animals on the continent of Atraskia. Vast ranches farmed these animals in a coastal plains region now known as the Atraskian Shelf. With a single horn and sturdy frame, mature xoalat hides grew into thick braids of hair in many colors that ranchers would harvest for textiles. Xoalats thrive in most environments from arid plains to arctic tundra and consume less feed than typical livestock, as they spend their time rooting in the ground for bugs, weeds, and roots.

Every living xoalat perished after the *Death Wail* rebounded at Eox, but some returned as undead creatures afterward, either woken by undead ranchers or reanimated by ambient necromantic processes. Today, all remaining xoalats are undead, and only a few elebrians own rare items woven from xoalat mane that were passed down through their families for many generations. Rarely, elebrians have allowed these precious heirlooms to be examined by scientists, giving the galaxy the first glimpse of the beauty of xoalat mane textiles in centuries.

Xoalats have adapted to the strange necrotic ecosystem that has taken over the Eoxian wilderness. Scientists and sages are baffled by the resurgence of unlife outside the necropolises, where bone sages have carefully cultivate undead ecologies controlled by magic. Only a few secretive Xenowardens have managed to study these blighted environments.

As herd animals, xoalats are usually docile, but they can be spooked by the presence of living creatures. When panicked, a xoalat tries to escape to open ground but violently lashes out at anyone or anything in their path to safety.

XOALAT

CREATURE 0

LARGE **UNDEAD**

Perception +3; darkvision

Skills Athletics +6, Survival +3

Str +3, **Dex** +1, **Con** +3, **Int** -5, **Wis** +1, **Cha** +1

AC 14; **Fort** +6, **Ref** +3, **Will** +1

HP 14, fast healing 1, void healing; **Immunities** death effects, disease, paralyzed, poison, unconscious

Speed 20 feet

Melee ♦ horn +7, **Damage** 1d6+3 piercing

Melee ♦ hoof +6 (agile), **Damage** 1d4+3 bludgeoning

Ferocious Charge ♦♦ The xoalat Strides up to twice its Speed. If it ends its movement within melee reach of a target, it can make a horn Strike against that target. If the xoalat critically hits with this Strike, the creature hit is knocked back 10 feet.

Trample ♦♦♦ medium or smaller, hoof, DC 14



XOALAT HUSBANDRY

Undead xoalats have developed the ability to slowly regenerate their bones, marrow, and leathery hides. Instead of cloth and textiles, modern xoalat ranchers harvest samples of bone marrow and hide from their regenerating herds. These materials are valuable to necrograft manufacturers and medical technology companies all over Eox.



XOALAT BEHAVIOR

Xenowardens who have studied these pitiful creatures are fascinated by their behavior, which seems to consist of repetitive loops that mimic the activities of living xoalats. Frequently observed behaviors include rooting around in the dead Eoxian soil even though they don't need to eat, grazing and roaming in herds, and making a loud mewling sound. Xoalats are generally timid unless spooked, but respond well to undead ranchers.



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NPC Gallery

JAZZY MALSAVIS

Jazzy was born near a scrapyard on Akiton, growing up in a reclaimed industrial warehouse converted into a tenement shared by a few dozen ysoki families.

As the youngest and puniest of his 16 siblings, the scrawny young ysoki made up for his puny size with a big personality, performing dramatic stunts and wacky antics to keep the attention on himself. As soon as Jazzy came of age, he joined a traveling theater company to get offworld but quickly realized he wasn't as jazzed by being on the stage. He found that he preferred capering around behind it, tinkering on sets, fixing props, and making the magic happen.

Jazzy became a stagehand and enjoyed a glamorous career touring the Pact Worlds for over a decade. Eventually he settled down on Eox, accepting Zo! Media's offer of a high-paying union job in a truly unique location.

Like many actors, prop designers, and stagehands working in the Halls of the Living, Jazzy is a card-carrying member of the Alliance of Living and Undead Media Employees (ALUME). His tireless work ethic combined with his no-nonsense attitude toward management led to him becoming a steward.



JAZZY MALSAVIS

Negotiating with a charming celebrity like Zo! backed by a host of ghoulish executives is no easy task, and stewards like Jazzy are well respected by their coworkers.

When Jazzy isn't working hard on set or helping his coworkers and managers settle disputes, he hangs out most frequently at Spurs, a saloon used for filming old-fashioned duels and bar fights. If not at Spurs, he's at the Crescent, a lunar-themed casino (especially on paydays).

