# STARFINDER

# THE REACH OF EMPIRE

RON LUNDEEN

# VANGUARD VOIDSWEEPER     TIER 2

Medium explorer
**Speed** 8; **Maneuverability** good (turn 1); **Drift** 1
**AC** 14; **TL** 14
**HP** 55; **DT** –; **CT** 11
**Shields** basic 20 (forward 5, port 5, starboard 5, aft 5)
**Attack (Forward)** coilgun (4d4)
**Attack (Port)** light laser cannon (2d4)
**Attack (Starboard)** light laser cannon (2d4)
**Attack (Turret)** light aeon torpedo launcher* (3d6)
**Power Core** Arcus Maximum (130 PCU); **Drift Engine** Signal Basic; **Systems** autodestruct system*, budget long-range sensors, crew quarters (good), mk 1 duonode computer, mk 2 armor, mk 2 defenses; **Expansion Bays** cargo holds (4)
**Modifiers** +1 to any 2 checks per round, +1 Piloting; **Complement** 6 (minimum 1, maximum 6)

**CREW**
**Captain** Diplomacy +9 (2 ranks), gunnery +4, Intimidate +9 (2 ranks), Piloting +6 (2 ranks)
**Engineer** Engineering +9 (2 ranks)
**Gunners (2)** gunnery +6
**Pilot** Piloting +10 (2 ranks)
**Science Officer** Computers +9 (2 ranks)
* See "Ships of the Star Empire" on page 46.

The Vanguard Voidsweeper is a common exploratory, transport, and forward-action vessel used by the Imperial Fleet of the Azlanti Star Empire. It is a durable, mass-produced ship useful for initial explorations into unknown star systems. Compact and sturdy, the vessel nevertheless has the graceful, sweeping lines common to ships of the Azlanti Star Empire. The Voidsweeper boasts a long-range sensor array and sufficient room for a large contingent of surveyors and scientists, although passengers frequently complain that the crew's quarters are substantially nicer than their own—a requirement, the crew insists, of a vessel designed for lengthy voyages.

Voidsweepers are sometimes deployed by the Imperial Fleet to pacify worlds with less technologically advanced civilizations. Over such planets, Voidsweepers hover ominously in the sky, ready to deploy troops at a moment's notice. The Voidsweeper boasts an array of weapons sufficient to disable satellites and destroy civilian buildings. In subjugated systems, Voidsweepers are used as patrol ships and to provide shows of force against rebels or dissidents.

Voidsweepers are heavily customized based on mission parameters; the spacious cargo bays might contain modular, prefabricated building components suitable for long-term planetary occupation, long-range communications arrays, or simply racks of stacked bunks to accommodate a company of Azlanti soldiers. Voidsweepers are commonly retrofitted between missions with an internal layout appropriate for the next venture. Imperial Fleet officers tend to be possessive about particular Voidsweepers under their authority, boasting of how many successful missions "their" Voidsweepers have undertaken. Officers frequently co-opt the versatile starships for personal missions and might insist on luxurious crew quarters or expansion bays that suit their specific interests.

## ON THE COVER

Intent on keeping the heroes from acquiring ancient Azlanti Star Empire technology, the imposing Lieutenant Sharu of the Aeon Guard keeps watch in this impressive cover art by Anna Christenson.

# AGAINST THE AEON THRONE

# THE REACH OF EMPIRE

This book refers to several other Starfinder products, including the *Alien Archive* by using the abbreviation AA, yet these additional supplements are not required to make use of this book. Readers interested in references to Starfinder hardcovers can find the complete rules of these books available online for free at **sfrd.info**.

# GREAT EMPIRES ARE NOT MAINTAINED BY TIMIDITY

**N**ot much is known in the Pact Worlds about the Azlanti Star Empire, as all attempts to contact this culture descended from an ancient civilization from Golarion have been met with violence. After several bloody encounters, the Pact Worlds and the Veskarium have resolved to maintain their distance from the Azlanti Star Empire's self-declared territory and keep an eye out for any threats of invasion. This policy has kept both systems safe for several decades.

The balance of power threatens to shift, however, when the discovery of a crashed starship on a Pact Worlds colony in the Vast draws the attention of the sinister Star Empire. Not only do the Azlanti invade and annex the colony; they also retrieve an experimental starship drive from the vessel and kidnap the colonist who had been studying it. The drive dates back to before the Gap, when the Azlanti began studying interstellar travel to expand their reach. If the Star Empire can repair the device, it might be able to achieve travel times faster than those available with Drift engines, putting the entire galaxy within its grasp. Can the heroes rescue the colonist and keep the drive out of Azlanti hands, or will the might of the Star Empire crush them as it has so many others who have stood against the Aeon Throne?

