

FROM BEYOND Adventure Path Episode 2 - Level 4-8

DESCENT



by Davide Tramma



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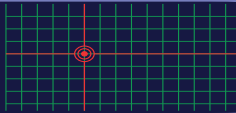
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ADVENTURE BACKGROUND



A D V E N T U R E B A C K G R O U N D

In episode 1 “Distress Call” the PCs managed to retake control of the Sawshark and the Subroutine escaped by installing itself on the rescue shuttle, the Farseer, leaving the players to their own fate. The Subroutine eventually took with it some mining drones, the Kalimar, which are now hidden in the asteroid belts. Their position is unknown. However, the Farseer had a completely different fate. It headed straight toward the Cerberus outpost to crash and self-destroy against the outpost hull close to the main power core, leaving the Cerberus with hardly any energy. Before crashing against its target the Subroutine sent a signal directed to the Cerberus, this was a virus which took control of the communication system and sent a transmission into outer space to an unknown position.

A Hobgoblin battleship was crossing the space at warp speed when they received the transmission. The Hobgoblin are always on the hunt. Thinking this was their lucky day they didn’t waste a single minute to change their course and head to the source of the transmission.

When the Hobgoblin battleship arrived close to the asteroid belt, the Cerberus was relying on its emergency batteries. Captain Tibb, commander of the Cerberus, detected the battleship warp signature and ordered the shutdown of the main systems, thus leaving only the vital support active in order to avoid detection from the Hobgoblin’s

battleship long range scanners.

Now the Cerberus has two serious problems to face. The first is repairing and restoring the power core and the second is to avoid detection from the Hobgoblin battleship.

Repairing the power core is something the crew and engineers can accomplish, but the restoration is not possible without a radioactive source which can work as the initial spark to reactivate the core. The task of the PCs is to reach the fourth planet of the star system and recover enough radioactive material which will allow the power core reactivation.

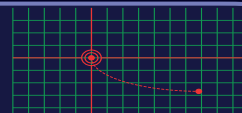
All this must be accomplished in no more than ten days, that is before the batteries run out of energy leaving the whole outpost without vital support.

About the Subroutine

The Captain explains that when they detected the Farseer shuttle approaching, he had no idea what was about to happen. He just thought the PCs were coming back and that the mission failed, so he immediately hailed at the shuttle but no one responded. However, the Cerberus’ main ICS (Integrated Computer System) detected a very low incoming frequency transmission from the Farseer. At that point, everything happened very fast. The Captain explains that something took control of the sub-space communication system and managed to send a transmission into outer space to an unknown location. All of this lasted just a few seconds, and in some way the Cerberus



THE MISSION



ICS managed to isolate and block whatever took control of the communication system. However, the transmission had already been sent at that point.

For the Gamemaster: the incoming transmission was the Subroutine which was not developed enough in order to infect and take control of the Cerberus ICS. Indeed the ICS anti-virus and firewall resolved the threat quickly, but not fast enough to stop the transmission. The players should tell Captain Tibb what they know and what they have discovered on the Sawshark.

About the Power Core

The Captain explains that when the transmission was sent into outer space, the shuttle accelerated at maximum speed heading straight to the deck where the main power core was located. The crash completely destroyed the deck and compromised the power core containment chamber. The outpost didn't explode thanks to the safety countermeasures which turned the reactor off and invaded the chamber with refrigerating foam. However, this was an extreme countermeasure. Now the reactor is not working and in order to turn it on again, a considerable amount of radioactive material is required. The stock present on board is enough only for routine maintenance and not for an extreme situation like this. At the moment the Cerberus is operational thanks to the emergency batteries.

About the Hobgoblin Battleship

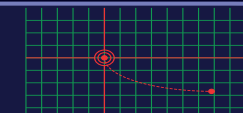
The problems are not over. Less than one hour after the transmission was sent into outer space, a vessel emerged from warp. Scanning immediately identified the ship as a fully armed Hobgoblin battleship. The captain was left with little or no choice but to shut down any active system in order to avoid detection. This would leave only the life support active so that any active scanning coming from the battleship could not be distinguished by the Cerberus amongst the thousand asteroids orbiting in the belt. Without energy and so heavily damaged, the outpost can't engage a battle against the well-armed Hobgoblin battleship, so the enemy vessel must be avoided if the crew and the PCs want to survive.

THE MISSION

The PCs will have to recover radioactive minerals from DLB01.04 DELTA, the fourth planet of the star system. A radioactive mineral deposit was detected during a scientific survey conducted by the now destroyed Farseer shuttle. The shuttle sensors detected a high concentration of these minerals in a specific location on the planet's northern hemisphere, but the thick atmosphere and the electromagnetic activity prevented the sensors from identifying the exact source composition and the surface topography.

The whole mission is made of 5 chapters, see below in the description what each chapter contains.

THE MISSION



CHAPTER 1 – FITTING THE SHIP

The PCs have to refit the Sawshark in order to land safely and extract the minerals from the planet's surface. The Sawshark is not made to fly through dense atmosphere and to land on high gravity planets. It was projected to operate in space where gravity is low and its structure, being too fragile, needs to be reinforced in order to resist the structural stress caused by entering a planet's gravitational field.

CHAPTER 2 – THE JOURNEY

As we said, the Hobgoblin battleship is nearby. If the PCs want to make it then they have to go undetected and this means traveling to the planet by unconventional means; in other words, moving the ship by using the combustion engines alone. The push will last around one minute and then the engines will be shut down. At this point the Sawshark will travel by inertia into the planet's atmosphere and land. As you can guess this way of traveling implies making exact route calculations.

CHAPTER 3 – THE LANDING

If the PCs and the engineers on the station have accomplished their job, the Sawshark should be all in one piece and, at this point, ready to land. The PCs will have to choose between three possible landing sites, each with its own pros and cons. Again, while scanning the landing sites close to the radioactive deposit the PCs will discover that they are not in front of a natural formation because

the scanners will reveal an artificial underground building from where the radioactive signature emanates.

CHAPTER 4 – UNDERGROUND

The PCs will discover an entrance to the mountain which was supposed to be the radioactive deposit. The radioactive emissions are strong and scanning reveals an artificial structure which runs 150 feet below the surface. Down there they discover the radioactive source and the presence of weird creatures, as well as a magical-technological device called the Nuclear Transmutator (see *Appendix: Nuclear Transmutator*).

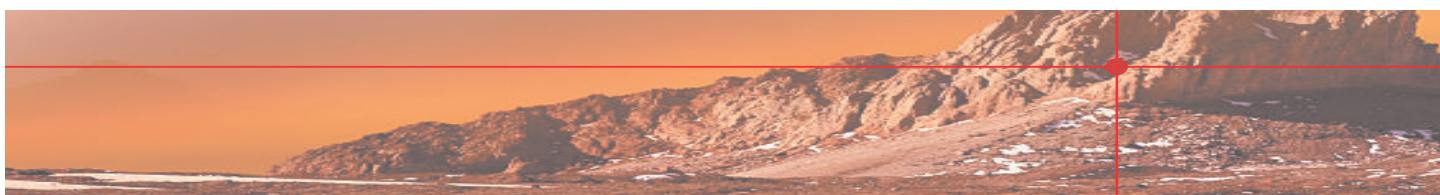
CHAPTER 5 – BACK

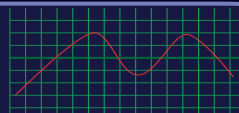
Once the PCs have explored the underground complex they can return to the Cerberus. At this point they will have recovered much more than an ordinary radioactive mineral. They will take with them the magical-technological device which will reactivate the power core.

FOR THE GAME MASTER

IN THIS EPISODE

In this five chapter episode, the PCs help the Cerberus crew to restore the power core, explore the underground complex, retrieve the Nuclear Transmutator and have their ship, the Sawshark, upgraded.





Before leaving the planet they handle with the Hobgoblin battleship thanks to a Coil Cannon they find in the underground complex, leaving the wrecked battleship to its own fate. The Subroutine will take advantage of this situation to improve itself and prepare for the next move (see *Ending*)

PLANET DLB DELTA

Diameter x1

Mass x1

Gravity x1

Atmosphere see below

Day 7 days; **Year** 28 days

VISION AND LIGHT

Vision capability, due to the planet's thick atmosphere and the brown star that the planet orbits around, is always considered as Dim Light (see Chapter 8: Tactical Rules, Senses section).

PLANET ATMOSPHERE

It has an average surface temperature of -50° and its thick atmosphere is mainly composed by ammonia 70%, carbon dioxide 10%, methane 10%, and oxygen 5%.

PLANET ENVIRONMENTS

Crystal Trees

The planet hosts a sort of vegetable life form which developed and adapted to the cold and harsh planet environment. Their composition has crystal

like structure but far more resistant. Crystal trees usually grow in small clusters of a few dozen. They are composed by silicates and rare earths, turning them into precious resources for those who need these expensive metals.

Methane Clouds

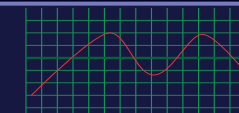
Even if most of the planet atmosphere is composed by ammonia, a raw 10% is composed by gaseous methane. This gas forms cluster which looks like clouds but due to its weight they generally exist at lower altitudes. When temperatures rise, due to natural day-night or seasonal cycles, they become extremely volatile. Methane clouds pose a threat to ships flying at low altitudes because they are highly inflammable.

Mud pools

This environment is quite common on the planet, especially close to its equator, they usually form when liquid ammonia reach a high salt concentration and mix with silicate dust. Mud pools vary in size and depth depending on the terrain topography and usually form within mountain valleys or depressed plains. These mud pools host life forms, from bacteria to more complex creatures, some of them dangerous.

The first issue with mud pools is movement, and if the PCs choose the Landing Site Beta (see Chapter 3: Landing Site Beta for more details) they will have to overcome this.

Consider the Mud Pools as if it were a Bogs



environment as described in the Starfinder Core Rulebook Chapter 11: Environments under the Biomes section. However the mud pools on the planet have one more feature, they may contain traces of trapped methane, so whenever the mud is subject to a high temperature effect like fire, laser or explosions or anything that deal F type damage there is a 10% chance that the methane emanating from the surface catches fire, causing an explosion within a 10-feet radius and dealing 2d6+F damage.

Magic and Radiations

The radiation leak coming from the subterranean nuclear reactor has affected both the Nuclear Transmutator, the planet's environment, and the alien biology on the planet. Most of the native creatures on the planet, especially those thriving in the reactor surroundings, have evolved outside the ordinary bonds of natural evolution and have developed innate magic abilities which conform to their role in the planet ecology. All the new creatures detailed in this adventure possess a spell-like ability which make them more dangerous than usual.

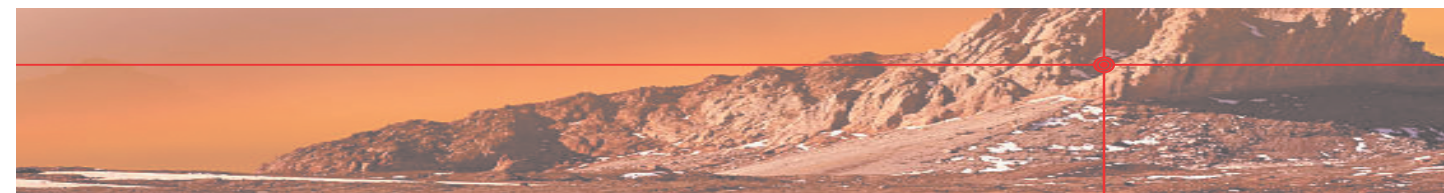
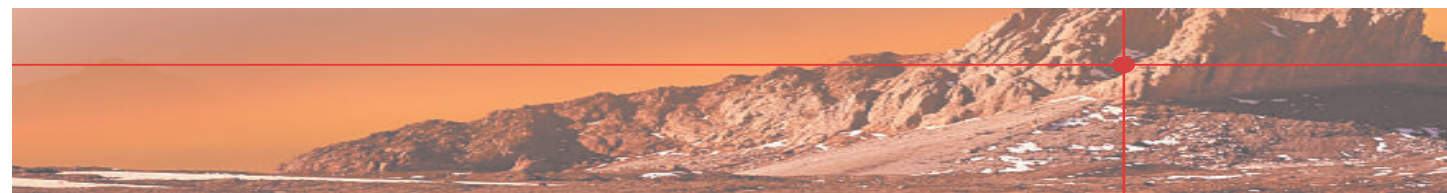
DUERGARS

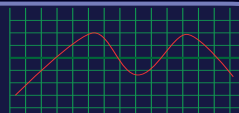
In this episode the Duergar race is presented. Duergars are a race akin to dwarves in many aspects. For the purpose of this adventure the PCs have the chance to meet a handful of survivors inside the subterranean complex. The complex

was built by the Duergars two centuries ago. A second mission was sent to investigate and replace the previous one. The survivors encountered by the PCs belong to this second mission.

The Duergars home planet follows a wide and inclined orbit around the star and its orbital period is 190 standard years, but it gets close enough to the fourth planet (the planet where the PCs will actually land on) only for a short period of time for the Duergars to make a mission affordable, considering their actual level of technology. Duergars had never established a first contact with and extraterrestrial intelligent specie. At the moment five survivors inhabit the subterranean complex and it's impossible for them to both repair the nuclear reactor and dispose of enough energy to send a signal to their home planet asking for aid. When the PCs establish a first contact with the Duergars it will be up to them how to manage the encounter and, being technologically more advanced, they will have the option to help the Duergars or get rid of them. If the PCs decide to help the Duergars, then they eventually join to become part of the crew (see *Appendix: NPC*).

Duergars goal: Duergars may have a different reason to join the PCs crew. For the purpose of this adventure path they are obviously interested in establishing a first contact with an intelligent alien species and eventually come back to their home planet to tell the story, provided someone there believes them of course. However as a GM you may have other goals in mind especially if you





want to employ this adventure as a tile for your personal campaign or setting.

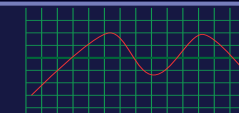
SUBTERRANEAN COMPLEX

The subterranean complex hosts a fission nuclear reactor which was built two centuries ago during the Duergars first mission (see above *Duergars* for more details). The complex had the purpose to conduct secret experiments on nuclear energy and arcane magic, thus the technology appears ancient and obsolete in the eyes of the PCs. At that time the Duergar race was just exploring this new source of energy and was experimenting space travel with no significant success. However, in order to fill the technological gap, the Duergars built a magical artifact called the Nuclear Transmutator (see minor artifact Nuclear Transmutator) which, by employing a tremendous amount of power produced by nuclear fission, could help to manipulate space-time and finally open the doors toward space exploration. At least this was their hope. The experiment with nuclear fission and arcane magic eventually went wrong because they could not fully master the raw energy produced. All the occupants inside the nuclear plant were wiped out. For 187 years the planet, the nuclear reactor, and the Nuclear Transmutator were forgotten, until 13 years ago, when the Duergars decided to prepare a second mission to retake control of the subterranean complex. The journey lasted 3 years from their home-planet due to their technological limitations, but finally they

landed again on the planet. What they found was a completely different landscape. The planet atmosphere changed radically as well as the whole biosphere. Their ship, totally unequipped to face such a harsh and unexpected environment crashed on the surface miles away from the complex, and the few survivors headed toward the subterranean complex hoping to find a place where their lives would be saved. They eventually reached the subterranean complex where they remained trapped. Left to their own fate, they waited for their planet to get close enough in order to re-establish communications with their people, an event that would have required decades. At the moment the nuclear reactor is damaged and the Duergars can't fix it, not the same can be said for the PCs, who know how to easily deal with that kind of technology.

DOORS

Inside the subterranean complex the PCs find automated doors. Once the PCs repair the control room (see *Chapter 4: Control Room*) they are able to remotely control the doors system. As a general rule, a door, due to the old age of the complex, may or may not be working. Any automated door has 50% of being operational unless stated otherwise. A door can be repaired by an engineering check DC 10 or it can be forced with a strength check DC 15.



ATMOSPHERE INSIDE

THE SUBTERRANEAN COMPLEX

The sensors detect a higher than average presence of carbon dioxide (see *Deep Scanning Map*), so the air is breathable but it affects in some way the metabolism of those who breath conventional atmosphere. Duergars, for the purpose of this adventure as well for the future campaign setting, can tolerate higher concentration of carbon dioxide, other races do not. After one hour of breathing the air inside the subterranean complex each PC suffer the *dazzled* condition.

NUCLEAR TRANSMUTATOR

The Nuclear Transmutator is a minor artifact made by the Duergars. The artifact is capable of converting matters and reassemble it at an atomic level. However, it requires a tremendous amount of power in order to work properly. For the purpose of this mission the artifact can easily substitute any radioactive material and it can be employed to restart the Cerberus power core. The PCs, once the mission is over, can dispose of the Nuclear Transmutator and analyze it (see *Appendix: The Nuclear Transmutator*).

KEEP TRACK OF TIME

Many paragraphs indicate how much time is required to accomplish a specific task. Remember the Cerberus station is short of energy and its vital support is slowly failing. As a GM you should keep track of time or ask one of the players to take care

of this detail. After 10 days the vital support on the Cerberus stops working, so this is the time limit to accomplish the mission.

FUEL UNITS

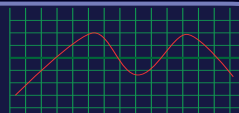
The Sawshark is projected to rely on the combustion engines for a limited amount of time and in situations where swift maneuvers across asteroids are essential. Its fuel tanks capacity however are too small to land on a planet and take off.

In this adventure we will refer to what we call fuel units as a custom made rule which measures how much fuel is left in order to accomplish the mission; go, land and back. The Sawshark fuel tanks have a capacity of 60 fuel units but these will be extended to 80 thanks to a technical improvement (see *Chapter 1: modifying the refining machinery* for more details). During the landing (see *Chapter 2 – the landing protocol*) there is a chance that the Sawshark consumes more fuel than expected and this will depend on the piloting skill check and the descent piloting modifier (see *Chapter 1 – modifying the combustion engines*). In other words, just take notes of the fuel units and decrease the amount as stated in the adventure.

NPC CREW

In this module four NPC engineers aid the PCS in many tasks. Even if the Starfinder Core Rulebook states that NPCs and monsters should not show stats, skills and feat as a PC does, we go against this rule just for those NPCs who are considered crew





members of the PCs. Some NPCs are temporary, other are more important and sometime team-up with the PCs in a long term perspective. It means they will earn XP thus improving their skills, if the players are willing to keep them at their side. The NPCs gain experience as stated under the Leadership Feat described in the Pathfinder Core Rulebook. It means that when experience points are awarded, the experience is split among the PCs normally, then every NPCs receive an amount of experience equal to $(\text{NPCs level}) / (\text{PCs average level})$ multiplied for the experience awarded to each PC. For example, a party of four level 3 characters receive 3.000 XP, thus each character receives 750 XP. The average party level is 3. Two level 2 NPCs are following the party. Every NPC receives $2/3 * 750 = 500\text{xp}$.

If you played the previous episode, Distress Call, and the medical officer corporal Wassily survived, he should still be with the party and thus following the PCs in this adventure.

In this adventure the four NPC engineers are detailed: Tzaru the Contemplative, Karsk the Dwarf, Sah'Ah Mal the Winterborn Ryphorian and Numa the Verthani. They are the four engineers assigned by Captain Tibb in order to help the party to refit and improve the Sawshark and to follow them on the planet to accomplish the mission. In the Appendix under the NPC section you can find their data sheet and background. During the adventure the NPC occasionally offers help by expressing suggestions and opinions about critical

situations if the PCs can't figure out what is going on.

HOBGOBLIN ASSAULT SQUADS

Once the Hobgoblin battleship reaches the planet orbit (see Control Room for more details) they send an assault squad to occupy the subterranean complex, probably destroying the main gate and looking for whoever is inside the complex with the only purpose to capture them. We assume the PC, who know the terrain better, get rid of the assault squad and organize a counter attack directed at the battleship by firing the coil cannon straight at the battleship's hull (see Coil Cannon and Hobgoblin battleship in orbit! for more details).

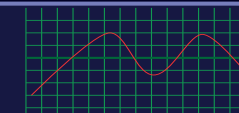
Hobgoblin assault squad: 20 marauders (see *Appendix: New Creatures - Hobgoblin*).

Increase the number of marauders composing an assault squad or send more than one assault squad if you are confident it can be an interesting challenge for the PCs, especially if they decide to cooperate with the Duergars.

XP AWARDS

In this adventure the PCs receive XP both as a team and as individual, both from encounters or dangerous situations.

Occasionally a NPC may express his opinion in order to solve some complicated situations, but this will not happen before the PCs had the chance to make an attempt on their own. If the PCs figure out what to do then award them the stated amount



of XP. If, as a GM, you think a NPC intervention is necessary it would be better not to award the PCs any experience points.

EQUIPMENT

Accessing equipment could represent an issue. However, considering the situation you can tell the players that they have free access to almost any level 4 equipment, such as weapons, ammunition, armors and technological equipment. The Cerberus outpost is large enough to store a considerable amount of armory. Consider that the PCs are awarded an amount of 15,000 credits that they can spend freely.

ADVENTURE HOOKS

Even if you did not play Distress Call, the previous episode of this adventure path, you can easily fit this module into your campaign or eventually use it to enrich your home brew campaign setting.

Below we propose some adventure hooks.

The PCs are about to explore a new planet: you can use some part of this module to introduce your players to a new unexplored planet, especially if you want them to visit a hostile environment. You can easily fill the subterranean complex with other creatures or eventually turn it into an isolated fortress held by the bad guys.

Blow it up: the PCs are asked to infiltrate and destroy a dangerous facility. This means you can turn the subterranean complex into a hi-tech enemy facility. The PCs eventually land far from

the target – in this case just increase the distance of the landing sites – thus facing their enemies both on the surface and underground.

Last defense: the PCs are holding the position inside the subterranean complex while a heavily enemy space ship is approaching the planet to destroy them and their allies. The enemies, after sending squads to infiltrate the complex eventually decide to wipe the site out by bombing the complex with weapons of mass destruction. At that point, the PCs fetch their experimental coil cannon and save the day by tearing apart the enemy ship (or ships).

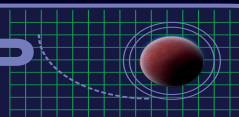
Far away from home: the PCs have to set forth on a journey on the other side of the galaxy and they discover the location of the Nuclear Transmutator, the only artifact that, if properly activated, can send them to far distances in a blink of an eye.

CHAPTER 1 – FITTING THE SHIP

In this chapter the PCs, aided by Tzary, Karsk, Sah'Ha Mal and Numa, the four engineers from the Cerberus, work to refit the Sawshark and prepare the ship for landing on the planet surface. Everybody has to work exposed to vacuum effects. Captain Tibb provides the PCs a Carbon Suite, Graphite suit to each PCs.

The following operations have to be accomplished in order to refit the Sawshark:





MOVING THE MINING MACHINERY (required time 12h +1d4h)

The equipment to extract minerals is stored inside the Cerberus so the fitting team has to move it into the Sawshark's cargo holds. Lack of gravity helps, but it takes time to move all the components, so the engineers manually open the Sawshark prow in order to let the bigger parts enter the cargo holds. The PCs and the NPCs have to perform all these maneuvers in vacuum and without any shield protecting either them or the Cerberus. One of the known dangers lurking out there is the blue ooze (see previous episode: [Distress Call](#)) amongst other creatures.

Roll a random encounter every hour (or set an encounter every four hours) on *Table 1.1: Random Encounters around the station*.

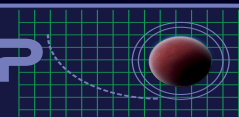
Blue ooze: these tiny creatures are not so dangerous if the crew are wearing the space suits

which will protect them from the ooze's cold touch. The oozes rather attempt to infiltrate and hide inside the ship, attracted by the power core radiations and lurk there waiting for a better moment. The blue ooze feed upon carbon-based compounds (and living beings have plenty) and need radiations to activate their biological functions. So the PCs will have to hunt them down and prevent them from infiltrating inside the Sawshark. If any of these creatures infiltrate the hull they could turn into a problem during the journey (see *Chapter 2*)

Blue ooze, mutated: since the arrival of the Cerberus, the blue ooze came in contact with something totally unknown. This kind of creature, accustomed to a harsh and radioactive environment with scarce source of food, reacted quickly to shield electromagnetic fields, power core radiations, chemical wastes and exotic energy sources. The mutated ooze is more aggressive and reactive, so it attacks any humanoid being who

TABLE 1.1: RANDOM ENCOUNTERS AROUND THE CERBERUS

Roll D20	Encounter	Source
1-16	None	-
17	Blue ooze (3-30)	See Appendix: Blue Ooze & Distress Call episode
18	Blue ooze, mutated (1-4)	See Appendix: Blue ooze, mutated
19	Electrovore (1-6)	Starfinder Alien Archive
20	Medium elemental, earth (1)	Starfinder Alien Archive



is floating in space, attempting to consume their space suit and eventually what is inside it.

Electrovore: this creature needs to feed upon electricity or electrostatic currents that form between small celestial bodies orbiting close enough so that their magnetic fields interact. The presence of technological artifacts like outposts and ships is even better. If you roll such an encounter you should have the electrovores attack those PC or NPC who are close to the electric cables or are employing electrical tools. (see [Alien Archive](#)).

Medium Elemental, earth: geomagnetic activity sometimes opens gates into the elemental planes, giving access to the prime material world. In this star system the nature of radioactivity increases the probability for these gates to open and last more than usual. One of these gates are inside the asteroid belt, it is quite stable and leads to the earth's elemental plane. Occasionally extra-planar creatures cross the boundaries and explore the outer space getting close enough to the outpost. It's up to you as a GM, to manage such an encounter. As a rule an earth elemental is not be automatically hostile unless threatened.