Jazzy loves dancing, and though he doesn't touch a sip of booze, he always orders sarsaparilla—for his heart, believing earnestly the spicy drink is medicinal because his meemaw told him it was.

His favorite dance is the Akiton swing, a partner dance created from a fusion of ballroom and street dancing. He also enjoys teaching an unusual dance he learned from a maraquoi propmaster called oita, the seven partner shuffle, or the Maratan shuffle.

Taking a turn around the floor with Jazzy or asking for dancing lessons is a sure way for someone to get on his good side, as long as they don't step on his custom boots!

ALUME

It might seem strange that an exploitative media company like Zo! Media Productions tolerates a union. Jazzy can eagerly explain to anyone who asks about Zo!'s pro-union stance that recognition of trade unions is one of the Pact Alliance's system-wide laws, meaning that even if the undead media mogul wasn't keen on negotiating with his staff in good faith, refusing to do so would put him (and his corporation) in violation of the Absalom Pact.

Jazzy's personal theory to explain Zo!'s enthusiastic acceptance of the union (at least on the surface) is that Zo! finds it more interesting to go through the motions of bargaining and negotiation. He believes the ancient necrovite sees it as a more entertaining and novel experience than simply subjugating workers like bone sages would've done to the living in the old days.

CAMPAIGN ROLE

Jazzy plays a minor role in this Adventure Path, but the GM can expand his role if the PCs enjoy roleplaying with him or if they're interested in becoming an actor or joining the ALUME. Jazzy is a trustworthy ally who can bail the PCs out of trouble if necessary (such as if they struggle on the set of *Front Lines Frayed*) or help guide them to future adventures after the conclusion of this adventure.

Jazzy introduces the PCs to workers on various production sets, putting in a good word for them if

they're interested in joining a crew. He helps set them up with anything they need, such as getting medical care, purchasing equipment, and even putting together Deadlife social media pages, which most Halls of the Living residents use to plan gatherings and meet their neighbors.

The PCs say goodbye to Jazzy when they leave the Halls of the Living behind to pursue their ultimate goal, but he's likely to stay in touch if anyone in the group particularly impressed him.

If the PCs return to the Halls of the Living after their final confrontation with the Corpse Fleet, Jazzy eagerly welcomes them back on set. If the PCs are interested in doing more work for Zo! Media, Jazzy can set them up with acting roles and production jobs. He tries once again to recruit the PCs to join him as a union steward, which he promises involves training at a resort on Castrovel with an unbelievable buffet.

If the PCs have reached at least Influence 4 with Jazzy, he offers to send them on other union retreats in exciting locations where the PCs might discover more adventures or have the opportunity to learn new skills.

Jazzy doesn't put up with people who try to bully him, and because he knows just about everybody in the Halls of the Living, it's difficult to lie to him for long.

JAZZY MALSAVIS

LEVEL 3

UNIQUE SMALL HUMANOID YSOKI

Protective union rep

Perception +9

Will +12

Discovery DC 15 Labor Lore, DC 18 Perception, DC 16 Society

Influence Skills DC 18 Crafting, Labor Lore, or Performance (to demonstrate job skills), DC 19 History Lore or Labor Lore (to competently discuss the history of unions in the Pact Worlds), or DC 20 Diplomacy (to win him over with pleasant conversation)

Influence 0 Jazzy explains the PCs' rights as union workers: they can't be dismissed without due cause, and they're allowed to ask a union rep to attend any disciplinary meetings with management; they're guaranteed access to medical care, breaks, and complimentary meals while working; they're guaranteed fair wages; and any grievances can be reported to a union rep. Jazzy offers each PC a union card.

Influence 2 Jazzy regales the PCs with a detailed history of the Alliance of Living and Undead Media Employees (ALUME), which was founded in 213 AG by a group of actors and stagehands demanding fair wages and safer working conditions in the Halls of the Living. In a move that shocked everyone, Zo! recognized the union and began negotiating with them immediately. Jazzy explains the current state of union-company relations.

Influence 4 Jazzy is willing to help the PCs source any item by arranging for a delivery from another union company.

He can also schedule time for them to retrain at a special retreat run by the ALUME, free of charge, provided they're willing to pitch in as volunteers.