## CAMPAIGN OUTLINE
### SPOILER ALERT!

On this page you'll find the background and outline for the Against the Aeon Throne Adventure Path. If you intend to play in this campaign, be warned! This page spoils the plot for the upcoming adventures as thoroughly as possible.

## THE REACH OF EMPIRE
**By Ron Lundeen**
*Starfinder Adventure Path #7*, Levels 1–2

The PCs are hired to transport supplies from Absalom Station to a new Pact Worlds colony in the Vast called Nakondis. The job also has a personal component, as one of the colonists on Nakondis—an android scholar and retired Steward named Cedona—is an old friend of the PCs. Arriving at Nakondis, the PCs discover that the Azlanti Star Empire has invaded and occupied the colony with a small military force. As the PCs liberate Nakondis from its merciless oppressors, they learn that the Azlanti came to the colony to investigate a crashed ancient Azlanti starship on the planet, and that their friend Cedona was arrested by the Azlanti because of what she found on the ruined vessel. The PCs travel to the crash site, where they must defeat the Azlanti commander, a member of the elite Aeon Guard.

The PCs learn the crashed Azlanti starship carried an experimental interstellar engine, and that both the starship drive and their friend Cedona were taken back to the Azlanti Star Empire. But before they can rescue their friend, the PCs must defeat an Azlanti starship that comes back to reclaim the colony!

## ESCAPE FROM THE PRISON MOON
**By Eleanor Ferron**
*Starfinder Adventure Path #8*, Levels 3–4

Having freed the Nakondis colony from Azlanti occupation, the PCs are deputized by the Stewards to go to the Azlanti Star Empire to rescue their friend, the android scholar Cedona, and steal the ancient Azlanti starship engine called the *rune drive*. The PCs fly to the Star Empire and, using a transponder salvaged from an Azlanti starship, manage to arrive undetected. The PCs visit Outpost Zed, an independent space station in Azlanti space where they can learn more information about where Cedona is being held. After completing a job for their contact on the station, the PCs travel to the prison moon of Gulta, where they must fight the penal colony's commandant and guards to rescue Cedona and the other prisoners. But the *rune drive* remains at large, and the PCs must prevent the Azlanti from making it operational at all costs!

## THE RUNE DRIVE GAMBIT
**By Larry Wilhelm**
*Starfinder Adventure Path #9*, Levels 5–6

To steal or destroy the *rune drive*, the PCs head to an asteroid containing a secret Azlanti science station where captive scientists are studying the device. Descending into the facility, the PCs encounter the soldiers of the elite Aeon Guard. The PCs must piece together the science station's data to learn the truth behind the *rune drive*—and why the Azlanti can't be allowed to get it! But first, the PCs have to defeat the Azlanti noble who has orchestrated the entire plot. When they finally have the *rune drive* in their possession, the PCs can use it to warp reality, giving their starship a fighting chance against the incoming Imperial Fleet so they can return home to the Pact Worlds!

# THE REACH OF EMPIRE

## ADVANCEMENT TRACK

"The Reach of Empire" is designed for four characters.

**1** The PCs begin this adventure at 1st level.

**2** The PCs should reach 2nd level during the liberation of Madelon's Landing.

**3** The PCs should be 3rd level by the end of the adventure.

## ADVENTURE BACKGROUND

Prior to the Gap, before the discovery of the Drift and the advent of interstellar travel, the Azlanti Star Empire was confined to a single solar system. The Azlanti had spent thousands of years painstakingly clawing their way across their home system from their original colony world, New Thespera, until they had conquered all the planets orbiting the star Aristia. But without interstellar travel or the magical portals of their ancestors, the Azlanti could go no further. That didn't prevent the Azlanti from trying, however. Over the centuries, Azlanti engineers launched dozens of ships into the void, testing out various experimental starship drives that, if functional, could carry the Azlanti to distant stars. None ever returned.