MODIFYING THE COMBUSTION ENGINES (required time 8h+1d4h)

As we said the Sawshark is not made to land on planets with high gravity, so an improvement is mandatory, both on the engines structure as on the electronic controls.

First, the combustion engines need to be coated

with a special alloy so that they can resist the high temperatures caused by the friction with the thick atmosphere. Second, the on-board computer needs to be improved with four dedicated consoles (one for each combustion engine) that will make the calculations to balance the power of each combustion engine, so that the ship does not become unbalanced during the descent.

The Game Master should ask who among the PCs wants to install the dedicated consoles, and each character should roll a separate engineering check; if not one of the PCs wants to accomplish this task then the NPC engineers (see *Appendix: NPC*) will. Keep in mind that the NPC engineers have their own engineering skill modifier.

For each of the engineering skill check, consult *Table 1.2: Descent modifier*.

Keep note of the four circumstance bonus/penalty, because it will be applied in *Chapter 2* during the landing. This engineering check represents how well each engineer has installed and tuned the consoles to its respective combustion engine.

Story Award: 400 XP

Example: you roll 4 engineering checks that, including the engineering skill modifier, result in 12, 15, 8, 17. Your cumulative circumstance bonus is -1+0+1+1=+1; keep note of this number for a later use in chapter 3 during the landing.

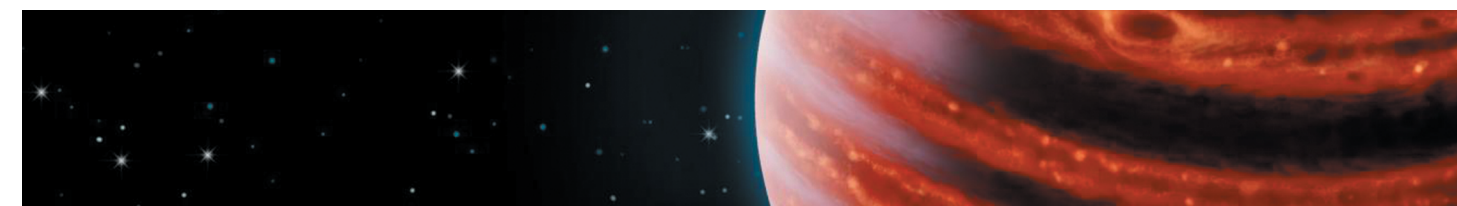


TABLE 1.2: DESCENT MODIFIER	
Engineering check	Descent piloting check modifier
<10	-2
11-13	-1
14-16	0
17-18	+1
19+	+2

REINFORCING THE HULL (required time 12h+1d4h)

In order for the Sawshark hull to resist the mechanical stress caused by the descent, it has to be properly reinforced. This means making the hull thicker and stronger by adding plates and bars to specific critical points. Calculations must be exact and every add-on perfectly crafted. Once again the engineers, PCs or NPCs, will play a vital role in this task. Advise the players that the best engineer among them is in charge when the work starts, because the result will depend on his/her skill check.

The higher the engineering check result, the better the improvement will be. See Table 1.3.

Story Award: 400 XP

MODIFYING THE REFINING MACHINERY (required time 8h+1d4h)

If something goes wrong during the journey to the planet, you really don't want to run out of fuel. An

TABLE 1.3: HULL REINFORCEMENT		
Engineering check	AC bonus	HP bonus
<15	0	0
16-19	+1	+5
20-21	+2	+10
22	+3	+15
23+	+4	+20

event that may easily occur if the PCs rely only on the actual fuel tanks capacity. This improvement increases the fuel capacity by 20, raising it to 80. It means the engineers work on the refining machinery in cargo hold C so that it can transfer the hydrogen directly to the combustion engines. This reserve however, needs to be activated in case of emergency and only when the fuel tanks are empty, not before!

This improvement requires an engineering skill check DC 15 rolled secretly by the Game Master. If the skill check is successful the enhancement on the fuel supply works normally when activated.

If the skill check is unsuccessful the adaptation is normally installed. However, when activated it starts a fire in cargo hold C. The fire does not immediately jeopardize the fuel reserve injection itself, but it slowly damages the hull from the inside. Every round the fire is left uncontrolled it causes 1hp damage to the hull and covers a surface of 5 square feet, then for each round there is a 50% probability the fire extends to another randomly

determined adjacent square foot thus causing 1 more hp damage to the hull, and so on until the fire is extinguished. The fire can be extinguished with an ordinary fire extinguisher one square foot at a time and it takes 1 complete round action.

Story Award: 400 XP

CHAPTER 2-THE JOURNEY

The journey from the Cerberus to the planet takes 72 hours. The Sawshark will turn the combustion engines on at maximum strength for 1 minute to generate the initial thrust, then inertia will do the rest.

The crew won't have the chance to use pulse engines because they have to avoid detection from the Hobgoblin battleship which is actively scanning the space around it. They won't be able to adjust the course, so calculating the route without errors is vital.

SETTING COURSE (required time 1d4h)

Calculations take time and require precision. If the entry angle is too wide or too narrow it will be more difficult to reach the surface unarmed and of course it will consume more fuel. One PC rolls a piloting skill check and takes note of the consequent descent piloting check modifier. This modifier adds to the previous modifier as stated in *Chapter 1: modifying the combustion engines table 1.2*. This bonus will be added during The

TABLE 1.4: DESCENT MODIFIER	
Piloting check to set the course	Descent piloting check modifier
<7	-2
8-12	-1
13-14	0
15-19	+1
20+	+2

landing protocol in this chapter.

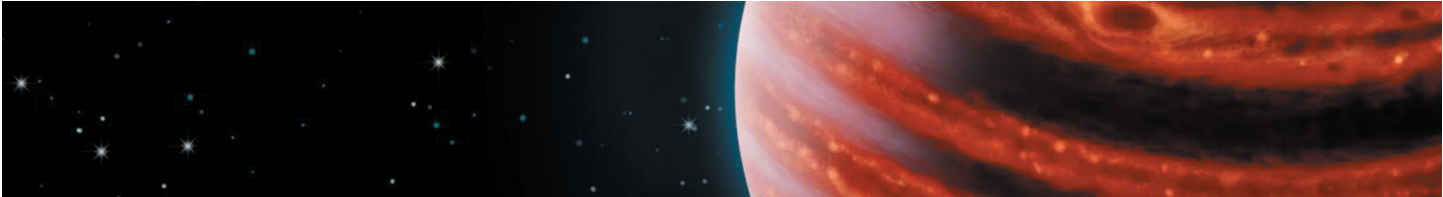
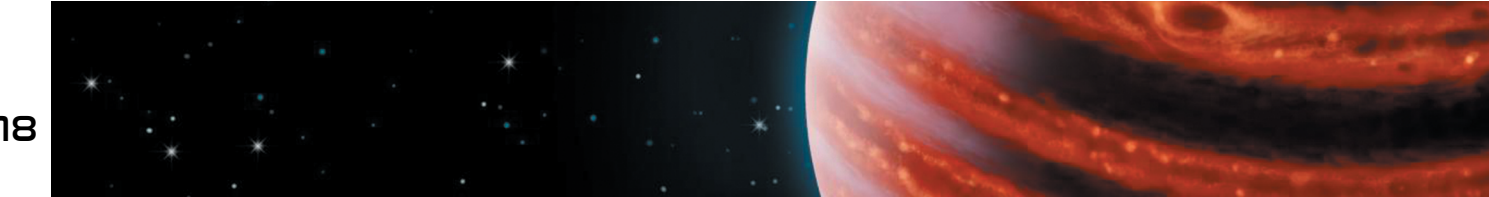
Story Award: 400 XP to the PC who set the course.

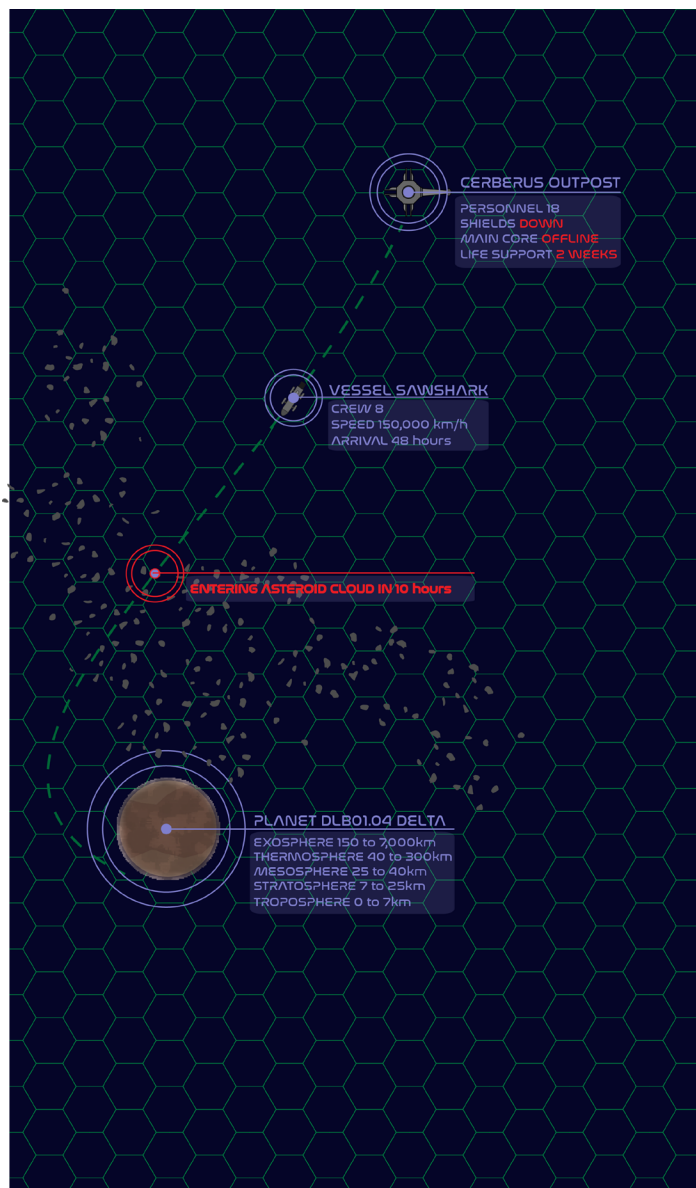
THE JOURNEY (required time 72h, 300 XP, Fuel Units -10)

The Sawshark is released from the Cerberus mooring and slowly moves in space. The ICS has already uploaded and running the program which will calibrate the combustion engines thrust.

While you are positioning the ship on the proper route, the countdown has already begun...10...9...8...7...6...5...4...3...2...1...ZERO! The four engines turn on simultaneously pushing the ship into the void. Red-yellow flames burst out of the engines, getting larger and brighter every second while the increasing G-Force squeezes your chest and leaves you breathless.

So the journey has begun. The pilot turns on the combustion engine and for 1 minute (10 rounds)





the Sawshark receives the thrust which will launch the crew through space up to their destination. For the following 10 consecutive rounds the pilot rolls a piloting check DC 15, if successful the engines consume 1 fuel unit, if not 2 fuel units are consumed. During the following 72 hours nothing should occur, unless some blue ooze or other creatures as described on table 1.1: Random Encounters around the station manage to infiltrate the ship to cause trouble or to surprise attack some

of the crew members. Consider these 72 hours as downtime. Maybe the PCs need to craft equipment or make plans, encourage them to do so if required.

DOWNTIME ACTIVITIES

During the journey the PCs have free time to carry on various activities. Below we present some of these activities and some of them are home brew rules created for this adventure. A good and well trained crew usually do not waste time, especially when put into an extreme situation like the one presented in this module. The engineers always try to improve the ship to the best of their possibilities, discovering new ways to fix issues, enhance systems or improve the technological equipment.

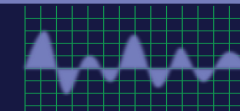
Some activities won't take too much time, others require full time occupation and dedication. The length of time for each downtime activity presented here is specified.

Some tasks require the craft item rules (see *Starfinder Core Rulebook – Chapter 7: Equipment, Crafting equipment and magic items*).

Craft item – Electrovore gloves

If by chance the PCs encountered some electrovores during the ship fitting (see *Chapter 1 – moving the mining machinery*), they can employ what is left of the creature to craft what is known as static electrovore gloves, level 2 (see [Alien Archive: Electrovore](#)),

Story Award: award the PC/NPC 200 XP for



each successful crafted item

Craft item – Incendiary grenade

If by chance the PCs encountered some blue ooze during the work at the Cerberus or if they encounter some blue ooze on board then it is possible to employ the methane compounds that the ooze is composed of to craft some incendiary grenades I (see *Starfinder Core Rulebook – Chapter 7: Equipment*). Each blue ooze yield one grenade.

Story Award: award the PC/NPC 100 XP for each successful crafted item

Check and recheck!

One PC/NPC is assigned to revise the entire ship's systems in order to make it more efficient and balanced. This task requires 8 hours of work every day (max three days) and result in a +2 circumstance bonus on the piloting check during the landing phase. If the PC/NPC assigned interrupts the task and decides to switch to other tasks the circumstance bonus is lost.

Story Award: award the PC/NPC 100 XP

Reprogram the drones!

One PC/NPC is assigned to reprogram the on-board repair drones (see Appendix: Repair drones) in order to make them capable of extinguishing fires as a fire extinguisher does. In this way every repair drone can extinguish fire for a whole round before the charge is depleted. This task requires 8 hours of work for each drone (max three days).

If the PC/NPC assigned interrupts the task and decides to switch to other tasks the circumstance bonus is lost.

Story Award: award the PC/NPC 100 XP

Align the weapons!

One PC/NPC is assigned to align the aiming systems and the weapons efficiency (does not apply to turrets). This task requires 8 hours of work every day. Roll a computer check every day (max three days), then calculate the average result rounding down and consult the table below to see the effect. If the PC/NPC assigned interrupts the task and decide to switch to other tasks no improvement is achieved. See Table 1.5.

Optimize the shields!

One PC/NPC is assigned to optimize the energy systems efficiency which regulate the shields. This task requires 8 hours of work every day. Roll an engineering check every day (max three days), then calculate the average result rounding down and consult the table below to see the effect. If the PC/NPC assigned interrupts the task and decide to accomplish other tasks no improvement is achieved. See Table 1.6.

Revise the power core!

One PC/NPC is assigned to revise the power core energy flux which feeds the ship's systems. This task requires 8 hours of work every day. Roll an



TABLE 1.5: ALIGN THE WEAPONS!

Average computer check	Effect	XP award to PC/ NPC
14 or less	-	0
15	The weapons get a permanent +1 enhancement bonus on gunnery check	100
16	The weapons get a permanent +1 enhancement bonus on damage	150
17	The weapons get a permanent +1 enhancement bonus on gunnery check and a permanent +1 enhancement bonus on damage	200
18	The weapons get a permanent +2 enhancement bonus on gunnery check	250
19	The weapons get a permanent +2 enhancement bonus on damage	300
20	The weapons get a permanent +2 enhancement bonus on gunnery check and a permanent +2 enhancement bonus on damage	500

engineering check every day (max three days), See Table 1.8.

then calculate the average result rounding down

and consult the table below to see the effect. If the PC/NPC assigned interrupts the task and decides to switch to other tasks no improvement will be achieved. See Table 1.7.

Enhance the countermeasures!

One PC/NPC is assigned to enhance the electronic countermeasures which prevent the ship from being targeted by guidance weapons. This task requires 8 hours of work every day. Roll a computer check every day (max three days), then calculate the average result rounding down and consult the table below to see the effect. If the PC/NPC assigned interrupts the task and decides to switch to other tasks no improvement will be achieved.

HAZARDS

During the journey some natural events may occur, putting both the ship and the crew in danger. Here is a list of possible natural hazards. As GM you should pick only one to occur and place it at any moment during the journey.

Solar flare

This natural cosmic event obviously occurs close to stars, which is the case here. The solar flare does not damage the hull but jeopardizes the shields’ magnetic fields. The shields receive 1d6 damage. However, this damage can be restored once the Sawshark lands on the planet and the engineers fix the problem. Repairing the shields requires 8

TABLE 1.6: OPTIMIZE THE SHIELDS!

Average engineering check	Effect	XP award to PC/ NPC
14 or less	-	0
15	Shield points increases permanently by +1	50
16	Shield points increases permanently by +2	100
17	Shield points increases permanently by +3	150
18	Shield points increases permanently by +4	200
19	Shield points increases permanently by +5	300
20	Shield points increases permanently by +6	400

hours of work made by at least one engineer. So consider this shield damage as a permanent loss until fixed.

Story Award: 200 XP

Micro-meteor swarm

An occasional swarm of micro-meteors hits the Sawshark. Micro-meteors fly at high speed and are usually caused by two colliding asteroids. The swarm’s speed and minuscule size are mostly blocked by the shields, however some of them manage to bypass the shields’ magnetic fields to strike and pierce the hull. The impact deals no significant damage to the hull but can damage some internal ship systems or injure some crew members.

Choose one of the events below:

1) Each crew member has a 10% chance to receive 2d4 damage.

2) One randomly selected ship system receives the wrecked condition. The damage can be repaired once the ship lands on the planet and requires 8 hours of work by at least one engineer. See Table 1.9

Story Award: 500 XP

Graviton Flare

This natural phenomena is a sudden burst of graviton waves coming from unstable and massive celestial bodies which increase the gravitational forces and the curve of space-time. It is said that wormholes are the consequence of such waves if strong enough. The consequences for a ship are a sudden stress on its hull structure. The graviton



TABLE 1.7: REVISE THE POWER CORE!		
Average engineering check	Effect	XP award to PC/ NPC
14 or less	-	0
15	Power core unit (PCU) increases permanently by +1	50
16	Power core unit (PCU) increases permanently by +2	100
17	Power core unit (PCU) increases permanently by +3	150
18	Power core unit (PCU) increases permanently by +4	200
19	Power core unit (PCU) increases permanently by +5	300
20	Power core unit (PCU) increases permanently by +6	400

flare causes 1d4 damage to the hull. The damage can be repaired by the engineers using the advanced engineering tool kit.

Story Award: 200 XP

X-Ray burst

This kind of emission is common in outer space and is usually stopped by the shields, sometimes a ship’s sensors get slightly damaged by the intensity of this natural event. In this case the Sawshark sensor receives the malfunctioning condition and all scanning attemptst involving the sensors receive a -2 penalty. This damage can be easily repaired but the engineer has to work on the damage from outside the ship.

Story Award: 200 XP

DESCEND

After three days the Sawshark reaches the planet and is dragged into the orbit’s gravity. The atmosphere is so thick that it’s impossible to spot any portion of the surface. Brownish dense clouds envelop the planet. However, sometimes a burst of light suddenly paints the sky with a yellow-orange mix of colors. The wind on the planet is calm so the clouds covering the surface look more like a quiet brownish colored sea. The thermal sensors confirm a very low temperature but equally distributed all around the atmosphere, a clue that marks a good temperature distribution thanks to the atmosphere.

The Sawshark is now getting closer to the mesosphere, gas friction against the shields



TABLE 1.8: ENHANCE THE COUNTERMEASURES!		
Average Computer check	Effect	XP award to PC/ NPC
15 or less	-	0
16 to 17	Target Lock (TL) increases permanently by +1	100
18 to 19	Target Lock (TL) increases permanently by +2	200
20+	Target Lock (TL) increases permanently by +3	400

start to slightly increase the outer temperature, generating a stray of hot gas which envelops the ship.

It’s now time to discover if the combustion engines are capable to withstand the landing and if your calculations were correct.

THE LANDING PROTOCOL (FUEL UNITS -10 or more)

The landing takes 1 minute (10 rounds) 1 fuel unit is consumed every round unless an out of the ordinary condition occurs. Landing the Sawshark is not an easy task and requires the coordination of the crew members, both PC and NPC. Everyround,foralltheconsecutive roundsrequired for the descent, you have to roll the following checks, more details are in the descriptions below.



TABLE 1.9: MICRO METEOR SWARM		
D%	System	Effect
1-10	Life support	Oxygen recycling does not work properly thus saturating the air with carbon dioxide. All crew members suffer the fatigued condition.
11-30	Sensors	All scanning attempts suffer a -4 penalty.
31-60	Weapons array	All gunnery checks suffer a -4 penalty.
61-80	Engines	All piloting checks suffer a -4 penalty.
81-100	Power core	All engineering checks suffer a -4 penalty.

Engineering skill check DC 15 (ICS tetranode bonus can be applied, see *Appendix: Sawshark*)

During the ship’s remodeling 4 dedicated consoles were installed close to each combustion engine. Each console requires an operator in order to function properly. So, roll an engineering check every round for every combustion engine and apply the descent piloting modifier circumstance bonus that you calculated from *table 1.2* and *table 1.4*. These circumstance bonuses reflect how well the consoles have been installed and tuned to the combustion engines and how accurate the course has been calculated.

Remember that every combustion engine is handled by a specific operator, may it be a PC or a NPC, so consider the specific engineering bonus for each specific combustion engine console.



Now, if all the checks are successful and nothing bad happens, it means the ship's engines are all working in synchronicity, thus the ship structure suffers no stress or damage.

If the engineering check fails!

Every time an engineer fails a check (remember you roll four checks every round) three events occur:

1) The ship receives 1 damage to the hull and 1d4 damages to the shields. This reflects a bad coordination between the four combustion engines, meaning the ICS and the console operators have not properly balanced the thrust causing the ship to lose the descending angle and consequently increasing structural stress and temperature due to friction with the atmosphere.

2) The ship engines generate an **engine backfire** thus consuming 1 additional fuel unit instead of one.

Beside the higher fuel consumption, another problem arises. Inflammable gas leaks out of the engine containment valves and ignites a fire. The fire causes 1d6+F damages within a 10 feet radius. The fire lasts 1d4 rounds making the console not usable until the fire is extinguished with a fire extinguisher. Extinguishing the fire requires one full round action.

Keep in mind that while the console is not usable the associated combustion engine is almost out of control, so the ship receives automatically 1 damage to the hull and 1d4 damages to the shield.

Piloting skill check (DC 20) (ICS tetranode

bonus can be applied see *Appendix: Sawshark*)

Every round, for the consecutive 10 rounds required to land safely, the pilot has the task to maintain the ship in balance, fighting against gravity and the atmosphere friction. Once the surface is near he has to slow the ship down in order to avoid crashing and certain death. As you can guess, this is not an easy task. When rolling the piloting check, apply the descent piloting modifier circumstance bonus that you calculated from *table 1.2* and *table 1.4*.

If the check is successful it means that everything is fine in this round.

If the piloting check fails!

Every time the pilot fails a check (remember you roll a check every round) two events occur:

1) The ship loses balance due to a bad maneuver and lack of reflexes. The hull receives 1 damage and the shields 1d4 damage.

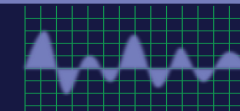
2) Every crew member has to roll a fortitude saving throw DC 12 or suffer the nauseated condition for 1d4 round.

If you roll 1!

If you roll a fumble, or a natural 1 on the twenty sided dice, either on the piloting or engineering check, the situation gets even worse. You have to double the damage inflicted to the hull (2 damages) and to the shields (2d4 damages).

Exhausting the shields!

If the ship exhausts the shields then the damage caused by the friction with the atmosphere directly affects the hull. Convert the 1d4 damages that



would normally affect the shields into 1 damage to the hull.

Story Award: award 1,000 XP

SCANNING THE SURFACE (from round 1 to 7)

Starting from the seventh round the ship's scanners are able to scan the surface in order to find a proper landing site. Consider that no one has surveyed the surface yet, indeed the PCs are the first members of federation to put their feet on this planet.

The first data the scanner transmits is the surface topographic lectures, which identify three optimal landing sites close enough to the radioactive source. These landing sites are plain enough for

the Sawshark to land safely without jeopardizing the hull.

