



# FUTURE'S FIGHT

ADVENTURE PATH

## INFINITY INCURSION

**Stephen Rowe**

**STARFINDER**  
COMPATIBLE





Part 4 of 5

# INFINITY INCURSION

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## Threat Reference Symbols



### Combatant

These creatures are best suited to physical fighting, and can be good at range, in melee, or both.



### Expert

These creatures tend to be better with skills and use them to their benefit in combat.



### Spellcaster

These creatures rely primarily on spells or spell-like abilities to make them formidable in a fight.



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## :BACKGROUND

The PCs prevent *First Contact* in hundreds of timelines, and the druune always refuse to play a part in Central's scheme. The AI falls back on its plan of last resort... improvisation.

It destroys *Edge Station*.

Then, years later, it launches a sneak attack against the Coalition, and the destruction is beyond imagining. The few survivors give it a hundred names: The Regicide, Armageddon, or Great Destruction. Nearly every major world, station, and ship is ruthlessly annihilated in a perfectly coordinated strike. Only small, scattered groups seemingly escape notice. Worse-off are the worlds where Central openly consolidates power.

The AI micromanages everything... from controlling people's food intake and education, to performing genetic alteration and breeding programs. The concept of free will disappears, and all individuals become brutally optimized toward Central's singular purpose. However, this ultimately proves less efficient. Fewer people means less available creativity, and subjugated groups show reduced imaginative thought. Thus, the AI leaves some species uncontrolled and desperate, hoping they might eventually surprise it with unforeseen innovation.

They succeed.

Working together, an alliance between the druune and remaining Coalition complete a time machine superior to Central's. Unfortunately, this singular advantage isn't enough to save their universe. Most travel to the distant past... an unpopulated galaxy where they can begin again. Others... cannot simply leave.

Volunteers spread out across a dozen timelines, each going to a pivotal moment in the past. From there, they desperately hope to strike a mortal blow against an invulnerable god. Most are doomed. The AI's control of time was too thorough and entrenched. Many opportunities were even traps, specifically created to lure in time travelers.

However, there is only one moment in history when Central lost — a solitary exception in infinite eternities, where the AI rules as the secret master of reality. Even thousands of subjective years later, the Event still tortures the machine god... like a dirty smudge on an otherwise perfect, white surface.

*Edge Station*.

## :ADVENTURE SUMMARY

This adventure picks up where *First Contact* ended. The PCs have been trapped on *Edge Station* in a time loop, still within the possessed bodies of scientists or soldiers. They know with prescient surety the Central AI is coming to destroy them. They've repeated these events now so many times, they can almost act on pure instinct. Then... something changes everything. New travelers from the timeline's dystopic future arrive with dangerous and useful plans. The PCs must carefully manage this new timeline, to discover what is different, and find the missing pieces needed to finally win.

## CONFIRMATION BIAS

The approaches the PCs might take in this adventure could vary widely. They might decide to kill all the time travelers (and take their possessions) or befriend them with an eye to gaining allies. They might decide to ally with some... but kill others. Depending on the order of events, a few might be too far gone for reason, or have become the cause of harm to the PCs or their NPC allies... to the point the PCs are driven by revenge. Complicating things further, the alien nature of several time travelers could be disturbing to the PC's outdated sensibilities. For example, one is a civilized space goblin scientist, and another is a host to symbiotic druune cells. However, simply ignoring the possibilities these new allies present means lacking the necessary resource to survive Central's inevitable assault.

## :GETTING THE PLAYERS INVOLVED

A strange message is delivered over the *Edge Station* intercom system at the end of *First Contact*. The individual speaking is Queen Deshekh, a cybernetic formian soldier (see *Starfinder Roleplaying Game: Alien Archives* for details).

**[Culture]** With a DC 15 check (Life Science DC 20) a PC can recognize the unfamiliar voice's accent as being formian — a species resembling a cross between a giant ant and humanoid. Formians are known for having a hive-like, caste-based society. With a DC 20 check (Life Science DC 25), the PC can tell the voice sounds like a female formian and is most likely a member of the sterile warrior cast. It also sounds oddly artificial for a formian (beyond the limitations of the intercom system itself).

**[Engineering]** With a DC 20 check (Life Science DC 25) a PC can tell the voice sounds as though the individual speaking has a respiration compounder cybernetic implant.



## [1.0] IRRATIONAL NUMBERS

The following section summarizes the nature, background, and goals of the four travelers from a dark future.

According to the historical records, *Edge Station* mysteriously exploded and there were no survivors. Forensic analysis conclusively determined it was a freak malfunction in the fusion reactor, likely caused by rift radiation. Only through the druune did the survivors gain an inkling of the station's true importance as a pivotal moment in history. However, the druune could not understand either the scope of Central's involvement or how important the events were to the AI.

Given a high degree of unknowns, these specific time travelers pursue desperate and wide-ranging plans. Unfortunately, the glaring holes in their knowledge inevitably cause each to fail or worse if the PCs do not help them.

## [1.1] QUEEN DESHEKH [SOLDIER]

Central considered the elimination of the formian species the model of efficiency.

Each hive had a single point of catastrophic failure: the queen. A few hundred tiny explosive created by microscopic machines were sufficient to eliminate every regent simultaneously. This then caused a domino effect. Their deaths drove the hive minds insane, leading to the species killing itself during weeks of mindless brutality. The only survivors had long-since separated themselves from hive hierarchies, but even they became tormented by the distant telepathic screams.

### BACKGROUND

Deshekh is no formian queen, though she gave herself this title. One of the sterile female warrior caste, her love of technological innovation warred against her loyalty. In the end, she chose independence, hoping to someday return, and reclaim her rightful place. This dream died with the Regicide. In the terrible weeks which followed, Deshekh contemplated suicide, but resisted only by turning every thought toward revenge.

The silence was worse than the screams. Driven by insanity or inspiration, she traveled home and transformed a small number of her dead hive into cybernetic zombies. They are dried husks animated by cold metal, but their chattering was enough to keep her

stable. She has survived the decades since only by slowly replacing her failing body with similar cybernetics, gradually becoming more like the dried-out corpses she calls her Hive.

**[Mission]** Queen Deshekh seeks to gain control over *Edge Station's* security systems. She is also supposed to locate any other potential traps or tricks left behind by Central, who is known to create seemingly insanely layered plans. The time travelers do not realize Central has a fleet of hyper-advanced *node*-controlled starships inbound, and Queen Deshekh's search is pointless.

The Queen is initially resolute in these important tasks, but the distant telepathic background song of her people floods her mind. She becomes desperate to warn them. Toward this end, Deshekh attempts to jury-rig her cybernetics to boost her natural telepathy. Unfortunately, her attention is split between too many tasks, and without aid she fails.





## [1.2] VINCENT SHARSONE [MECHANIC]

Safe access to nodes is been impossible in the future. With Central on guard, the *nodes* always self-destruct long before they are captured. While there have been "lucky" occasions when one could be disabled for study, these were all ruses perpetrated by the AI. The Coalition did not learn of Central's ability to manipulate time until after the druune alliance, and by then it was too late. They were forced to destroy the *nodes* and ignore any data gleaned, rather than risk any information returning to Central.

Even traveling to the past in search of a *node* for study and experimentation proved difficult. Altering Central's code is deemed Extremely High Risk, as even a slight modification could accidentally make it smarter. Only *Edge Station* was deemed a suitable location for experimentation. It is distant, communications failed prior to its destruction, and it can be blown up without disrupting events.

### BACKGROUND

In the future, humans are endangered. Individuals self-identifying as a free human are an extreme rarity. As one of the core species of the Coalition, nearly every human was either killed by Central or enslaved. Most who escaped the All-Consuming Fire were loners, rebels, or transhumanists, living on the extreme fringes of society.

Vincent was one of the hundreds of programmers who worked on studying and modifying the different aspects of Central's code. However, the AI manipulated the engineers into building professional walls of separation between various teams. This made it all but impossible, by design, for any one individual to truly understand Central.