Four years ago, imperial scholars who were researching the pre-Drift history of the empire unearthed reports of some of these early attempts at interstellar travel. The discovery of these historical records attracted the attention of Zolan Ulivestra, a sardat (an Azlanti noble of moderate status) and high-ranking officer in the Imperial Vanguard Scout Corps (IVSC), a specialized branch of the Imperial Fleet responsible for exploration, reconnaissance, and forward military operations. With Ulivestra's prompting, the IVSC began sending out Drift-capable survey probes along the flight paths of the ancient voyages to discover the fates of those lost interstellar expeditions. While the IVSC hoped to find any of the prototypes, one mission was of particular interest to Ulivestra. An Azlanti noble named Ameondria had installed in her personal vessel, the *Royal Venture*, a unique engine that the ancient documents called a *rune drive*. An experimental technomagical interstellar drive, the *rune drive* incorporated as part of its power source an *aeon stone* from the Aeon Throne itself. Ulivestra made finding the *Royal Venture* his personal mission. Recovering any vestiges of the early interstellar voyage would be an achievement certain to earn the IVSC, and especially Ulivestra and his family, the favorable attention of the Aeon Throne.

Recently, an IVSC probe suffered a malfunction that dropped it out of the Drift and into an uncharted system somewhere in the Vast, far from the probe's original flight path. The unexpected transit back to the Material Plane damaged the probe's thrusters as well as its Drift engine, sending it on an uncontrolled trajectory toward a nearby planet. Despite its malfunction, the probe dutifully initiated its primary programming to scan the planet for any signs of an ancient Azlanti expedition, and it transmitted its location and findings to the IVSC before it crashed.

When IVSC analysts examined the probe's data, they learned that the probe had detected the magical signature of an exceptionally powerful *aeon stone* and found signs of an ancient crashed spacecraft on the planet. The probe's data also established that the planet was habitable for human life and revealed the existence of a small humanoid settlement on the world. Ulivestra was convinced that the probe had discovered the crash site of the *Royal Venture* and its experimental *rune drive*. Though the data was inconclusive, it was certainly possible that the humanoids living on the planet could be the descendants of the Azlanti crew who survived their ship's crash. Ulivestra dispatched a nearby military transport and support vessel called the *Barazad* to investigate the probe's crash site.

When the *Barazad* arrived at the planet, it found that the humanoid settlement reported by the probe was not a lost colony of Azlanti but a Pact Worlds outpost, which the settlers called Nakondis Colony after the planet's name. To make matters worse, the colonists had witnessed the imperial probe's uncontrolled fall through Nakondis's atmosphere, and when they investigated the probe's impact site, they also discovered the ancient spacecraft crash site the probe had detected. To prevent the possibility of the Pact Worlds finding the *rune drive* first, the *Barazad* landed the force of military students it was transporting on the planet to occupy the colony and annex Nakondis in the name of the Azlanti Star Empire. The most senior non-Fleet officer aboard the *Barazad*, an Aeon Guard lieutenant named Sharu, took command of the invasion force, which quickly overwhelmed the colonists and established a garrison in the colony's main settlement, Madelon's Landing.

Besides notifying Sardat Ulivestra of the successful annexation of Nakondis, Lieutenant Sharu's initial report stated that the Pact Worlds colonists had removed some sort of technomagical relic from the original crash site. One of the colonists, an android scholar named Cedona, had been studying the relic prior to the Azlanti's arrival, and had hypothesized that it might be an ancient starship drive that didn't rely on the Drift for interstellar travel. Now even more convinced that he had discovered the fabled *rune drive* and unwilling to wait for the imperial bureaucracy to officially verify the findings, Ulivestra dispatched a high-speed courier ship called the *Silver Needle* to Nakondis to immediately recover the technomagical relic and the android Cedona for examination and interrogation. The *Barazad* then left to explore the rest of the system.

Unknown to either the colonists or the Azlanti, Cedona is a former Steward who chose to retire a few years ago and signed on to help establish the AbadarCorp colony on Nakondis. As soon as the Azlanti landed, Cedona sent a message to Bastion, the Stewards' headquarters on Absalom Station, informing them of both the discovery of the ancient starship drive and the arrival of an Azlanti ship. The Azlanti destroyed the colony's unlimited comm unit as soon as they occupied Madelon's Landing, and Cedona was unable to send any more messages before she was taken prisoner by the Azlanti and transported offworld.