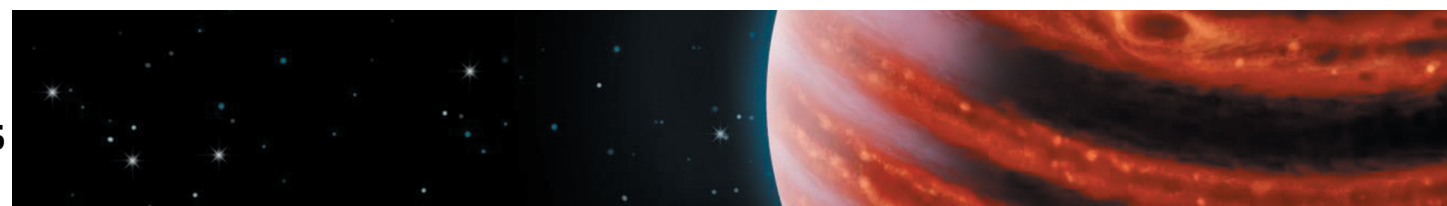
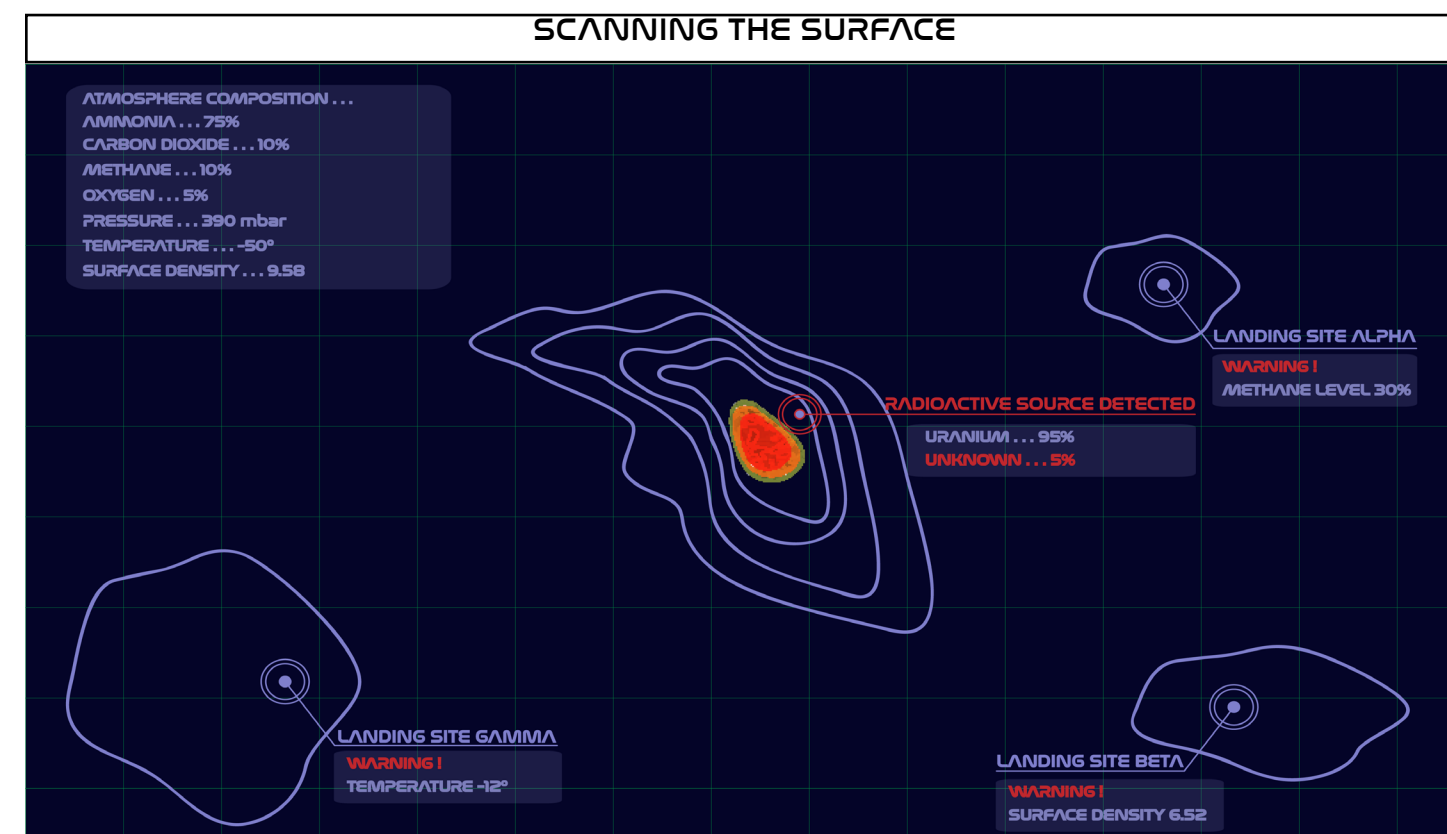
The ICS marks the three landing sites as Alpha, Beta and Gamma, so the pilot has to choose which landing site he wants to land on.

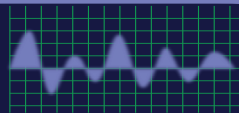
Scanning the landing sites (ICS tetranode bonus can be applied)

Numa: *Captain, I suggest to scan the landing sites to get more information about the environment.*

Numa suggests to conduct a deeper scanning in order to collect more data and discover more details about each landing site.

Roll a computer check DC 15 for each landing site, the higher the result the more information the scanning reveals. Scanning the landing sites all at once require one round and the ICS bonus





can be applied to each of the scanning check simultaneously.

Of course if the computer check fails then the PC does not discover more details than those provided by the topographic scan.

Story Award: 300 XP

Landing site ALPHA

14 or less: the scanning does not reveal any detail.

15: the scanner reveals the landing site is 1,650 feet far from the radioactive source and covers a surface of around 107,000 square meters.

16 to 20: the scanner reveals presence of methane with a concentration level higher than the average detected in the planet's atmosphere.

21 to 25: the scanner reveals presence of methane with a concentration of 30%, it means 3 times more than the average detected in the planet's atmosphere.

If the skill succeeds by 16 or more read the following NPC tip to the PCs.

Numa: *Captain, if we land on this site I'm pretty sure the engine will set the methane on fire. I can't say nothing about the consequences but for sure the blast will be strong.*

Landing site BETA

14 or less: the scanning does not reveal any detail.

15: the scanner reveals the landing site is 2,300 feet far from the radioactive source and covers a surface of around 968,000 square meters.

16 to 20: the scanner reveals a lower surface

density than the average density detected on the planet. This could indicate the surface is not completely solid or as hard as ordinary silicate formations.

21 to 25: the scanner reveals a surface density of 6.52 extending up to 5 feet in depth, lower than 9.58 which is the average density detected on the planet surface.

If the skill succeeds by 16 or more read the following NPC tip to the PCs.

Numa: *Captain, the lower surface density makes me believe we will land on a terrain that may resemble mud or quicksand. The good news is that it's not deeper than 5 feet, so we should be able to cross it. Hope Karsk won't mind!*

Karsk: *Screw you Numa!*

Landing site GAMMA

14 or less: the scanning does not reveal any detail.

15: the scanner reveals the landing site is 1,970 feet far from the radioactive source and covers a surface of 3,873,000 square feet.

16 to 20: the scanner reveals a temperature higher than the average temperature detected on the planet.

21 to 25: the scanner reveals a temperature of -12° which is higher than the average temperature of -50° detected on the planet's surface. The presence of an acid chemical compound is detected on the surface of the landing site and density drops to nearly zero 100 feet below the surface.

If the skill succeeds by 16 or more read the



following NPC tip to the PCs.

Numa: *Captain, I suppose the higher temperature marks the presence of a geothermal activity of some sort. I presume we'll find acidic geysers.*

Scanning the radioactive source

The radioactive source lays under a mountain, in the middle of the three possible landing sites.

Numa: Captain, I have just scanned the radioactive deposit and I found something anomalous. It's not a natural formation at all. The sensors detect an artificial subterranean structure. The high radiation level doesn't come from a natural formation but most likely from a fission reaction. The lectures mark a radioactive source composed by 95% uranium and 5% unknown origin!

While the initial survey conducted by the Cerberus indicated something like a natural highly radioactive deposit, the close scanning from the Sawshark shows a radically different outcome. First it is not a natural deposit, it is instead an artificial structure. The scanner clearly reveals the presence of metal structures under the mountain. The heterogeneous underground density means chambers of various sizes are also present. The ICS then classifies by default the radioactive source as a fission nuclear reactor due to both high uranium concentration and radioactivity leaks located right around the source. However, the uranium radiations emanating from the reactor represent 95% of the radioactive source, indeed the ICS indicates a 5% of unknown energy source.

METHANE GAS EXPLOSION (round 8 to 10)

The atmosphere is composed by a 10% of methane which form clouds at a low altitude. In the last three rounds of the descent, the engines ignite these gas clouds causing explosions and strong airflows. The gas density increases as the Sawshark gets closer to the surface, so the damage received varies depending on the altitude. As we said, the descent lasts 10 rounds, so during the last three rounds apply damage as stated below:

Round 8: the gas explosion causes 1 damage to the hull and 1d3 damage to the shields.

Round 9: the gas explosion causes 1 damage to the hull and 1d4 damage to the shields.

Round 10: the gas explosion causes 1 damage to the hull and 1d6 damage to the shields.

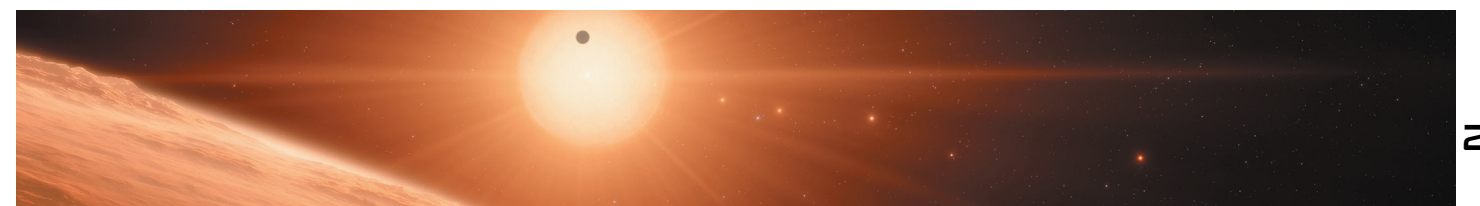
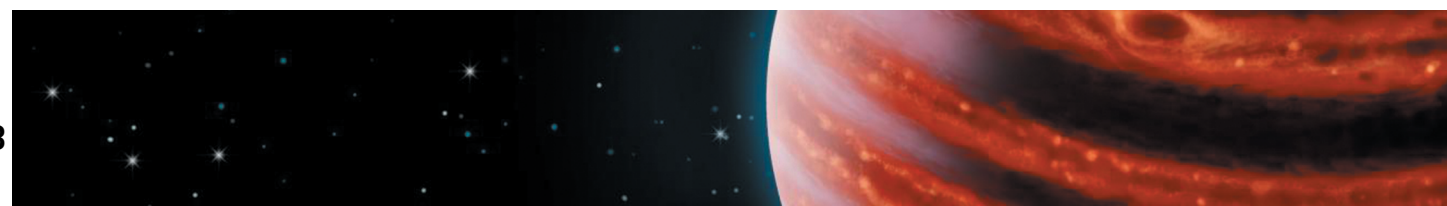
Story Award: 300 XP

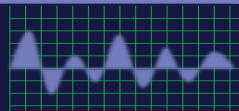
CHAPTER 3-LANDING

At last the PCs discover that the deposit is not natural but an artificial underground complex and the scanner reveals the presence of nuclear fission technology. This discovery has important implications, the drilling machinery is not essential to recover radioactive metals, however, the team has to find an entrance to the underground complex and reach the radioactive source.

Now it's time to land and it's up to the PCs to decide which landing site is the most appropriate.

Tzaru: *Captain, I have improved the ICS*





algorithm that regulates the combustion engines. I think it is now more efficient.

Improved Combustion Engines: After the landing you can consider the Sawshark combustion engines improved (see **Appendix: The Sawshark**). This reflects the fact that the ICS has stabilized the algorithm which balances and regulates the engine thrust. This improvement increases the extra thrust given by the engines and optimizes the fuel consumption.

LANDING SITE ALPHA

This landing site has a flat surface, good for landing a ship like the Sawshark. Its surface measures approximately 968,000 square feet and it's around 1,650 feet far from the mountain which hides the subterranean nuclear plant.

Once the ship gets close to the landing site the methane reacts immediately with the heat of the combustion engine and explodes. The explosion is devastating, amplified by the thick atmosphere which causes a violent airflow. This causes 1 damage to the hull and 1d8 damage to the shields. The hull literally quakes imposing the wrecked condition to one randomly chosen ship system (see [Starfinder Core Rulebook](#), Chapter 9: Starship Combat; Damage paragraph to determine which system is affected). The airflow is violent enough to move the ship's axis requiring the pilot to take control of the situation and react with lightning fast reflexes.

Roll a piloting check and consult the result below

for the consequences, the higher the roll, the better.

25 or more: the ship lands safely without any consequence.

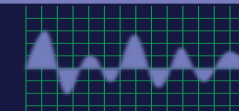
20 to 24: the ship becomes slightly unbalanced by the explosion, suffering 1 damage to the hull and 1d4 damage to the shields.

18 to 19: the ship becomes unbalanced by the explosion, suffering 1 damage to the hull and 1d4 damage to the shields, engine backfire occurs also (see above *engine backfire*).

15 to 17: the ship becomes seriously unbalanced by the explosion suffering 1 damage to the hull and 1d4 damage to the shields, an engine backfire occurs also (see above *engine backfire*), one randomly chosen ship system receives the wrecked condition (see *Starfinder Core Rulebook*, Chapter 9: Starship Combat, damage paragraph to determine which system is affected).

14 or less: the ship completely loses balance suffering 1d4 damage to the hull and 1d4 damage to the shields, an engine backfire occurs also (see above *engine backfire*), one randomly chosen ship system receives the wrecked condition (see *Starfinder Core Rulebook*, Chapter 9: Starship Combat, damage paragraph to determine which system is affected), then the combustion engines shut down completely leaving the ship in free fall, crashing on the ground and thus suffering 2d4 damage to the hull and 2d4 damage to the shields.

Story Award: 400xp



LANDING SITE BETA

This landing site has a flat surface, good for landing a ship like the Sawshark. Its surface measures approximately 990,000 square feet and it's around 2,300 feet far from the mountain which hides the underground nuclear plant.

The ground surface is composed of a mud pool no more than 5 feet deep, the PCs can move in it but not easily (see *mud pools*)

In order to leave the mud pool the PCs have to cover around 500 feet before reaching a rocky surface, this task is not easy for two reasons. First, the mud constitutes an obstacle to movement and second, the pool is actually inhabited by an indigenous life form, the *Mud Stalker*. This solitary predator waits for its preys floating a few centimeters under the mud and senses their presence thanks to its blindsense. When a life form gets close enough it spontaneously activates the spell-like ability transmute rock to mud to trap the prey. The PCs meet this alien at any point while crossing the mud pool to reach the shore.

Creature: Mud Stalker

LANDING SITE GAMMA

This landing site is a geological active area formed by geyser fed by underground acid gases. The radiation leaks coming from the nuclear reactor are agitating the chemical compounds. The area measures approximately 3,500,000 square feet and it's around 2,000 feet far from the radioactive source. Crossing the geyser field can be risky,

because the acid jets could damage the protective suits. In order to leave the geyser field the PCs have to cross around 1,000 feet. Every round, the risk that an acid jet randomly strikes one of them is 10%. If a character passes close to a geyser jet she has to roll a DC 15 reflex saving throw or her space suit will get the damaged condition. If the damages space suit is hit again by an acid jet and the character fails the saving throw then the space suit receives the broken condition.

A damaged space suit halves the environmental protection duration (see *Starfinder Core Rulebook - Chapter 7 Equipment: Armor – environmental protection*).

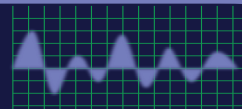
A broken space suit loses the environmental protection in 1d6 hours. If a player is wearing a combat armor then the armor suffers 2d6 damage from the acid jet. Keep in mind that, as a general rule, an armor has 5+2*item level hardness and 15+3*item level hit points.

Story Award: 300xp

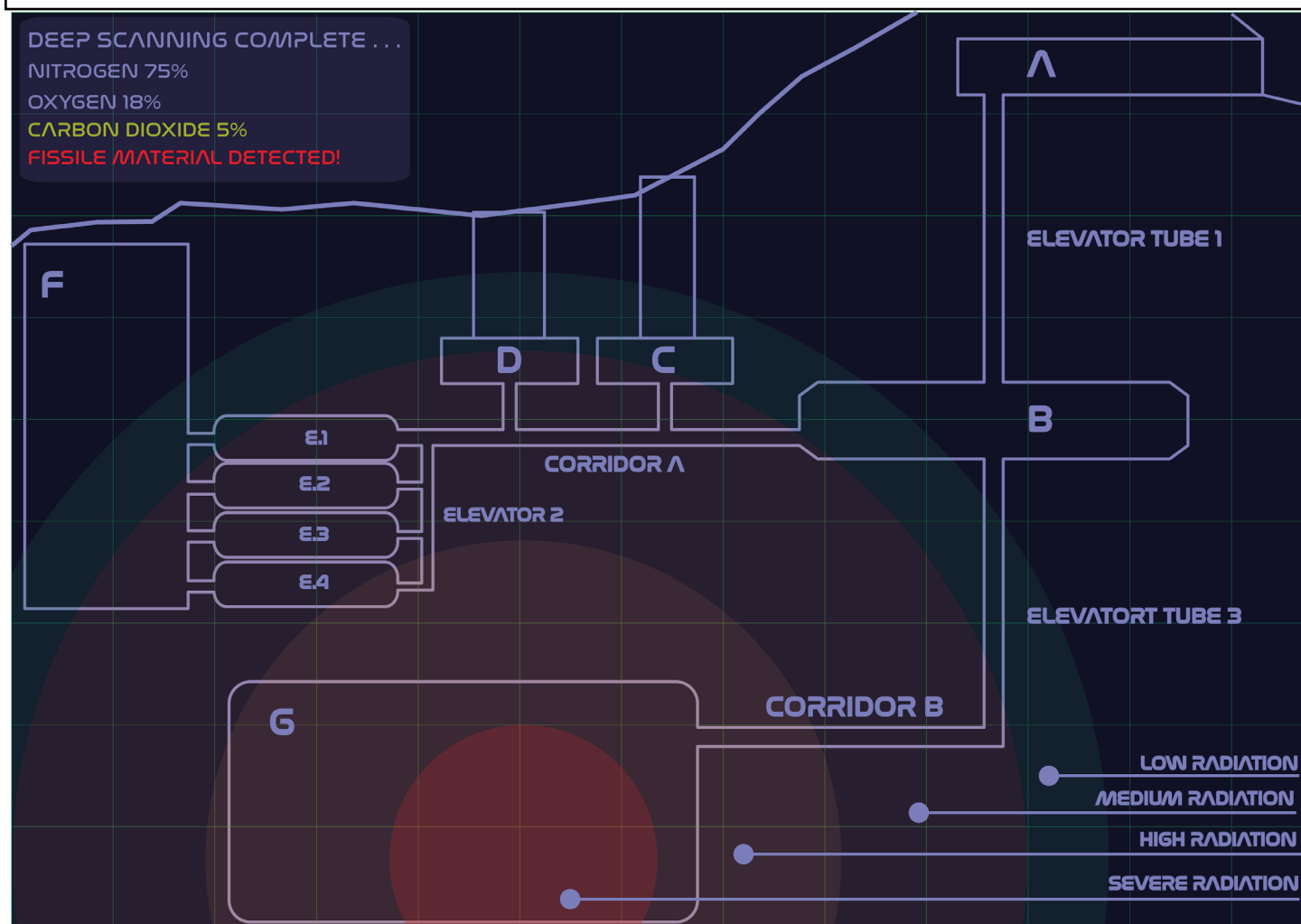
TO THE MOUNTAIN (required time 2h)

The PCs leave behind the landing site and reach the mountain which hosts the artificial radioactive source. The terrain is rocky and in many points covered by liquid ammonia and methane, making the trek quite uncomfortable. If the Sawshark had landed on a surface like this the damage would have been serious. It takes 2 hours to spot the gate placed on the north-east side of the mountain,





DEEP SCANNING MAP - top-bottom view



and to reach it they have to climb the 1,000 feet mountain side. Roll a climb check DC 14 every 250 feet, if the check fails the PC slip back 250 feet.

Story Award: 200 XP

CHAPTER 4 UNDERGROUND

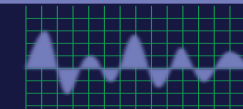
(See above DEEP SCANNING MAP)

Once the PCs get 500 feet close to the gate their radios start to receive signals at multiple frequencies. Every second a different frequency is broadcast from the runic gate (see below *The*

Gate) and at first glance it is impossible to discern a path. After 94 seconds however, the frequencies repeat, beginning a new cycle, so determining a recurring pattern.

What the PCs don't know yet is that each radio frequency emission represents one of the basic elements on the periodic table of elements. Each radio frequency is specific to a basic element, with the first signal representing hydrogen, the second helium, the third lithium and so on.

The PC can discover this clue if they try to compare at least one signal with their radio frequency



database (provided they are carrying a portable computer with them) which in a matter of a few minutes matches the radio frequency properly. Award 100xp to the PC who makes this claim.

If the PCs get stuck, have one of the NPCs intervene (provided at least one of them has joined in the exploration in the subterranean complex).

Karsk: *I think I've found a sort of recurring pattern while listening to these frequencies. Every 94 seconds they repeat and considering that each one of the 94 frequencies is different I was able to match each one of them to the frequencies I have*

present in my database and I found out something really interesting. I can state with a high degree of certainty that these are the specific footprints of the periodic table of elements!

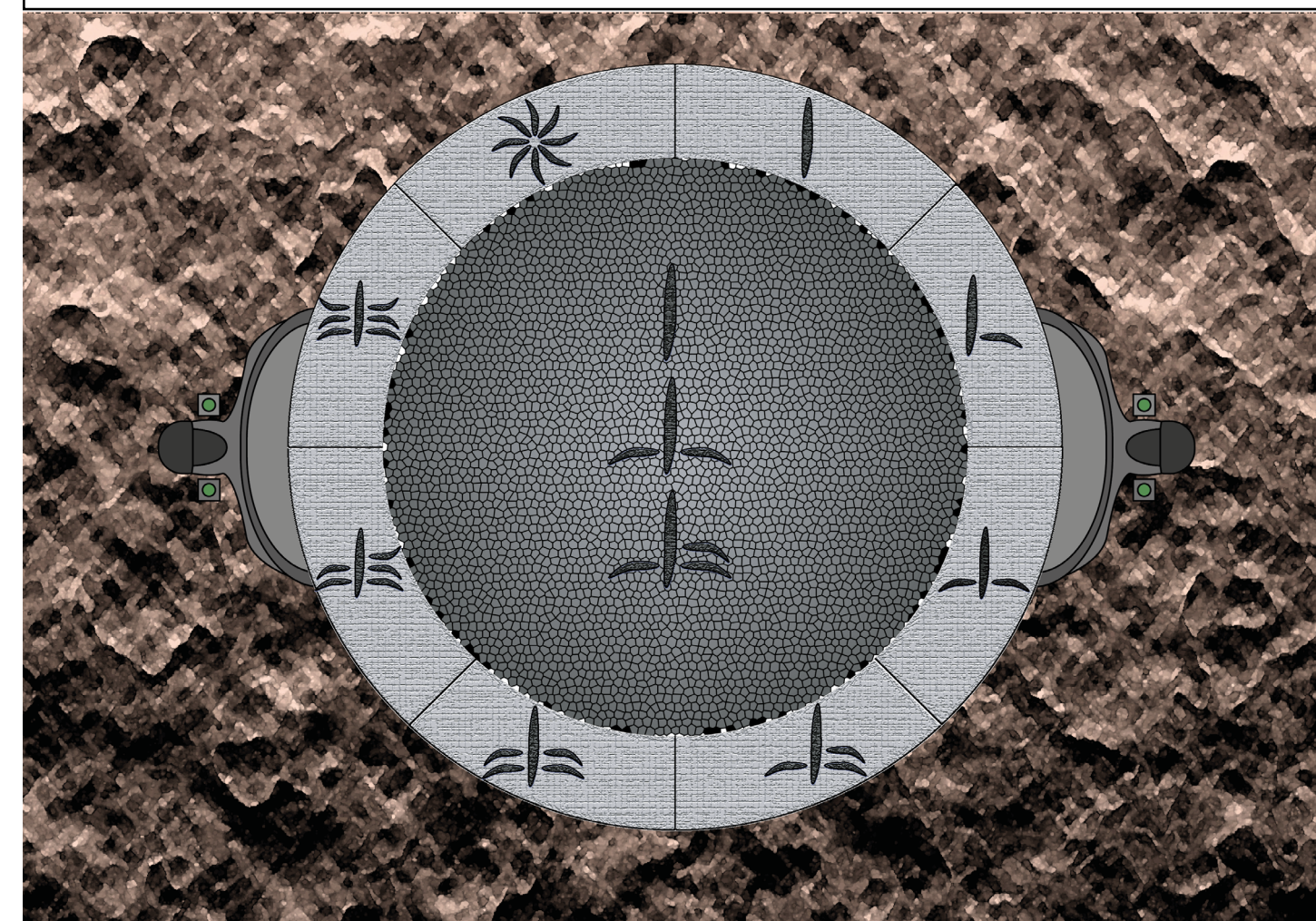
At this point the PCs proceed until they reach the gate which leads inside the mountain and into the subterranean complex.

Story Award: award 100 XP

THE GATE

The gate is a 10 foot diameter door, made of solid stone, with eight green runes carved around the

THE GATE





border and three runes at its center. The eight different runes represent the numbers from zero to seven, in other words an octal numeral system. This represents the numeric base employed by the Duergars for their mathematics and calculations. Here the PCs have to solve a difficult riddle, because first they have to figure out that the runes represent numbers, then come to the conclusion that these numbers are the Duergars numeric base.

The three runes placed at the center represent the number 134 and if you translate the number 134 into the decimal numeral system you get 92, which is the atomic number for Uranium. This means the stone gate will open only if a radio signal replicating the uranium frequency is sent toward the gate. If a PC figures out that the runes represents the numbers from zero to seven award 100xp, otherwise one of the NPC intervenes to help the PCs.

Karsk: *Looking at the runes, it seems logic to me that they represent the numbers from zero to seven.*

Story Award: 100 XP

If a PC figures out that the eight runes represent an octal numeral system award 200xp, otherwise one of the NPC intervenes to help the PCs.

Karsk: *I presume those numbers are not just random. They go from zero to seven, just as our decimal numeral system goes from zero to nine. This is an octal numeral system! I've heard of*

species who adopt this numeral system, like the Draelik and the Haan.

Story Award: 200 XP

If a PC figures out that the runes placed at the center of the gate represent the octal number "134" award 200xp, otherwise one of the NPC intervenes to help the PCs.

Karsk: *It's quite obvious. The number written at the center of the gate is 134, if we consider an octal numeral system of course.*

Story Award: 200 XP

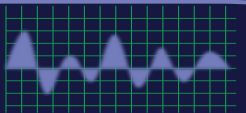
If a PC figures out that the octal number 134 can be translated into the decimal number 92 award 400xp, otherwise one of the NPC intervenes to help the PCs.

Tzaru: *I've converted the octal number into a decimal number and the result is 92. I'm still wondering what this could mean however.*

Story Award: 400 XP

If a PC figures out that the number 92 can be the atomic number for Uranium, thus making the connection with the radio frequency, award 600xp, otherwise one of the NPC intervenes to help the PCs.