Influence 6 Jazzy gives the PCs his personal contact information and explains he's available anytime they need a favor. Jazzy is willing to help the PCs out of a jam at the GM's discretion, such as arranging for an extraction from a dangerous situation or funding a dead character's revival (or transformation into undeath). The second time he's called on for such a favor, Jazzy sighs and tells the PCs they'll have to sort this one out themselves.

Resistances Increase all DCs to Influence Jazzy by 2 for characters who refuse to sign a union card.

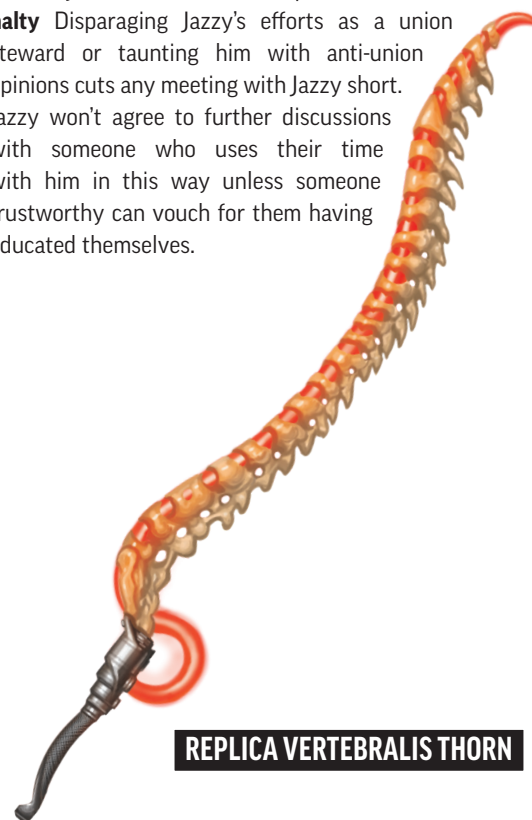
Weaknesses Jazzy is a union ysoki to the end and appreciates anyone who stands in solidarity with him and his colleagues. The first PC who signs a union card automatically gains 2 Influence Points with Jazzy.

Background Jazzy is a union steward in the Halls of the Living who originally immigrated to Eox from Akiton. Jazzy's boldness, friendly demeanor, and experience as a stagehand all come in handy in his duties.

Appearance A wiry brown ysoki who typically dresses in understated work clothing accented by a few bold accessories: a feathered hat adorned with replica skulls and antique spurs that he believes both intimidate the company bosses and make him look sharp.

Personality Boisterous, confident, protective

Penalty Disparaging Jazzy's efforts as a union steward or taunting him with anti-union opinions cuts any meeting with Jazzy short. Jazzy won't agree to further discussions with someone who uses their time with him in this way unless someone trustworthy can vouch for them having educated themselves.



REPLICA VERTEBRALIS THORN

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SANIMUS SLAYN

In the days before the cataclysm that destroyed all life on Eox, Sanimus Slayn was a happy man. He was one of the very rare elebrians who had no magical aptitude whatsoever, but he was very skilled at tinkering with arms and armor and expertly proficient in their use.

Sanimus lived on the continent of Atraskia, where he served as the captain of the guard and huntmaster for Lady Elyssiana Taliac, a member of the elebrian nobility who ruled a large fief along the coast of the Deminas Ocean.

Lady Elyssiana wasn't ever powerful enough to be counted among the planet's rulers, but as a well-loved personality, she spent much time in their company. She often invited renowned scholars and ruling nobles to arcane symposiums that were as much elite social functions as academic conferences.

Fiercely loyal and devilishly handsome, Sanimus became his lady's close confidant and, according to rumor, her primary consort, granting him power and position by association. For his part, Sanimus only cared about his lady.

Due to her connections, Elyssiana knew about the impending sarcesian attacks on Eox before they occurred, and she had the subterranean levels of her castle converted into fortified bunkers large enough for her household, staff, and hundreds of people living in the surrounding countryside. She tasked Sanimus with ensuring that the shelter was stocked with provisions and weapons and that everyone inside and outside the castle knew how to safely reach it in case of an attack.

When the *Death Wail* rent the planet, Elyssiana, her entourage, and a few dozen elebrians had already taken shelter along with a pack of hunting gefs. Sensing this attack was different, Sanimus urged Elyssiana to use her magic to peek outside. Horrified, they watched together as the sky burned, the sea boiled, and every creature trapped outside dropped dead. Elyssiana's psyche shattered at the sight of her world's ruin.