Very few people in the Azlanti Star Empire are currently aware of the existence of Nakondis or the *rune drive*. The entire operation, including the invasion, occupation, and annexation of Nakondis, has been executed solely on the orders of Sardat Ulivestra and kept secret from everyone but those few IVSC officers and analysts loyal to him. Once Ulivestra has confirmed that the *rune drive* is real—and hopefully still functional, or at least replicable—he plans to present his findings to the Aeon Throne. It's a bold gamble, one that far exceeds the authority of an IVSC officer or even a sardat, but Ulivestra believes the magnitude of his discovery will impress the Star Imperators enough to outweigh any censure of his actions. Only after he has been rewarded for his ambition, loyalty, and vision does Ulivestra intend to send military reinforcements, IVSC experts, and imperial archaeologists and historians to Nakondis to support the garrison there. Until then, he has ordered the *Barazad*'s landing party to hold the planet at all costs.

Once Madelon's Landing was sufficiently pacified, Lieutenant Sharu left command of the Azlanti forces in the settlement to Master-at-Arms Olaraja, the Imperial Fleet officer whom the *Barazad*'s captain assigned to the invasion force. Taking a few loyal senior cadets with her, Sharu trekked to the *Royal Venture*'s crash site. Although the *rune drive* was taken offworld with Cedona, the Aeon Guard is currently disassembling the ancient ship's computer, searching for more information. Master-at-Arms Olaraja believes the Azlanti forces have Madelon's Landing under control, but a small group of rebellious colonists are planning to oust the occupying forces, and the PCs' timely arrival gives them the opportunity they need.

## ASSEMBLING THE CREW

The characters have two motives for heading into the Vast to the colony world of Nakondis. The first motive is purely profit. The PCs are transporting a load of mundane supplies on behalf of AbadarCorp. The supplies themselves aren't worth much except to the colonists, and the colony's head administrator, a lashunta priest of Abadar named Madelon Kesi, is contracted to pay the PCs 4,000 credits upon delivery of the supplies to Madelon's Landing. Any PC affiliated with AbadarCorp or sympathetic to the hard life of colonists (perhaps with the new colonist theme presented on page 45) might have a more personal investment in this delivery, but it's expected that the PCs are making this delivery primarily for the money.

The PCs' second motive is personal. Each PC is a friend of an android named Cedona who retired to the colony. The PCs' reasons for a visit might vary; some suggestions based on themes follow.

If the PCs don't want to have several disparate ties to Cedona, or if they want an additional connection for the group, you can explain that Cedona found the sale listing for the PCs' starship in an impound lot and helped negotiate a

rock-bottom price for it; the PCs quite literally wouldn't have their starship without her.

### Connections by Theme

A character's connection to Cedona based on that character's theme can be chosen from the list below.

**Ace Pilot:** A few years ago, you received an emergency commission from an android named Cedona. She needed quick transport into an asteroid-choked section of the Diaspora, no questions asked, and couldn't find anyone else able to navigate the complicated route quickly. Cedona was impressed with your flawless piloting and contacted you a few times for other jobs, even when another pilot would have been more convenient for her to hire.

**Bounty Hunter:** You had a high-paying job that seemed to have gone bust, as your quarry had slipped away to another planet without leaving behind any clues. You were about to admit defeat when Cedona contacted you with some information—your quarry's location. You collected your quarry and your pay without any difficulties. Cedona has provided you with unexpected but useful information from time to time ever since, and the two of you have become friends, although she hasn't ever revealed her information sources.

**Icon:** Cedona happens to be a fan of your type of performance or field of study. The android is polite and friendly, and the two of you have bonded based on her appreciation of your work. She asked that you come visit her in Madelon's Landing if you ever found yourself out in the Vast. You could tell that she didn't really think you'd find the time in your busy schedule to get out that far, and you look forward to surprising her with your presence.

**Mercenary:** You took a job a few years ago clearing some invading forces out of a ruined factory, and one of the mercenaries working alongside you was an android named Cedona. It became clear to you that she was no ordinary mercenary but was seeking a particular individual you later learned was an escaped convict. Regardless, Cedona was cool under fire and very professional, and you appreciated that. She saw the same in you, and the two of you became friends. You have an ongoing, good-natured dispute about which of you could take the other in a fight, but you've never pushed it to the test—deep down, you might worry that you'll lose.

**Outlaw:** Despite your back-alley dealings and efforts to avoid legal entanglements, you kept running into an android named Cedona. You might have thought she was a bounty hunter or a police officer, as she so frequently seemed to know where to find you, but she didn't seem interested in capturing you. She was more interested in finding out why you were charged for your crimes, and whether you had done illegal things for the right reasons. Cedona seemed to actually like you, when so many others were willing to cast you aside or turn you in, and you

THE REACH OF EMPIRE

PART 1: NAKONDIS UNDER SIEGE

PART 2: REBELS OF MADELON'S LANDING

PART 3: HISTORY UNEARTHED

NAKONDIS COLONY

SHIPS OF THE STAR EMPIRE

ALIEN ARCHIVES

CODEX OF WORLDS

struck up a friendship with her. She once showed up to provide you a transit pass and fake identification documents when forces of the law were closing in on your home, and you feel like you still owe her for that.

