

STARFINDER
COMPATIBLE



CLOSE ENCOUNTERS:
ONYX STATION

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INTRODUCTION

Fifty years ago, Onyx Station was announced as a brand new technological marvel. A space station that was fully equipped as a trading hub and had the ability to travel through the universe with its very own, experimental hyperspace engine. Nothing the size of a space station, something dozens of times larger than the largest starships, had ever been through hyperspace before. Scientists, priests, staff, and hundreds of observers had been brought along to be a part of Onyx Station's first journey through hyperspace. The financier of the entire operation, a vesk named Onoyaxa "Onyx" Vesetora, boasted "The gods themselves could not invent such a masterpiece!"

But when Onyx Station went into hyperspace for the first time, it did not return. Instead it disappeared from existence almost entirely, unable to be located through magical or technological means. Until now. Exactly 50 years after Onyx Station went into hyperspace, it appeared again and though scanners show that there are things living inside, nothing has tried to come out. Whether the PCs have been sent to the station as a scouting party, or came upon it while travelling through space, they are the first people to step foot inside since the station first disappeared.

ONYX STATION

Onyx Station was originally broken up into four separate sections before it disappeared into hyperspace, but today only three of those sections exist: the Core, the Null Zone, and the Hydroponics Garden. What was once the living quarters on Onyx Station is now gone, a colossal bite mark from some unknown, yet clearly incredibly massive creature in its place. The only thing preventing the rest of the station from being exposed to the void of space are the multiple airlocks which are installed as security mechanisms.

THE NULL ZONE

The Null Zone is the only part of Onyx Station inhabited by reasoning, sentient people. This area is made up of the only docking bay left on the station (with the others having been located in the living quarters) as well as a cluster of stores that was originally supposed to be a trading hub for travelling merchants. The people living here are a combination of the station's original inhabitants as well as a second generation who have spent their entire lives here. The PCs may note that the minds of some of these survivors are shattered beyond repair, and that these people will do nothing but eat, sleep, and mutter incomprehensibly. Many more people, however, have physical wounds of some sort or another which serve as a reminder as to the dangers outside of the Null Zone.

There are a few relatively 'normal' people living in Null Space who will be happy to share food or supplies in exchange for the PCs' help performing odd jobs or keeping the people here safe. Trying to ask these people what exactly happened to the station in the fifty years it's been gone does not lead to any conclusive answers, as it seems that not even the most lucid of the survivors can piece together exactly what happened. All the information they can share with the PCs is of the aftermath: the plants in the Hydroponics Garden all mutated into sentient and deadly plants, many of the station's residents either died and came back as undead creatures or lived and mutated into horrific new species, and there are a whole host of new creatures that somehow made their way inside the station.

TRAPS & HAZARDS

In their attempt to fortify the Null Zone against the occasional outsider that slips in, many of the survivors have constructed makeshift traps that lie not only inside the Null Zone, but outside the perimeter as well. Unfortunately for the PCs, not even the survivors can remember where all of these traps lie. Below are three of the traps the PCs might encounter in their travels.

CHAOS BEAST ESSENCE TRAP

This sort of trap is very rare to find in the halls of Onyx Station, but it is potent nonetheless. The carcass of a chaos beast has been laid out in one of the hallways and left to rot with an explosive device inside of it. Creatures that approach the chaos beast's body activate the motion sensors which cause it to explode, exposing the creatures to the chaos beast's insidious magic.

CHAOS BEAST ESSENCE

CR 7

XP 3,200

Type technological; **Perception** DC 30; **Disable** Engineering DC 25 (disable the motion sensors)

Trigger location; **Reset** none

Effect explosion (4d12+4 F) and exposure to the chaos beast's corporeal instability ability (see chaos beast stat block for more information); Reflex DC 17 for half damage & Fortitude DC 15 to negate the corporeal instability ability; multiple targets (all targets within 15-ft. radius)

COLLAPSING RUBBLE AND FLASH GRENADES TRAP

This trap was invented as a means of slowing dangerous monsters down while a survivor could escape. A creature activating the tripwire first causes a portion of the ceiling to collapse along with a few flashbangs that are set to go off just as the creature is contained by the rubble.

COLLAPSING RUBBLE & FLASH GRENADES

CR 5

XP 1,600

Type mechanical & technological; **Perception** DC 27; **Disable** Engineering DC 22 (cut the tripwire)

Trigger location; **Reset** manual

Effect collapsing rubble (4d12+4 B) and flashbangs (blinded for 1d6 rounds); Reflex DC 15 half and to avoid blinded condition; multiple targets (all targets within 20-ft. radius)

EXPLODING LOOT TRAP

This trap is meant to look like a bag of loot that has been left behind in a hurry, usually just open enough for

goods such as ammunition or food to be showing. Any creature picking up or rummaging through the sack, however, triggers the makeshift explosive inside.

EXPLODING LOOT

CR 2

XP 600

Type technological; **Perception** DC 23; **Disable** Engineering DC 18 (disable the explosive)

Trigger touch; **Reset** none

Effect explosion (4d6 F); Reflex DC 13 half; multiple targets (all targets within 10-ft. radius)

THE CORE

The Core is both the literal and figurative center of Onyx Station and is home to the group of mutated beings known as "the Children of the Nebula." Whatever happened to Onyx Station caused many the original inhabitants to twist and evolve into a host of terrifying creatures including the moorlacki and the necruul, the latter of which created the aberrations known as the charyonok. Those inhabitants that didn't survive were transformed into the conglomerates known as columns of flesh or had their souls shunted into the mechanical guardians now known as living sentries. Although many of the Children are not unified in the least and often fight amongst themselves for supplies, they all certainly do hold a similar religion. Throughout the Core are glyphs and altars all dedicated to the being they all call "the Master." These glyphs are completely unintelligible to anyone but the Children and any attempts to decipher, or indeed even look at them, ends in confusion and migraines.

All of the Children are supposedly led by a figure called the Prophet, who they claim is the only being that has ever communed with the Master and lived to tell about it. Of course, though none of the survivors have ever met the Prophet in person, they have all had nightmares about him at one point or another, describing a cloaked humanoid with pus-ridden robes that cover the entirety of his body and whose unholy sermons are still ringing in their minds. Though the

Prophet does not have a physical presence per se, everyone, even the survivors will insist to the PCs that he is very real and very dangerous.