Shocked by witnessing the death of her home world, Elyssiana withdrew into deep depression. After months of desperation and despair, one of Elyssiana's powerful friends contacted her via *sending*, revealing he survived the calamity too and had devised a method for salvation. Sanimus didn't understand the complicated ritual the hooded sage transcribed, but he helped Elyssiana follow it to the letter, carefully mixing herbs and oils, reciting prayers that felt unnatural on the tongue, and preparing the needed materials.

The truth became apparent far too late to turn back—they'd dosed the rations with poison, killing everyone present, including Sanimus's beloved gefs. Then, the resulting necromantic burst from this terrible sacrifice turned into fuel for a ritual that transformed Elyssiana into a necrovite—a bone sage capable of surviving the apocalypse.

Sanimus's fury reanimated him as a corpsefolk, but only after Elyssiana had already departed or succumbed to her own despair. He has searched for centuries but has never found even a trace of her. Over time, he's forgotten who was truly to blame for the tragedy, alternating between hating himself and the bone sage who tricked Elyssiana into performing the necromantic ritual.

Now Sanimus serves Shathrava, who also feels guilt about his deeds in the ancient past and foolishly believes only he can put things right. Shathrava has manipulated Sanimus into blaming the sarcesians as the primary culprit for the cataclysm that struck Eox, therefore causing Elyssiana's death and twisted rebirth.

Now known as the Skeletal Soldier, Sanimus was among the first to swear fealty to the new Undying Admiral and wields a magic cutlass gifted to him by his new lord—but he still carries the dueling sword Elyssiana gave him long ago.

CAMPAIGN ROLE

Sanimus Slayn is the primary villain in *Guilt of the Grave World*. At the campaign's outset, Sanimus is the ranking Corpse Fleet officer stationed on Cairn, a small piece of the Diaspora asteroid belt in the Pact Worlds. This small chunk of rock isn't a permanent Corpse Fleet base. It's a way station responsible for monitoring probe networks spread throughout the Pact Worlds that Corpse Fleet vessels in the area sometimes use to resupply.

The listening post under Sanimus's command detected the mysterious signal described in the adventure's background around the same time it was registered by Ulrikka Clanholdings. Sanimus boards his warship, the *Amaranth*, charging full speed ahead toward the signal, then chases down the PCs as they fled.

Once the PCs arrive on Eox, Sanimus sends orders to secret fleet agents and strike teams on the planet's surface to hunt down the PCs and stop them from interfering in the Corpse Fleet's operations. Meanwhile, Sanimus heads to Barrow to pick up a gravimetric towing device that he plans to use to steal the asteroid facility.

This time, Sanimus remains behind in the auxiliary research center while the *Amaranth* returns to the Drift to retrieve the asteroid. Somewhere in his cold dead heart, Sanimus desperately hopes this ancient signal might have something to do with his lost lady. He wants to be the first to learn the truth of this mystery, whatever it turns out to be.

Sanimus starts off as a villain operating behind the scenes. The PCs face off against him in Chapter 5. By then, he has already received intelligence about their capabilities and tactics and is prepared to counter them as best he can. He fights with abandon, showing no mercy or quarter. Loyal to the bitter end, Sanimus fights until destroyed. As the collection of miserable bones that he once were clatter to the floor, his weapons cease to glow with unnatural ire, becoming safe for living creatures to handle.

SANIMUS SLAYN

CREATURE 7

UNIQUE **MEDIUM** **UNDEAD** **UNHOLY**

Perception +18; darkvision

Languages Common, Eoxian, Necril, Sarcesian

Skills Acrobatics +13, Athletics +11, Corpse Fleet Lore +15, Crafting +17, Intimidation +18, Nature +11, Piloting +14, Survival +15

Str -5, **Dex** +3, **Con** +0, **Int** +1, **Wis** +3, **Cha** +6

Items advanced phase cutlass, broken tactical dueling sword

AC 24; **Fort** +13, **Ref** +15, **Will** +18

HP 116, void healing; **Immunities** bleed, death effects, disease, paralyzed, poison, unconscious;

Weaknesses vitality 5

Lonely Rage Sanimus is an even more aggressive combatant when he's forced to fight alone. When fighting with no active allies, he flies into a rage that gives him an additional reaction at the start of each turn.