Tzaru: *I'm pretty sure I have figured out the riddle. If this gate emits signals in different frequencies, each one representing one element on the periodic table, it can eventually receive signals too. The number 92 represents the*



Uranium atomic number on the periodic table of elements, so what could happen if we send a signal representing that frequency?

Story Award: 600 XP

Once the PCs send the correct radio frequency, the gate opens letting them in.

Note for the GM: the players may eventually decide to open the gate by other means other than solving the riddle. As a GM you should expect such an unpredictable situation and manage it properly.

If the players decide to blow up the gate for example, then the elevator and the energy barrier placed beyond the gate will probably be destroyed. Of course the PCs would easily gain access to the subterranean complex, but will have to figure out how to descend in it.

A. ENTRANCE

1. ABANDONED STATIONS

The two rooms are covered by dust and dirt, it is evident that no one has been here for years and there is no trace of anything useful. Each room contains a mechanical lever.

The stations once hosted the guards who controlled the main gate, now they are abandoned since the incident happened decades ago. The two levers open or close the gate from the inside. There were metal furniture but the Duergar, who are now occupying the complex have looted them. However, if a PC decides to search for more clues there is a chance he may find something. Roll a

perception check DC 20, if successful the PC spots hairs laying on the floor. The hairs can be analyzed to obtain some trace of DNA by means of an *advanced medical kit* and a successful life science check DC 10. The analysis reveals that the DNA is highly compatible with the dwarf specie. Of course the DNA belongs to one or more Duergars who are dwelling in the lower levels of the complex.

Story Award: award 200 XP, only if the PCs actively decide to analyze the DNA.

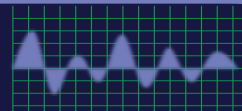
2. ENERGY BARRIER

A red energy barrier stand along the path and it seems to block the passage. It does not irradiate heat but it emits a constant buzz. Through it you can see the rest of the room. At the bottom you spot what looks like a chamber and an electric engine to which it is connected.

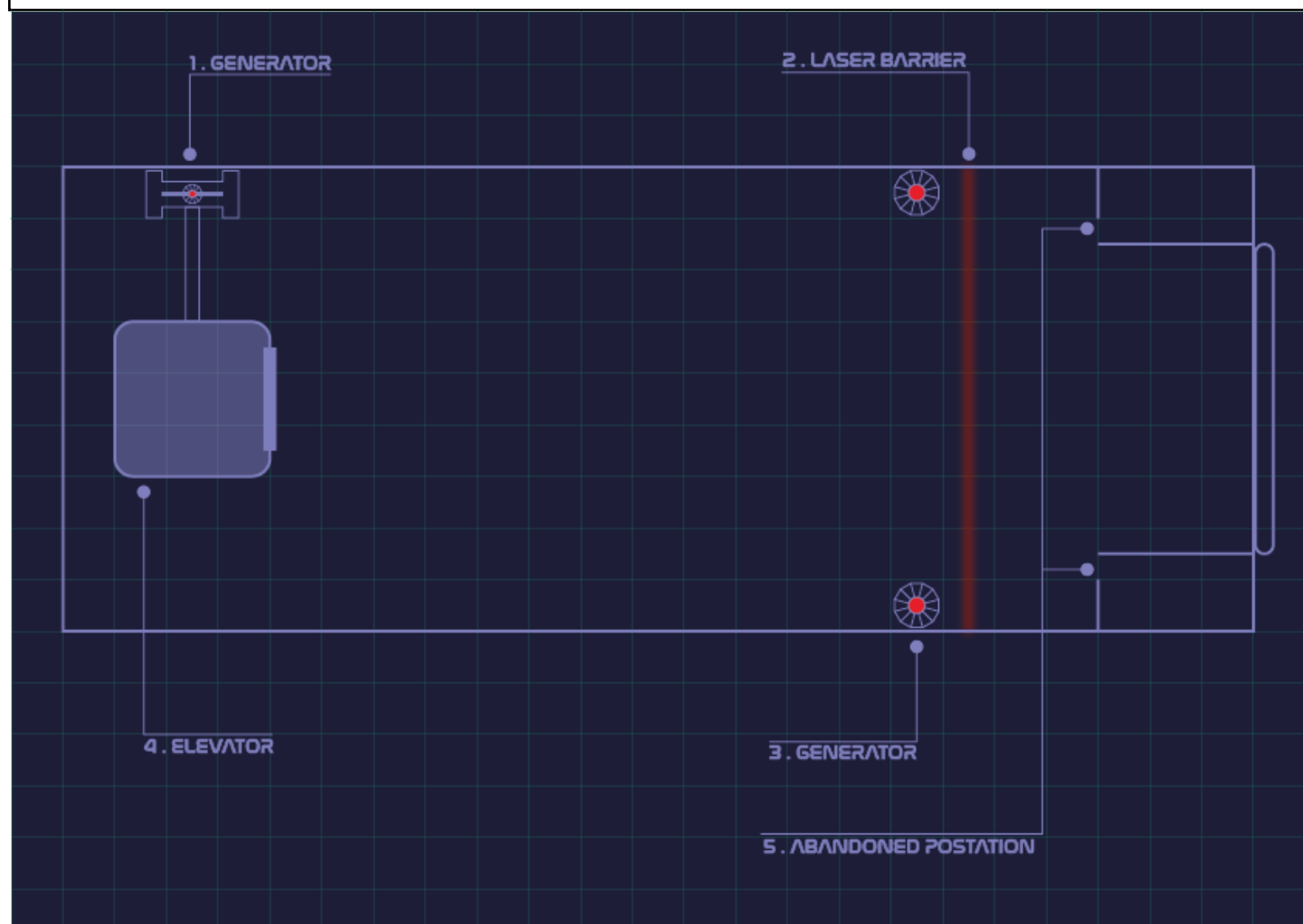
The barrier actually separate the outer from the inner atmosphere, but it is harmless to living creatures. If the PCs try to analyze the barrier composition roll a physical science check DC 15, if successful they discover the source of energy is similar to the force fields employed on space ships. If detect magic is cast then the spell reveals a moderate source of transmutation magic. The scanner confirms the lectures of the deep scanning, in other words the air beyond the barrier is breathable.

Story Award: award 200 XP only if the PCs successfully analyze the energy barrier.





A. ENTRANCE



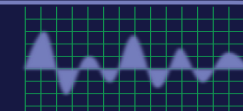
3. GENERATORS

Two metal columns stand one in front of the other and on their capital a red light is pulsating at a constant pace.

These ancient generators supply energy to the energy barrier and both can be employed to recharge weapons or other technological equipment. However, this action leeches the energy required to feed the energy barrier. It takes 10 minutes for each charge (remember to keep track of time) but there is 10% chance that

the energy barrier collapses (see below for the consequences). If two PC attempt to recharge their weapons at the same time the probability rises to 50%.

If the energy barrier collapses and the PCs close the gate nothing happens. If the gate is still open then the inside atmosphere and pressure, being higher than the outside, suddenly and violently sucks the PCs outside. The force of the pull ejects each PC 2d6x10 feet beyond the gate and for each 10 feet they suffer 1d6 of falling damage, half of



this damage is applied to the space suit and half to the character. (see *Chapter 11: Game Mastering*, the section *Breaking Objects* for more details about hit points and hardness of equipment).

4. ELEVATOR

The elevator suffers the signs of time but the structure looks like it's intact. The two sliding doors are closed.

This elevator leads to the lower levels of the subterranean complex. It works because the Duergars are carrying out maintenance. However, the electric engine (see below *Electric engine*) must be turned on for the elevator to work. No more than nine people can use the elevator at once and its load capacity is enough to lift no more than 3 tons of weight.

5. ELECTRIC ENGINE

The electric engine looks old and stressed and has been repaired several times. The technology and the design is minimal but it has enough power to do its job. A column shaped generator, resembling those close to the energy barrier, supplies the necessary power for the engine to work but the red bulb at the top of it seems to be turned off.

The engine looks fine at a first glance but it has been operational for too many years and has not received enough maintenance. While the elevator can hold up to 3 tons the engine can't tolerate such exertion. If the PCs revise the engine, roll an engineering check DC 10, and if successful they

discover that the engine can't move more than 4 people at a time and excessive weight simply blocks the mechanism by activating the safety countermeasures. So, if the PCs decide to enter and use the elevator without checking the engine status, they have a 20% chance each round of getting stuck inside the elevator tube 1 (see below *Elevator tube 1*). Keep in mind that the elevator, due to its old age, moves at a speed of 5 feet per round.

Story Award: award 100 XP only if the PCs successfully check the engine status.

ELEVATOR TUBE 1

The elevator tube is 125 feet (25 squares) deep and leads to the quarter's section. Keep in mind that due to the electric engine condition which moves the elevator, it takes 25 rounds to reach the quarter's section. It is possible that the PCs took with them one or more NPCs, this implies that more than one travel is required to move the entire party if the PCs are aware of the engine condition. Once the PCs start the descent read the following paragraph.

The elevator starts moving. Cracking and buzzing noises of the metallic mechanism fill the air and the echo resonates through the old elevator tube like an old bronze bell. The descent is slow and you know it will take a while before reaching the next underground level. The light bulbs above you, which emit a dim light due to the old age, turn on and off at every tremor until one them explode.





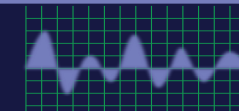
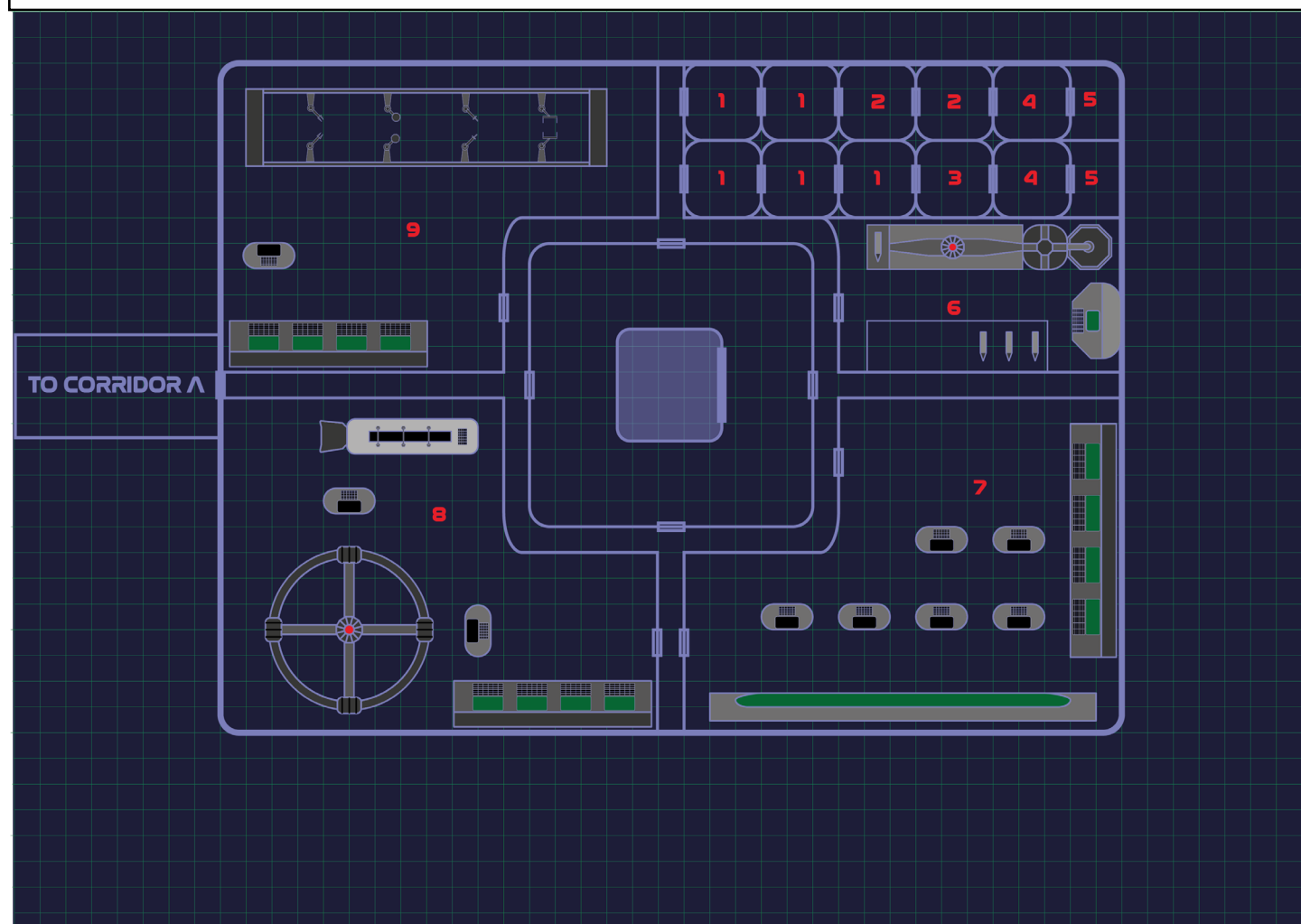
At some point during the descent something happens. As a GM it's up to you to decide when this event occurs. Choose one of the PCs at random and read him the following paragraph.

You are waiting for the elevator to reach the bottom. The incessant buzzing noise bothers your ears as well as the malfunctioning lights which keep turning off and on, forcing you to protect your eyes. You suddenly spot someone at your side, but whoever or whatever it is, disappears in a blink of an eye. It's a moment, an instant and then again.

A shadowy shape, vaguely humanoid, is standing there, a few inches from you. You just have the time to hold your breath and call the attention of your comrades when the shadow stares at you with its black and empty eyes.

Creature: a Shadowsoul (see *Appendix: Shadowsoul*) is lurking in the elevator tube waiting for the newcomers. The undead chooses one the PCs (or NPCs at GM discretion) in order to establish a soul link with the victim. Once the link is established the Shadowsoul disappears from sight.

B.QUARTERS



Remember that being incorporeal allows him to leave the elevator without hindrances. Keep note of the soul link and use the Shadowsoul's ability with the purpose of putting his victim in serious trouble. There can be moments and situations dangerous enough where an attack of panic can be deadly. It's up to you, as GM, to decide if the other PCs spot the shadow soul or not, just keep in mind that it takes seconds for the Shadowsoul to use its abilities.

B. QUARTERS

On this level the PCs find the quarters once inhabited by the Duergars. There are ten rooms where the personnel slept, two storage rooms where supplies were stocked, an armory where weapons and bullets were assembled, a control room where the engineers controlled the nuclear reactor, the once operational satellites, the research lab for experimental technologies, and the factory where components were produced.

1. ROOMS

The first four rooms all look the same and contain almost the same items.

This section of the dormitory appears abandoned and no one has slept here for years. Beds and furniture were removed however, and there is nothing but the empty metal walls. Even the electronic devices that once controlled the automated doors had been removed long before, leaving nothing but empty socks and some cut

wires.

The Duergars' survivors looted the rooms years ago in order to recover any possible material and components useful to them. So the PCs won't find anything interesting here, unless they want to make this section of the dormitory their base of operation. Keep in mind that the Shadowsoul could assault them, especially while sleeping.

2. ROOMS

Something resembling sealed metallic crates are lying stockpiled inside these rooms. There are eight of these objects and each bears carved inscriptions that resemble a runic alphabet.

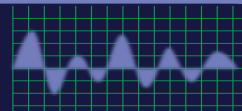
The metal crates are actually coffins where the bodies of the first Duergars expedition lie. The second expedition found their bodies left rotting after decades and put what was left of them inside these crates, adapted as coffin.

If the PCs open the coffin they find the Duergars' personal effects, mostly jewels and other mundane items.

Gear: silver rings (4) 1,000 credits each, steel pendants (3) 200 credits each, mithral bracelet (1) 2,500 credits.

3. ROOMS

A body lies on the ground. It is smaller in size than an ordinary human and was no more than 5 feet tall. He died years ago and now bones are that is left. In his left hand he's holding what looks to be a pistol.



The body lying on the floor belongs to a Duergar from the second expedition. He went insane after years of waiting for someone to rescue him and his comrades. He came here to end his life by putting a bullet in his head. A closer inspection reveals the hole on the left side of the skull. The Duergar do not bury those who commit suicide so, his surviving mates, left him there.

4. ROOMS (required time 1 hour)

These rooms are empty except for one weird detail. The metal walls are covered with inscriptions, diagrams, and geometrical figures. You clearly recognize the runic symbols representing the octal numeral system together with other symbols not yet known to you. Another clear drawing, representing the star system, is placed on one of the walls and it shows the brown dwarf star, the orbit of the four planets you already know plus a fifth unknown planet which has a completely different and more elongated orbit.

Duergars spent much energy in an attempt to survive and trying to leave the planet. At some point they faced an energy blackout that forced them to extreme conditions. Eventually they restored the energy output but some engineers, driven more by desperation than rationality, kept on making calculations employing anything they could. One of them came here and started to make the calculations, writing on the walls. He was the same Duergar the PCs found dead inside room 3. Here the PCs discover for the first time the existence

of a fifth unknown planet which is actually the Duergar home planet.

If a PC (or a NPC) wants to know more about this fifth planet by studying the calculations they must succeed a DC 20 physical science check. If successful they discover that the fifth planet requires 190 conventional years to complete a cycle around its star. Other details are impossible to discover without a proper study of both the mathematical system and the alien alphabet.

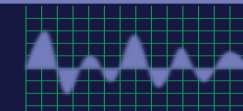
Story Award: award 200 XP only if the PCs discover the existence of the fifth planet.

5. STORAGE ROOM

The room contains a chest and some rusty iron closets. All the furniture drawers were opened and looted years ago. Only a dozen of old space suits remain. The suits are completely different from yours, both in size and technology, resembling those employed centuries ago.

The storage room seems to be empty but it is not. A close inspection, perception check DC 15, reveals a hidden hole under a movable tile on the floor. Inside the hidden hole, wrapped in a dirty rag, the PCs find some ingots, made of precious metals. Some Duergars of the second expedition took advantage of the smelter in the armory to smelt valuable ores and get some gold and mithril. **Gear:** gold ingots (2) 1,500 credits each, mithral ingot (1) 4,000 credit.

6. ARMORY

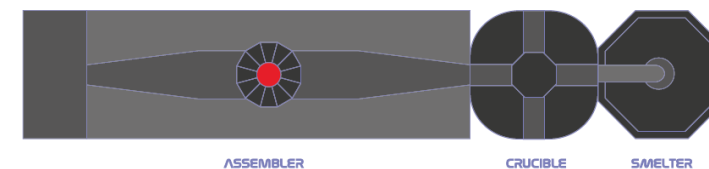


Inside the room you see a big machine and you clearly recognize one of its components as an ore smelter. One meter long cannon warheads are lying on a shelf. On the other side of the room you spot a big computer, like those you have seen only in history books of antiquities. That relic must be the control panel which activates and programs the whole machine.

The machinery on the north side of the room is composed by three modular components, smelter, crucible and assembler. The ore smelter obtains metals from ores, the electric crucible melts the refined metals, and the assembler automatically shapes metals into warheads or other components.

The warheads placed on the shelf serves the *Coil Cannon* in area D. If the PCs analyze the warheads have them roll an engineering check DC 15, if successful they discover that the warheads are made completely of metals and they lack any chemical explosive. A deeper analysis with the scanner, physical science check DC 15, reveals the warhead composition; each warhead has a core of depleted uranium covered by a layer of lead, while the external cover is made of tempered tungsten. The Duergars used to fire the warheads to potentially dangerous meteorites that were about to hit the planet's surface.

If Karsk joined the group read to the PCs his opinion about the warhead composition.



Karsk: *The engineering behind these warheads are pretty fascinating, considering that whoever built this complex was not as technologically advanced as we are. They lack any chemical explosive so I can't yet figure out their purpose, but I'm sure that the external tungsten covering has been placed to resist extremely high temperatures, the lead protects any loader from the harmful radiation coming from the depleted uranium core. I must say that this kind of warhead, if properly accelerated, would have a devastating effect on whatever it hits.*

7. CONTROL ROOM

A giant screen covers the south wall in front of six control panels. Cables and wires are scattered on the floor, some of them were cut and others are not connected. On the eastern wall a big computer stands silent. None of the electronic devices seem to be turned on or be working in any way.

The giant screen on the wall monitored the atmosphere and the closer outer space thanks to a couple of satellites orbiting around the planet. While the satellites are potentially operational they are not sending any data from the surface because the whole control room is shut down. The control room can be easily repaired and reactivated by the PCs. The Duergars could not fix the damages provoked by the first radioactive incident, so they left the control room abandoned.

Have the PCs, or the NPCs, roll the following skill checks if they want to repair and put online the





control room.

Repair the main computer (computer DC 18, required time 2 hours)

This action completely restores the functionality of the main computer.

Story Award: 200 XP

Restore the control panels (engineering DC 15, required time 1 hour)

By restoring and fixing some cables the PCs restore the electrical connection of the control room.

Story Award: 100 XP

Repair the screen (engineering DC 13, required time 1 hour)

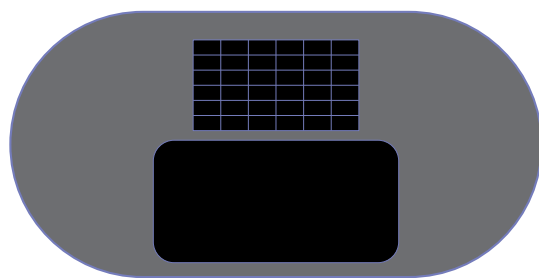
Most of the screen was damaged by an electrical



MAIN COMPUTER

overload generated by the radioactive burst caused by the reactor. By repairing the damages the PCs partially restore the screen even if the quality is not the same as it was originally.

Story Award: 100 XP



CONTROL PANEL

Let the PCs repeat the check if the first fails, however they have to spend the required time before realizing that something went wrong, only then they can repeat the task. Once they succeed all the required skill checks, the control room is once again operational, it only requires enough energy to work and have the operating system reloaded.



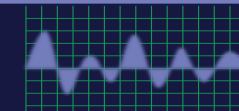
GIANT SCREEN

Once the control room becomes operational

The control room is the hearth of the subterranean complex and from this place almost everything can be remotely controlled. Each of the six control panels at the center of the room grant access to a different system inside the complex. Have the players decide which system each panel controls.

Here comes a list of the systems that can be remotely controlled:

- a) Doors & elevators: you can open or close any door provided it is operational (see **For the Game Master: Doors**), you can move the elevator and close their sliding doors.
- b) Gate & energy barrier: you can open or close the gate and activate or deactivate the energy barrier.
- c) Shuttle bay: you can open or close the sliding door on the ceiling (the shuttle bay ceiling works like the rocket launch pod) of the shuttle bay and elevate the launch platform to the surface thus allowing the shuttle to take off.
- d) Coil cannon: you can open or close the sliding



door on the ceiling of the coil cannon battle-station (the coil cannon ceiling works like the rocket launch pod) and elevate the platform to the surface thus allowing the coil cannon to aim and shoot.

e) Rocket launch pod: you can open or close the sliding door on the ceiling of the rocket launch pod and activate the rocket launch procedure.

f) Nuclear reactor: you can control the nuclear reactor by shutting down the radioactive core. However this action is now no longer possible due to high radiation interfering with the electrical plant and a heavy damage to the containment chamber. Inform the PCs that the shutdown procedure is blocked by the computer due to this structural damage.

The main computer

While the six control panels control the systems, the main computer on the eastern wall controls the satellites and the communication system. Once the control room is activated, the main computer automatically reinitializes and sends a radio signal to establish a connection with the two satellites orbiting the planet which in return, begin to transmit data. The radio signal attracts the attention of the Hobgoblin battleship which is listening for any frequency coming from any point in the system. Once the Hobgoblins receive the radio signal they'll set a course to the planet, sure to have finally identified and located the transmission sent instead by the Cerberus outpost. The PCs become aware of the signal reaching outer space too late,

but it is possible they suspect the Hobgoblin had received it. They will not detect the presence of the Hobgoblin battleship until it reaches the planetary orbit, at that point the satellites spot the battleship and if a PC or a NPC is inside the control room or has remote access to the control room data then he is warned of the Hobgoblin's presence. How long it takes the battleship to reach the planetary orbit is up to the GM, however 12/24 hours could be appropriate. This event should occur before the PCs have the chance to leave the planet. For more details see Hobgoblin assault squad, Coil Cannon and Hobgoblin battleship in orbit!

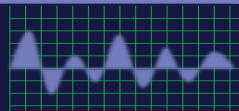
8. RESEARCH LAB

A large circular machine is in this room, many cables of different sizes and diameter are connected to a main computer. It closely resembles a particle accelerator at its experimental phase. On the other side you spot another component which at first glance looks like a pulse engine prototype. The stuff inside this lab represent the Duergars technological peak, however, to the PCs this technology has already been discovered centuries ago. The lab itself does not have too much to offer unless the PCs or the NPCs want to improve the technological devices they find inside.

Improve the pulse engine (engineering check DC 15, required time 4 hours)

This device is not fully operational yet and requires many adjustments in order to function properly. Any PC or NPC can fix and improve the engine to



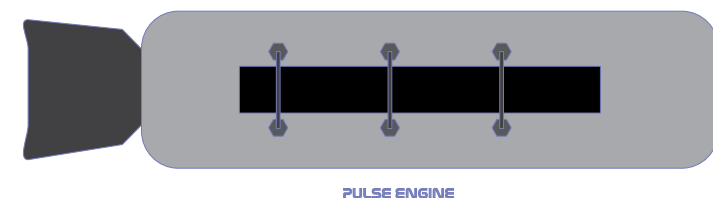


make it work as a nearly modern pulse engine. If the PCs eventually decide to improve the shuttle (see *Shuttle Bay*) propulsion system they could decide to mount the improved pulse engine on the vessel. The improvement turns the pulse engine into a T6 thruster.