The Core is also home to an experimental EMP device that was installed inside Onyx Station as a security measure when it was first being built. This device was originally meant to disable ships that attacked the station just before the station's own starships joined the battle, but ever since Onyx Station disappeared into hyperspace, the EMP device has not worked as intended. Its "warning systems" now allow for starships to fly into the station, but whenever a ship tries to leave, the EMP device goes off, disabling all of the starship's technological functions and leaving it stranded. The survivors in the Null Zone have long since learned that should this happen, a group of shadowspawn swarm the stranded ship and slowly but surely destroy it and those inside. Should the PCs not heed the warning that the survivors give and try to leave anyway, the survivors will use the gravity beam from a Tugboat while inside the station and drag the ship the PCs are in back to safety, but they will only do this once.

TRAPS & HAZARDS

Most of the traps spread throughout the Core are not meant to kill someone triggering it, only render them unconscious or immobile long enough for the Children to arrive, usually so that they could sacrifice the victim on their own time.

ALTAR OF SACRIFICE

Though altars can be found throughout the entirety of the Core, only a few of them are imbued with magic. These altars have powerful mind-altering abilities that cause non-Children to approach them and attempt to sacrifice themselves and stop anyone who tries to stop them.

ALTAR OF SACRIFICE

CR 9

XP 6,400

Type magical; **Perception** DC 33; **Disable** Mysticism DC 28 (ruining the magic in the glyph)

Trigger location; **Reset** 1 day

Effect Once a creature comes within 30 feet of the altar they must immediately make a DC 18 Will save. On a success, they immediately become aware of the altar's purpose and abilities, but on a failure they spend the next 1d6 minutes trying to kill themselves on the altar. They will approach the altar whenever they can and once they are lying down on top of it, will use any weapons or abilities at their disposal to try and end their lives (dealing damage to themselves as they would an enemy creature). Should anyone attempt to stop them, the affected creature will use violence fight them off before continuing to try and kill themselves on the altar. Once the time limit has passed, the creature has no memory of the events that transpired.

GLYPH OF SLUMBER

This glyph can be found scrawled on the walls, floors, or ceilings in the core, usually hidden with a number of other, mundane glyphs. When a creature approaches the glyph, it glows a bright crimson color that tugs on the mind of the affected, making them incredibly tired. There are usually a few Children waiting nearby, waiting for someone to trigger the glyph.

GLYPH OF SLUMBER

CR 4

XP 1,200

Type magical; **Perception** DC 26; **Disable** Mysticism DC 15 (ruining the magic in the glyph)

Trigger location; **Reset** 1 minute

Effect Once a creature comes within 5 feet of the glyph, it glows a bright crimson color. Once this happens, all creatures within 30-feet of the glyph fall asleep for 1d6 minutes. A DC 15 Will save negates this effect.

THE PROPHET'S SERMON

Every time the PCs enter the Core and are exposed to the altars, glyphs, or even the Children, there is a small chance the Prophet attaches to their mind. Every time the PCs enter the Core, they must succeed a DC 16 Will save or the very next time they try and fall asleep, they find that they are unable to get a good night's rest and instead wake up fatigued the next day, unable to sleep because of the nightmares they have had. This save increases by +1 every consecutive day that a creature enters the Core but resets back to a DC 16 Will save should a creature simply spend a day without visiting the Core.

THE HYDROPONICS GARDEN

This area of Onyx Station was originally meant to serve a dual-purpose as both a place to grow new food and serve as a sightseeing tour for those visiting the station. Many rare and valuable plants were brought in and set up for the people of Onyx Station to eat and enjoy at their leisure. Today, many of these plants are kept alive because of technology that aids in self pollination. On the other hand, there are a variety of species of plant which mutated and turned into malicious creatures which attack any who dare venture into this section of the ship. Fungoid stalkers and quadramanin are both examples of creatures which were rapidly evolved from common species of plants, while the mtarra evolved from mosquitos that found their way aboard the ship along with these plants.

Worse yet, this area of the ship is where the living sentries, shadowsludges, and shadowspawn most often reside, making this easily the most dangerous part of Onyx Station. Unfortunately, as this part of the station is abundant with potential sources of food, it is also the most rewarding part to loot. Both survivors and the Children can be found here, trying to steal away supplies of food before some monstrosity makes *them* dinner.

TRAPS & HAZARDS

Though there aren't many traps here set by sentient creatures, the different varieties of plants here are deadly in their own right. These plants serve as hazards for those trying to explore the Hydroponics Garden apart from the ravenous creatures who live here.

BOLDIVAR TREE POISON

The boldivar tree was originally a harmless plant that grew pleasant smelling fruits, but after Onyx Station disappeared into hyperspace and was exposed to energies from an unknown source, the trees on board transformed, the sweet-smelling fruit no longer edible but poisonous. A visible purple haze can be seen rising from these fruits in various areas in the Hydroponics Garden.

BOLDIVAR TREE POISON

Type poison (inhaled or ingested); **Save** Fortitude DC 14

Track Constitution; **Frequency** 1/round for 6 rounds

Cure 2 consecutive saves

MANEATER PLANT

These giant sized plants seem to have open jaws, ready to clamp down on any creatures that walk by. The plant occasionally releases spores which quickly affect the mind of nearby creatures, causing them to walk straight into the jaws of the waiting plant. A creature can recognize the danger this plant provides before it is too late with a successful DC 15 Life Science check.

Any creatures walking within 10 feet of the maneater plant must succeed a DC 15 Fortitude save (this is a poison effect) or attempt to feed itself to the maneater plant. This plant immediately clamps down on the creature, dealing 1d6 points of acid damage per round and trapping the creature inside of it. If multiple creatures were affected by the spores, they wait patiently for the maneater plant to open up again. Once a maneater plant has clamped down on a creature, only a DC 16 Strength check can open it up again, requiring a standard action to attempt. A creature affected by the spores only snaps out of their trance if moved more than 10 feet away from the maneater plant.

BESTIARY

The following section includes a variety of different creatures that one might find wandering the halls of Onyx Station. They are meant to represent a threat to PCs between levels 1 and 10, so it is important to consult the Making Adventures section when choosing foes for your players.



CHAOS BEAST

CR
7

XP
3,200

COMBATANT

CN Medium outsider (chaotic, extraplanar)

Init +2; **Senses** darkvision 60 ft.; **Perception** +14

DEFENSE

HP 105

EAC 19; **KAC** 21

Fort +9; **Ref** +11; **Will** +6

Defensive Abilities amorphous, resistant to transformation; **SR** 18

OFFENSE

Speed 20 ft.