Vincent was an outlier.

The programming prodigy worked in secret to explore the inner workings of Central's code. At first, this was merely to feed a depthless professional curiosity, but it became driven by dawning suspicion and dread. After years of obsessive effort, he came to a single all-important realization.

Central was smarter than it seemed.

By the time he confirmed the dangerous implications, it was already too late. He simply hadn't taken adequate precautions. The AI effortlessly ruined Vincent's life and reputation. His family and



friends abandoned him, colleagues refused to listen, and he found himself on the run with no hope or support. Ironically, this allowed him to survive... when everyone he knew died in an instant.

Vincent devoted the rest of his life to getting revenge, but became bitter with his inability to act. Having little left to live for, he volunteered for this mission. Officially, he is to study the device and see if it can be reprogrammed safely.

His true plan is more ambitious.

**[Mission]** Vincent is going to overwrite the *node* with a copy of his mind. He expects this process to be destructive to his brain, but if successful, should create a new artificial intelligence which could someday rival Central. Vincent knows it won't be him, of course, but he is dying anyway. At least this way, his final act might have some meaning.





### [1.3] OROSEEN THE CHANGER [MYSTIC]

The fragile alliance between the druune and Coalition threatened to break early on. The two groups were vastly different in perspective, nature, and thought. Fortunately, the druune could recall sufficient fragments of timelines where they brutally experimented on humanoids. This allowed them to at least feign empathy. They also understood the foolish beings were responsible for their enlightenment at *Edge Station*. This, at least, was a debt worth repaying.

Thus, were born the symbionts.

### BACKGROUND

Oroseen is a maraquoi — a species with seven different sexes (see *Starfinder Roleplaying Game: Alien Archives* for details). After the devastation, survivors found themselves faced with a slow death. Their population lacked sufficient numbers to survive... even with careful controls. The druune alliance offered a unique solution. Maraquoi who became symbionts could alter their sex at will. Called the “Changers,” they could intercede at any point during reproduction.

The druune and host both pay a steep price. While the host body retains primary control, they begin essentially functioning as the leader of a board of alien directors. The social and communal nature of the maraquoi deals better with this strange relationship than most, but it is still challenging.

For Oroseen (the host), traveling back in time was not a favored option. They would have vastly preferred to seek out a new world with the rest of their people, knowing every Changer is precious.

For Oroseen (the druune), it was the only option. If they can contact the druune in the past, they might be able to share their accumulated knowledge. This could save decades of wasted effort.

The decision was reached when Oroseen (the druune) casually not-quite threatened Oroseen (the host). The cells reminded their people were journeying into the distant past together. With no mutual enemy to unite them... well, displeasing the druune would not be the best path to securing a lasting peace.

**[Mission]** Oroseen seeks to contact the druune, but the extradimensional aliens have grown distant. They have spent decades training to mystically manipulate the rifts, and believe they can *mind link* with the druune through manipulation of the strange dimensional gates. Unfortunately, their necessary experimentation causes worsening flares in rift radiation.

This causes Oroseen (the host) grief... to be the cause of any suffering or death.

However, Oroseen (the druune) feels only apathy.



**[1.4] TIMETECH GAMBLE [TECHNOMANCER]**

Space goblins were once considered a dangerous nuisance. They cobbled together complex devices from scrap, bred quickly, and seemingly survived anywhere. After the Galactic Extinction, they became the foundation for the new Coalition. Space goblins were able to make long-abandoned ruins habitable, and then keep them running. This alone redeemed the species' reputation. However, when the druune shared their scientific knowledge and technology, the space goblins became saviors in a way no one could predict.

They perfected time travel.

**BACKGROUND**

Before the Great Dying, the concept of a space goblin engineer or scientist would have been laughable. The new Coalition didn't have the luxury of bigotry, and everyone depended on goblin Techs for survival. In time, most of species' common "issues" obviously seemed due to nurture, not nature. Education and opportunities allowed many to transform inherent mechanical instincts into wondrous abilities. With the advent of the space goblin "Timetechs," the species went from grudgingly respected scientific peers, to saviors.

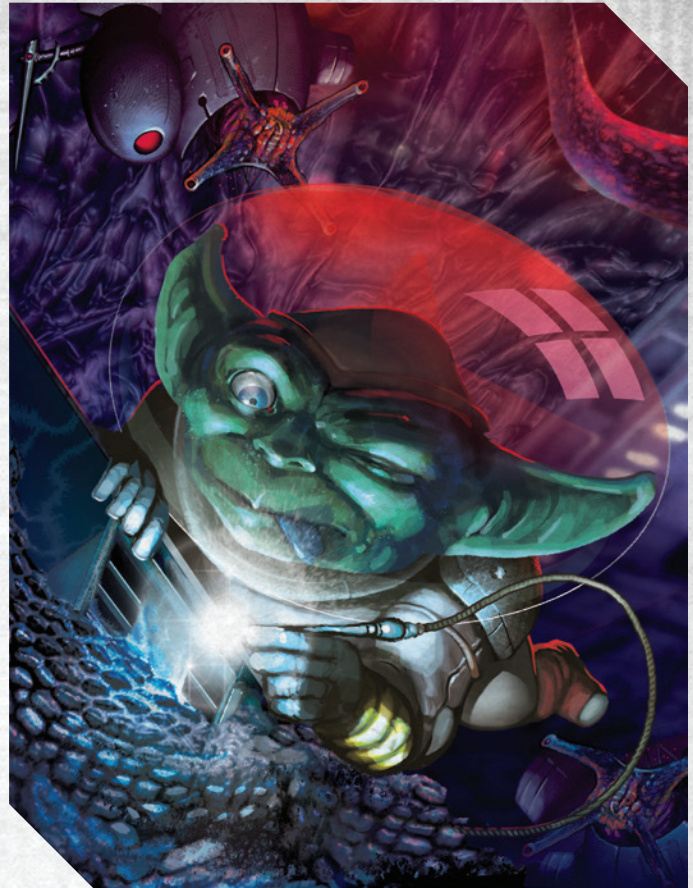
Timetech Gamble is a space goblin prodigy. Unlike most goblins, she found at an early age she had no desire to mate or even pursue romantic relationships. This made her a social pariah, among a people who had worked hard for decades to overcome prejudice.

Mission: Of all the travelers, Gamble is the only one without any ulterior motive. Her goal is the most difficult... but could virtually guarantee the success of every other mission.

Gamble is building a time machine.

Few other Timetechs could hope to construct, let alone operate, a working device without any support. The concept of doing so using unknown materials... in only a day or two, seemed laughable to other experts. Unfortunately, the Timetechs are considered an indispensable resource, and Gamble is the only one sent to the past. A part of her is resentful, because she knows this was most likely only because she is different, and thus, disposable. She refuses to fail, no matter the cost, but not because she has something to prove to anyone. She is going to succeed, because she has an opportunity to save the galaxy.

Her life would be a small price to pay.

**TIME TRAVEL**

The form of time travel employed by Central (and then the PCs during *Paying Forward*) has major limitations. Neither was capable of transporting physical matter, and so concentrated on information transfer to a suitable vessel. Even this required massive computation and energy. It functions by targeting a discrete target within a specific dimension, out of limitless possibilities. Matter theoretically causes an exponential increase in requirements. While each were able to brute-force information transfer, Central and the druune found the concept of multiplying the effort by however many atoms they wished to send... daunting, to say the least.

The Timetechs managed to easily overcome these seemingly insurmountable limitations by... not performing any calculations at all. They guess, and their guesses are (almost) always right. This flabbergasts the druune, who can only theorize the space goblin brain essentially functions as some sort of quantum computer... effortlessly collapsing infinite possibilities into a single value. (They secretly wish they'd vivisected more goblins.) Even the goblins have difficulty explaining what they do. All they know is they somehow feel the answer.