Story Award: 200 XP

Improve the particle accelerator (engineering check DC 20, required time 6 hours)

Improving the particle accelerator is possible but tricky and requires time. If the skill check is successful the PCs get a rudimentary, but operational power core. The improvement turns the particle accelerator into a micron light power



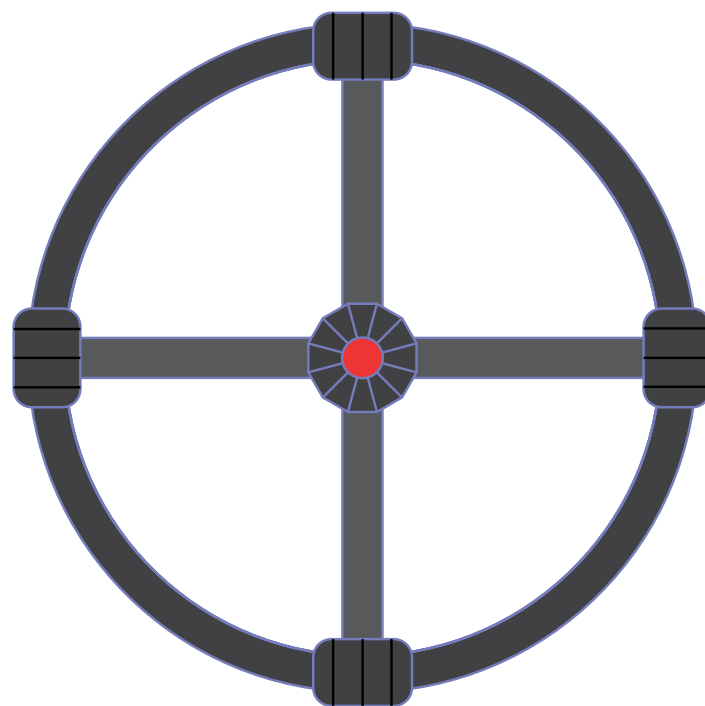
core.

Story Award: 400 XP

9. FACTORY

You see a huge assembly plant composed by a rail and eight mechanical arms. The plant looks like it is in good condition. Like the other technological devices you have seen so far, it looks like more of a piece from a museum than something useful.

The assembly plant works normally if powered. It is capable of assembling, cutting and soldering almost anything but it has to be programmed.

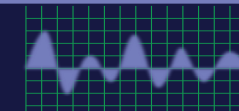


PARTICLE ACCELERATOR

Consider this relic as a support to any engineering check, granting a +2 circumstance bonus for any task that requires to work on mechanical parts.

CORRIDOR A

The corridor is wide, dark and silent. Even the slightest noise is amplified by the echo. According to a deep scanning, the corridor is 250 feet long. After a few steps inside, your radiation detector starts buzzing and detects a raise in the radiation level. The deep scanning revealed two potential elevators leading to two respective chambers. The corridor is dark and without any source of light, contaminated by radiation (medium radiation level) caused by the nuclear reactor leak. If the PCs are not wearing a suite they suffer the effects of radiation unless they succeed at a



DC 18 fortitude saving throw, a PC wearing an armor receives a +4 circumstance bonus on the saving throw. See *Chapter 11: Game Mastering*, paragraph *radiation*, section *affliction* for more details.

Two separate elevators are placed at 100 feet and 200 feet respectively, leading to the shuttle bay and to the coil cannon platform (see Deep Scanning Map, area C and D). The end of the corridor leads directly to Storage Area 1. The entrance to elevator 1 is placed at the end of the corridor, on the left wall. If the PCs reactivated the control room they already know about the shuttle bay and the coil cannon. If the group decides to explore the corridor read to them the following paragraph.

You are walking through the corridor when you clearly feel the floor tremble. At first it is a light vibration tingling your feet, few seconds later the tremor becomes stronger. A few meters in front of you the floor is torn into pieces and your sight is blocked for a moment by the concrete dust. Whatever is coming out of that hole is alive and you soon realize it is getting closer.

The PCs have just encountered a Xenoworm. As GM you decide where and when the Xenoworm (see *Appendix: Xenoworm*) appears exactly, it should appear before reaching the elevator leading to the shuttle bay. The more distant the PCs are from the door leading back to the quarters, the more dangerous this encounter is. Place the Xenoworm 2d4x10 feet distant in front of the group. The Xenoworm doesn't leave the low level radiation

area, so if the PCs plan is to retreat, consider them safe once they reach the quarters. Don't forget that if one of the PCs are affected by the Soulshadow soul link ability, this could be the proper moment to employ it.

Creature: Xenoworm

C. SHUTTLE BAY

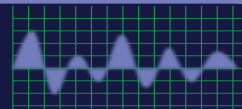
An old fashion shuttle is stationed at the center of a platform. On the left you spot a control panel and a big metal tank, probably containing propellant, and a mechanical arm attached to refuel the shuttle. The bay is nearly 60 feet high and opens on the mountain flank. The ceiling opens by means of a sliding floor.

The Duergar shuttle is fueled by liquid propellant and does not rely on any kind of pulse engine. It can host one pilot and was used mainly for reconnaissance missions on the planet's surface. The engine status is not good due to oxidation, so any attempt to repair them will fail. However, the PCs can easily employ the experimental pulse engine they found in the research lab to replace the combustion engine and the particle accelerator to mount as a power core.

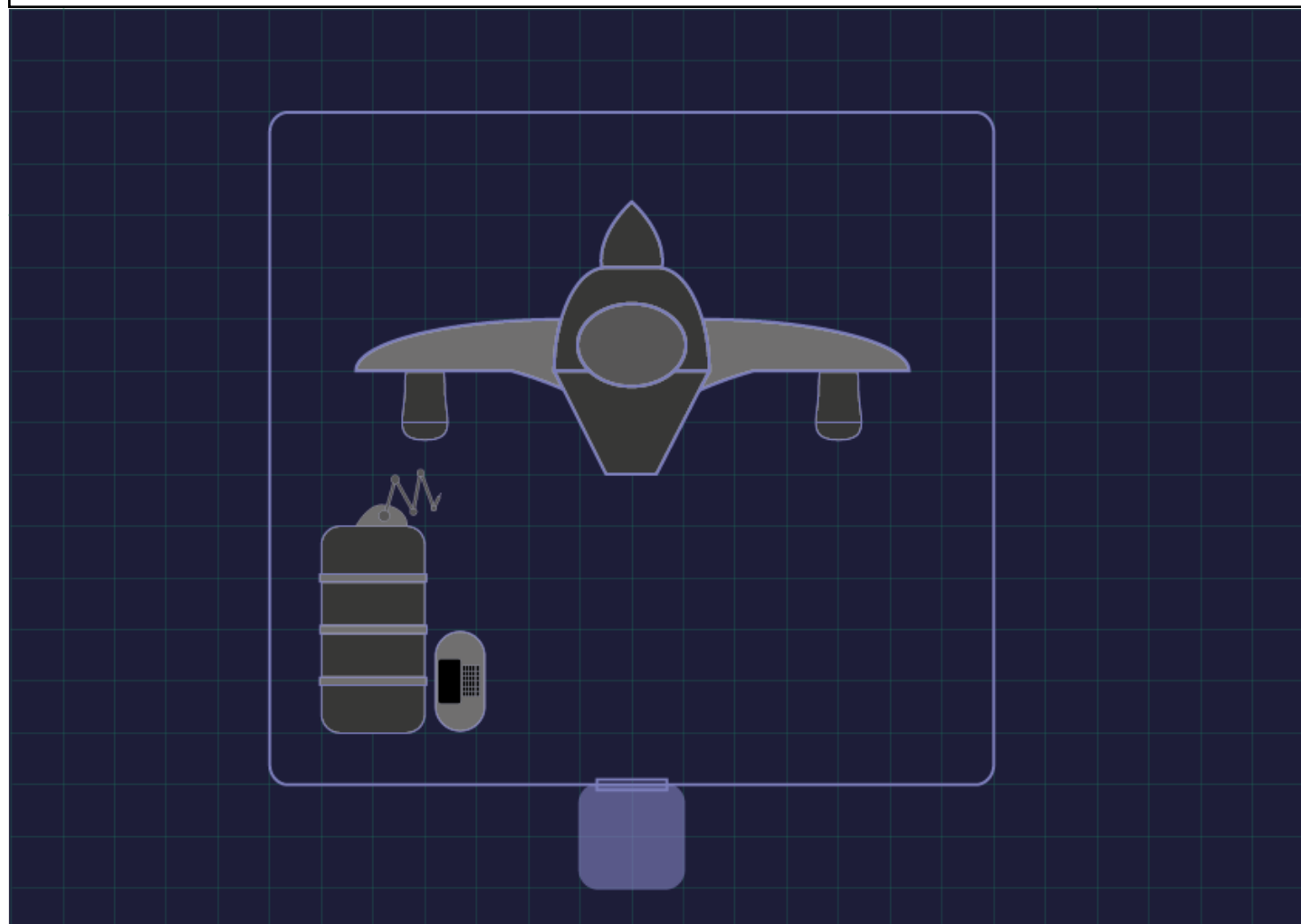
If the PCs don't figure out that they can improve the shuttle, have one of the NPC propose the idea.

Karks: *I think I can fix this piece of scrap and turn it into a flying machine. Maybe we have a chance to fly it in outer space.*

One or more engineer, PC or NPC, can work on the fitting. If the check succeeds, the new systems



C.SHUTTLE BAY



fit perfectly on the shuttle. If the check fails, the engineers realize that something went wrong only after the required time passes. They can however, try again until successful. After mounting both the engine and the power core they have to update the on-board computer so that it can operate with the new components.

Fitting the T6 thruster (engineering check DC 15, required time 2 hours)

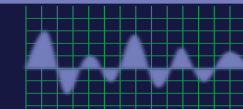
Story Award: award 200 XP

Fitting the micron light power core (engineering check DC 18, required time 3 hours)

Story Award: 400 XP

Improving the on-board computer (computer/engineering check DC 12, required time 2 hours)

Due to lack of proper technological components it is not possible to assemble an ICS better than a basic computer. Once the fitting is complete treat the shuttle as a *Racer frame* (see *Starfinder Core*



Rulebook – Chapter 9: Starships, Base Frame section) fitted with a basic computer, *T6 thruster* and *Micron Light* power core.

Story Award: award 300 XP

D. COIL CANNON

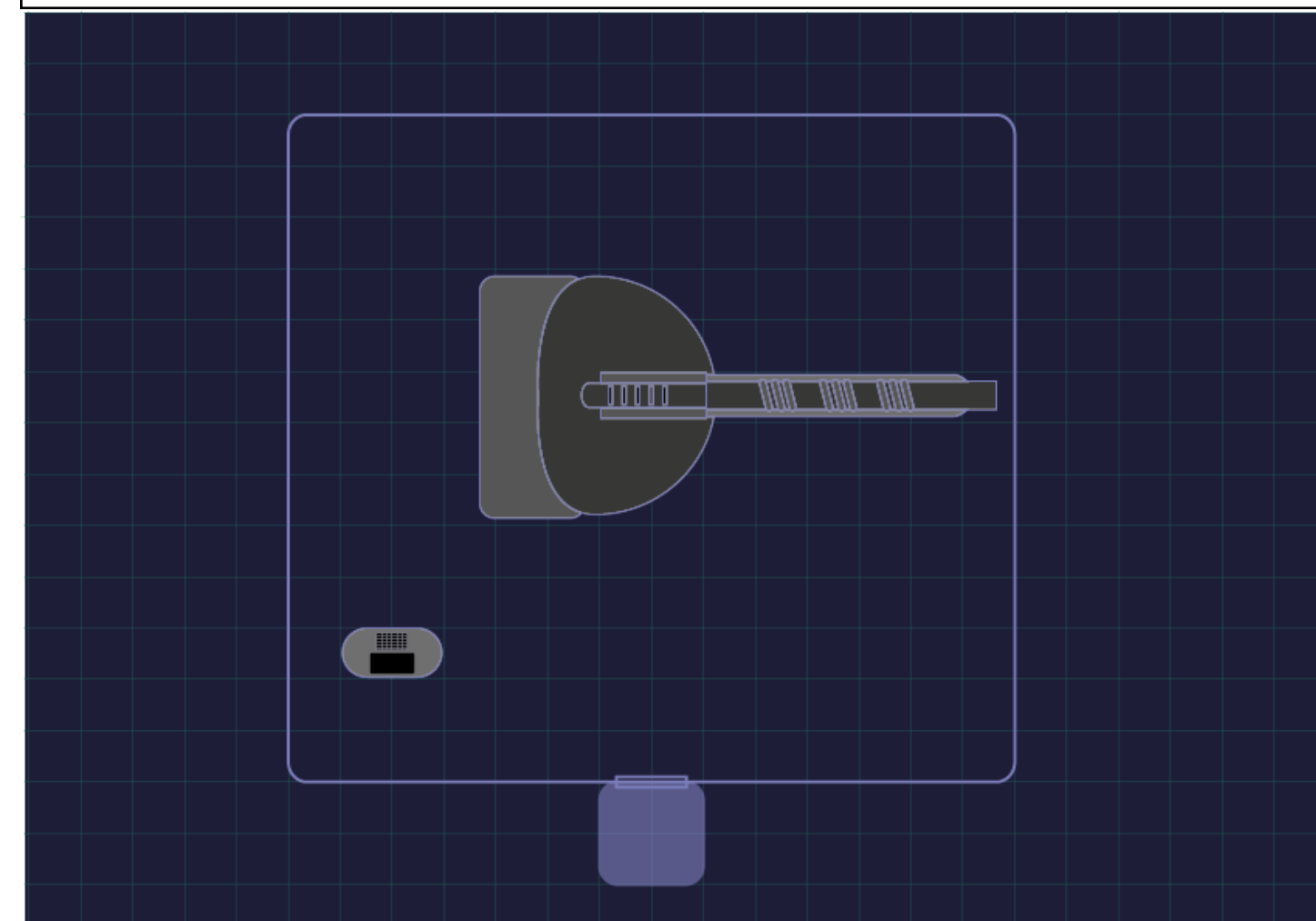
A huge coil cannon stands before you, the gun barrel measuring nearly eighty feet. Coil cannons are not unknown to modern warfare but became obsolete when energy beam weapons were adopted for large scale warfare.

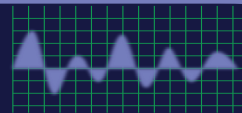
This massive weapon works with electromagnetism

and is capable of shooting a warhead at tremendous speed. The coil cannon needs no repairing except some lubrication to the inner mechanism, besides that, it is fully operational. The control panel allows an operator to control the cannon.

The coil cannon will prove to be useful once the Hobgoblin assault squad lands on the planet (see *Hobgoblin assault squad*) and invades the subterranean complex. In that moment the Hobgoblin battleship will be orbiting the planet (see *Hobgoblin battleship in orbit!* for more details) remaining straightly aligned to the

D.COIL CANNON





subterranean complex coordinates, thus allowing the coil cannon to aim and shoot with considerable precision.

Once the Hobgoblin battleship reaches the planetary orbit.

The coil cannon (see *Table 1.10: Coil Cannon Stats*) is the only weapon the PCs can use against the Hobgoblin battleship in order to bring it down and subsequently leave the planet in safety. The weapon is able to aim and shoot once per round thanks to the satellites triangulation and computer calculations.

Special properties: the coil cannon gets a +10 gunnery check to hit the target due to triangulation with satellites and thanks to computer calculations.

Firing the coil cannon: firing with the coil cannon is like firing with a weapon mounted on a spaceship. It takes 3 rounds for the warhead too cover the distance between the surface and the target. This means that the PCs have the chance to fire three times before the Hobgoblin battleship even realizes someone is shooting at them. But, at the same time it is highly probable that the battleship will have fired 3 times before the PCs can counterattack.

Damaging the Hobgoblin battleship: the Hobgoblin battleship has its own armor class, hull points and shield points. For more details about these values see *Hobgoblin battleship in orbit!*

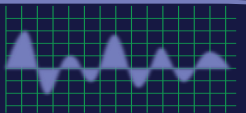
ELEVATOR TUBE 2

This elevator is exactly the same as elevator 1, so it can hold up to 9 passengers and moves up to 3 tons of weight. The engine is perfectly operational because the Duergars are constantly maintaining it in efficiency. This elevator is required to access the three storage areas located on the lower levels, respectively *Storage Area 2*, *Storage Area 3* and *Storage Area 4*. Keep in mind that close to Storage Area 4 the radiation level rises to high. The elevator requires one round to travel from one level to another.

E1.STORAGE AREA 1

A huge 20 feet wide metal door stands before you. The control panel that manually opens the door is opened and has gone through maintenance many times. The 20 feet wide automatic door is now closed but can be remotely opened from the control room. If

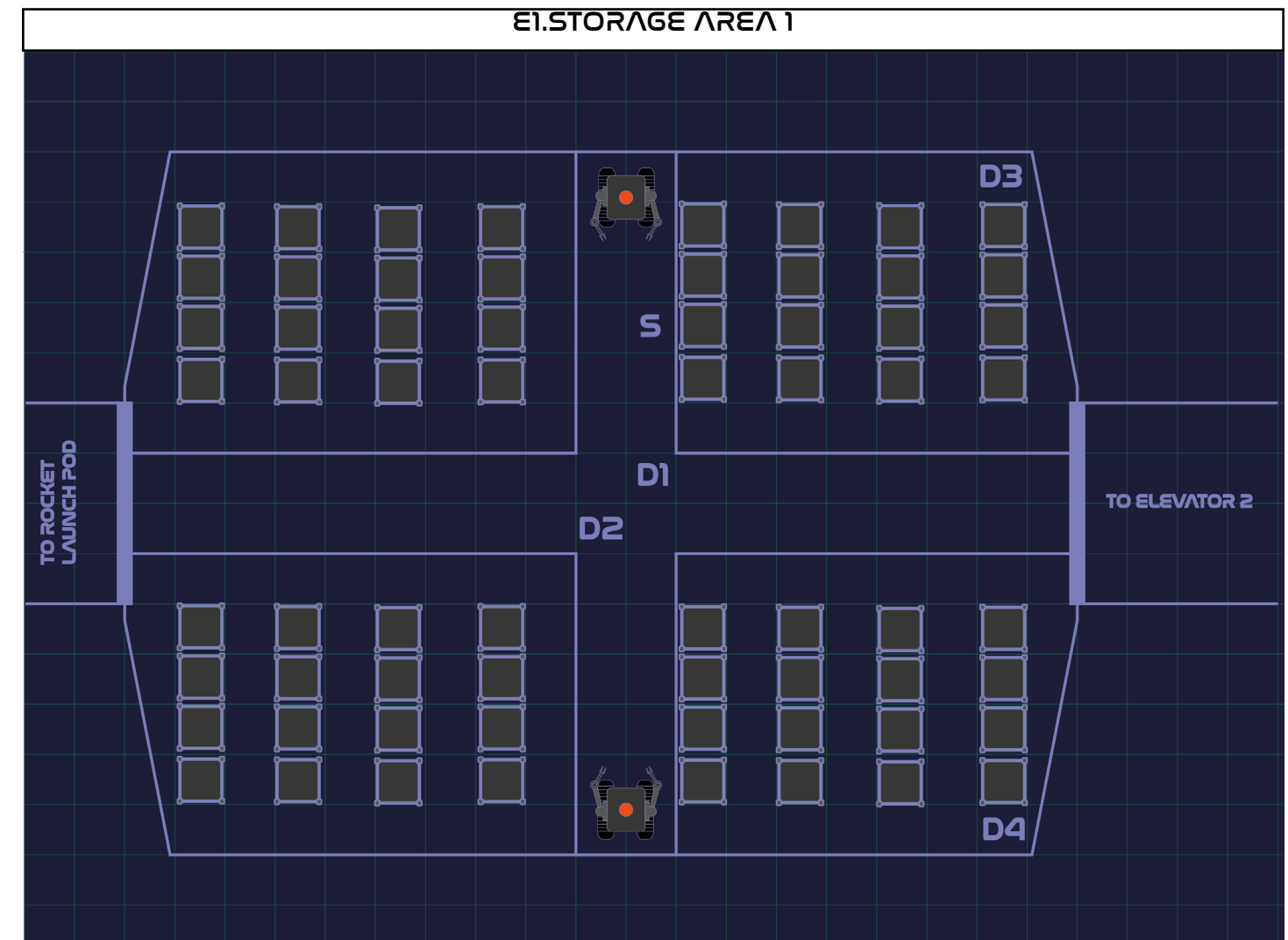
Planetary weapon	Range	Speed	Damage	PCU	Cost (in BP)	Special Properties
Coil Cannon	Special	-	4d6x10	1,000	2,500	See above



no one is in the control room then the PCs have to digit the code in order to open the doors or attempt to hack the control panel, computer check DC 12. Beyond the door there are the five Duergar survivors and when the PCs arrive they are resting, so it is possible they caught them by surprise if the PCs do not make noise.

Once the doors are opened and the party enters inside the storage area, read to them the following. The huge metal doors crack and slowly open. Through the breach you immediately spot two humanoid figures lying on the ground, and

apparently they have spotted you too. One of them attempts to stand up but he seems to suddenly freeze as the doors open completely, leaving a clear line of sight between you and them. The humanoid screams in terror when he sees you, trying to sneak away but is too panicked to coordinate his movements properly. The light is too dim so you can't classify what kind of being you are looking at, for sure they are shorter than you and appear to be wearing an armor and a helm. The Duergars were resting a while in what they now consider their home. When the doors open they





wake up wondering what is going on considering that no one else should be down there with them. The Duergars have never met any intelligent alien life form so, besides being scared and astonished, they are reluctant to start any kind of hostility. However, if the PCs become hostile and open fire the Duergars fight to the best of their capabilities. If the PCs do not become hostile, then all the Duergars inside the storage area slowly show themselves.

D1, D2: the two Duergars (soldier) at the center of the storage area were supposed to mount guard.

D3, D4: the two Duergars (soldier) rapidly changed their position when the doors opened and hid behind the crates to ambush anyone or anything that was about to enter. When they understand they are facing a humanoid life form they quickly realize they have just made first contact with another intelligent life form.

S: this is the Duergar scientist and he immediately finds a position out of the line of fire. His name is Thurmvall and he is the Duergar that will show interest in peaceful communication with the PCs (see *Appendix: Duergar survivors* for more details about this encounter).

The PCs, by observing the Duergar's physiology, immediately figure out a close resemblance to the dwarf race.

As a GM you now have to manage this encounter properly, avoiding, if possible, any attempt to start a fight. The Duergars trapped here can be useful to the PCs and may eventually join them on the

Sawshark. Make use of diplomacy skill if you think it is appropriate for this encounter and for your game-mastering style.

The first obstacle to overcome for the two groups is communicating.

If Tzaru is present he attempts to establish a telepathic link with Thurmvall, which he recognizes as the leader of the group.

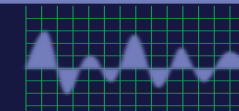
Tzaru: *Captain, I can easily communicate with these humanoids and I can state with a certain degree of certainty that we are witnessing a sort of parallel evolution. They resemble in many ways, our Karsk!*

If Tzaru is not present, advise the PCs they should request his presence as an interpreter (keep in mind that the contemplative race can communicate by means of telepathy), otherwise both the groups have to communicate by gestures, expressions, drawings or whatever is necessary to understand each other.

Each sentence or concept, no more than a dozen words, requires a culture check DC 16 in order to be properly translated or understood and takes 10 minutes (don't forget to keep track of time).

Another interesting role-playing solution is having both you and the PCs effectively "talk" by means of gestures and drawings. The 0 level spell telepathic message of course resolves the language issue.

Once the PCs establish peaceful communication with the Duergars, they can obtain interesting information about the subterranean complex, its purpose, the incident, and so on. In any case the



Duergars are reluctant to provide information about their home-planet and will not reveal intelligence that could endanger their species.

Story award: 2,000 XP (only if the PCs manage to befriend the Duergars).

Gear: 64 crates containing 10,000 credits of materials and components useful to craft weapons (level 4 or lower), armors (level 4 or lower), augmentations (level 4 or lower), computers (level 3 or lower), technological items (level 2 or lower), magic items (level 3 or lower) and hybrid items (level 3 or lower).

Heavy duty robot: two manual robots are stationed inside the storage area. They are not equipped with any AI, so they need a driver in order to function. If the PCs want, they can mount weapons on each robot, maybe weapons they craft by employing the materials found inside the storage area.