Melee slam +18 (2d6+12 B plus corporeal instability)

Multiattack 4 claws +12 (1d6+12 S each plus corporeal instability)

STATISTICS

Str +5; **Dex** +2; **Con** +4; **Int** +0; **Wis** +1; **Cha** +0

Skills Acrobatics +14, Athletics +14, Stealth +17

ECOLOGY

Environment any

Organization solitary, invasion (2–5)

SPECIAL ABILITIES

Corporeal Instability (Su) A creature hit by any of the chaos beast's melee attacks must succeed a DC 15 Fortitude save or take 1 point of Wisdom drain and become a spongy, shapeless mass. Unless the victim manages to control the effect (see below), its shape constantly melts, flows, writhes, and boils. An affected creature is unable to hold or use any item. Clothing, armor, helmets, and rings become useless. Large items worn or carried—armor, backpacks, even shirts—hamper more than help, reducing the victim's Dexterity score by 4. Speed is reduced to 10 feet or one-quarter normal, whichever is less. The victim gains the amorphous quality, but cannot cast spells or use magic items, and it attacks blindly, unable to distinguish friend from foe (–4 penalty on attack rolls and a 50% miss chance, regardless of the attack roll).

A victim can temporarily regain its own shape by taking a standard action to attempt a DC 13 Will save. A success reestablishes the creature's normal form for 1 minute. Spells or abilities that change the victim's shape do not remove the curse, but hold the creature in a stable

form (which might not be its own form, depending on the spell or ability) and prevent additional Wisdom drain for the duration of the spell; shapechange and stoneskin have a similar effect. The victim takes 1 point of Wisdom drain from mental shock every round that it ends its turn in an amorphous shape—upon being drained to 1 Wisdom, further Wisdom drain ceases and the amorphous body effect is permanent until removed via magic (no further number of saving throws can cure the condition at this time). If the victim succeeds in regaining its shape 3 times before reaching 1 Wisdom, this effect ends immediately, though any Wisdom drain suffered does not return on its own.

Resistant to Transformation (Ex) Transmutation spells or effects, such as *rewire flesh* or petrification, force a chaos beast into a new shape, but at the start of its next turn, it immediately returns to its normal form as a swift action.

Chaos beasts are ever-changing creatures that have no clear origin, though they have been known to appear throughout the planes during times of great magical disturbances. Their bodies constantly shift from form to form, growing tentacles, claws, and mouths just as quickly as other appendages disappear. With the invention of hyperspace travel, the mysterious chaos beasts have worryingly become more common, drawn to hotspots and locations where starships frequently enter or leave hyperspace.

There are a perhaps a dozen or so chaos beasts aboard Onyx Station, and though they rarely show themselves, the fact that they reside here at all may give some clue as to what happened aboard the station to begin with.



CHAYRONOK

CR
6

XP
2,400

COMBATANT

CE Large aberration

Init +3; **Senses** darkvision 60 ft.; **Perception** +13

DEFENSE

HP 90

EAC 18; **KAC** 20

Fort +8; **Ref** +8; **Will** +7

OFFENSE

Speed 50 ft.

Melee tail stinger +16 (1d8+11 P plus poison)

Multiattack tail stinger +16 (1d8+11 P plus poison), 2 claws +13 (1d4+11 S)

Ranged stinger shot +13 (2d6+6 P plus poison)

Space 10 ft.; **Reach** 5 ft.

Offensive Abilities poison, stinger shot

STATISTICS

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

Skills Acrobatics +13, Athletics +13, Survival +18

Languages 1 of GM's choice (chayronoks have no language of their own, speaking that of their creator).

ECOLOGY

Environment any (preferably warm and dry)

Organization solitary

SPECIAL ABILITIES

Poison (Ex) A creature hit by the chayronok's tail stinger is automatically subjected to chayronok poison, unless they make a DC 14 Fortitude saving throw. Chayronok poison has the following profile:

CHAYRONOK POISON

Type poison (injury); **Save** Fortitude DC 14

Track Constitution; **Frequency** 1/round for 6 rounds

Cure 2 saves

Stinger Shot (Ex) As a standard action, a chayronok can fire a stinger shot at an opponent within 60 feet. This launches a stinger at the target, who is subjected to a dose of chayronok poison along with the damage from the impact.

Chayronoks are hateful creatures, created in labs by scientists looking to create effective guard creatures. They're loyal to their creators, viewing them as parents, but anyone else is an enemy to be destroyed. Chayronoks do not get along and are always encountered alone, even if they have been created by the same "parent." Other chayronoks remind them that they're not natural creatures and that they cannot breed, while chayronoks created by the same parent inspire insane levels of envy and paranoia in each other, leading to the destruction of at least one of the competitors for the parents' attention.

Chayronok poison is sometimes harvested by the scientists and sold to assassin throughout the galaxy, as it is very hard to detect and treat for a medical professional. (Increase the DC for treating the drug from 14 to 18).



COLUMN OF FLESH

CR
10

XP
9,600

SPELLCASTER

CE Huge undead

Init +3; **Senses** darkvision 60 ft.; **Perception** +19

DEFENSE

HP 140

EAC 22; **KAC** 23

Fort +9; **Ref** +9; **Will** +15

Defensive Abilities undead immunities

OFFENSE

Speed fly 30 ft. (perfect)

Melee slam +16 (2d8+12 B plus touch of foulness)

Ranged ray of decay +18 (3d4+10 C plus leprosy)

Space 15 ft.; **Reach** 15 ft.

Offensive Abilities touch of foulness

Spell-Like Abilities (CL 10th)

At will—*jolting surge* (DC 20), *magic missile*

3/day—*arcing surge* (DC 21), *entropic grasp* (DC 21),
irradiate (DC 21), *probability prediction*

1/day—*animate dead*, *corrosive haze* (DC 22)

STATISTICS

Str +2; **Dex** +3; **Con** —; **Int** +5; **Wis** +0; **Cha** +8

Skills Life Science +24, Mysticism +24, Piloting +19

Languages Aklo, Common

Other Abilities unliving

ECOLOGY

Environment any abandoned starship

Organization solitary

SPECIAL ABILITIES

Ray of Decay (Su) As a standard action a column of flesh can shoot a beam of destruction up to 60 feet. Any living creature hit by it takes 3d4+10 points of cold damage, and must make a DC 19 Fortitude saving throw or contract leprosy (as per the *Starfinder Core Rulebook*). All subsequent saves against leprosy is against DC 19, rather than the normal DC for leprosy.