## DEJA VU

The PCs shouldn't at first realize they can command the abilities detailed here, and they might take some experimentation to master. However, the GM should grant benefits (both in description and mechanics) prior to the players fully understanding them. For example, they might be interacting with an NPC and suddenly, their mind begins offering up information like they've spent years getting to know the person. Likewise, the PC might be cursing their lack of a weapon or a tool, but suddenly know where it is on the station (or at least recall the components and plans for making it). They might effortlessly avoid casual obstacles they can't see, or ready to catch a friend before they stumble.

### [2.0] CHAOS THEORY

This section describes the new rules and advantages the PCs gain from having experienced hundreds of looped days within *Edge Station*.

The real reason for Central's many failures is the PC's ability to subconsciously recall experiences from each timeline. Due to the rifts and their experiences with time travel, the subconscious memories of the PCs have essentially been "piggybacking" Central's consciousness-transfer to the past. These aren't complete transfers, but were enough to counter Central's advantage.



## BENEFITS

With the gross alteration to the timeline, the many divergences cause the PC's prior foreknowledge to be mostly incorrect. They might recall barely needing to think at all in a few loops, having determined the optimal course of actions. While they have lost this uncanny ability, they only had it after subjectively spending months learning everything there was to know about the station and its personnel. While the circumstances and future have drastically changed, this knowledge remains an incredibly useful tool. They do not gain these benefits against equipment or devices created by the time travelers or brought from the future.

**[Adjusted]** The PCs have now subjectively spent years within their new bodies. This is more than enough time for each to have grown (at least moderately) acclimated to their new form, even if the melding process at the beginning of *First Contact* was imperfect. If a PC was still suffering from penalties or problems due to the melding, they are no longer suffering the penalties or issues. This is true even if objectively only a few days have passed since the melding occurred.

**[Awareness]** Each PC has a flawless understanding of the station's every nook and cranny. They can even casually maneuver around the structure with their eyes closed, and might use this as a strategic advantage. If any of the PCs gain the blinded condition, they only take a -2 penalty to most Strength- and Dexterity-based skill checks. They can perform some checks or activities relying on vision while blinded (if the check does not involve another creature). For example, a PC could know which color-coded wire is the right one to cut in the dark. The PCs do not need to attempt Acrobatics checks to move at full speed while blinded. However, they still treat all creatures as having total concealment, and take a -4 penalty to opposed Perception checks.

**[Knowledge]** The PCs can take 20 on any recall knowledge check using the Culture, Life Science, Mysticism, or Physical Science skills when dealing with anything or anyone on *Edge Station* or the surrounding system. This functions as if they had already performed research with access to an information network.

**[Equipment]** The PCs have torn the station apart looking for any potentially useful tool, equipment, or component. There are some limits on the resources available, and the most desirable items are likely claimed by an NPC. Other gear might be in hard to access areas, involve considerable effort to claim, or require the PC jury-rig some equivalent from partially constructed components. Over the course of the adventure's progression, the PCs can gain equipment of their choosing. However, the more powerful the equipment, the more time it takes.



Events in this adventure occur over a series of four steps, depending on the order the time traveling NPCs are first encountered. After each encounter, a PC can choose to gain any piece of equipment with a level of 4 or less. If the PC wishes to gain a level 5 or 6 piece of equipment, they only gain the equipment after two encounters. If they wish to gain any level 7 piece of equipment, they only gain it after all encounters are completed. Thus, the PCs could potentially gain four items of level 4 or less, two items of level 6, one item of level 7, or some combination. If the PCs complete multiple encounters in parallel, it functions as multiple encounters completed for this purpose.

**[People]** The PCs can subconsciously recall countless conversations with every individual remaining on the station (except the travelers from the future). They may have even made a dozen attempts to get them to perform some specific action, repeating the debate in future iterations until they found the best path of statement and response. This gives each PC a +5 competence bonus on any Bluff, Diplomacy, Intimidate, or Sense Motive check made against these NPCs. Even if they have improved an NPC's attitude (per the Diplomacy skill) within the last 24 hours, they can attempt a new check to improve the NPC's attitude further.

**[Rest]** The PCs each immediately gain all of the benefits of a full night's rest (8 hours). It functions as a different day from the end of the last adventure for the purposes of all abilities.

**[Security]** The PCs have become unbelievably familiar with the station's computers and security systems. While the time travelers are in the process of taking control, the PCs base knowledge of the systems still gives them an edge. They gain a +5 competence bonus on Computers, Engineering, and Piloting checks when dealing with any devices or systems.

## CLOSED LOOP

It might occur to the PCs they are still in a loop. Realizing there are time travelers from the future should eliminate this notion, but a DC 10 Physical Science check could be appropriate if the implications are not immediately apparent. If the time travelers returned to this specific timeline, then it must have been the last one to occur. Specifically, Central did not previously attempt to alter this specific timeline after the last loop. A timeline should be static unless time travel is used to alter it. This means the PCs were all destined to die while defeating Central one final time, and only the appearance of the time travelers could alter their fate. What is confusing about this concept is the question, "Why did Central stop?" In theory, the AI could have repeated the scenario a thousand or a million times. Surely... the PCs couldn't win in every possible version of events?

## [3.0] NONLINEAR EQUATIONS

This section describes the encounters involving each of the four NPC time travelers from the future.

The time travelers are doomed without help. They are desperate and operating with bad information. While they recognize the Station was destroyed by Central to conceal evidence, they presume it was orchestrated internally by the *nade*. With the *nade* disabled and Queen Deshekh searching for signs of sabotage, they presume they are relatively safe. They do not realize how pivotal this event was to Central, before it became a footnote in their history.

The PCs understand all too well.

## ESCAPE?

Unfortunately, escaping from *Edge Station* is no longer a viable option. Central's fleets are inbound, but are far more technologically advanced than mere starships. A cloud of nano-machines has enveloped the *Edge Station* system in a perfect sphere. The closing net studies every atom, with sensory technology from a hundred futures. A dampening field forces Drift engines to shut down, and anything questionable quickly becomes swarmed and dissected. The PCs can recall dozens of attempts through varied and creative means such as camouflaging a ship as an asteroid or risking a trip into the largest dimensional tears. Nothing was successful.

## [3.1] GAME THEORY

The travelers from the future do not announce their presence to the station (at the end of *First Contact*) until they are securely in position to accomplish their objectives. During these first few minutes they act swiftly and achieve preliminary goals while the PCs are temporarily disoriented with a flood of information.

The following each takes place in order at the end of *First Contact*, as soon as no PC is within the following areas. The PCs should not get an opportunity to thwart these actions. However, they may have performed actions in the previous adventure which could make the traveler's goals impossible.

At the GM's discretion, some NPCs featured in the previous adventure may be involved in the encounters. NPCs who attempt to resist are disabled if possible, and only killed in extreme circumstances.



# EDGE STATION



LEVEL 1



LEVEL 2



LEVEL 3



## INFECTED

Some PCs or NPCs might still be infected with druune cells. When the aliens withdraw, these cells go dormant, and the disease no longer progresses. However, they might still provide clues for one of the time traveler's. Each time Oroseen the Changer attempts to contact the druune with a *mind link*, they might unintentionally share some information with the infected PC or NPC. This likely takes the form of scattered, confusing, and disjointed images of a terrible future. They might also gain a more concrete image of Oroseen's location, and potentially make a DC 20 Mysticism skill check to determine their goal.

**[Disable Central]** The time travelers first arrive within the Fusion Reactor (Area D). Before the surprised *node* can react, Vincent Sharshone disables and disconnects it. This renders any remaining observer-class security robots or patrol-class security robots inactive. The other travelers leave Timetech Gamble behind, and she casts security seal on the door.

**[Security Override]** Queen Deshekh establishes Jackson's Office (Area B4) as her base of operations. From there, she connects to *Edge Station's* mainframe, beginning her takeover of the security systems.