Reactive Strike ⚡

Vengeful Strike ⚡ **Trigger** A creature within Sanimus's first range increment uses an action or reaction to heal, grant bonuses, or otherwise assist another creature; **Effect** Sanimus makes a ranged Strike against the triggering creature.

Speed fly 25 feet

Melee ⚔ *unholy phase cutlass* +16 (analog, deadly d6, magical, sweep, unholy), **Damage** 2d8+6 spirit (plus an additional 1d8 spirit to living and undead creatures)

Melee ⚔ heel kick +16 (agile, free-hand, magical), **Damage** 2d4+6 bludgeoning

Ranged ⚔ *unholy minigun* +19 (analog, automatic [DC 29], magical, range increment 60 feet, unholy), **Damage** 2d10+8 spirit (plus an additional 1d8 spirit to living and undead creatures)

Auto-Fire ⚔⚔ minigun (60-foot cone, analog, automatic, magical, unholy), **Damage** 2d10+8 piercing (DC 20 basic Reflex)

Concussive Feint ⚔ **Requirements** Sanimus is holding his minigun; **Effect** Sanimus attempts an Intimidation check against a single target's Perception DC within the first range increment of his minigun. On a success, the target counts as clumsy 2 against his next area attack before the end of his current turn. On a critical success, the target is clumsy 2 against all of his area attacks until the end of his next turn.

Crescent Blast ⚔⚔ (flourish) Sanimus twists his minigun while firing it, curving its bullets through the air. He makes a ranged Strike or Auto-Fire attack with his minigun but calculates the point of origin for the attack as though it originated from up to 2 squares outside of his current space on the map, allowing him to fire his weapon around cover and corners.

Infuse Weapon (divine) Sanimus's weapons are infused with his hatred, gaining the magical and unholy traits and dealing spirit damage when he wields them. These weapons deal an additional 1d8 spirit damage to living and undead creatures.

Minigun Training Sanimus has trained for centuries with his minigun and can push his gear beyond what the living can achieve. When using the Auto-Fire action, Sanimus can target all creatures within the first full range increment of his weapon, rather than just half of its range. Additionally, Sanimus can ignore any number of creatures in this area without penalty. Finally, his minigun only needs to be reloaded once per day in a special unholy ritual during his daily preparations.

Suppressing Fire Enemies that fail their save against Sanimus's Auto-Fire attacks become suppressed until the start of his next turn.



SANIMUS SLAYN

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ZO!

The person who would eventually become a galactic superstar, media mogul, and fearsome bone sage wasn't always accustomed to fame and fortune. Born to an unremarkable family of elebrian serfs in rural Eox, Ahmzovar was a precocious child. He showed early signs of arcane aptitude like many of his ancestors, but he also had a flair for drama rarely seen in cerebral elebrian culture.

Following his dream to become a world-famous entertainer, Ahmzovar enamored anyone who saw him perform with his sparkling personality and theatrical antics. Many wealthy aristocrats became his patrons, allowing him to travel the world and even amass his own outrageous fortune.

Even though Ahmzovar could've simply lived a life of luxury, he stayed connected to his roots, supporting his family and pouring money into public works.

Eventually, he was invited to take an active part in the planet's governance, and he quickly became a popular leader among the working class. No matter what projects he involved himself in, Ahmzovar always seemed to make friends across political aisles.

Then the trouble with Damiar and Iovo turned everything upside down. Fearful of more sarcesian attacks, Ahmzovar helped fund research into a superweapon, enabling the project that would soon create the *Death Wail*. The terrible weapon was unveiled alongside a jingoistic song-and-dance routine choreographed by Ahmzovar himself. The performance inspired a near-unanimous vote among Eox's ruling sages to deploy the weapon.

When the *Death Wail* was fired, Ahmzovar watched through a powerful arcane telescope from the tallest tower of one of his castles located on a private island in the southwestern Deminas Ocean, not far from the coast of Atraskia and several new sub-nautical facilities the government had recently finished building.

From his privileged viewing platform, Ahmzovar witnessed the energies rebound toward Eox as a shock wave rippled through the planet's upper atmosphere. Sensing something catastrophic about to happen, he activated magical barriers around his estate, saving himself and his retinue from disaster. Trapped on his private island after the cataclysm, Ahmzovar used magical communication to reach out to others who'd survived, and from these exchanges, he learned the extent of the disaster. When his island's resources had finally been stretched to the limit, he tearfully made the decision

to leave his staff behind as he made the transition into becoming an undead necrovite since only he had enough power to perform the necessary rites.