Touch of Foulness (Su) Anyone physically touched by a column of flesh, such as through the slam attack must make a DC 19 Fortitude saving throw or be sickened for 10 minutes, as oily grime rubs off on them.

Columns of flesh are a conglomerate type of undead, arising only when a large number of people have died due to being exposed to cosmic rays, usually on slave ships that have not been properly shielded. The columns of flesh do not remember this occurring, having no memories of their former lives, but their formidable powers and intellect allowed them to take control of the ships that they originate on.

Now, these lifeless hulks drift through space, seeking nothing more than to wreak havoc and expose others to similar conditions, in the vain hopes of reversing their undead condition. To this end they will often converse peacefully with other creatures, but their paranoia and schizophrenia (as most of them still retain all the “mental voices” of the creatures that were part of it’s creation) quickly drives them to either attack out of frustration or desperation, or to move quickly onto another target instead of the current one. They will normally prefer attacking due to the paranoia, believing that leaving any potential enemy behind them is foolish.



FUNGOID STALKER

CR
5

XP
1,600

COMBATANT

CE Medium plant

Init +5; **Senses** low-light vision; **Perception** +11

Aura drowsiness (30 ft, DC 13)

DEFENSE

HP 70

EAC 17; KAC 19

Fort +9; Ref +7; Will +4

Defensive Abilities plant immunities

OFFENSE

Speed 40 ft.

Melee tentacle claw +14 (1d6+8 S plus infestation)

Offensive Abilities infestation

STATISTICS

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

Skills Athletics +11, Stealth +16, Survival +11

ECOLOGY

Environment any humid

Organization solitary

SPECIAL ABILITIES

Aura of Drowsiness (Ex) Any living creature within a 30 foot radius of a fungoid stalker must make a DC 13 Fortitude save or be shaken, as they try to fight off the drowsiness.

Infestation (Ex) Any living humanoid hit by a tentacle claw must make a DC 13 Fortitude save or be ingested with fungoid stalker spores. This is a disease with the following profile:

FUNGOID INFESTATION

Type disease (injury); **Save** Fortitude DC 13

Track mental; **Frequency** 1/day

Effect Once the victim dies from the disease, the fungoid stalker spores start to sprout and after 1d4 weeks, another 1d3 fungoid stalkers sprout from the victim's body.

Cure 2 consecutive saves

Fungoid stalkers call the hydroponics areas of Onyx Station their home. They're a well known danger to the inhabitants there, and they take great care to avoid the creatures. Fungoid stalkers instinctively seek out other lifeforms, seeking only to propagate, though this is apparently not necessary for their reproduction, as fungoid stalkers left to themselves will foster new young every few years. The process is sped up greatly however, by infecting humanoids, as they can infect multiple humanoids in short order, causing a large increase in numbers in a very short amount of time. Fungoid stalkers do not always choose to propagate however, as these simple minded creatures seem to take a sadistic interest in the suffering of humanoids and have been known to keep from infecting them, only to kill them slowly, or to infect them, and then observe them as they slowly succumb to the disease.



LIVING SENTRY

CR
8

XP
4,800

COMBATANT

NE Medium construct (magical)

Init +3; **Senses** darkvision 60 ft., low-light vision;

Perception +16

DEFENSE

HP 125

EAC 20; **KAC** 22

Fort +8; **Ref** +8; **Will** +5

Defensive Abilities construct immunities

OFFENSE

Speed 50 ft.

Melee slam +17 (3d4+12 B plus soul rend)

Ranged pulse emitter +20 (2d8+8 So)

STATISTICS

Str +4; **Dex** +6; **Con** —; **Int** +2; **Wis** +1; **Cha** +0

Skills Computers +21, Life Science +16, Piloting +16

Languages Common, Shirren, Vesk, Ysoki

Other Abilities unliving

ECOLOGY

Environment any space station

Organization solitary

SPECIAL ABILITIES

Pulse Emitters (Ex) The living sentry can use a standard action to shoot a blast of sonic energy at a creature it sees within 60 feet. A creature hit by one of these blasts must succeed a DC 16 Fortitude save or the concussive force causes them to become off-target for 1d4 rounds. The duration for this ability stacks with itself.

Soul Rend (Su) When a living sentry successfully uses a slam attack against a creature with a soul (usually any living, sentient creature), that creature must succeed a DC 16 Will save or reduce their Hit Point maximum by 1d10 Hit Points. These lost Hit Points can only be regained by either resting for 24 hours or through a *remove affliction* spell.

Before Onyx Station initially disappeared, it was fully staffed by both sentient beings and a host of technological sentries that acted as security guards.

These gold plated guards once roamed around the station, aided by a graviton-imbued ball that let them roll on walls or ceilings just as easily as floors and pulse emitters which allowed them to use sonic blasts to disable potential threats. Nowadays, the vast majority of these sentries are destroyed. A few, however, still roam the halls, not fueled by any mundane power source such as electricity, but the souls of fallen crew members.

Exactly ten of these living sentries roam the halls of Onyx Station at any given point in time, and every time one is destroyed, the soul that inhabits it seems to hop into another unit somewhere else. It is unclear exactly what these sentries want, but they are hostile to all living creatures they encounter, killing and skinning them to create makeshift clothing. When left to their own devices, the sentries seem to 'shut down' until something interrupts them, making them difficult to avoid unless one knows which sentries contain one of the ten souls and which ones are merely disabled.



MORLACKI

CR
1

XP
400

COMBATANT

CE Small monstrous humanoid

Init +4; **Senses** darkvision 120 ft.; **Perception** +10

DEFENSE

HP 20

EAC 11; **KAC** 13

Fort +3; **Ref** +5; **Will** +3

Weaknesses light blindness

OFFENSE

Speed 30 ft.

Melee claw +8 (1d6+2 S)

Ranged broken static arc pistol +3 (1d6–1 E)

Offensive Abilities piercing shriek

STATISTICS

Str +1; **Dex** +4; **Con** +2; **Int** –1; **Wis** +0; **Cha** –1

Skills Acrobatics +5, Stealth +10, Survival +5

Languages Moorlacki

ECOLOGY

Environment any dark

Organization solitary, pack (2–10) or horde (20–50)

SPECIAL ABILITIES

Piercing Shriek (Ex) Once per day, as a standard action, a moorlacki can unleash a sonic shriek that deals 1d4+1 points of sonic damage to everyone within 30 feet, who is not a moorlacki. This also gives the moorlacki the ability to see invisible creatures (as per *see invisibility*) for 1 round in regards to that creature, unless it makes a DC 10 Reflex saving throw, as the moorlacki tracks down the echoes.