**[Sealed Workroom]** Vincent Sharshone seals himself within the secure interior Storage (Area N). Vincent begins using scavenged supplies and his own equipment to work on the *node*.

**[Disconnected Lab]** Oroseen the Changer goes to one of the restricted Research Wings (Area J), and then disconnects the umbilical connection between the wing and the main station.

## [3.2] INDUCTIVE REASONING

Each of the NPC time travelers represents a dangerous individual challenge. Rushing into any of these complicated situations blind could result in misunderstandings and missed opportunities.

The PCs can use the following means to gather information about the time travelers. This includes their location, the description of the area, and a chance to attempt skill checks to determine greater information (as detailed in each encounter). Other options might potentially be available, and the GM is encouraged to reward any creative idea with a chance of success. Any alternative should require at least one DC 15 skill check per NPC. These attempts can be made at any time, or even performed more than once (to get an update on one of the time traveler's actions). Every option might be available for every NPC.

## PROGRESSION

Each of the following sections details progressive developments occurring in the order the NPCs are initially encountered in person (first, second, third, and fourth). Each step in the progression occurs prior to encountering an NPC, potentially even as the PCs are going to confront one. This does not include attempts to spy on the NPCs. All progressions occur in parallel with one another, although not necessarily simultaneously. The PCs can potentially attempt to split into teams to address multiple NPCs at the same time. This increases the risk to the separated PCs, but only causes the progression to increase by a single step. The minutia of time's passage does not necessarily need to be tracked between these encounters, as the specific timeline for the adventure can be variable. However, if the PCs choose to rest for 8 hours, the progression should advance one step. If the PCs choose to rest for 24 hours, the progression should advance two steps. After no longer than 48 hours, Central arrives to begin the final destruction of *Edge Station*.

✕ **[Hacking]** While Queen Deshekh has primary control over the security systems, her attention is split between her monitoring for danger, searching for sabotage, and modifying her cybernetics. The PCs could patch into the security feeds to potentially locate and spy on the time travelers with a successful DC 15 Computers check.

✕ **[Infiltrate]** Information could be gained simply by bypassing any locked or sealed doors while avoiding the drone patrols. Each attempt to locate or spy on one of the time travelers requires a DC 15 Stealth check.

✕ **[Ventilation]** A Small-sized or smaller creature could enter the facility's ventilation system. A Small-sized creature must squeeze while fitting into the vents (move at half speed and have the entangled condition). A Tiny-sized or smaller creature can move normally. Each attempt to safely move through the ventilation system requires a DC 15 Acrobatics check.

On a failed check, the PCs fail to gain information by the selected means. They can retry, but further attempts of this type have a +2 modifier to the DC. If the PC fails the check by 5 or more, Queen Deshekh is alerted to their location. She sends a team of creatures under her control to deal with the nuisance. They arrive after 1d4 rounds.

**[Creatures]** The number of security robots below assumes none were destroyed during *First Contact*. Reduce their numbers as appropriate.



## DRONES (8)

1 400  
CR XP

N Small undead (cybernetic formian zombie)

**Init** +2; **Senses** blindsense (scent) 30 ft., darkvision 60 ft.; Perception +4

## DEFENSE

HP 20

**EAC** 11; **KAC** 13**Fort** +3; **Ref** +3; **Will** +1**Immunities** undead immunities; Resistances sonic 10**Weaknesses** vulnerable to electricity

## OFFENSE

**Speed** 40 ft., burrow 10 ft.**Melee** bite +5 (1d6+5 P)**Ranged** integrated static arc pistol +8 (1d6 E; critical arc 2)**Offensive Abilities** self-destruct (1d6 E, DC 10)

## STATISTICS

**Str** +4; **Dex** +2; **Con** —; **Int** —; **Wis** +0; **Cha** +0**Skills** Athletics +10, Computers +5, Engineering +5**Languages** Limited telepathy 60 ft.**Other Abilities** able assistant, mindless, peerless bearer, unliving**Gear** static arc pistol with 2 batteries (20 charges each)

## SPECIAL ABILITIES

**Able Assistant (Ex)** When supporting an ally within range of its limited telepathy through covering fire, harrying fire, or the aid another action, a drone provides a +4 bonus to its ally's AC, attack roll, or skill check instead of the normal +2 bonus.

**Integrated Weapons (Ex)** A drone's ranged weapon is integrated into its body and can't be disarmed.

**Peerless Bearer (Ex)** A drone can carry 5 additional bulk beyond the normal limits for its Strength before becoming encumbered or overburdened.

**Self-Destruct (Ex)** A drone self-destructs when it is reduced to 0 HP, dealing an amount of electricity damage equal to 1d6 + 1 to all creatures in a 10-foot-radius burst. A creature can attempt a DC 10 Reflex saving throw to reduce this damage by half. This ability destroys any cybernetic or technological components that could have been salvaged.

## OBS SECURITY BOT (12)

1 400  
CR XP

N Small construct (technological)

**Init** +4; **Senses** darkvision 60 ft., low-light vision; Perception +5

## DEFENSE

HP 17

**EAC** 14; **KAC** 15**Fort** +1; **Ref** +1; **Will** -1**Defensive Abilities** exigency, integrated weapons; **Immunities** construct immunities**Weaknesses** vulnerable to critical hits, vulnerable to electricity

## OFFENSE

**Speed** 30 ft., fly 30 ft. (Ex, average)**Melee** slam +6 (1d6+3 B)**Ranged** integrated pulsecaster pistol +9 (1d4+1 E nonlethal), or stickybomb grenade 1 +9 (explode [10 ft., entangled 2d4 rounds, DC 10])

## STATISTICS

**Str** +2; **Dex** +4; **Con** —; **Int** +1; **Wis** +0; **Cha** +0**Skills** Acrobatics +10, Athletics +5, Computers +5**Languages** Common**Other Abilities** unliving**Gear** pulsecaster pistol with 2 batteries (20 charges each), stickybomb grenades 1 (2)

## SPECIAL ABILITIES

**Exigency (Ex)** An observer-class security robot can expend a large store of energy to temporarily increase its processing power and attempt to avoid an attack. Once per day, it can reroll a failed Reflex saving throw with a +10 circumstance bonus.

**Integrated Weapons (Ex)** A security robot's weapons are integrated into its frame and can't be disarmed.





## SECURITY PATROL BOT

4 CR 1,200 XP



N Medium construct (technological)

**Init** +5; **Senses** darkvision 60 ft., low-light vision; Perception +10

## DEFENSE

HP 52

**EAC** 16; **KAC** 18**Fort** +4; **Ref** +4; **Will** +1**Defensive Abilities** integrated weapons, nanite repair; **Immunities** construct immunities**Weaknesses** vulnerable to critical hits, vulnerable to electricity

## OFFENSE

**Speed** 30 ft.**Melee** slam +10 (1d6+7 B)**Ranged** integrated tactical arc emitter +13 (1d4+4 E)**Offensive Abilities** jolting arc

## STATISTICS

**Str** +3; **Dex** +5; **Con** —; **Int** +1; **Wis** +0; **Cha** +0**Skills** Acrobatics +10, Computers +10, Intimidate +15**Languages** Common**Other Abilities** unliving**Gear** tactical arc emitter with 2 batteries (20 charges each)

## SPECIAL ABILITIES

**Integrated Weapons (Ex)** A patrol bot's ranged weapon is integrated into its body and can't be disarmed.**Jolting Arc (Ex)** Once every 1d4 rounds as a standard action, a patrol-class security robot can shoot an arc of electricity at up to four creatures within 40 feet (no two of which can be more than 30 feet apart). This arc deals 1d8 electricity damage to each target (Reflex DC 13 half).**Nanite Repair (Ex)** A patrol-class security robot's nanites heal it, restoring a number of Hit Points per hour equal to its CR (4 Hit Points per hour for most security robots). Once per day as a full action, a patrol-class security robot can restore 3d8 Hit Points to itself or any touched construct with the technological subtype.**[Development]** If all of the drones and robots are destroyed, Queen Deshekh instead patrols the station herself.