After the destruction of his world, Ahmzovar fell into a deep melancholy for centuries, remaining in isolation inside his lonely castle as his role in the near extinction of Eox's people weighed on his mind. He blamed himself for the *Death Wail*'s unforeseen consequences. Trapped in denial by grief, Ahmzovar engaged in mental exercises, mind games, and illusionary scenarios over and over and over, trying to figure out some way to atone for his mistakes.

His chance would finally come centuries later when news reached him that a sub-nautical facility of yore had been rediscovered, with a population of living elebrians inside!

His mind racing at the possibilities of redemption, Ahmzovar returned to public life as Zo!, distancing himself from his former identity and positioning himself to gain control of the newly dubbed Halls of the Living.

In the centuries that followed, Zo! reformed the Halls of the Living into a paradise for the elebrians (and eventually others) living there as full-time entertainers while producing content

exciting enough to keep the bone sages—and the rest of the galaxy—watching and willing to shell out credits.

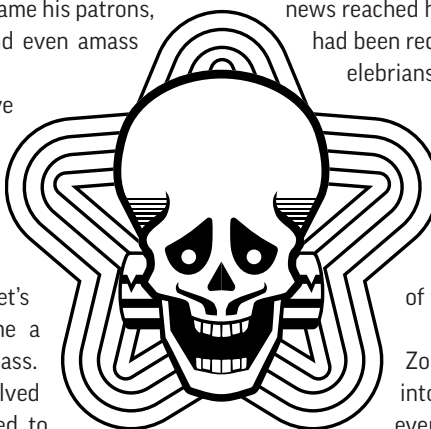
In his flawed way, Zo! is still a champion of the people. He keeps his past hidden from all but his closest confidants. Zo! is a pacifist who avoids combat, but if forced into a corner, he relies on spells and special talents to survive until he can escape danger. Zo! is one of the original bone sages of Eox, and despite his comedic antics and friendly demeanor, no person in recorded history has ever survived a duel with the undead media mogul.

Zo! handles most of his conflicts legally. A team of the best lawyers in the galaxy is at his beck and call should any legal trouble arise.

CAMPAIGN ROLE

Zo! provides comedic relief during Chapter 3 of *Guilt of the Grave World* while putting the PCs through their paces as part of an annual Zo! Media Productions extravaganza. At this point in the adventure, Zo! is aloof, playing the role of a famous media personality who's found promising new talent he can hire for cheap, but he doesn't take much of a personal interest in the PCs.

Shortly after the PCs' arrival, Zo! learns through his various rumor mills about his rising stars and their run-in with the Corpse Fleet. Once he realizes that the PCs share his interest in living elebrians, he steps in to act as



more of a mentor figure for the heroes. Zo! loathes the Corpse Fleet and their depraved mission, so he's more than happy to gift items, pay for services, and sponsor training for the PCs as they prepare to challenge the undead supremacists. Zo! would rather act behind the scenes than get directly involved in the conflict, and no doubt he's already formed several contingency plans in case the PCs fail.

ZO!

CREATURE 19

UNIQUE **MEDIUM** **UNDEAD** **UNHOLY**

Perception +35; darkvision

Languages true linguist

Skills Acrobatics +33, Arcana +40, Computers +25, Deception +40, Diplomacy +40, Intimidation +37, Media Lore +37, Occultism +33, Performance +43, Piloting +25, Religion +33, Society +37, Survival +25, Thievery +25

Str +0, **Dex** +4, **Con** +3, **Int** +5, **Wis** +3, **Cha** +6

Items custom paragon ivory chompers (page 101), custom paragon second skin (advanced energy shielding, holoskin, jetpack), Zo!'s microphone (*advanced animated intelligence*)

Media Lore Zo! can use Media Lore to Recall Knowledge about any topic.

True Linguist Zo! has enchanted himself with the ability to speak and understand all languages, giving him the permanent effects of the *truespeech* spell.