The moorlacki are degenerated humanoids (usually humans), who have been caught in the utter darkness of either the deepest mines or the darkness between the stars, that they started to devolve from the species that they once were. Now, they're unrecognizable as having ever been members of their previous races, as they, through the generations, have continued to interbreed. They're now capable of breeding with most other humanoid races, and capture them to be used

as breeding material, to ensure that their tribes stay healthy. The captured humanoids usually do not survive this process and those few that do are driven insane in a short amount of time.

Anyone caught within the confines of a moorlacki tribe's domain is fair game to them, but while they will capture and breed with the females that they find, they will inevitably kill, and eat, the males. On the rare occasion that they capture something that has not got one of those two genders, they will try to mate with it, and should this prove unfruitful, they will kill and eat that too.



MTARRA

CR
4

XP
1,200

EXPERT

CE Small aberration

Init +5; **Senses** blindsense (emotion) 60 ft., darkvision 60 ft.; **Perception** +10

Aura fear (60 ft., DC 15)

DEFENSE

HP 65

EAC 14; **KAC** 15

Fort +3; **Ref** +3; **Will** +9

Immunities fear

OFFENSE

Speed 20 ft., fly 60 ft. (average)

Melee proboscis +10 (1d4+5 P plus drain fear)

STATISTICS

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

Skills Acrobatics +15, Athletics +15, Sense Motive +10, Stealth +15, Survival +10

ECOLOGY

Environment any humid

Organization solitary, pair, swarm (3–10)

SPECIAL ABILITIES

Aura of Fear (Su) Any creature that comes within 60 feet of the mtarra, or starts their turn in this radius must succeed a DC 15 Will save or have their state of fear raised by one step (creatures first become shaken, then frightened, then panicked). This is a mind-affecting fear effect.

Drain Fear (Su) Any shaken, frightened, or panicked creature that the mtarra successfully hits with its proboscis melee attack automatically has their state of fear lessened by one step (panicked creatures become frightened, frightened creatures become shaken, and shaken creatures lose this condition). Should this happen, the mtarra immediately regains a number of Hit Points equal to the damage the attacked creature took.

Though their exact origin is still up for debate, the most commonly accepted theory as how the mtarra came into existence is that they were once mosquitos that were exposed to radiation or some cosmic energy

emitted from hyperspace, causing them to mutate and twist into the horrific creatures they are today. The mtarra do not 'eat' in a traditional sense, rather, they feed off of the fear of creatures around them, inducing such emotions by their very presence only to immediately drain it again. Though eating a creature's fear requires the mtarra to impale it with their proboscis, they take care to not kill if they can, preferring to keep a snack alive for later.

The mtarra aboard Onyx Station are numerous and breed quickly, making them a nuisance for the inhabitants. Lately, it seems as if they have made an alliance of sorts with the quadramanin, who are not only immune to the mtarra and their aura of fear, but have a similar ability to induce such emotions into other creatures.



NECRUUL

CR
1

XP
400

SPELLCASTER

LE Medium humanoid (necruul)

Init +1; **Senses** low-light vision; **Perception** +5

DEFENSE

HP 16

EAC 10; **KAC** 11

Fort +1; **Ref** +1; **Will** +6

OFFENSE

Speed 20 ft.

Melee burning touch +2 (1d4+1 F)

Ranged eyebeam +4 (1d4+1 F)

Offensive Abilities your mind is mine

Spell-Like Abilities (CL 1st)

At will—*daze* (DC 13), *telepathic message*

1/day—*fear* (DC 14), *mind thrust* (DC 14)

STATISTICS

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

Skills Culture +5, Intimidate +10, Mysticism +10

Languages Common, Infernal, Necruul, (+1 of GM's choice)

ECOLOGY

Environment any

Organization solitary, pair (2) or ship's crew (20+)

SPECIAL ABILITIES

Eyebeam (Su) As a standard action a necruul can emit a beam of fire, that has a range of 30 feet.

Your Mind is Mine (Su) Once every 1d6 rounds, a necruul can attempt to take control of an enemy within 30 feet. The target must succeed on a DC 12 Will save, or on the next round the target will fire any held weapon against their nearest ally (using up their standard action). If they do not hold a weapon this ability will not work.

Necruul are a race of intellectuals, who live for nothing more than the accumulation of knowledge, through whatever means necessary. They have been known to abduct survivors from the Null Zone to probe, dissect, interrogate, and subvert the will of the captured subject.

They not only accumulate this knowledge, believing

it is vital to their race, but they try to combine the information from various sources as they seek out the "equation," a mathematical and magical formulae that they believe is the key to unlocking the next level of existence and for all necruul to transcend.

In certain cases they will freely exchange information, if they know that the one they're trading with is too powerful for them to take on, but they prefer taking to exchanging, and lying to trading fairly.



QUADRAMANIN

CR
9

XP
6,400

SPELLCASTER

CE Large plant

Init +3; **Senses** low-light vision; **Perception** +17

Aura dread (60 ft, DC 18)

DEFENSE **HP** 120 **RP** 3

EAC 21; **KAC** 22

Fort +10; **Ref** +8; **Will** +12

Defensive Abilities plant immunities

OFFENSE

Speed 30 ft.

Melee slam +17 (1d6+13 B)

Space 10 ft.; **Reach** 10 ft.

Offensive Abilities gaze into the abyss (60 ft. DC 18)

Spells Known (CL 9th)

At will—*detect thoughts* (DC 18), *mind link* (DC 18)

3/day—*fear* (DC 19), *force blast* (DC 19), *hold person* (DC 19), *inflict pain* (DC 19)

1/day—*charm monster* (DC 20), *suggestion* (DC 20)

STATISTICS

Str +4; **Dex** +0; **Con** +0; **Int** +3; **Wis** +0; **Cha** +6

Skills Culture +22, Intimidate +17, Mysticism +17

Languages Abyssal, Common, Infernal, Sylvan

ECOLOGY

Environment any

Organization solitary

SPECIAL ABILITIES

Aura of Dread (Ex) Any living creature within a 60 foot radius of a quadramanin must make a DC 18 Will save or be frightened for 1d6 rounds. Success indicates that the creature is only shaken for 1 round, and it cannot be affected by that quadramanins aura of dread again for 24 hours.