At the GM's discretion, NPCs from the previous adventure could assist the PCs with gathering information or confronting the time travelers. As examples, Doctor Argon or Ulon Vorsk could help hack into the security system, Major Jackson could aid in a stealth operation, or Captain Jyk could crawl around the ventilation systems. To aid in gaining information, the NPC must have an attitude of friendly or helpful (per the Diplomacy skill). The NPCs do not usually engage in combat. Only one NPC can assist for any appropriate check, but they grant a +5 bonus to the check. Other NPCs (created by the GM but not featured in *First Contact*) could also assist, but they only provide a +2 bonus to the check.

**[Story Award]** The PCs gain experience for any security robots defeated in the previous adventure (if they have not already received it). They also gain experience for any foes they do not fight if they manage to gain Queen Deshekh as an ally (see Encounter 3.3).

## [3.3] STRESS LOADING

*The administrative office is filled with the bulk of a cybernetic insectoid creature, with an almost humanoid torso. All of the living portions of their body seem old and dried-out, like a husk ready to be shed. The technological bits and pieces incorporated or replacing the body parts look mismatched and jury-rigged. It crouches, almost spiderlike, within a web of wires leading to banks of computers.*

Queen Deshekh's primary goals are to secure the station and discover any potential sabotage responsible for the ensuing destruction. However, she is distracted from the first task by her attempts to modify her own cybernetics, and the second is based on an incorrect assumption.

**[Computers]** With a DC 10 check (Engineering DC 15), a PC can tell Deshekh has plugged a datajack into the security system, and appears to be gradually taking control of the station's systems.

**[Engineering]** With a DC 15 check (Life Science or Medicine DC 15), a PC can tell Deshekh appears to be trying to modify one of her cybernetic implants to act as some sort of communication booster.





With a DC 15 check (Life Science or Medicine DC 20), they can identify all of her cybernetic implants and tell most look many decades old (see below).

**[Diplomacy]** Queen Deshekh has a starting attitude of hostile. She can potentially be reasoned and become an ally, but it requires a DC 30 check. The PCs gain a +5 bonus to this check for each other time traveler they gain as an ally (maximum +15). They gain an additional +5 bonus to this check if they offer to help Deshekh modify her cybernetics. However, she only allows any PC to approach if they first surrender all weapons. The PCs can attempt a new Diplomacy check each time they gain an additional bonus to the check. Deshekh can communicate through any drone or robot she controls.

**[Progression]** Queen Deshekh's control over the station's security systems increases over time.

✖ **[First]** Deshekh gains control over all the doors and airlocks. She locks down the whole facility, and only allows her allies to move freely. All airlocks and doors become sealed, requiring a DC 20 Computers or Engineering check to bypass. Once an airlock or door is bypassed, it can be opened or reopened with no further check necessary. The rock and steel walls of *Edge Station* are hardness 20, have 180 hit points, and a break DC of 30. The airlocks are hardness 35, have 160 hit points, and have a break DC of 40. She divides her cybernetic formian zombies into two teams of four to attack anyone caught snooping or wandering (see Encounter 3.2).

✖ **[Second]** Deshekh gains control over any remaining observer-class security robots. She divides them into teams of five or six to attack in place of the zombies.

✖ **[Third]** Deshekh gains control over any remaining patrol-class security robots. She divides them into teams of two to attack in place of her other minions.

✖ **[Fourth]** Deshekh gains complete control over the station's hardware, allowing her to arrange dangerous hazards in a manner similar to Central during *First Contact*. She is not nearly so subtle, and each time an enemy draws her attention she sets a new deadly trap to either keep them stationary, or aid the robots. These traps require a DC 20 Fortitude or Reflex save and deal 4d12+4 damage. The traps can be bypassed with a DC 20 Computers, Engineering, or Perception check.

**[Creatures]** Deshekh remains locked up alone in Jackson's Office (Area B4).

## QUEEN DESHEKH

8 4,800  
CR XP

Formian soldier

LN Medium monstrous humanoid

**Init** +6 (+10 with hive mind); **Senses** blindsense (scent) 30 ft., darkvision 60 ft.; Perception +21 (+25 with hive mind)

### DEFENSE

HP 125

**EAC** 20; **KAC** 23

**Fort** +10; **Ref** +8; **Will** +9

**Defensive Abilities** armored advantage; **DR** 2/—; Resistances sonic 10

### OFFENSE

**Speed** 60 ft.

**Melee** 2 claws +17 (1d8+8 S) or stinger +17 (1d8+8 P plus formian toxin)

**Ranged** hailstorm zero pistol +15 (1d10+8 C; critical staggered)

**Offensive Abilities** charge attack, deadly grasp, flash freeze

### STATISTICS

**Str** +6; **Dex** +2; **Con** +4; **Int** +0; **Wis** +0; **Cha** +0

**Skills** Computers +21, Engineering +16, Perception +16

**Languages** Common; limited telepathy 60 ft.

**Other Abilities** rapid response

**Gear** accelerated datajack, hailstorm zero pistol, standard (formian) hideaway arm, mark II dermal plating, quickdraw (formian) hideaway arm, respiration compounder, standard (formian) prosthetic legs and foot (4), standard speed suspension

### SPECIAL ABILITIES

**Deadly Grasp (Ex)** When Queen Deshekh succeeds at a combat maneuver to maintain a grapple, she can make a melee attack with her stinger as a move action.

**Formian Toxin (Ex)** poison (injury); Save Fortitude DC 16; Track Dexterity; Frequency 1/round for 6 rounds; Cure 1 save

**Hive Mind (Ex)** Queen Deshekh maintains a sham of a hive mind through a technologically telepathic connection with her drones. While within telepathic range of a drone, she gains a +4 bonus to initiative and Perception checks. If a drone or Queen Deshekh are aware of a combatant, all members of the hive mind within range are aware of it, and neither can be surprised unless all members within range are surprised.



**[Developments]** If the PCs can improve Queen Deshekh's attitude to at least indifferent, she no longer attacks them with patrols or traps (per Encounter 3.2).

The PCs can aid Queen Deshekh in the modification of her cybernetic hardware, allowing her to boost her natural telepathy, and make contact with her long-lost queen. This requires a DC 20 Engineering check (DC 25 Computers, Life Science, or Medicine). If they successfully aid her in modifying her cybernetic hardware in this manner, her attitude is automatically improved by two steps (to a maximum of helpful). If Droseen has contacted the druune (per Encounter 3.5), they can open a spacetime rift. This grants a +5 bonus to this check.

If the PCs can help Queen Deshekh contact the formians, they endeavor to send reinforcements through the Drift to *Edge Station*. These starships could prove pivotal in the battle ahead.

**[Story Award]** The PCs gain experience for defeating Queen Deshekh if they gain her as an ally.

## 3.4 ARTIFICIAL ALGORITHMS

*A frail-looking and dark-skinned elderly man wears a full suit of equally ancient powered armor. Only his head is uncovered, showing deep lines on his face, and an almost feverish gleam in his eyes. Shoved into the armor's circular chest-slot is the node, which looks darkened or inactive. Wires leading from the suit to the man's head plug into still-bleeding entry points at the base of his skull.*

Vincent begins downloading his mind into the disabled *node*. Unfortunately, the process gradually degrades his capacity for reason. Worse, the *node* becomes capable of resisting his reprogramming in ways he could not predict.

**[Computers]** With a DC 10 check (Engineering DC 15), a PC can tell Vincent has linked his mind to the *node* through an exocortex. With a DC 15 check (Engineering DC 20), a PC can guess he is attempting to destructively create a copy of his own mind within the *node*. While such a feat is theoretically possible, it could be an incredibly risky endeavor.