AC 42; **Fort** +30, **Ref** +33, **Will** +36

HP 357 (void healing); **Immunities** death effects, disease, paralyzed, poison, unconscious

Change the Channel  (misfortune) **Trigger** Zo! is targeted by a creature or weapon with the tech trait; **Effect** Zo! uses a universal remote implanted in his forefinger to take control of the incoming assault and redirect it toward a new target of Zo!'s choice, forcing the attacker to resolve their attack against this new target, if there's one within range. If there are no available targets, the attacker resolves their attack against Zo! but must roll their attack twice and use the worse result. Once a creature or weapon has been targeted by this ability, it's immune to Change the Channel for 24 hours.

Speed 25 feet

Melee  paragon ivory chompers +32 (analog, concealable, free-hand), **Damage** 4d4+20 piercing

Ranged  Zo!'s microphone +37 (agile, nonlethal, professional [Performance],

range increment 120 feet, tech), **Damage** 4d12+11 sonic

Cut!  (arcane) **Frequency** once per hour; **Trigger** An enemy creature uses a reaction against Zo!; **Effect** Zo! expends a spell slot with a rank equal to half the triggering creature's level (round down) to create a magical freeze frame. The triggering reaction is disrupted.

Ad Break  (auditory, concentrate mental) Zo! broadcasts loud chatter and jingles from countless advertisements for upcoming shows and brand-new products. Zo! attempts a Performance check against the target creature's Will DC. On a success, the target takes a -1 status penalty to any action it takes that has the concentrate trait (rolls and DCs) until the end of Zo!'s next turn. On a critical success, this penalty increases to -2.

Media Magic  (arcane, emotion, illusion, incapacitation, manipulate, mental) Zo! conjures an illusory scene showing off unaired footage from a controversial show or teasers for an upcoming production. All creatures within a 20-foot emanation must attempt a DC 41 Will save. A creature that succeeds is then temporarily immune to Media Magic for 1 hour.

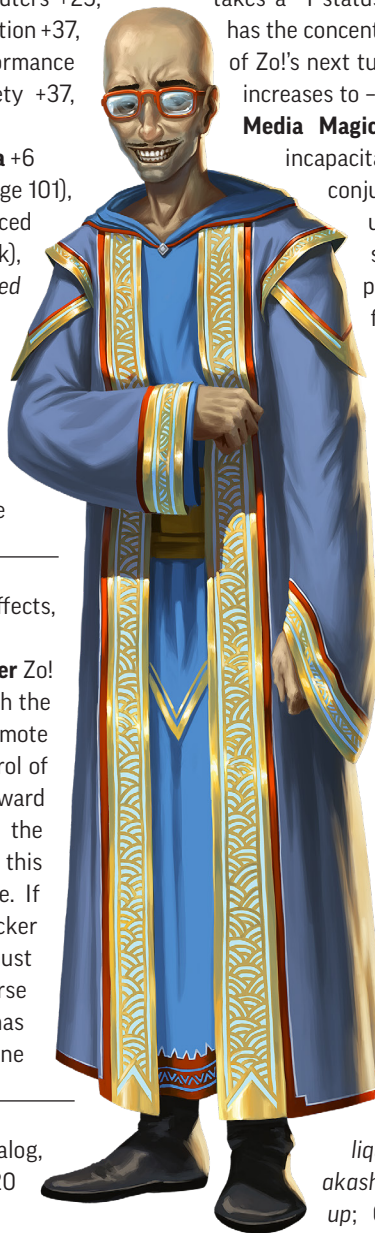
Critical Success The creature is unaffected.

Success The creature is fascinated until the start of Zo!'s next turn.

Failure The creature is fascinated with Zo! until the beginning of Zo!'s next turn. If the fascinated creature is adjacent to Zo!, it stays still and can't take actions. If the creature is attacked, the fascination ends.

Critical Failure As failure. In addition, the creature is suppressed 1 minute.

Arcane Spells Known DC 41, attack +33; **10th** new game; **9th** foresight, telekinetic tantrum; **8th** phantasmal fleet, uncontrollable dance; **7th** absolute zero, contingency, warp mind; **6th** pocket vacuum, x-ray vision; **5th** overload systems, sending; **4th** chill gaze (page 103), confusion; **3rd** discharge, life seal, personal gravity; **2nd** doom scroll, liquid siphon, selective invisibility; **1st** akashic download, chill gaze, delete, glow up; **Cantrips** (10th) daze, implant data, injury echo, ricochet, telekinetic projectile



AHMZOVAR

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"Zo! fought worse monsters for years in the Halls of the Living, and I reckon he knows how to win the hard way. This ain't his first time at the rodeo."—Eterrina Rikutan



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