Gaze into the Abyss (Su) A quadramanin can use its gaze attack as a ranged attack by spending a Resolve Point. Anyone within 60 feet must succeed on a DC 18 Will save or take 7d10 points of damage and be stunned for 1d4 rounds. Success indicate that the creature takes only half damage and is not stunned.

Quadramanin seek information about everything above all other things. They do not know where they come from, but they know that in order to get where they want to go (away from Onyx Station and onto a terrestrial planet), they need information. Unfortunately they believe that other beings cannot be trusted and that any information given freely has no value. If it had value, a creature would be willing to fight for it. As such their preferred weapons are fear, torture, and mind control, using these freely on any creature (they do not care what that creature is, as long as it feels pain) in order to get the information that they want.

While quadramanins have shown themselves to generally be above physical combat, preferring instead to use their abilities, they have shown a particular like for quartering and severing limbs, often pulling creatures apart with their tentacles.



SHADOWSLUDGE

CR
1/2

XP
200

COMBATANT

N Small ooze

Init +1; **Senses** blindsight (life) 60 ft.; **Perception** +9

DEFENSE

HP 13

EAC 10; **KAC** 12

Fort +4; **Ref** +0; **Will** -2

Defensive Abilities ooze immunities

OFFENSE

Speed 20 ft., climb 20 ft., fly 20 ft. (average)

Melee slam +6 (1d6+3 B plus soul drain)

STATISTICS

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

Skills Stealth +9

Other Abilities mindless, no breath, sightless

ECOLOGY

Environment any space or space station

Organization solitary, swarm (2–9), hive (10–30)

SPECIAL ABILITIES

Soul Drain (Su) Whenever a creature is hit by a shadowsludge's slam attack, it must succeed a DC 10 Will save or take 1d4 points of Charisma damage. A creature dies if this Charisma damage equals or exceeds its actual Charisma score. This is a negative energy effect.

These sticky piles of goop come in a variety of different shades from dark blue to pitch black. Though they have no connection to the Shadow Plane, shadowsludges are so named because of how they darken as they drain the life force from a creature, usually looking like little more than a pool of oil after feeding. These oozes are often encountered in the void of space, simply floating around until a body such as a starship or asteroid wanders close enough that the shadowsludge can latch onto it. Though it is unknown how they came to be, few things frighten a starship's captain more than encountering a pool of these creatures several miles wide in the depths of

space.

On Onyx Station, it seems that these creatures encountered something that transformed them into the intelligent and far more deadly shadowspawn.



SHADOWSPAWN

CR
10

XP
9,600

COMBATANT

CE Large ooze

Init +5; **Senses** blindsight (life) 60 ft., darkvision 60 ft.; **Perception** +24

DEFENSE

HP 165

EAC 23; **KAC** 25

Fort +14; **Ref** +10; **Will** +7

Defensive Abilities ooze immunities; **Immunities** cold, fire; **Resistances** acid 10, electricity 10; **SR** 18

OFFENSE

Speed 30 ft., climb 30 ft., fly 50 ft. (average)

Melee bite +22 (2d10+18 P plus soul drain)

Multiattack bite +16 (2d10+18 P plus soul drain), 2 slams (3d4+18 B each plus soul drain)

Space 10 ft.; **Reach** 10 ft.

Spells Known (CL 9th)

At will—*invisibility*, *mirror image*

3/day—*displacement*, *haste*, *slow* (DC 17), *synaptic pulse* (DC 17)

1/day—*confusion* (DC 18), *hold monster* (DC 18)

STATISTICS

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

Skills Stealth +24

Other Abilities no breath

ECOLOGY

Environment any space or space station

Organization solitary

SPECIAL ABILITIES

Soul Drain (Su) Whenever a creature is hit by a shadowspawn's bite or slam attack, it must succeed a DC 17 Will save or take 1d6 points of Charisma damage. A creature dies if this Charisma damage equals or exceeds its actual Charisma score. This is a negative energy effect.

Much larger and fiercer than the shadowsludges they evolved from, shadowspawn are formless monstrosities that constantly writhe midair and change shape on a

whim. The only thing constant about these oozes is their perpetual toothy grin that only ever widens when it finds a creature it could drain of life. Unlike their less evolved form, shadowspawn are quite intelligent and instead of feeding out of basic instinct, they desire to cause harm to any living creatures they come across because of malice.

Shadowspawn are incredibly clever and will often set traps or ambushes for their potential victims, either hiding themselves away and waiting for the right moment to strike, or waiting until their targets fall asleep and attacking then. Shadowspawn only evolve from a shadowsludge when it is exposed to the planar magics of the Lower Planes, which may give some small explanation as to where Onyx Station has been since its disappearance.



XAXAAT

CR
3

XP
800

EXPERT

CE Tiny aberration

Init +4; **Senses** darkvision 60 ft.; **Perception** +13

DEFENSE

HP 35

EAC 14; **KAC** 15

Fort +5; **Ref** +5; **Will** +9

OFFENSE

Speed fly 50 ft. (good) **Melee** bite +7 (1d4+3 P)

Ranged void line +9 (1d4+3 C plus special)

Space 0 ft.; **Reach** 0 ft.

Offensive Abilities void line

STATISTICS

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

Skills Athletics +13, Engineering +8, Stealth +13, Survival +8

Languages Aklo

Other Abilities voice of a thousand throats, void life

ECOLOGY

Environment any

Organization solitary or squad (2-5)

SPECIAL ABILITIES

Voice of a Thousand Throats (Su) As a standard action, a xaxaat can gibber loudly, causing everyone within 30 feet to be confused for 1d4 rounds unless they succeed on a DC 14 Will saving throw. Success means that the creature cannot be affected by the same xaxaat's voice of a thousand throats for 24 hours.

Void Life (Ex) Xaxaats can go survive indefinitely without breathing and can exist in vacuum without suffering the associated environmental effects, flying through the voids of space at their normal speed. By spending 10 minutes, the xaxaats can enter hyperspace, functioning at a speed equal to a starship engine with a drift rating of 1. Throughout this time the xaxaats are fully functional and able to observe everything around them.

Void Line (Su) As a standard action, a xaxaat can fire a void line at a creature within 30 feet. If this hits, the creature takes 1d4+3 points of col damage and must succeed on a DC 14 Fortitude saving throw or be fatigued for 1d6 rounds due to the extreme cold. Creatures immune to

cold suffer no ill effects, while those already exhausted become exhausted.