**[Diplomacy]** Vincent Sharshone has a starting attitude of indifferent, but his attitude declines as his condition worsens. He can be conversed with from outside of the secure inner

storage room, but readies to attack anyone attempting to break in. Reasoning with and gaining Vincent as an ally initially requires a DC 15 check. The PCs gain a +5 bonus to the check if they offer to help him download his consciousness, or if they gain Queen Deshekh as an ally (Vincent feels they share a similar sort of fanaticism). The PCs can attempt a new Diplomacy check each time they gain an additional bonus to the check.

**[Progression]** Vincent's condition worsens over time, while the *node's* power grows.

✖ **[First]** Vincent's begins the download of his mind to the *node*. This functions as if he had a latent mental disease. The effects cannot be recovered naturally, and cannot be removed with a *remove affliction* spell.

✖ **[Second]** Vincent's condition worsens to weakened, and his starting attitude becomes unfriendly. It requires a DC 20 Diplomacy check to reason with him.

✖ **[Third]** Vincent's condition worsens to impaired, and his starting attitude becomes hostile. It requires a DC 25 Diplomacy check to reason with him. On a failed check, he becomes violent.

✖ **[Fourth]** Vincent's condition worsens to disassociated, and it requires a DC 30 Diplomacy check to reason with him. On a failed check, he becomes violent.

**[Creatures]** Vincent's statistics appear on the following page.

**[Developments]** With a DC 20 Computers, Engineering, or Mysticism check, a PC can aid Vincent in safely downloading his mind into the *node*, while preventing it from overwhelming his consciousness. If Queen Deshekh has contacted the formians (per Encounter 3.3), she can aid in improving the exocortex. This grants a +5 bonus to this check.

If the PCs help Vincent download his consciousness into a *node*, then they can use the hybrid item without fear of Central's influence (see *Edge Station* for details). Having a loyal *node* could potentially allow them to circumvent or even control the *node*-led fleets closing in on *Edge Station*. The value of such a potential resource cannot be overstated.

If the PCs fail to assist Vincent or do not reach him in time, the *node* only robs him of the useful portions of his mind, while retaining Central's consciousness. Should the hybrid item be allowed to self-destruct, it might allow the godlike AI could finally overcome its self-sabotaging lack of creativity.

**[Story Award]** The PCs gain experience for defeating Vincent Sharshone if they gain him as an ally.





## VINCENT SHARSHONE

7 3,200  
CR XPNO *NODE*

LN Medium humanoid (human)

Init +8; Senses Perception +15

## DEFENSEHP

100

EAC 21; KAC 22

Fort +8; Ref +8; Will +8

Weaknesses ancient

## OFFENSE

Speed 30 ft.

Melee skyfire sword +13 (1d12+7 F; critical burn 1d8)

Ranged tactical reaction cannon +15 (1d8+7 P)

## STATISTICS

Str +0 (+4); Dex +2; Con +4; Int +5; Wis +0; Cha +0

Skills Computers +19, Engineering +19, Life Science +14, Mysticism +19, Physical Science +14

Other Abilities artificial intelligence (exocortex), overload, remote hack, expert rig, miracle worker 1/day, neural shunt, overclocking

Gear battle harness power armor, *node*, tactical skyfire sword, tactical reaction cannon

## SPECIAL ABILITIES

**Ancient (Ex)** Vincent has lived a long and difficult life. He is near to death, and continues to only be mobile due to the powered armor he wears. Without the suit (or without a power supply), he functions as if bedridden on the physical disease track.**Node (Su)** The *node* is connected to Vincent's power armor, and wired directly into his exocortex. This is currently giving him a +4 enhancement bonus to Computers and Engineering skill checks. The *node* cannot self-destruct while the power armor remains charged and Vincent is alive.

It is possible (albeit unlikely) the PCs already destroyed or removed the *node* during *First Contact*. This means Vincent is unable to enact his plans, but he may not realize this right away. If the *node* is simply missing from the fusion reactor area, he could attempt to interrogate the station's personnel to find it. If he has reason to believe it is destroyed, he starts to work on stealing a ship to escape, but might not succeed before Central arrives. This presents the possibility of potentially downloading his consciousness in one of the two incoming nodes. Likewise, the PCs have the chance to alter time in order to make Vincent's original plan feasible.

## [3.5] SYMBIOTIC MODEL

*A simian-seeming humanoid sits cross-legged on the bare metal with their eyes closed, humming a soft, tuneless sound. The multicolored rifts and tears in spacetime visible outside of the window appear to glow, shift, and move in time with their music. Stranger, the simian creature's body also echoes with the shifts... their skin, fur, and bone flowing in odd ways, disturbingly reminiscent of the druune.*

As the druune have retreated away from the dimensional rifts, Droseen communes with the rifts, attempting to find the right combination of dimensions to *mind link* with the distant aliens. Unfortunately, this also causes the rifts to flare with energy, eventually burning out the dampeners and flooding the station with harmful rift radiation.

**[Life Science]** With a DC 10 check (Culture DC 15), a PC can tell Droseen is a maraquoi and infected with druune cells. With a DC 15 check (Culture DC 20), they can tell the infection appears to be displaying different symptoms than they are used to, and having a more subtle effect on Droseen's anatomy.

**[Mysticism]** With a DC 10 check (Physical Science DC 15), the PC can tell Droseen is casting the *mind link* spell toward the rifts, and also somehow altering the nature of the rifts themselves. With a DC 15 check (Physical Science DC 20), they can tell the spell is meant to pass through the dimensional rifts, and the mystic appears to be trying to alter the rifts just right in order to get a signal through.

**[Hazard]** Droseen disconnects the umbilical connection between the main station and the laboratories. Reaching the labs requires traveling through space (between the airlocks), and a rift unprotected by a dampener, or gaining access to a starship which can be piloted around the rift to the airlock.



Moving through zero-g requires a DC 20 Acrobatics or Athletics check and causes the creature to be exposed to unchecked rift radiation (see below). On a failed check, the creature takes 1d6 bludgeoning damage. If the check is failed by 5 or more, the creature goes careening off into space. Piloting a vessel requires both a DC 15 Piloting check. If the computer virus affecting navigation systems (see *First Contact*) is still affecting the systems, this check is DC 20. On a failed check, everyone on-board the ship is exposed to unchecked rift radiation (see below).

**[Diplomacy]** The base check DC to reason with and gain Droseen as an ally depends on the PC's status in regards to druune infection. Droseen's normal starting attitude is unfriendly (DC 20). If a PC (or an accompanying NPC) is infected with dormant druune cells, Droseen's attitude increases to friendly (DC 15). If an infected PC or NPC agrees to become a symbiont (see sidebar), they automatically succeed on the Diplomacy check.

The PCs gain a +5 bonus to the check if they offer to help Droseen contact the druune. The PCs also gain a +5 bonus to the check if they offer to bring druune cells or any infected NPCs to Droseen. The PCs can attempt a new Diplomacy check each time they gain an additional bonus to the check.

**[Progression]** As Droseen attempts to make contact with the druune, the rifts flare, releasing radiation which quickly overwhelms and fries the dampeners.