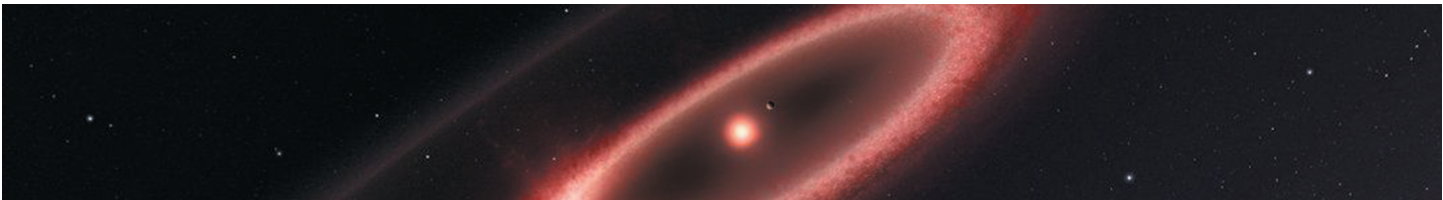
E2.STORAGE AREA 2

Storage area 2 contains other crates and more materials the PCs can employ to produce more items, together with a couple more heavy duty

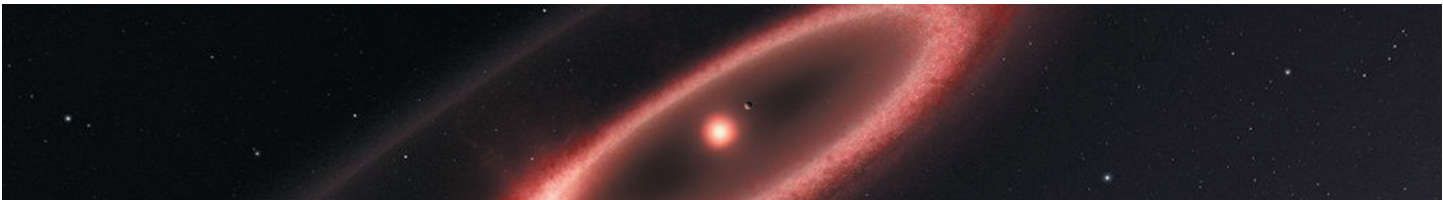
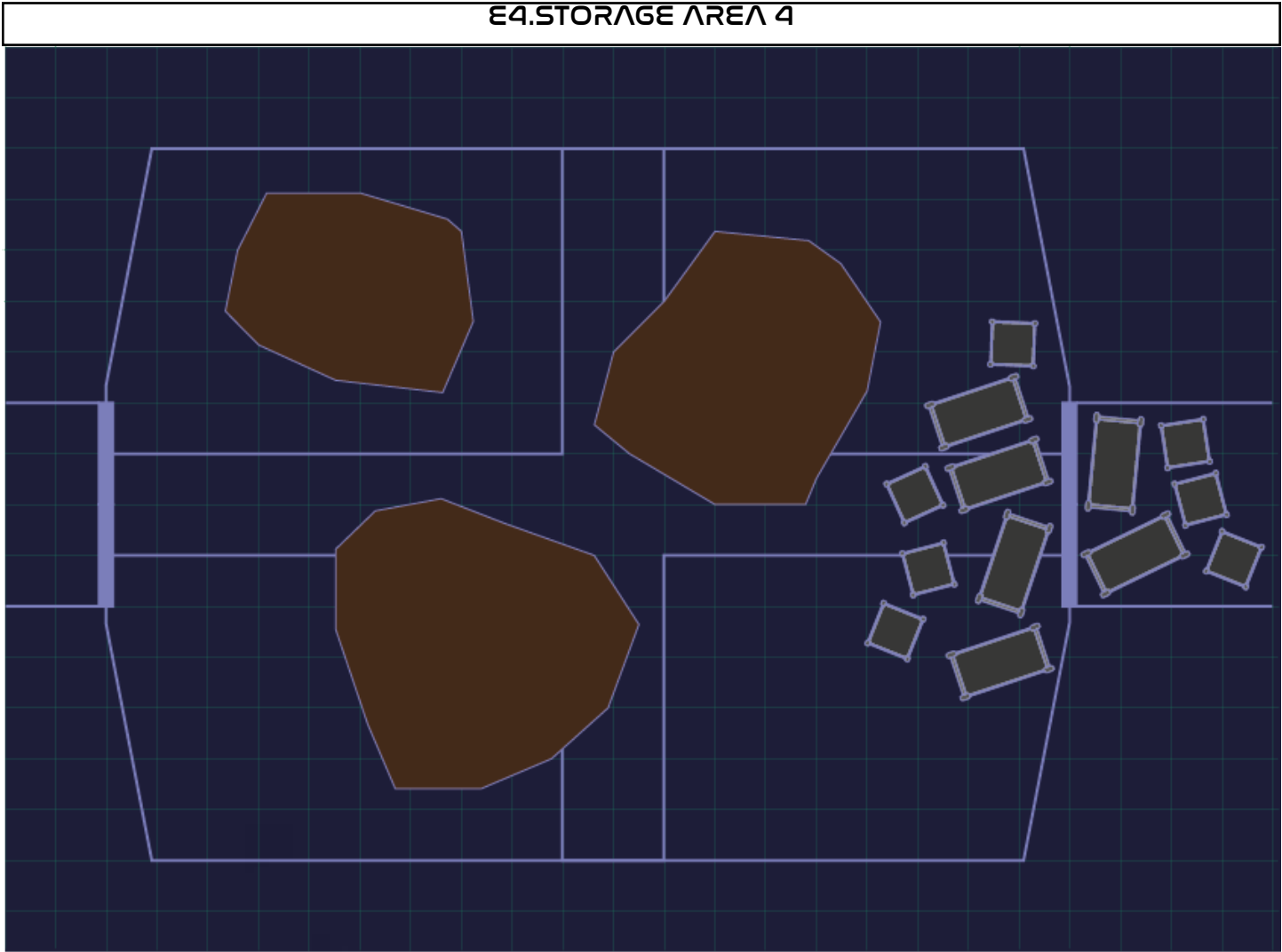


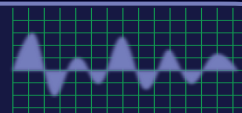
robots. However, the area is not safe because two xenoworms (see XW1 and XW2) are lurking beyond the walls. If the PCs enter the storage area then the xenoworms appear and attack shortly after by opening a breach into the concrete walls. Being attacked in this area is more dangerous than being attacked in corridor A. Here radiation is stronger (medium level radiation), thus the xenoworms pursue the PCs to the elevator doors if necessary. For this encounter, the PCs probably require to employ the modified robots because facing two xenoworms at the same time represent

a higher than average CR.
Creature: Xenoworm(2) hidden beyond the concrete walls.
Gear: 24 crates containing 7,500 credits of material and components useful to craft weapons (level 5 or lower), armors (level 5 or lower), augmentations (level 4 or lower), computers (level 3 or lower), technological items (level 2 or lower), magic items (level 3 or lower) and hybrid items (level 3 or lower).



E3.STORAGE AREA 3
When the elevator doors open you see in front of you an improvised barricade made of crates which block the way to the storage area. The door leading inside is closed except for a small 3 foot wide opening.
Storage area 3 has already been invaded by xenoworms that use this place as a nest. The Duergars tried to retake control of this area but they are too few to defeat the worms alone. When the PCs arrive the xenoworms are sleeping inside holes dug through the concrete walls. If the PCs have already met the Duergars then they are probably informed about the xenoworms presence. If they lacked diplomacy, too bad for them. In this encounter the PCs have the chance to take the xenoworms, which are asleep, by surprise due to the xenoworms suffering from the asleep condition. If the PCs defeat the xenoworms have them roll a perception check DC 18 to spot signs of burns on their skin. Further analysis, medicine check DC 15, reveal severe wounds caused by a bludgeoning blow. What the PCs don't know is that these





wounds have been caused by the *Earth Elemental* that is occupying the nuclear reactor.

Creature: Xenoworm (2)

Gear: 17 crates containing 3,500 credits of materials and components useful to craft augmentations (level 5 or lower), technological items (level 3 or lower).

E4.STORAGE AREA 4

Many crates are scattered and block the way inside the last storage area. It seems they were placed here in a hurry. The corridor walls bear marks of gunfire, you clearly spot bullet holes on the surface. Apparently the Duergars undertook a harsh fight to defend their last perimeter. The radiation indicator rises to severe.

The three brown spots are barrows of soil, where the xenoworms emerged from. Each barrow hosts a xenoworm and a tunnel that leads directly to the nuclear reactor below.

Each tunnel emerges to the reactor ceiling and is 40 feet long, not in a straight line. If the PCs plan to reach the reactor by other means the tunnels are a valid option.

Note for the GM: the tunnels that connect area E4 to area G (the ceiling of the nuclear reactor) are not marked on the map. Feel free to place these tunnels where it is the most convenient.

Only two tunnels are occupied by xenoworms, the third one hosts just the corpse of the creature.

Once the PCs reach the door, have the xenoworm roll a perception check DC 20, or set a DC according

to any stealth check the PCs may roll

Creature: Xenoworm(2)

Gear: 13 crates containing 4,000 credits of materials and components useful to craft augmentations (level 5 or lower), technological items (level 4 or lower)

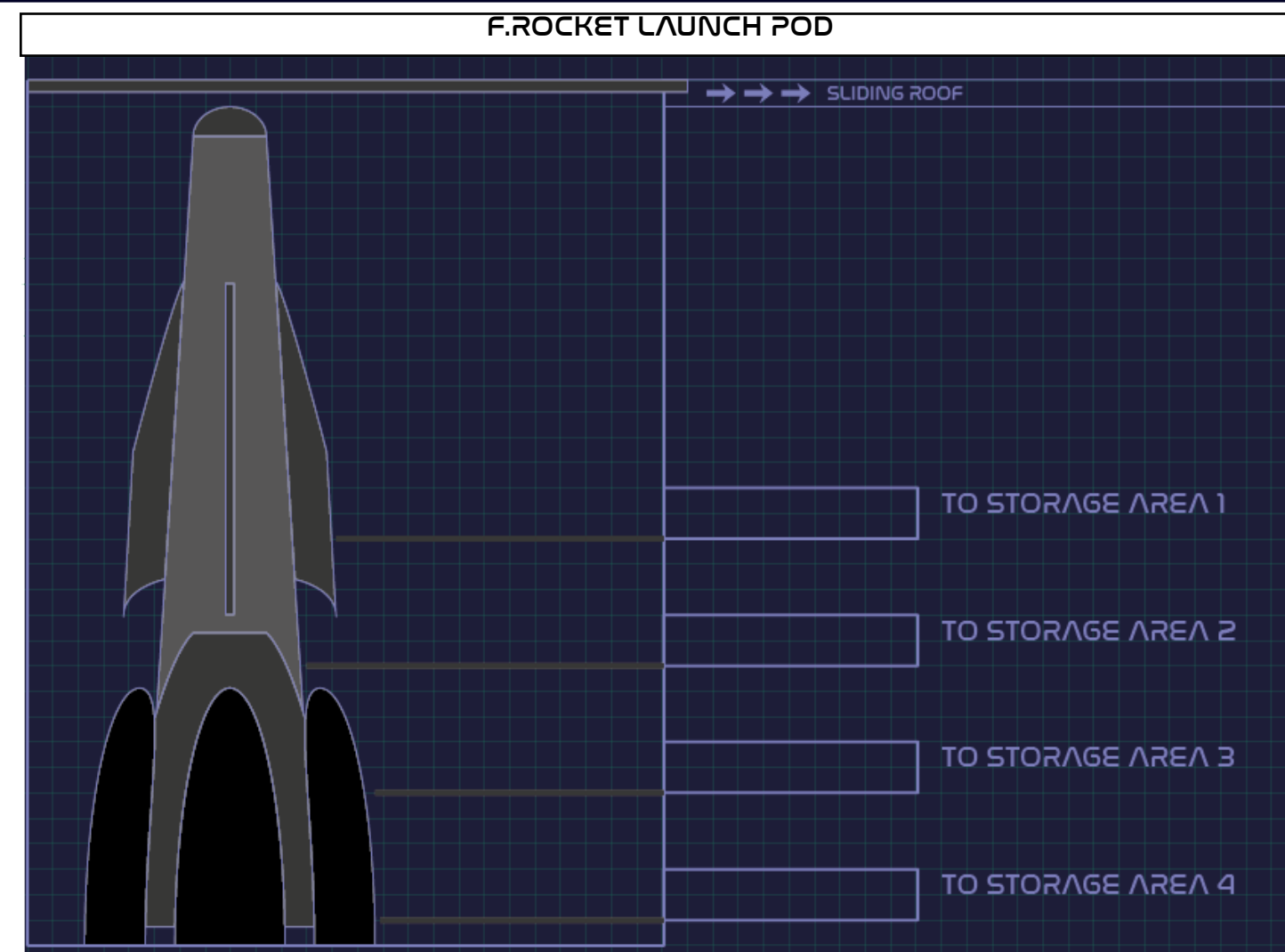
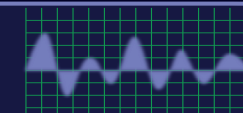
F. ROCKET LAUNCH POD

The launch pod looks immense and when you take a look inside you feel dizzy. A 120 foot long rocket dominate the sight and four retractable walkways grant access from every storage area.

The rocket had the purpose to launch crew, equipment, gears and satellites into orbit. It is reusable so it is projected to land back on the surface. The rocket requires a lot of hydrogen/oxygen fuel and the compounds produced by the Sawshark are easily compatible with the rocket requirements. Keep in mind that the Sawshark possesses the technology to split water into hydrogen and oxygen, the machinery that does so are on the third deck.

The rocket can have many uses, read what follows:

- 1) If the PCs lost their ship, this rocket could be an obsolete but worthy alternative to leave the planet and get back to the Cerberus outpost. Apply the Setting course procedure as explained in Chapter 2 or just consider that the rocket relies only on combustion engines and that it can travel only by inertia once it leaves the planet's orbit.
- 2) If the PCs want to send a big load of crates, of which the Sawshark has no room, into outer space,



the rocket has enough capacity to carry all of the crates found inside the storage areas together with the modified robots. Keep in mind that the rocket requires at least one pilot.

ELEVATOR TUBE 3

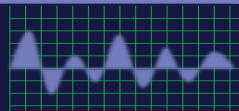
This elevator descends to the lower level of the subterranean complex and opens into corridor B, once the PCs reach the bottom the radiation level rises to medium. It is as long as elevator 1, in that it is 125 feet deep, and can move 5 feet per round.

CORRIDOR B

The corridor leading to the nuclear reactor looks creepy and abandoned, you can feel that the radiation has wiped out any living matter. It is nearly 100 feet long and at the end you spot a dim luminescence, at the same time your radiation scanner is going crazy due to radioactivity rising every step you get closer.

The corridor is completely abandoned and there are no signs of xenoworm passages.





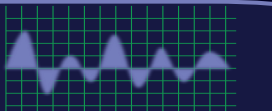
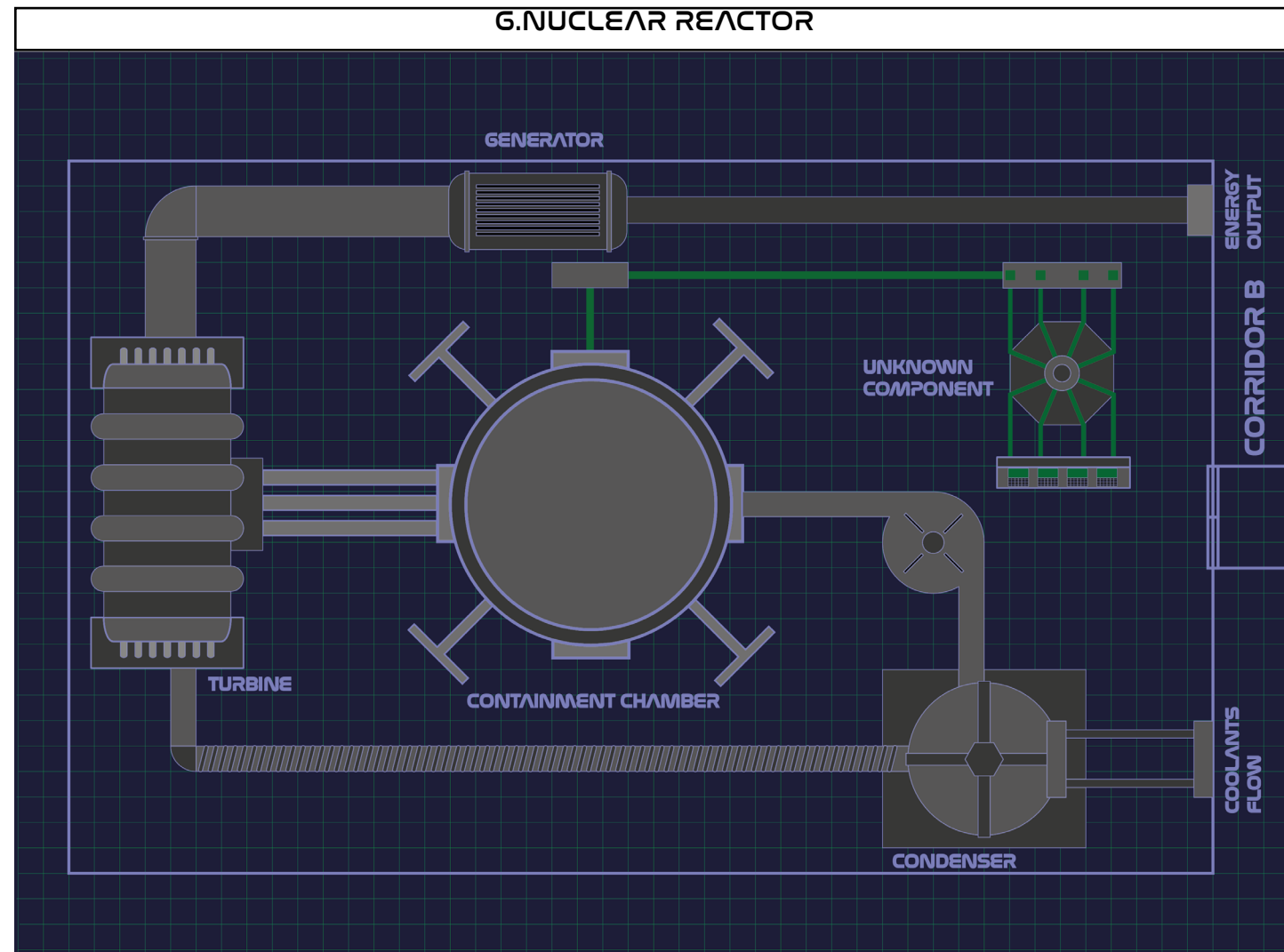
G.NUCLEAR REACTOR

The reactor lies 60 feet below you and the stairs leading down are wrecked or oxidized. It is immense compared to the other places you have explored inside the complex. You distinguish five different modules that compose the reactor. In the center there is the containment chamber which contains the fissile material, on the right you spot what should be the generator, on the left there is the condenser, and at the bottom is the turbine. What you don't recognize is another odd component connected directly to the containment

chamber. What is certain is that the 5% of the unknown detected energy source is coming from that strange machinery.

Read the Nuclear Transmutator description for more details.

The nuclear reactor provides electricity to the whole subterranean complex. However, the containment chamber is suffering a serious structural flaw causing a dangerous radiation leak. The PCs immediately detect something wrong is occurring inside the nuclear reactor. The lectures clearly mark that the reactor has already gone out



of control and in some inexplicable way the core is under a constant suspended nuclear meltdown. However, this energy is being absorbed and redirected elsewhere, even if they can't yet figure out what is preventing the core from exploding and where all that energy is flowing. In order to discover what is happening they have to climb down and analyze each component.

The whole nuclear plant is actually an open portal to the elemental plane of earth, and the Earth Elemental that came in long time ago is still around. To safely access the nuclear reactor the PCs must defeat an Earth Elemental first, who is protecting the extra-dimensional opening, preventing anyone from reaching his native plane. The stairs leading down to the reactor are damaged so it is necessary to climb down by other means.

RADIOACTIVE EARTH ELEMENTAL

The Earth Elemental appears once the PCs try to climb down into the nuclear reactor. The gate leading to its home plane is constantly open and the Elemental is lurking close to it. If the PCs want to analyze and fix the nuclear reactor they first have to defeat or neutralize the Earth Elemental. Once the creature is defeated the PCs have free access to area G.

Tactics: the Earth Elemental's only concern is to guard the portal and will fight until the PCs flee or are dead. If, after the first assault, the PCs withdraw, then the Earth Elemental won't chase them. However, the creature remembers what

happened and if the PCs return for the second time the Earth Elemental eventually goes after them. Just consider that its size is obviously an obstacle.

Creature: Radioactive Earth Elemental (1) (see Radioactive Earth Elemental for more details).

UPGRADING THE NUCLEAR REACTOR

Before the PCs can safely extract the Nuclear Transmutator, they have to update the technology of all the reactor's modules and, once the reactor is updated, the artifact can be extracted without causing a chain reaction. Only one person can oversee a single component of the nuclear reactor at a time.

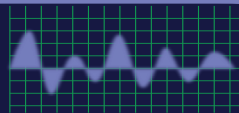
Upgrading the condenser (required time 2 hours)

This 30 foot high giant tank receives steam from a 135 foot long pipe and turns it into liquid so that it can be reused by the containment chamber which, thanks to the nuclear reactions, turns again the liquid into steam. Upgrading the condenser requires a successful engineering check DC 15.

Story award: 100 XP

Repairing the containment chamber (required time 8 hours)

This is the core of the nuclear reactor and from here the steam is directed into the turbine. Green cables connect to the octagonal platform that host the Nuclear Transmutator (see *Appendix: Nuclear Transmutator* for more details) and pass through



a couple of electronic interfaces, it seems that raw nuclear energy is flowing through the green cables. At the moment the containment chamber is suffering a flaw that occurred decades ago and was responsible for the death of the first exploratory mission. The rift present on the metallic structure of the containment chamber must be repaired in order to control the nuclear meltdown. Repairing the containment chamber is the hardest task and requires a successful engineering check DC 20.

Story award: 300 XP

Upgrading the coolants flow (required time 2 hours)

These pipes regulate the coolants flow output and input, draining cold liquids from subterranean sources. Upgrading the coolant flows requires a successful engineering skill check DC 14.

Story award: 100 XP

Upgrading the generator (required time 3 hours)

The generator transforms the raw energy that is produced but the turbine into usable electric energy to feed all the subterranean complex and even more. Upgrading the generator requires an engineering skill check DC 16.

Story award: 200 XP

Upgrading the turbine (required time 3 hours)

Steam coming from the containment chamber

moves the powerful turbine and produces raw electricity.

Upgrading the turbine requires engineering skill check DC 17.

Story award: 200 XP

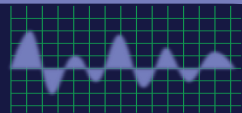
Once all the upgrading and repairing are accomplished, the level of radiation returns to normal. Reduce the radiation level of one factor after one hour.

UNKNOWN COMPONENT AND THE NUCLEAR TRANSMUTATOR

The device apparently receives raw nuclear energy from the containment chamber, the energy is carried by glowing green pipes and passes through two technological interfaces before reaching the Nuclear Transmutator. A local computer is monitoring the whole device. The artifact is absorbing the uncontrolled energy produced by the fissile reactions and is redirecting the flow into the elemental plane of earth. The PCs easily figure out what is occurring because lectures on the computer and analysis of the electric connection are easy to understand. However, they don't have a clue of how the artifact is exactly doing this.

If detect magic is cast on the Nuclear Transmutator then the spell reveals a strong presence of arcane magic emanating from the artifact.

The Nuclear Transmutator is placed on an octagonal pedestal, if the PCs have undergone the upgrading process they can safely remove the artifact from the platform.



HOBGOBLIN BATTLESHIP IN ORBIT!

This event occurs once the control room has been activated and at least 12/24 hours have elapsed. Once the Hobgoblin battleship reaches the planetary orbit (see Control Room for more details) it starts a bombardment at the subterranean complex coordinates. Probably at this point the Hobgoblin assault squad has already landed and invaded the complex (see Hobgoblin assault squad for more details). The Hobgoblin commander could decide to open fire, even if his assault squad is still inside, taking advantage of the confusion generated by the skirmish. The only means the PCs have to avoid being buried under the rocks is firing back with the coil cannon (see Coil Cannon for more details).

Keep in mind that a shot from the coil cannon requires three rounds to reach the target, this is because the coil cannon's warheads are fast but not as fast as the more modern energy weapons; this means that, before being hit, the Hobgoblin battleship will probably fire for three rounds.

Details about the Hobgoblin battleship are stated in the table below, like shields points, hull points and armor class. Remember the PCs are not supposed to directly engage the battleship which, for the sake of this episode plays more the role of a background actor.

These statistics are what the GM needs to know in order to manage the long range skirmish between the Hobgoblin battleship and the coil cannon.

The bombardment starts!

HOBGOBLIN BATTLESHIP

HP (hull points)	SP (shield points)	AC (armor class)
500	180	22

The bombardment hits the mountains but can hardly penetrate the rocky surface. It lacks of precision due to the thick atmosphere and the magnetic field interfering with the battleship sensors. However, the warhead explosions make the earth tremble thus affecting the subterranean structure.

Every round the battleship fires its batteries, three warheads hit the mountain. Choose randomly from the table below which part of the subterranean complex is affected and what effects the hit produces due to underground earthquakes. If a hit affects an area more than once, both in the same round or in subsequent rounds, table 1.11: Bombardment effects states the effect by a sequential number, 1st, 2nd, 3rd. As a GM feel free to create different effects as appropriate. Keep in mind that consecutive hits on the same area can lead to permanent structural damages.

Example: during the first round you roll 2 so the entrance receives one hit from the battleship and the occupants suffer 1d6 P damage. The second round you roll a 1 and the occupants suffer again 1d6 P damage, but this time the electric engine explodes and elevator 1 stops working.