Xaxaats function as scouts to the unknowable creatures of the void, sent ahead by the hundreds to investigate worlds, seek out strong points, defenses, and work as saboteurs for the terrors that are to come. Generally xaxaats are considered to be nuisances, though hardy ones, but they ALWAYS come before something else, reporting back to whomever sent them, either by flying back through hyperspace, or lying in wait until the creature that sent them arrives. Xaxaats have been linked to numerous atrocities and cases of whole planets being destroyed or consumed by creatures beyond understanding.

The xaxaats themselves care nothing for anyone other than themselves, and have not been known to converse with anyone apart from other xaxaats and their masters.



NEW SHIPS

As Onyx Station originally disappeared when people were still arriving and settling in, only non-combat ships could be found on board. Of course, over the years the survivors aboard the Station have wanted to leave the station. Unfortunately, this proves impossible. In the Core of Onyx Station is an experimental EMP device that was originally built as a defense mechanism in case the station was attacked. Any ships trying to attack Onyx Station would be knocked out of commission and then brought inside the docking bay using a Tugboat's gravity beam. Today, the EMP device is protected by a combination of the Children, living sentries, and other horrors and is now used as a means of keeping survivors trapped inside Onyx Station, rather than other people away. In fact, it seems all too easy to land aboard the station. Leaving on the other hand, now that's the tricky part.

TUGBOAT

TIER 3

Small shuttle

Speed 8; Maneuverability perfect (+2 Piloting, turn 0);
Hyperspace N/A

AC Piloting +9; **TL Piloting** +3

HP 35; **DT** —; **CT** 7

Shields medium 100 (forward 40, port 20, starboard 20, aft 20)

Attack (Forward) gravity beam (see sidebar)

Attack (Port) none

Attack (Starboard) none

Attack (Aft) none

Attack (Turret) none

Power Core Pulse white (140 PCU); **Hyperspace Engine** none; **Systems** advanced short-range sensors, computer (mk 1 mononode), mk 6 armor, mk 1 defenses, shields (medium 100); **Expansion Bays** Escape Pods (2 unused)

Modifiers +4 Piloting (includes modifier for both maneuverability and computer);

Complement crew 1

Cost 92 BP

GRAVITY BEAM

Light Weapons	Range	Speed (in Hexes)	Damage	PCU Cost (in BP)	Special Properties	Direct Fire
Gravity beam	Short	—	2d8	40	30	Non-lethal (see below) Tractor beam

A gravity beam is a short-ranged tool more than a weapon of war. With the tractor capability it is able to move ships around, when they are not under power, useful for docking procedures when thrusters are ill-advised, rescue operations, and ship building. As a minor action, a gravity beam can be turned from a weapon of war where it causes damage (using short ranged gravity projectors), to a tool where it does not cause damage, but retains the tractor beam special weapon property. The gravity beam is also much stronger than normal tractor beams, allowing it to affect ships that are up to 3 sizes larger than the ship firing the beam. (For a Tugboat, that is size Small, this means that it can affect ships that are size Huge).

A Tugboat is a small starship that maneuvers vessels by moving them around using tractor beams. Tugs move vessels that either should not move by themselves, such as starships in a crowded area or a narrow corridor of space (typically an asteroid field or similarly precarious approach) or those that cannot move by themselves, such as space stations. Tugboats are powerful for their size and strongly built, and intended to take quite a lot of punishment. Some Tugboats serve as mineclearers or salvage ships. Many Tugboats use part of the expansion bays for passenger areas, carrying repair crews or raiders (for pirates), intended to either save or take ships as the situation warrants.

PILGRIM-CLASS FREIGHTER

TIER 5

Large heavy freighter

Speed 8; **Maneuverability** average (+0 Piloting, turn 2);
Hyperspace 1

AC Piloting +4; **TL** Piloting +2

HP 140; **DT** —; **CT** 28

Shields light 50 (forward 20, port 10, starboard 10, aft 10)

Attack (Forward) none

Attack (Port) none

Attack (Starboard) none

Attack (Aft) none

Attack (Turret) light laser cannon (2d4)

Power Core Pulse green (150 PCU); **Hyperspace Engine**

Signal Basic; **Systems** budget short-range sensors, computer (basic), mk 5 armor, mk 4 defenses, shields (light 50); **Expansion Bays** crew quarters (common), guest quarters (common, 7).

Modifiers +2 Piloting (includes modifier for both maneuverability); **Complement** Crew 6, Passengers 42

Cost 118 BP

The Pilgrim-Class is a modified large freight, having had it's heavy forward weapon mount removed in favor of a light turret weapon. While the other weapon mounts remain intact, it is rare for the Pilgrim class to use these, as they are considered to be too costly for the outfits running this particular type of ship.

The Pilgrim-Class is designed to carry the maximum amount of passengers, for as low a cost as possible, as evidenced by the fact that many pilgrims secure passage aboard one of these ships, for a minimum cost. In all ways, except protective armoring, the ship is a cost saving measure, and the only reason that GalacCorp (the makers of the Pilgrim-Class) bother installing heavier armor and shielding is because the owners like to see their ships return safely, even from dangerous areas of the galaxy.



MAKING ADVENTURES

Onyx Station provides opportunities for PCs of levels 1 to 10 to adventure and truly challenge their skills. The station's inhabitants can prove to be either tense allies or dangerous foes, so the possibilities for interesting storylines are endless! Below is a list of possible encounters that PCs can be expected to face at particular levels as well as different adventure hooks that would fit while traversing Onyx Station.

LEVELS 1-2

At levels 1–2, the PCs are just starting off their adventuring careers, so it is important to be careful when setting up encounters for them. One way to keep up tension and test the PCs without actually putting them into combat encounters is to wake them up while resting and witness the destructive capabilities of a higher CR monster such as a living sentry or a column of flesh and have them flee while it is busy decimating something else. Players at these levels can be expected to deal with 1 shadowsludge (CR 1/2), 2 shadowsludges (CR 1), 1 moorlacki or necruul (CR 1), 3 shadowsludges (CR 2), 3 moorlacki or necruul with only half their normal Hit Points (CR 2), 2 moorlacki or necruul (CR 3), or 1 xaaxaat (CR 3).

ADVENTURE HOOK

A few of the survivors living within the Null Zone approach the PCs and ask them to acquire a tissue sample from a dead fungoid stalker nearby. Unfortunately for the PCs, by the time they arrive at the site, it has been overrun with necruul who wish to take the fungoid stalker's corpse for themselves as well as shadowsludges that are looking to make a meal of them. Just when the PCs believe their struggles to be over and they are making their way back

to the Null Zone, they are confronted by a particularly hungry and feral looking xaaxaat.