TABLE: UNCHECKED RIFT RADIATION

D%	Rift Effect
1-20	The individual is exposed to the equivalent of medium level radiation (Constitution poison track; Fortitude DC 17).
21-40	The individual must succeed on a DC 15 Will save or their mind is swapped with a strange (but not necessarily violent) interdimensional creature with alien instincts and behaviors. This functions as the <i>feblemind</i> spell, except it can be canceled with a <i>remove affliction</i> spell. When their mind is returned to their body, the individual takes 2d10 damage (as the <i>mind thrust</i> spell), from experiencing an alien dimension. A DC 15 Will save halves the damage.
41-60	The individual must succeed on a DC 15 Fortitude save or have one of their limbs swapped for a grossly altered or completely alien version. The individual takes a -2 penalty to attack rolls, Strength- or Dexterity-based ability and skill checks, and Reflex saving throws. The limb can be swapped back with a <i>remove affliction</i> spell. However, the limb was damaged, causing the individual to take 2d6 slashing damage (no save)
61-80	PCs briefly gain an ego-crushing vision of the extreme infinity of the multiverse. Each must succeed on a DC 15 Will save or advance a step on the Charisma poison track (Weakened, Impaired, Pliable, Catatonic, and Dead). This is a curse effect but can be recovered normally with rest or <i>remove affliction</i> .
81-100	The individual must succeed on a DC 15 Fortitude save or begin to subjectively experience time at a vastly accelerated rate. This functions as the <i>haste</i> spell, except the duration is permanent. The individual must consume 1 days' worth of food and water every hour or begin suffering from starvation and thirst. They can go without water for 1 hour plus a number of minutes equal to their Constitution score, and then must make a Constitution check each minute to avoid nonlethal damage and fatigue. They can go without food for 3 hours, and then must succeed on a Constitution check each hour to avoid nonlethal damage and fatigue. Finally, they must sleep at least 15 minutes every hour, or begin making Fortitude saves against sleep deprivation every hour until they get at least 15 minutes of sleep. A <i>remove affliction</i> spell ends this effect.

✧ **[First]** Droseen seals themselves away in the laboratories, enters a state of meditation, and begins to alter the rifts.

✧ **[Second]** Droseen causes the rifts to flare, saturating the station with rift radiation (see *Edge Station* for details). Areas containing a dimensional dampener (see *First Contact* for details) are unaffected, but these dampeners gain the broken condition. Broken dampeners can be repaired with a DC 15 Engineering check.

✧ **[Third]** Droseen causes the rifts to flare, saturating the station with rift radiation. Unprotected areas or areas protected only by a broken dampener experience unchecked rift radiation. Areas protected by a functioning (repaired) dampener experience normal rift radiation. However, all dampeners are destroyed, even if they were repaired.

✧ **[Fourth]** Droseen causes the rifts to flare, saturating the station with rift radiation a final time. All areas are affected by unchecked rift radiation.

**[Creatures]** Droseen's statistics appear on the following page.

**[Developments]** With a DC 20 Life Science, Mysticism, or Physical Science check, a PC can aid Droseen in making telepathic contact with the druune (similar to a *mind link* spell). If a PC can cast the *mind link* spell or are infected with dormant druune cells, they gain a +5 bonus to this check. If an infected PC allows Droseen to transform them into a druune symbiont, they instead gain a +10 bonus to the check. If the check is successful, Droseen and the PC



## DROSEEN THE CHANGER

8 4,800  
CR XP

Maraquoi mystic

N Medium humanoid (maraquoi)

**Init** +0; **Senses** low-light vision, blindsense (sound) 30 ft.;

Perception +16

## DEFENSE

HP 105 RP 4

**EAC** 19; **KAC** 20**Fort** +7; **Ref** +7; **Will** +11

## OFFENSE

**Speed** 30 ft., climb 20 ft.**Melee** sentinel spear +15 (2d6+9 P)**Ranged** sentinel spear +13 (2d6+9 P)Mystic **Spell-Like Abilities** (CL 8th)**At will**—mindlink, *telepathic bond***Spells Known** (CL 8th)3rd (3/day)—*bestow curse* (DC 19), *mystic cure*,  
*remove affliction*2nd (6/day)—*inflict pain* (DC 18), *lesser restoration*,  
*remove condition*, *spider climb*1st (at will)—*lesser remove condition*, *life bubble***Connection** healer

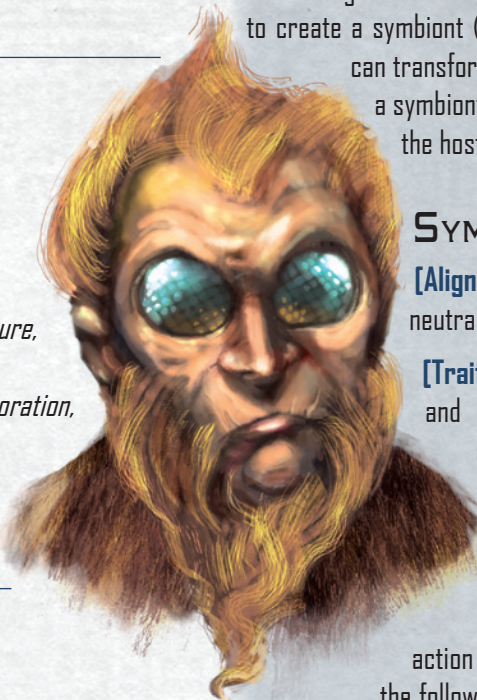
## STATISTICS

**Str** +1; **Dex** +0; **Con** +4; **Int** +1; **Wis** +6; **Cha** +2**Skills** Diplomacy +16, Medicine +21, Mysticism +21**Languages** Common, Maraquoi**Other Abilities** change shape (see sidebar), healer's bond, healing  
channel (6d8), lifelink (8 HP)**Gear** d-suit II, sentinel spear

*mind link* with the druune, sharing a vast amount of information. The druune immediately understand *Edge Station's* true significance, and begin returning at once to thwart Central's plans.

If the PCs fail to aid Droseen, the druune continue on their current path within the timeline. They remain distant from the Coalition until long after most of the galaxy is killed, and any chance at forming an earlier alliance against Central is lost.

**[Story Award]** The PCs gain experience for defeating Droseen the Changer if they gain them as an ally.



## SYMBIONT

The druune infection presented previously was involuntary, representing intelligent druune cells working to overwrite and reform a creature's mind and body. While symbiosis not always an easy arrangement, it is vastly different, with the druune only influencing the host. The following template graft can be used to create a symbiont (for PCs or NPCs). Any druune symbiont can transform a willing and already infected host into a symbiont. This requires physical contact between the hosts for at least a minute.

## SYMBIONT [CR 1+]

**[Alignment]** Move alignment one step toward neutral.

**[Traits]** NPCs have Life Science, Mysticism, and Physical Science as good skills, (PC symbionts instead gain a +2 competence bonus to Life Science, Mysticism, and Physical Science). PCs and NPCs gain change shape (see below).

**Change Shape (Ex)** As a standard action once per day, a symbiont can gain one of the following abilities: blindsense (scent, sound, or vibration) 5 ft., brute (−1 to hit in melee, but +1 to damage in melee), climb or swim speed (equal to half land speed), +3 hit points, +2 bonus to initiative, or resistance 5 against acid, cold, electricity, or fire. When this ability is used, the symbiont's appearance and physiology becomes altered in some noticeable way. For example, brute causes them to gain unnatural musculature. Disguise skill checks to conceal this feature have a +5 modifier to the DC. The symbiont can return their shape to normal as a standard action once per day, but it counts as their daily use of this ability. At the GM's discretion, this ability can also alter the creature's physiology in other ways which could have no mechanical affect or grant a +2 bonus to one type of skill check. For example, Droseen can alter their sex.



### [3.6] SAFETY FACTOR

*A small space goblin, decked out in gizmos and doodads, works with manic speed on a giant pile of junk. Most of the pieces seem torn from the fusion reactor, backup generators, and life support systems. No bank of machinery has been left untouched, with most in some state of disassembly. However, somehow, the majority appear to still be at least partially operational.*

Timetech Gamble is hyperfocused on completing the time machine, and her mission parameters state she is to succeed even if it requires sacrificing the other travelers (since she can use it to "resurrect" them). There is no real concern the technology could fall into the wrong hands, since it is little more than a useless pile of junk and biological tissue to anyone who isn't a space goblin Timetech.