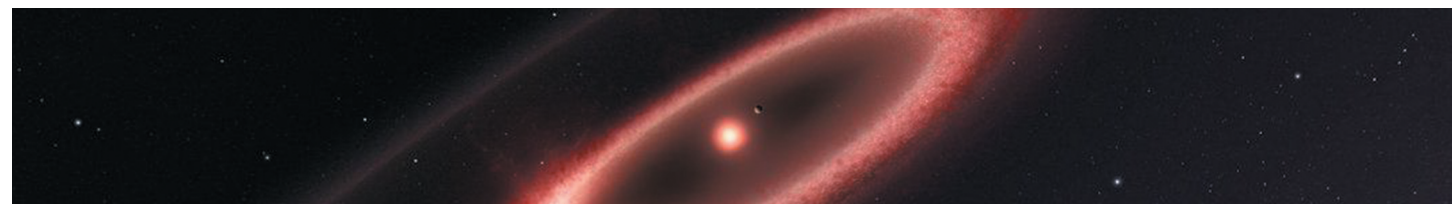


TABLE 1.11: BOMBARDMENT EFFECTS

D20 roll	AREA	Effects
1-2	ENTRANCE	1st hit: any occupant suffers 1d6 P damage 2nd hit: the electric engine explode, elevator 1 stop working 3rd hit: energy barrier collapse; see generators for more details
3	ELEVATOR TUBE 1	1st hit: any occupant suffers 1d6 P damage 2nd hit: elevator 1 is stucked inside the tube 3rd hit: elevator 1 falls to the ground, all occupants suffer 10d6 B damage
4	QUARTERS	1st hit: any occupant 1d6 P damage 2nd hit: any occupant suffers 2d6 P damage 3rd hit: any occupant suffers 3d6 F damage
5	CORRIDOR A	1st hit: any occupant suffers 1d6 P damage 2nd hit: any occupant suffers 2d6 P damage; one xenoworm appears 3rd hit: any occupant suffers 3d6 P damage; the corridor is blocked by debris
6-7	SHUTTLE BAY	1st hit: any occupant suffers 1d6 P damage 2nd hit: the sliding ceiling collapse; any occupant suffers 3d6 P damage 3rd hit: the shuttle explode; any occupant suffers 5d6 F damage
8	COIL CANNON	1st hit: any occupant suffers 1d6 P damage; coil cannon receive -1 penalty on gunnery check 2nd hit: any occupant suffers 2d6 P damage; coil cannon receive -2 penalty on gunnery check 3rd hit: any occupant suffers 3d6 P damage; coil cannon receive -4 penalty on gunnery check
9	ELEVATOR TUBE 2	1st hit: any occupant suffers 1d6 P damage 2nd hit: elevator 2 is stucked inside the tube 3rd hit: elevator 2 falls to the ground, all occupants suffer 4d6 B damage
10	STORAGE AREA 1	1st hit: any occupant suffers 1d6 P damage 2nd hit: any occupant suffers 2d6 P damage 3rd hit: any occupant suffers 3d6 P damage
11	STORAGE AREA 2	1st hit: any occupant suffers 1d6 P damage 2nd hit: any occupant suffers 2d6 P damage 3rd hit: any occupant suffers 3d6 P damage
12	STORAGE AREA 3	1st hit: any occupant suffers 1d6 P damage 2nd hit: any occupant suffers 2d6 P damage 3rd hit: any occupant suffers 3d6 P damage
13	STORAGE AREA 4	1st hit: any occupant suffers 1d6 P damage 2nd hit: any occupant suffers 2d6 P damage 3rd hit: any occupant suffers 3d6 P damage; one xenoworm appears
14-16	ROCKET LAUNCH POD	1st hit: any occupant suffers 1d6 P damage 2nd hit: the sliding ceiling collapse; any occupant suffers 3d6 P damage 3rd hit: the rocket explode; any occupant suffers 10d6 damage; the explosion extends to all storage areas causing 5d6 damages to any occupant.
17-18	ELEVATOR TUBE 3	1st hit: any occupant suffers 1d6 P damage 2nd hit: elevator 3 is stuck inside the tube 3rd hit: elevator 3 falls to the ground, all occupants suffer 10d6 B damages
19	CORRIDOR B	1st hit: any occupant suffers 1d6 P damage 2nd hit: any occupant suffers 2d6 P damage; one xenoworm appears 3rd hit: any occupant suffers 3d6 P damage; the corridor is blocked by debris
20	NUCLEAR REACTOR	1st hit: any occupant suffers 1d6 P damage 2nd hit: any occupant suffers 2d6 P damage; the condenser sprouts high temperature steam causing 2d6 damage to any occupant 3rd hit: any occupant suffers 3d6 P damage; the coolants flows become breached and liquids invade the nuclear reactor submerging the entire area in one hour

CHAPTER 5 – COMING BACK

If the PCs survive the bombardment it means that the Hobgoblin battleship has been defeated and the Hobgoblin assault squad wiped out. The road is clear and now they can come back to the Cerberus outpost and save the day. The only issue the PCs could face is the lack of fuel to take off and leave the orbit.

TAKING OFF (fuel units -30)

The take-off of the Sawshark is now safer but consumes much more fuel. As we said the ICS has already assembled an algorithm that optimizes the combustion engine so that no engineers are required to stabilize the ship. So, if everything went fine during the setting course and landing protocol sections the ship should have consumed 20 fuel units, more if one or more piloting check went wrong.

TARGET LOCKED!

Sometimes a wounded lion is more dangerous than ever. Once the Sawshark reaches the planetary orbit and before the crew can set the course back to the Cerberus outpost, some Hobgoblin survivors on board the battleship make a last attempt to take revenge on those who destroyed their home. Two waves of micro-missiles are fired by the battleship at the Sawshark. Consider the micro-missiles have a flat +6 attack value when you roll to hit the

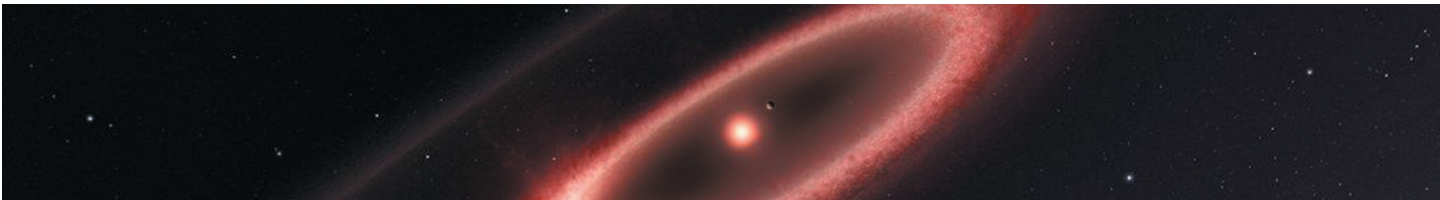
Sawshark. After the Hobgoblin battleship shot its last bullet the PCs spot an explosion sprouting from the enemy hull and then the wrecked battleship ceases to work. If the PCs have lost the Sawshark during the landing then the Hobgoblin won't open fire.

WAY BACK HOME (required time 24 hours)

It's over. The PCs can start the journey and go back to the Cerberus station. Exhausted, wounded, burned and with some broken bones but at least alive to see another day. Communications with the Cerberus are now safe and there is no point in relying only on the combustion engine. The pilot can now employ the pulse engine at full power and bring everybody at home. Maybe the PCs decided to take the Duergars with them, who in return join the crew and will help the PCs in their next steps. Maybe some of the NPC died, so they'll have time to celebrate funerals in the most appropriate way. What matters most now, is that the road to home is clear.

ENDING

The adventure ends with the PCs and their allies docking at the Cerberus outpost and delivering the Nuclear Transmutator. The outpost will be operational in a few days, seven days before the arrival of the freighter with fresh supplies, personnel, provisions and spare parts.



THE SUBROUTINE

While the Cerberus crew is mounting and adapting the artifact to the power core, other events are occurring inside the Hobgoblin battleship. The drones that escaped from the Sawshark during the first episode, Distress Call, finally emerge. The Subroutine has now evolved and has learned. It is employing the battleship materials and assembling new drones, reprogramming them for fighting. Inside the battleship there is a star-fighter also, which the Subroutine is reprogramming to be auto-piloted. The wreck of the battleship is not totally useless, its cannons and engines can be repaired and the Subroutine is preparing the dead ship to move again into battle.

POSSIBLE ENDINGS

If you are running your own campaign or you just prefer a different ending that fits with your goals, we propose some options:

Explore the wreck

If your players don't care about saving the Cerberus, or you have prepared another base of operations for your campaign, then you may want the PCs to explore the battleship wreck. They surely make their way inside the ship, but they will have to fight some of the Hobgoblin still alive inside, and later fight against some drones or whatever you wish to place inside the ship.

Stuck underground

The PCs and their allies won't go anywhere. Their ship was accidentally hit by the bombardment

and it's now a pile of molten metals. They have to rely on their knowledge to survive enough time to assemble a new ship from scratch...or eventually dig underground and make new discoveries.

ADVENTURE AWARD

Once the adventure is over, it's time to award something to the player. As a GM feel free to award them XP or anything else you find appropriate for your campaign goal. As an adventure award we propose a bonus feat for all PCs and NPCs as well (except the Duergars if they joined).

TEAMWORK (BONUS FEAT)

PCs and NPCs crew have learned to coordinate their actions and improve their efficiency.

Prerequisites: being a crew member of the Sawshark and having survived the underground complex during the adventure From Beyond: Descent – episode 2.

Benefits: when characters are using a skill and are on the same space ship they get a +1 circumstance bonus on all their skill checks.

THE NEXT EPISODE

One week later the Cerberus outpost is repaired, the freighter finally arrives, carrying fresh provisions, equipment, and some new personnel. The PCs and their allies will have to defend their position and their lives against a massive assault from the Subroutine which, by that time, has

assembled numerous self-replicating drones that will try to infiltrate both the Cerberus outpost and the freighter. Its purpose is to reach the federation borders and spread its viral code to every federation controlled star system. The Subroutine's long term plans become more evident at this point and apparently lurking the Hobgoblin battleship into the star system was not a coincidence.

APPENDIX

NPC

The NPCs described here do not contain any reference about their home planets. Details are left to you as a GM and creator of you own setting. More details will come when the specific setting of this adventure path will be published. Feel free to use any content inside this module to enrich and expand your own setting.

NUMA

CR 2

XP 600

Verthani engineer lvl 2 (1,300xp)

LN M humanoid (verthani)

Init +1; **Senses** low-light vision; Perception -1

DEFENSE HP 12 SP 4

EAC 12 ; KAC 13

Fort +1; **Ref** +1; **Vol** +2

OFFENSE

Speed 30 ft

Melee weapon +0 cestus battle-glove (1d4-1 B)

Ranged weapon +2 azimuth laser pistol (1d4+2; burn 1d4)

STATISTICS

Str 8; **Dex** 12; **Con** 13; **Int** 15; **Wis** 8; **Cha** 9
Feats skill synergy(engineering/medicine);
Skills computers +4, culture +4, engineering +9, life science +4, medicine +7, sleight of hand +3,
Languages vercite, triaxian, dwarvish
Gear advanced engineering tool kit, engineer tool kit (craft item specialty), azimuth laser pistol (20 charges), cestus battle-glove, second skin armor, prosthetic left arm (+1 circumstance bonus on engineering check)

SPECIAL ABILITIES

Skin mimic (Ex) see Alien Archive: Verthani
Ship Repairing (Ex) An engineer working with an advanced engineering toll kit can repair hull damage to the ship from scraps, fix breaches, etc. For every eight hours of uninterrupted work roll and engineering skill check and divide the result by ten (rounding down), this is the amount of hull points restored.

BACKGROUND

Numa is an engineer specialized in designing and crafting technological items. Her field of study is biotechnological engineering which requires knowledge in both anatomy and mechanical devices. She voluntarily implanted her prosthetic left arm to improve her skills. She has an open aptitude toward almost any issues and her critics tend to be as much as constructive as possible. Renowned in Basirius Corporation for her loyalty she always puts mission goals above anything else.

KARSK

CR 2

XP 600

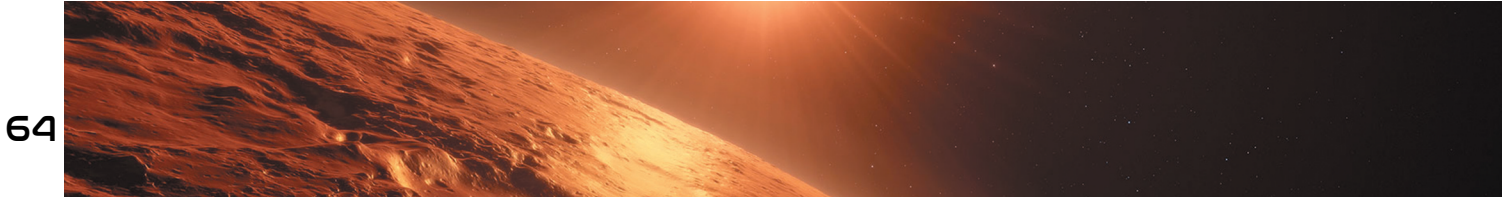


Dwarf engineer lvl 2 (1,300xp)
NG M humanoid (dwarf) see Starfinder Core Rulebook: Chapter 13 Pathfinder Legacy - Dwarves
Init +1; **Senses** darkvision 60 ft; Perception +2
DEFENSE **HP 14** **SP 4**
EAC 12; KAC 13
Fort +1; **Ref** +1; **Vol** +3
OFFENSE
Speed 20 ft
Melee weapon +1 cestus battle-glove (1d4 B)
Ranged weapon +2 azimuth laser pistol (1d4 F; burn 1d4)
STATISTICS
Str 10; **Dex** 12; **Con** 13; **Int** 13; **Wis** 10; **Cha** 7
Feats skill synergy (engineering/culture)
Skills computers +3, culture +6, engineering +8, medicine +3, perception +2
Languages Dwarvish, Triaxian
Gear advanced engineering tool kit, engineering tool kit (identify technology specialty), second skin armor, azimuth laser pistol (20 charges), cestus battle-glove
SPECIAL ABILITIES
Ship Repairing (Ex) An engineer working with an advanced engineering toll kit can repair hull damage to the ship from scraps, fix breaches, etc. For every eight hours of uninterrupted work roll and engineering skill check and divide the result by ten (rounding down), this is the amount of hull points restored.
BACKGROUND
Karsk had been hired by Basirius Corporation a

few weeks before the Sawshark departed for the DLB01 star system. Karsk left his community and specialized in xeno-technology, mostly due to boredom by the lack of innovation among his people. He is sophisticated when it comes to talking about technical specifications, but once completing his duties he likes to relax and spend his free time in good company.
SAH’AH MAL **CR 2** **XP 600**
Winterborn Ryphorian engineer lvl 2 (1,300xp)
CG M humanoid (ryphorian)
Init +1; **Senses** low-light vision; Perception +4
DEFENSE **HP 12** **SP 4**
EAC 12; KAC 13
Fort +1; **Ref** +1; **Vol** +3
Resistances cold 5
OFFENSE
Speed 30 ft
Melee weapon +0 cestus battle-glove (1d4-1 B)
Ranged weapon +2 azimuth laser pistol (1d4 F; burn 1d4)
STATISTICS
Str 8; **Dex** 12; **Con** 13; **Int** 13; **Wis** 10; **Cha** 9
Feats skill focus (engineering)
Skills computers +3, engineering +13, medicine +3, perception +2, sense motive +3
Languages Triaxian, Dwarvish
Gear advanced engineering tool kit, engineer tool kit (disable device specialty), azimuth laser pistol (20 charges), cestus battle-glove, second skin armor

SPECIAL ABILITIES
Ship Repairing (Ex) An engineer working with an advanced engineering toll kit can repair hull damage to the ship from scraps, fix breaches, etc. For every eight hours of uninterrupted work roll and engineering skill check and divide the result by ten (rounding down), this is the amount of hull points restored.
BACKGROUND
Sah’ah Mal is specialized in reverse-engineering. However, she has never finished her career of studies. Basirius Corporation hired her due to her merits in analyzing and replicating hi-tech discoveries produced by market competitors. She is supposed to work in team with Karsk, but the Ryphorian is too taciturn and introverted to be a dwarf. She spends most of her time at the lab, studying devices and executing security protocols.
TZARU **CR 2** **XP 600**
Contemplative engineer lvl 2 (1,300xp)
LG M monstrous humanoid
Init +1; **Senses** blindsense (thought) 30 ft; darkvision 60 ft; ; Perception -1
DEFENSE **HP 10** **SP 2**
EAC 12; KAC 13
Fort +0; **Ref** +0; **Vol** +3
Weakness atrophied
OFFENSE
Speed 5 ft; fly 30 ft (average)
Melee weapon claw +0 (1d4 S)
Ranged weapon +2 azimuth laser pistol (1d4 F;

burn 1d4)
Offensive abilities applied knowledge
STATISTICS
Str 8; **Dex** 12; **Con** 11; **Int** 17; **Wis** 8; **Cha** 11
Feats skill synergy (engineering/computers)
Skills acrobatics +3, computers +11, diplomacy +2, culture +5, engineering +11, mysticism +1, physical science +5
Languages Akitonian, Dwarvish, Triaxian, Vercite, telepathy 100 feet.
Gear advanced engineering tool kit, engineering tool kit (repair item specialty), second skin armor, azimuth laser pistol (20 charges)
SPECIAL ABILITIES
Applied Knowledge (Ex) see Starfinder Alien Archive: Contemplative
Atrophied (Ex) see Starfinder Alien Archive: Contemplative
Ship Repairing (Ex) An engineer working with an advanced engineering toll kit can repair hull damage to the ship from scraps, fix breaches, etc. For every eight hours of uninterrupted work roll and engineering skill check and divide the result by ten (rounding down), this is the amount of hull points restored.
BACKGROUND
Tzaru is specialized in repairs and maintenance and he is considered the team leader among all the other engineers on board. Patient, kind, and brilliant he is the one who makes the whole machine working. Besides being a good engineer and computer expert, he always and openly recognizes



that Sah’Ah Mal is the best engineer on his team. He tends to be very talkative when relaxed and spends his free time with the Ryphorian, trying to compensate her introverted personality. He loves to tell stories and anecdotes.

CORPORAL WASSILY CR 2 XP 600

War Medic lvl 2 (1,300xp)
LN M Humanoid (human)

Init +1; Senses human senses; Perception +4

DEFENSE HP 12 SP 4

EAC 12; KAC 13

Fort +0; Ref +4; Vol +2

OFFENSE

Speed 30 ft.

Melee weapon +1 tactical dueling sword (1d6 S)

Ranged weapon +2 azimuth laser pistol (1d4 F; burn 1d4)

STATISTICS

Str 10; Dex 12; Con 11; Int 13; Wis 14; Cha 12

Feats basic melee weapons; light armor; small arms; Skill Focus (medicine)

Skills diplomacy +3; medicine +6; perception +4; survival +7

Languages (human +1 of players choice)

Gear tactical dueling sword, azimuth laser pistol (20 charges), second-skin armor, advanced med-kit, spray-flesh (3).

BACKGROUND

Wassily is a 30-year-old man and a close friend of Captain Tibb. He served in the army of his homeland planet as a war medic with a

specialization in emergency surgery. Captain Tibb wanted him aboard when he received the contract proposal from Basirius Corporation. He has no family left behind and has worked as a generic doctor in some secondary outposts since being dismissed from the army. He is committed to his job and is a tenacious man. He will prove to be a valuable companion to the PCs if they give him the opportunity.

DUERGAR SURVIVORS

THURMVALL CR 2 XP 600

Life scientist level 2 (1,300xp)

LN Medium humanoid (duergar)

Init +1; Senses thermal vision 120 feet, darkvision 120 feet; Perception +0

DEFENSE HP 14 SP 6

EAC 11; KAC 11

Fort +2; Ref +1; Vol +3

Immunities duergar immunities

OFFENSE

Speed 30 ft.

Melee weapon +1 (unarmed)

Ranged weapon +2 (unarmed)

STATISTICS

Str 10; Dex 12; Con 15; Int 13; Wis 10; Cha 5

Feats skill focus(life science)

Skills life science +9, medicine +3, perception +2, piloting +3, stealth +3

Traits duergar traits

Languages duergar

Gear none

BACKGROUND

Thurmvall is the only high ranking officer still alive inside the underground complex. Specialized in life science he represents the one who has always believed in the existence of other intelligent species besides his own. When first contact with the PCs occurs he is probably the one to take the first step in an attempt to establish peaceful communication. Tzaru, the contemplative, becomes probably the best counterpart but his attention is mainly for Karsk, who represents an important opportunity for his studies in xeno-biology.

DUERGAR SOLDIERS CR 2 XP 600

Soldier level 2 (1,300xp)

LN Medium humanoid (duergar)

Init +0; Senses thermal vision 120 feet, darkvision 120 feet; Perception -1

DEFENSE HP 20 SP 20

EAC 20; KAC 22

Fort +6; Ref +0; Vol +4

Immunities duergar immunities

OFFENSE

Speed 30 ft.

Melee weapon +3 (1d4+1 S)

Ranged weapon +2 (1d6 P)

STATISTICS

Str 13; Dex 11; Con 16; Int 9; Wis 12; Cha 4

Feats kip up

Primary fighting style guard

Primary style technique armor training(Ex)

Skills acrobatics +6(+5 armored), athletics +7(+6 armored)

Traits duergar traits

Languages duergar

Gear autotarget rifle(20 rounds), survival knife, golemforged plating III

NPC CLASSES

The two new classes presented here are appropriated for NPC. When piloting small space ships you don’t need a crew to aid your players. However, when they have to deal with larger and more complex ships, personnel become essential to control all systems and intervene when the PCs are not on board.

EXPERTS (see table 1.12)
(Computer/Engineer/Life Scientist/Medic/Physical Scientist)

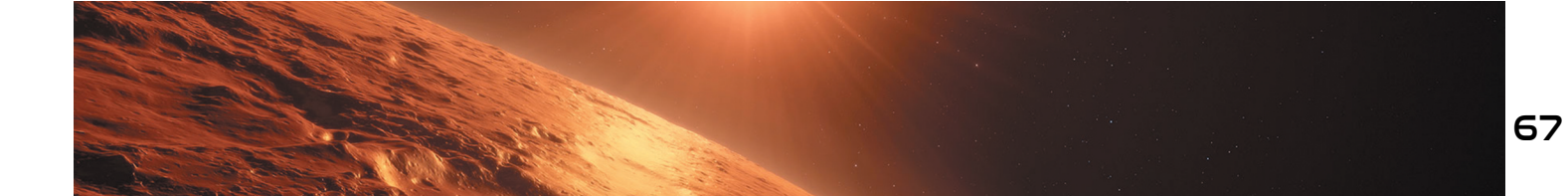
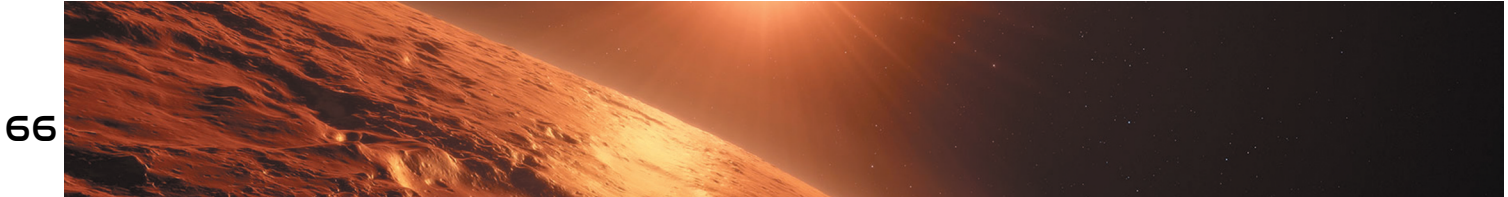
An expert is specialized in a field of study associated to a skill. Computers, Engineering, Life Science, Medicine and Physical Science. An expert is not trained to fight but excel in their specific field and many times can substitute a PC on a specific task and could even do better.

STAMINA POINTS: 1 + CON MOD. HP 4

CLASS SKILLS: Computer (Int), Engineering (Int), Life Science(Int), Medicine(Int), Physical Science(Int).

Expert NPC class choose only one class skill according to her expertise field.

Skill ranks per level: 4 + intelligence modifier.



EXPERTISE FIELD

The expert extends their knowledge and add a new skill as a class skill. They can choose among the following skills: computer, engineering, life science, medicine, physical science.

WAR MEDIC (see table 1.13)

A war medic is someone trained to provide medical care in the middle of a battle. They have a basic knowledge of how to use arms and weapons. While not a soldier they are the one who will probably save your life when no one else can.

STAMINA POINTS: 2 + CON MOD. **HP** 4

CLASS SKILLS: Medicine (Int), Survival (Wis).

Skill ranks per level: 4 + intelligence modifier.

PROFICIENCES

Armor proficiency basic meele weapons, small arms

Weapon proficiency light armor

First Aid

A warmedic who rolls a successful medicine skill check to provide first aid heals 1 hit point in addition to normal effects of the skill.

Long-term care

A warmedic can provide long term care if equipped at least with an advanced medical kit and gain a +4 circumstance bonus.

Long-term stability

A warmedic who rolls a successful medicine skill check to provide long-term stability heals 1 hit point in addition to normal effects of the skill.

Treat deadly wounds

A war medic can treat deadly wounds every 12 hours instead of 24 hours even without a medical lab.