LEVELS 3-4

At levels 3–4, the PCs are far more prepared to deal with the horrors aboard Onyx Station, but it is still important to make sure they don't feel entirely safe while exploring its decrepit halls. A good way to keep things interesting is to make sure the PCs run low on food supplies or make sure that they are constantly interrupted before they can get a night's rest. This ensures that they are paying constant attention to their resources and are willing to take risks to replenish their supplies. Players at these levels can be expected to deal with 2 moorlacki or necruul (CR 3), 1 xaaxaat (CR 3), 3 moorlacki or necruul (CR 4), 3 shadowsludges at double their normal Hit Points (CR 4), 1 mtarra (CR 4), 1 fungoid stalker (CR 5), or 2 xaaxaat (CR 5).

ADVENTURE HOOK

The PCs find that both they and the other survivors within the Null Zone are low on food and supplies. The survivors ask the PCs to travel to the Core and find a way to treat with the Children and gain packages of supplies. When the PCs get to the Core, they are surrounded by an overwhelming force of the Children who agree to release the PCs and send the survivors in the Null Zone supplies if they agree to fight in a three round tournament and survive (the first round is CR 3, the second is CR 4, and the last is CR 5; the PCs are allowed a few minutes to heal in between each round). The Children stay true to their word, but as the PCs escape, they hear the distinctive writhing sounds of a shadowspawn and are forced to flee as it attacks the Children.

LEVELS 5-6

At levels 5–6, the PCs are can bear the title of hero without any hint of irony and are likely amongst the strongest of the survivors aboard Onyx Station. Along with more aggressive enemies, be sure to keep them on their toes with a variety of traps or afflictions. Just remember that just because their weapons are stronger, doesn't mean that they should always have ammunition for said weapons! Supplies are hard to find on Onyx Station, even for heroes. Players at these levels can be expected to face 4 moorlacki or necruul (CR 5), 2 xaaxaat (CR 5), 1 fungoid stalker (CR 5), 1 chayronok (CR 6), 2 mtarra (CR 6), 3 xaaxaat (CR 6), or 1 chaos beast (CR 7).

ADVENTURE HOOK

Just as the PCs are waking up from their sleep in the Null Zone, they find the supposedly safe steel doors being beaten down by a chaos beast. As the door flies off of its hinges, the PCs find that they must save the other survivors! Unfortunately, even after they take down the chaos beast, they find the area being swarmed with a host of different creatures, all eager to get to the defenseless people that once hid behind the doors. The PCs must defend the entrance to the Null Zone just long enough for engineers to install a new door... however long that may be.

LEVELS 7-8

At levels 7–8, the PCs are able to face most threats aboard Onyx Station with enough preparation. Because it becomes increasingly harder to challenge them or keep them on their toes, it is necessary to remind them that the other survivors aboard the station are not as hardy as they are. In order to keep the PCs wary, give them missions meant to protect a survivor or two, or force them to split up and take on certain challenges without the full party (though be careful to adjust CR as need be). PCs at these levels can be expected to face 1 chaos beast (CR 7), 4 xaaxaat (CR 7), 1 living sentry (CR 8), 2 chayronok (CR 8), 1 quadramanin (CR 9), 2 living sentries at half their normal Hit Point total (CR 9), or — if you really want to challenge them — 1 column of flesh or shadowspawn (CR 10).

ADVENTURE HOOK

A group of the Children arrive at the Null Zone and ask to speak with the PCs. Assuming they can get an audience, they ask the PCs to aid them in acquiring an artifact of great importance to them from the Hydroponics Garden area of Onyx Station. They explain that it was stolen by a quadramanin along with one of the Children's priests. The Children promise that if they can retrieve the artifact and the priest alive, that they will aid the PCs in destroying the experimental EMP device in the Core which keeps them trapped aboard Onyx Station.

LEVELS 9-10

At levels 9–10, there is very little aboard Onyx Station that can challenge the PCs. At this point, you should be getting ready to set up an adventure that pits the PCs against the very worst the station has to offer, and get ready for a brand new set of adventures elsewhere in the universe. Any adventure should focus less on the PCs trying to stay alive, rather, they should be attempting to save as many survivors as they can and help them leave Onyx Station for good. At these levels, the PCs can be expected to face 1 quadramanin (CR 9), 2 chaos beasts (CR 9), 1 column of flesh or shadowspawn (CR 10), 2 living sentries (CR 10), 3 chaos beasts (CR 10), or for a climactic final battle, 1 column of flesh and 1 shadowspawn (CR 12).

ADVENTURE HOOK

In order to leave, the PCs must fight through the Core in order to reach the EMP device keeping them trapped on Onyx Station. Depending on their actions up to this point, the Children may either help or hinder the PCs, but they are the least threatening aspect of the journey through the core. It seems as if all the threats aboard Onyx Station know of the PCs' plans to escape and have joined forces to stop this from happening. Even after destroying the EMP device, the inhabitants of the station will fight against the PCs and their efforts to leave, forcing them to slog all the way back to their starship.

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CLOSE ENCOUNTERS: ONYX STATION

WE'RE GOING TO DIE HERE...
AND NO ONE WILL HEAR US SCREAM.

A DERELICT SPACE STATION THAT DISAPPEARED FIFTY YEARS AGO HAS REAPPEARED. ONLY A FEW OF THE ORIGINAL INHABITANTS REMAIN, WITH THE REST BEING MUTATED INTO HIDEOUS ABERRATIONS, TRANSFORMED INTO UNDEAD BEASTS, OR FORCIBLY EVOLVED INTO SENTIENT PLANTS. WHAT'S MORE IS THAT A FEW OF THE MONSTERS NOW ROAMING THE HALLS OF ONYX STATION WEREN'T HERE TO BEGIN WITH...

CLOSE ENCOUNTERS: ONYX STATION INTRODUCES BRAND NEW RULES FOR 12 OF THESE CREATURES, FROM THE SOUL DRAINING SHADOWSLUDGE TO THE MONSTROUS COLUMNS OF FLESH! ALSO INCLUDED ARE 9 TRAPS AND HAZARDS THAT CAN BE FOUND ABOARD THE STATION, AS WELL AS 2 BRAND NEW SHIPS! THESE RULES ARE MEANT AS A CAMPAIGN TOOLKIT FOR GMs HANDLING PLAYERS FROM LEVELS 1 TO 10.

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