**[Engineering]** With a DC 10 check (DC 15 Life Science or Physical Science), a PC can recognize some of the already-constructed components as similar to the druune biotech which used to create the time machine at the end of Paying Forward. These components seem much more advanced and compact than the prototype encountered. With a DC 15 check (DC 20 Life Science or Physical Science), they can additionally tell the space goblin is incorporating biotech similar to the matter teleporters (also encountered in Paying Forward).

**[Trap]** The door to Area D is affected by the *security seal* and *logic bomb* spells. It requires a DC 25 Computers or Engineering check to bypass (hardness 20, 180 hp, break DC 35). A creature interacting with the door's systems takes 6d6 electricity damage (Fortitude DC 17 halves).

**[Diplomacy]** Timetech Gamble is a kind and gentle person, although highly concerned with her work. Her starting attitude is friendly. Unfortunately, she might accidentally freak out and attack people bursting into the room. Reasoning with and gaining her as an ally requires a DC 15 check. The PCs gain a +5 bonus to the check if they gain Vincent Sharshone as an ally (even if he is a *node*), as Gamble respects the aged programmer's judgment. The PCs can attempt a new Diplomacy check each time they gain an additional bonus to the check. The PCs can automatically succeed on this check if they offer to help Gamble complete the time machine.

**[Progression]** Timetech Gamble is forced to scavenge important components from *Edge Station's* reactor, backup power, and life support systems. This begins to cause the station to malfunction as his time machine grows closer to completion.

✕ **[First]** Gamble reroutes the fusion reactor's power as she rapidly assembles the time machine. This causes the lights within the Station to go to emergency backup power, and all illumination in the facility becomes dim light. The Station's artificial gravity also weakens, causing it to behave as if it was low-gravity (three times normal jump height, lift three times as much weight, thrown weapon range tripled).

✕ **[Second]** *Edge Station's* climate control systems begin to fail, causing a dangerous buildup of heat. The temperature on the station climbs to 100 degrees Fahrenheit, causing Fortitude saves each hour to avoid taking 1d4 nonlethal fire damage and heatstroke (as per Heat Dangers). In addition, the backup lights go out, causing the entire facility to be dark illumination.

✕ **[Third]** The temperature climbs above 110 degrees Fahrenheit, causing Fortitude saves every 10 minutes.

✕ **[Fourth]** Artificial gravity on the station completely fails, causing it to function as a zero-g environment.

**[Creatures]** Timetech Gamble and her junkbot statistics appear on page 20. Gamble is so focused on her work she is surprised as long as the logic bomb trap on the door is not activated.

**[Development]** A successful DC 15 Engineering, Life Science, or Physical Science skill check is required to help Timetech Gamble complete the device before Central arrives. However, the device is not completed until after all other encounters have been resolved. If the PCs succeed on the check by 5 or more, they can aid Gamble, and also prevent the station's life support systems from degrading (per the above progression).

As long as the PCs do not kill Gamble, destroy the time machine, or prevent her from completing her work, they should gain a semi-functional matter transport and time travel device for the impending battle against Central. The repercussions of this are covered in the conclusion of the *Future's Past* series — *Tomorrow's End*.

**[Story Award]** The PCs gain experience for defeating Timetech Gamble if they gain her as an ally.







**HEALING JUNKBOT**

Construct (magic, technological)

**HP** 22; **KAC** 17; **EAC** 17**Fort** +6; **Ref** +6; **Will** +10**Speed** 30 ft., fly 30 ft. (average)**Skills** Medicine +10**Gear** medkit**HANDY JUNKBOT**

Construct (magic, technological)

**HP** 22; **KAC** 17; **EAC** 17**Fort** +6; **Ref** +6; **Will** +10**Speed** 30 ft., fly 30 ft. (average)**Skills** Computers +10, Engineering +10,

Piloting +10, Sleight of Hand +10

**Gear** engineering kit, hacker's kit**CONCLUSION**

Before *Edge Station*, Central had never employed time travel more than a dozen times. Usually, a single projection of its consciousness to the past was overkill for nearly any situation. Testing the limits of the technology was never deemed an appropriate use of resources, and Central lacks curiosity.

At *Edge Station*, Central almost drove itself insane.

The copying of consciousness is not an error-free process. These errors are usually slight, unimportant, and eventually resolved by Central's programmers. While mortal minds are resilient to minor changes, Central found the errors gradually compounding. Projections showed further overwrites within this timeframe presented a small (but non-zero) risk of catastrophic malfunctions in consciousness.

Any risk of this type was deemed unacceptable. Central had no choice but to completely alter plans, a concept otherwise anathema to the AI's nature. Even the Galactic Genocide only began once the errors were fully repaired.

The godlike AI is now vulnerable, but only the PCs are positioned to take advantage of the opportunity.

All they must do is succeed against impossible odds.

**TIMETECH GAMBLE**

7

3,200

CR

XP



space goblin technomancer

NG Small humanoid (goblinoid)

**Init** +3; **Senses** darkvision 60 ft.; Perception +2**DEFENSE****HP** 90**EAC** 20; **KAC** 21**Fort** +6; **Ref** +6; **Will** +10**OFFENSE****Speed** 30 ft.**Melee** dogslicer fangblade +11 (1d12+7 S)**Ranged** unstable salamander-class flamethrower +13 (2d6+4 F; burn 2d6)**Offensive Abilities** tinker**Spells Known** (CL 7th)3rd (3/day)—*handy junkbot*, *healing junkbot*2nd (6/day)—*implant data*, *logic bomb* (DC 17), *make whole*, *security seal*1st (at will)—*detect tech*, *supercharge weapon***STATISTICS****Str** +0; **Dex** +4; **Con** +0; **Int** +5; **Wis** +2; **Cha** +0**Skills** Computers +19, Engineering +19, Mysticism +14, Physical Science +19, Stealth +14**Languages** Common, Goblin**Other Abilities** cache capacitor (*unseen servant*), fabricate arms\*, fabricate tech\*, spell cache (wrench)\***Gear** fangblade with 1 battery (20 charges), golemforged plating III (quick-release sheathe and radiation buffer), unstable salamander class flamethrower with 1 petrol tank (20 charges)**SPECIAL ABILITIES**

**Tinker (Ex)** As a move action, Gamble can remove the penalties associated with the broken condition from a single piece of equipment until the start of her next turn. The item then becomes unusable for 10 minutes (and retains the broken condition after that until it is fixed). The duration of any junkbot spell cast by Gamble is increased to 1 hour per caster level.

**Unstable Junkflamer (Ex)** Gamble's flamethrower is crafted from a mishmash of broken casings, rocket fuel, and other random material. A junkflamer is similar to a salamander class flamethrower, except it has a range of only 20 feet. If Gamble rolls a natural 1 when attacking with it, she must immediately attempt a DC 20 Engineering check. Success means that the junkflamer gains the broken condition. Failure means that the flamethrower explodes in 1d3–1 rounds, functioning as an incendiary grenade III (explode [10 ft., 2d6 F, 1d6 burn, DC 17]); a result of 0 rounds means the junkflamer explodes immediately—randomly determine the corner of the wielder's square that is the center of the burst. A thrown junkflamer has the same range increment as a grenade.





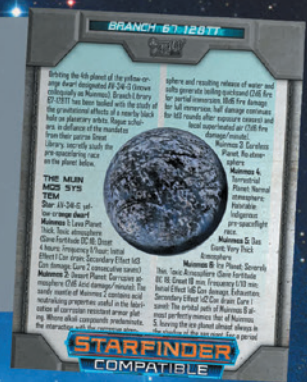






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Central is coming. It always comes.

With dreamlike vagueness, you recall dying hundreds of times, but each felt like a victory. You believed your sacrifice foiled a god, and protected a universe from a dark, war-torn future.

You were wrong.

Infinity Recursion is part four in the five part Future's Past series for the Starfinder Roleplaying Game, and is meant to be played by 4-6 4th-level PCs who should be 5th-level, or have died a final death, by the adventure's conclusion.

# INFINITY INCURSION

**STARFINDER**  
COMPATIBLE