NUCLEAR TRANSMUTATOR

When the Duergars built the nuclear reactor inside the subterranean complex they were planning a second experiment. Mixing the force of nuclear power and that of arcane magic. Their civilization was intensively researching energy sources to master faster than light travel and start their own conquest of space. Theoretically they knew it was possible to achieve such goal, but practically they were aware of the tremendous amount of energy required to accomplish such travels. Nuclear energy was not enough. So, in their attempt to speed up their advancement they decided to rely on the power of arcane magic. The Duergar civilization has always been capable of mastering the mysteries of the Arcane, but never decided, until that moment, to mix the two disciplines. They thought that in this way they could achieve their goal and so they took the big step. They decided to set up their first experiment on the fourth planet of their solar system, the closest to their home-planet. Engineers and scientists projected and built the underground complex which would have hosted a nuclear reactor, while wizards and magicians were crafting the artifact. Both the nuclear reactor and the artifact were supposed to work together. The Nuclear Transmutator was finally born. A team of fifty Duergars composed

TABLE 1.12: EXPERT NPC

CLASS LEVEL	BAB	FORT	REF	WILL	CLASS FEATURES
1st	+0	+0	+0	+2	expertise field
2nd	+1	+0	+0	+3	
3rd	+2	+1	+1	+3	
4th	+3	+1	+1	+4	
5th	+3	+1	+1	+4	expertise field
6th	+4	+2	+2	+5	
7th	+5	+2	+2	+5	
8th	+6	+2	+2	+6	
9th	+6	+3	+3	+6	expertise field
10th	+7	+3	+3	+7	
11th	+8	+3	+3	+7	
12th	+9	+4	+4	+8	
13th	+9	+4	+4	+8	expertise field
14th	+10	+4	+4	+9	
15th	+11	+5	+5	+9	
16th	+12	+5	+5	+10	
17th	+12	+5	+5	+10	expertise field
18th	+13	+6	+6	+11	
19th	+14	+6	+6	+11	
20th	+15	+6	+6	+12	



TABLE 1.13: WARMEDIC NPC					
CLASS LEVEL	BAB	FORT	REF	WILL	CLASS FEATURES
1st	+0	+0	+2	+0	First aid
2nd	+1	+0	+3	+0	
3rd	+2	+1	+3	+1	
4th	+3	+1	+4	+1	
5th	+3	+1	+4	+1	
6th	+4	+2	+5	+2	
7th	+5	+2	+5	+2	Long-term care
8th	+6	+2	+6	+2	
9th	+6	+3	+6	+3	
10th	+7	+3	+7	+3	
11th	+8	+3	+7	+3	
12th	+9	+4	+8	+4	
13th	+9	+4	+8	+4	Long-term stability
14th	+10	+4	+9	+4	
15th	+11	+5	+9	+5	
16th	+12	+5	+10	+5	
17th	+12	+5	+10	+5	
18th	+13	+6	+11	+6	
19th	+14	+6	+11	+6	Treat deadly wounds
20th	+15	+6	+12	+6	



of the best scientists, engineers and wizards made this project possible and in few years of hard work the project was finally over. Then came the Day. The nuclear reactor was online and the artifact was only waiting to be connected to the nuclear energy source. Their plan was to feed the Nuclear Transmutator with nuclear energy, then the artifact would have converted and amplified this massive amount of energy into exotic energy, much more powerful and capable of energizing any kind of engine, capable of warping the fabric of space-time thus opening the doors to space travel. Even if the theory behind the project could have worked, their technological advances in other fields, essential to control the exotic reactions, were not yet complete. Once the reactor started to energize the Nuclear Transmutator they lost control. The artifact was absorbing more energy than expected and was generating an exponential energy output beyond the safety countermeasures. The artifact, instead of converting nuclear energy into exotic energy, started to transmute matter at atomic level. The atmosphere was broken apart and reassembled while exotic radiation polluted every corner of the planet. This first event killed most of the Duergars inside the complex, those who survived knew that if they didn't stop or contain the energy produced by the transmutator the consequences would have been catastrophic. Things got worse when the excessive energy backfired and crippled the integrity of the containment chamber. At that point they became aware that an uncontrolled

nuclear reaction was imminent. In a last desperate effort the wizards made achievements, where the scientists didn't. If it was not possible to stop the artifact then they had to create a vent to somewhere else. They opened an inter-dimensional gate into the elemental plane of Earth and redirected all of the energy produced by the transmutator inside the plane. Since that day the Nuclear Transmutator has never stopped functioning and the breach is still open. When the PCs discover the Nuclear Transmutator: the artifact at the moment can't be disconnected from the nuclear reactor, the backfire will generate an explosion strong enough to incinerate the whole subterranean complex and possibly jeopardize the planet's geological stability. First the PCs have to fix the breach in the containment chamber and only then they will be able to handle the energy flowing from the reactor to the artifact. While this task was out of reach for the Duergars, it is possible for the PCs thanks to their more advanced technology and knowledge. The Nuclear Transmutator in this adventure: the Nuclear Transmutator is capable of generating enough energy to restore the Cerberus outpost systems and can help the PCs to reactivate the power core. During this adventure the powers of the artifact won't be explained because more details will be described in the following episodes. The PCs will slowly uncover the potential of the artifact by means of research and experimentation.



The Nuclear Transmutator in your adventure or campaign: if you wish to play just this adventure and want your players to find an ancient relic capable of mixing the power of technology with the power of Arcane magic, this could be an interesting option.

NEW EQUIPMENT

Engineering tool kit, advanced

If a crew is short of UPB (universal polymer base), nanite dough or the repair drone is not enough, a skilled engineer can't simply stand and watch what is going on. Basirius Corporation designed these advanced tools so that maintenance and repairs, both ordinary and extraordinary, can be accomplished without necessarily wasting precious resources especially when your supplies are running out. The Advanced engineering tool kit allows an engineer to fix damages to the ship's hull without employing any of the above mentioned resources. Roll an engineering skill check and divide the result by ten, this is the amount of Hull Points restored during 8 hour of work.

Level 3; Price 5,000 credits; Bulk 10

THE SAWSHARK

SAWSHARK **TIER 5**
Federation ice-miner
Medium Explorer
Speed 4 (M4 thruster); **Maneuverability**

(good); **Warp** 1
AC 14; **TL** 14
HP 65; **DT** -; **CT** 13
Shields medium 90 (forward 23, port 22, starboard 22, and aft 23)
Attack (forward) -
Attack (port) -
Attack (starboard) light particle beam (3d6)
Attack (aft) light particle beam (3d6)
Attack (turret 1) light torpedo launcher (2d8)
Attack (turret 2) light torpedo launcher (2d8)
Power Core Arcus Heavy (130 PCU), Micron Ultra (80 PCU)
Warp Engine Signal Basic
Systems crew quarters x6 (good), MK2 Armor (+2AC), MK1 Tetra node computer (tier 4), MK2 **Defense** (+2TL), budget medium-range sensors Expansion bays drone bays (16), tech workshop (2), science lab, medical bay
Modifiers +1 to any four checks per round, +2 piloting
Complement 3-6
Description the Sawshark ship is a high-tech mining ship with the only purpose being to harvest ice. The refinery machines located on deck 3 are capable of splitting aqueous liquids into hydrogen and oxygen and both elements can be stored inside special pressurized tanks. Usually the hydrogen is then compressed by high pressure and extremely low temperatures in order to be turned into deuterium or metallic hydrogen. The oxygen is sometimes stored to fuel the four

powerful combustion engines. Even if the vessel comes with armaments, they are employed mainly to break huge asteroids into smaller parts.

Improved Combustion engines: Maneuvering inside asteroid fields and debris is dangerous and requires fast movement. When the combustion engines are activated the Sawshark receives a +3-speed bonus and its maneuverability turns to perfect. The engines can work in this way for 15 minutes in 1-minute increments.

NEW CREATURES

BLUE OOZE **CR** 1/6 **XP** 65
N T Ooze
Init +; **Senses** blind sight 60 ft; Perception -5
DEFENSE **HP** 5
EAC 7; **KAC** 7 (-5 dex +2 size)
Fort +1; **Ref** -5; **Vol** -5
Defensive abilities ooze traits **Immunity** cold
Weaknesses vulnerability to fire
OFFENSE
Speed fly 50 feet; climb 30 feet
Melee -3 slam (1d4-5 plus cold 1d3)
STATISTICS
Str -5; **Dex** -5; **Con** +1; **Int** -5; **Wis** -5; **Cha** -5
Skills athletics +11
Gear none
ECOLOGY
Environment solar system DLB4.01, outer asteroid belt
Organization colony (6-60)

Special abilities athletics racial bonus +8
Description A blue ooze is a primitive life form which exists in the outer belt of the DLB4.01 star system. It's a methane based organism which feeds on carbon compounds and uses low levels of radiation to activate its bio-chemical processes. It is encountered lurking within asteroids facing toward the brown dwarf star where it recharges by absorbing radiation. However, it is attracted by the radiation emitted by a ship's defensive shields. When one comes within reach of these creatures they swarm toward the radiation source. Of course, this action can kill them, but it can happen that the shields are down and some of these pests manage to slip inside the ship. Carbon-based life forms represent an unprecedented food source, for these alien oozes which usually feed on extremely low quantities of carbon compounds. Even if they need low heat emitted by radiation they can't tolerate extreme heat like fire which ignites them instantly if oxygen is present in the environment.

BLUE OOZE, MUTATED **CR** 1 **XP** 400
N M Ooze
Init +1;
Senses blind sight (life) 60 ft; Perception -5
DEFENSE **HP** 20
EAC 12; **KAC** 14 (+1 dex)
Fort +7; **Ref** +1; **Vol** -6
Defensive abilities amorphous,
Immunities cold, ooze immunities
Weaknesses vulnerable to fire



OFFENSE
Speed fly 30 feet; climb 30 feet
Melee attach +6 (1d6+2 pls cold 1d4)

STATISTICS
Str +1; **Dex** +1; **Con** +2; **Int** -; **Wis** -5; **Cha** -5
Skills acrobatics +5, athletics +3
Other abilities compression
Gear none

ECOLOGY
Environment solar system DLB4.01, outer asteroid belt

Organization pack (1-4)

SPECIAL ABILITIES
Amorphous (Ex); Attach (Ex); Compression (Ex)
Description Mutated ooze are a direct mutation of a blue ooze, usually this mutation occurs when the creature comes in contact with artificial radiation, by assimilation of alien organic compound or living being.

MODIFIED ROBOT **CR 4** **XP 1,200**
N Large construct (technological)
Init +0; **Senses** none; **Perception** -

DEFENSE **HP 70**
EAC 20; **KAC** 22
Fort +6; **Ref** +0; **Vol** +0
Defensive abilities integrated weapons

OFFENSE
Speed 20 feet
Melee slam +12 (2d6+6 B)
Ranged +x (see below modified)



STATISTICS
Str +6; **Dex** +0; **Con** -; **Int** -; **Wis** -; **Cha** -

Skills none
Languages none
Gear none
Other abilities mindless, modified

ECOLOGY
Environment any
Organization none

SPECIAL ABILITIES
Mindless (Ex) A modified robot has no mind or computer and is controlled by a driver. It can't accomplish any task unless commanded to do so and does not possess any ICS or AI.
Modified (Ex) A modified robot is usually an industrial robot modified to accomplish military tasks. Ranged weapons can be mounted on it and the driver attack bonus for any ranged attack is applied. Ranged attack damage depends on the weapons mounted. Weapons can be mounted with a successful DC 10 engineering check.

MUD STALKER **CR 3** **XP 800**
N M Animal (aquatic)
Init -2; **Senses** blindsense (vibration) 60 ft; **Perception** +2

DEFENSE **HP 30**
EAC 13; **KAC** 15
Fort +6; **Ref** +0; **Vol** +2
Resistance cold 5

OFFENSE
Speed 10 ft, swim 20 ft

Melee bite +8 (1d6+3 P)
Space 10 ft; **Reach** 10 ft
Spell-like abilities (CL 2) 1/day – Transmute mud to rock
Offensive abilities electric field

STATISTICS
Str +1; **Dex** -2; **Con** +4; **Int** -5; **Wis** +2; **Cha** +0
Skills athletics +10
Languages none
Other abilities amphibious
Gear none

ECOLOGY
Environment cold mud pools
Organization solitary

SPECIAL ABILITIES
Electric field (Ex) Once per round the mud stalker releases an electric shockwave in a 10 foot-radius as a full action, dealing 1d4 electricity damage.
Transmute mud to rock (Su) This spell permanently transforms normal mud or quicksand into soft stone (sandstone or a similar mineral). The depth of the rock created cannot exceed 5 feet. Any creature in the mud is allowed a Reflex save DC 14 to escape before the area is turned to stone. A creature trapped inside the stone receives the prone condition.
Description Mud stalkers are passive predators with behavior resembling those of crocodiles. It has a flat limbless body capable of floating on mud and liquids. Its large tentacles are employed to detect prey by feeling their electric field. Their mouth is made of four bony and sharp mandibles.

HOBGOBLIN, MARAUDER
CR 2 **XP 600**
LE Medium Humanoid (hobgoblin)
Init +6; **Senses** darkvision 60 ft; **Perception** +4

DEFENSE **HP 25**
EAC 17; **KAC** 17
Fort +6; **Ref** +2; **Vol** +1
Resistance cold 5

OFFENSE
Speed 30 ft
Melee +4 long sword (1d8+2 S)
Ranged +4 auto-target rifle (1d6+2) +4 flame pistol (1d4+2 F Burn)

STATISTICS
Str +2; **Dex** +2; **Con** +3; **Int** +0; **Wis** +1; **Cha** -1
Skills athletics +4, perception +4, stealth +7,
Languages hobgoblin
Gear auto-target rifle (30 rounds), flame pistol (20 petrol), long-sword, defrex hide, frag grenade I (1), shock grenade I (1)
Assault squad gear squad NIL grenade launcher (1 per assault squad).
Other abilities hobgoblin traits

ECOLOGY
Environment any space ship.
Organization assault squad (2-20), platoon (6-36), company (10-100)

HUGE EARTH ELEMENTAL, RADIOACTIVE
CR 7 **XP 3,200**



N Huge outsider (earth, elemental, extraplanar) exactly like an ordinary Earth Elemental but
Init +4; **Senses** darkvision 60 ft, blindsense its mineral composition is highly enriched of
(vibration) 60 ft; Perception +14 radioactive materials or isotopes.
Aura radiation 20 ft

DEFENSE	HP 105	REPAIR DRONE CR 1/3	XP 135
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EAC 19; **KAC** 21
Fort +11; **Ref** +9; **Vol** +6
DR 5/-; **Immunities** elemental immunities
OFFENSE
Speed 20 ft
Melee slam +18 (2d6+12 B)
Space 15 ft; **Reach** 15 ft
STATISTICS
Str +5; **Dex** +4; **Con** +2; **Int** -3; **Wis** +0; **Cha** +0
Skills Acrobatics +14; Athletics +14
Languages terran
Gear none

ECOLOGY
Environment The Nuclear Trasnmulator Reactor
Organization solitary
SPECIAL ABILITIES
Earth mastery (Ex) see Alien Archive - Elemental Grafts
Radiation (Su) Radioactive earth elemental are overloaded by radiations. The radiation intensity depends on the elemental size.
small: low level radiation, DC 13
medium: medium level radiation, DC 17
large: high level radiation, DC 22
huge: severe level radiation, DC 30
Description Radioactive Earth Elemental is

Repair drones are an essential add-on to any ship. They can perform most of the essential activities a ship requires in order to work properly and efficiently. The drones are sold in teams and are produced by many small corporations, when bought they only need to be tuned to the ship they will serve and the job is done.

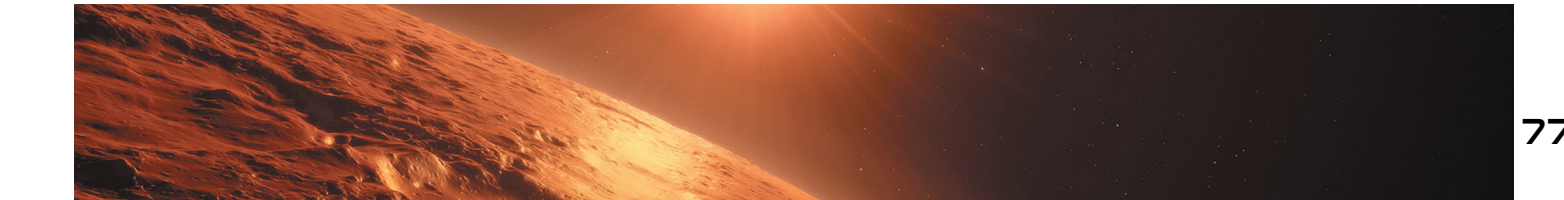


Hull Repairing
Repair drones can repair hull breaches by employing nanite dough on the breaches and holes, always when the nanite dough is provided.
Every 100 units of nanite dough allows to repair 1 hull point in one hour provided the repair drone succeeds an engineering check DC 15. If it fails it means that it spent one hour but that was not enough to repair 1 hull point. The next hour the drone can roll another engineering check with a +2 circumstance bonus, and so on if it fails again.
No nanite dough is wasted unless the drone rolls a natural 1.

SHADOWSOUL CR 4	XP 1,200
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NE Medium undead
Init +4; **Senses** darkvision 60 ft; Perception +10
DEFENSE **HP 45**
EAC 20 ; **KAC** 21
Fort +3; **Ref** +3; **Vol** + 9
Defensive abilities incorporeal
Immunities cold, undead immunities
OFFENSE
Speed 30 ft, fly 10 feet
Melee +10 (1d4+4 C)
Offensive abilities fear gaze
STATISTICS
Str -; **Dex** +4; **Con** -; **Int** +2; **Wis** +2; **Cha** +3
Skills stealth +15, intimidate +10
Languages one language known in life
Other abilities soul link
Gear none

ECOLOGY
Environment any
Organization solitary
SPECIAL ABILITIES
Fear Gaze (Su) when the shadowsoul manifests to a victim it does so by staring at him directly in the eyes in order to instill fear and panic. The target must succeed a DC 18 will saving throw or be panicked for 1d4 rounds. Once the subject is panicked and shaking with fear the shadowsoul attempts to establish a soul link.
Soul Link (Su) panicked creatures are weaker, so it's easier for the shadowsoul to establish a permanent link. The target must succeed a DC 15 will saving throw to resist the soul link. If the shadowsoul establish a soul link he will be able to persecute the victim until a successful remove affliction (caster level check DC 19) spell is cast on the subject. Once per day the shadowsoul can manifest to the victim and instill fear by using the fear gaze. Obviously the shadowsoul employs this ability when the victim is in a dangerous situation. Once the victim is dead the shadowsoul goes for another victim. The soul link allows the shadowsoul to move across space without limitations, wherever the victim goes, the creature can manifest its presence.
Description Shadowsoul forms when a the soul of a recently dead sentient creature enters into contact with the negative energy plane before having the chance to reach his assigned place in the after-world. The soul is destroyed and what remains is



corrupted, making the process irreversible even with a resurrection spell. Shadowsouls exist both in the negative and prime material plane, making them incorporeal and thus capable of crossing solid matter. This horrific undead stalks a victim by using fear and by creating a link which allows the undead to reach the mind of the victim wherever he is.

XENOWORM

N Large vermin

CR 6

XP 2,400

Init +1; **Senses** darkvision 60 ft, blindsight (vibration); Perception +13

DEFENSE

HP 105

EAC 18; **KAC** 20

Fort +10; **Ref** +4; **Vol** +5

Defensive abilities ferocity

Weaknesses radiation dependency

OFFENSE

Speed 30 feet, burrow 40 feet

Melee bite +16 (1d10+11)

Space 10 ft; **Reach** 10 ft

Spell-like abilities (CL 6th)
1/day – irradiate (DC 17)

STATISTICS

Str +5; **Dex** +1; **Con** +5; **Int** -; **Wis** +0; **Cha** +0

Skills survival +13, perception +13, stealth +13

Gear none

ECOLOGY

Environment any underground

Organization solitary

SPECIAL ABILITIES

Radiation dependency (Ex) A xenoworm needs radiation in order to maintain its biological functions. Radiation from underground planetary environments are sufficient to keep the creature alive. The xenoworm can sense radiation sources and establish its hunting grounds close to these sources, so radioactive ores and deposits are usually inhabited by these solitary predators. Occasionally the creature leaves such areas for short periods of time, especially when food becomes scarce. However, this weakens the xenoworm as it loses strength and deteriorates its metabolism. Every hour spent outside a radioactive area, inflicts a xenoworm 1d10 damage and prevents the creature from using the irradiate spell-like ability. For the purpose of this adventure Xenoworms are inhabiting the area around the nuclear reactor taking advantage of the higher than average level of radiation. Under normal circumstances they require low radiation or lower (as described in the Starfinder Core Rulebook – Chapter 11: Game Mastering). However, the artificial source of radiation caused by the reactor leak has enhanced the xenoworm’s metabolism beyond the normal limits. According to the radiation level, the xenoworm receives the following cumulative bonuses:
Medium: +10 hit points, +10 feet to speed, CR +1
High: +10 hit points, +2 damage, CR +1
Severe: +10 hit points, fast healing 5, CR +1
Description Xenoworms are in most cases the natural evolution of a more elementary biological

APPENDIX

species. They are creatures that are extremely versatile and capable of adapting their biology to any environment that allows the presence of organic compound. Xenoworms exist in many sizes and this mostly depends on how much they can feed on the planet they inhabit.

PATHFINDER LEGACY RACES

DUERGARS

MODIFIERS +4 Con, +2 wis, -4 Cha

HP 6

SIZE AND TYPE

Duergar are Medium humanoids with the Duergar subtype.

IMMUNITY

Duergar are extremely resistant to radiation thus ignoring low and medium radiation harmful effects and consider high and severe as low and medium respectively. They also gain a +4 racial bonus to saving throw against radiation poisoning.

TECHNOLOGY LIMITATION

Duergar are penalized when employing technologies from more advanced races, not because of lack of intelligence but due to lack of knowledge. When rolling computer, engineering, life science, medicine and physical science checks involving such technology they suffer a -8 circumstance penalty. This limitation is removed only if a Duergar studies alien technologies from the beginning of his career or if he remains in contact with an alien environment until he gains at least 10 ranks in a specific skill.

THERMALVISION
Duergars can see thermal signature up to 120 feet in the dark and skip to darkvision thanks to eye membranes.
DARKVISION
Duergars can see up to 120 feet in the dark and skip to thermalvision thanks to eye membranes.
PHYSICAL DESCRIPTION
Duergar are closely related to dwarves and share the same creation myth. They are sturdy and tough with broad frames. Their eyes are completely black and covered by a membrane that grants them thermal vision. They possess thick hair and beards that grow down to the neck and the shoulders. Their hands have eight fingers and an opposable thumb. Their skin color varies from dark brown to gray and usually change rapidly accordingly to exposure to radiation. They stand from 5 up to 5.5 feet and weigh an average of 180 lbs. They reach maturity at 40 years with a maximum lifespan of 500 years.
HOME WORLD
Duergars originated on what they call Temak, which is the fifth planet of its star system. The planet is completely frozen on the surface and does not harbor complex life forms. However, its nucleus is geologically active thanks to the three moons that spin its axis, generating a powerful magnetic field and keeping hot the molten metallic core. This peculiar geological activity keeps the inner environment warm, allowing subterranean life forms to thrive.

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SOCIETY AND ALIGNMENT

Duergar society is on the edge of a technological boom, having in the last century accomplished incredible technological leaps in electronics, advanced engineering and energy research. Due to their natural resistance to radioactive elements and the abundance of these minerals inside their planet, they specialized in nuclear energy. They have recently discovered nuclear fission and they are close to nuclear fusion. Compared to other alien races they are not advanced and they have never had a first contact with an alien species. Their social structure is composed of four main factions, each one mastering and improving a specific aspect of science and technology. Power and influence is acquired by means of prestige and reputation which usually originates from technological and scientific advancements.

Alignment: any lawful
Government: technocracy

RELATIONS

Duergars consider themselves the only intelligent beings and this is because they had not yet found significant proof of other intelligent life forms or maybe other intelligent life forms do not suspect that an apparently hostile planet like Temak can harbor life at all. Sages and philosophers speculate about this hypothesis and the general feeling is that if they come into a first contact, being cautious and ready to defend will be the priority.

ADVENTURERS

Duergars, due to their nature, are excellent

adventurers. Space exploration has become the last frontier for those Duergars brave enough to face the vastness of the cosmos.

HOBGOBLIN

MODIFIERS +2 Dex, +2 Con **HP 5**

SIZE AND TYPE

Hobgoblins are Medium humanoids with the Hobgoblin subtype.

DARKVISION

Hobgoblins can see up to 60 feet in the dark.

SNEAKY

Hobgoblins receive a +4 racial bonus on stealth checks.

SPACE FARING RACE

Hobgoblins have cold resistance 5. Having spent generations in space they got used to endure lower temperatures.

Hobgoblins suffer 1 nonlethal damage every 15 minutes instead of 1d6 for slow suffocation effects.

PHYSICAL DESCRIPTION

Burly and muscled, long arms and thick torsos, Hobgoblins stand a few inches shorter than the average human. Hobgoblins’ skin is gray-green. Their eyes burn fiery orange or red, and their broad faces and sharply pointed ears give their features a somewhat feline cast. Hobgoblins lack facial hair, even Hobgoblin females are bald. Their biology has adapted to the harsh space environment, making them more resistant to low temperatures and lack of air.

HOME WORLD

The location of the the Hobgoblin’s home-planet seems to be unknown to them. For centuries, if not thousands of years, Hobgoblins have wondered the galaxy spending their lives on their lair ships. They are nomads in every aspect of their life. Their home is their ship, which they construct, improve and enlarge every time the crew grows and the loot is rich enough. The size of their ships depends on the size of their population. They move from system to system, marauding the unprotected borders of civilization.

SOCIETY AND ALIGNMENT

Hobgoblins are organized into tribes made of clans and led by a supreme commander. They have a strict hierarchy and militaristic conduct code. The strongest clan among the tribe owns the spaceship while other minor clans take care of a specific ship system. So you can have a clan dedicated to the shield system, the engine room or the weapon battery, and so on. They tend to be good engineers because being able to repair a ship in dire circumstances is the rule in space. Many tribes include a council of “sages”, they are elder Hobgoblins who act as counselors and play the role of “boatswain” that in particular circumstances can block a direct order of the supreme commander. It’s quite common that a particular strong tribe subjugate other minor tribes thus forming a war-fleet led by a self-proclaimed supreme admiral. Such fleets, when they form, become a true nightmare in those areas of space where an organized army is absent.

RELATIONS

Hobgoblins tend to deal and trade with almost anyone, they also prey on almost anyone as well. No one is an enemy if he is stronger, no one is an ally if he is weaker.

ADVENTURERS

Hobgoblin’s adventurers are marauders or space pirates who leave their clan to earn fame and strength, planning to form their own marauding fleet. The more bounties they have placed on their head, the more prestige they earn among their kin.

CREDITS

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