**Priest:** Cedona was a friend of a friend whom you tended through a difficult illness. Although Cedona doesn't share your religious conviction, you learned over long hours at your mutual friend's bedside that she is a good and caring person. When your friend passed away, you and Cedona both agreed to keep in touch, but you drifted apart nonetheless. You heard she retired to an AbadarCorp colony in the Vast, and you resolved to rekindle your friendship.

**Scholar:** You attended a short series of lectures a few years ago about the business of religion, but you found the presenter's conclusions ill-founded and lacking in intellectual rigor. You met another attendee—an android named Cedona—and struck up a friendship while complaining about the lectures. Cedona was primarily interested in learning about AbadarCorp colonies; she hoped to join one of those colonies once she retired from her current job, although she didn't mention what that job was. When she was approved to join AbadarCorp's colony on Nakondis, Cedona asked you to come visit her when you could, to see "religion and business in the field."

**Spacefarer:** You're the reason Cedona came to Nakondis in the first place. You've been to the system before, although it seemed to have little to recommend it to anyone. Sure, Nakondis is lush with beautiful, healthy forests and thick with sparkling fog, but you aren't the sort to consider settling down planetside. Your acquaintance Cedona agreed it seemed pleasant, and you weren't surprised when you heard she retired to the AbadarCorp colony there. You would like to see her life on the planet you first introduced her to.

**Xenoseeker:** You chafed at the confines of civilization in the Pact Worlds, finding your center in remote gardens or little-traveled wildernesses. On these journeys, you occasionally encountered an android named Cedona. She never told you what she did for a living, but she talked often about how she was looking forward to retirement on a wilderness planet far off in the Vast. When she was approved to join the colony on Nakondis, she invited you to a going-away party to celebrate her good fortune, and she asked that you look her up some day.

**Themeless (or Other Theme):** You were Cedona's neighbor for a few months, and she was the only person in the neighborhood you really considered a friend. She had a pet named Cubber—a vulpine creature known as a squox (see *Starfinder Alien Archive 2*)—that she occasionally asked you to feed while she was away for work. You never learned what Cedona did professionally, but she seemed glad to retire from it. She was happy when she told you she'd been accepted to join an AbadarCorp colony on Nakondis, although it meant she'd have to find a new home for Cubber. Whether you now own Cubber is up to you.

## BUILDING A STARSHIP

The PCs begin this adventure with their own starship. They should collectively create a tier 1 starship using the rules presented in the *Starfinder Core Rulebook* in Chapter 9: Starships. If the PCs don't want to take the time to design a ship, they can choose an existing tier 1 starship, such as a Kevolari Venture or a Starhive Drone Mk III. Even if the PCs select a stock starship, they should still give it its own name. The PCs will have many opportunities in this and later adventures to improve their starship and customize it further.

### PART 1:
### NAKONDIS UNDER SIEGE

The Against the Aeon Throne Adventure Path begins when the PCs leave the Drift above the colony world of Nakondis, ready to make their delivery to Madelon's Landing and meet up with their friend Cedona. As soon as the PCs arrive in orbit, however, their ship's sensors immediately alert the PCs to hostile starships in the area.

## EVENT 1: WHEN DRONES ATTACK (CR 2)

Although the *Barazad* left Nakondis to explore the rest of the system, it didn't leave the space above the planet undefended.

**Starship Combat:** Two orbital drones zip around the planet, prepared to intercept and disable any non-Azlanti ships that approach. The orbital drones immediately attack the PCs' ship as soon as they detect it. A PC can identify the drones as automated craft with a successful DC 13 Engineering check, although the machines are of a design unknown to the Pact Worlds. A PC who succeeds at a DC 20 Culture check recalls tales of drones resembling these that were deployed by the aggressive and expansionist Azlanti Star Empire.

As the fight begins, the two drones flank the PCs' ship. Place the two Azlanti drones 3d6+5 hexes apart from each other, facing each other, and place the PCs' ship between the two drones, facing whichever direction the PCs choose. When the PCs first boarded their ship, they should have selected crew roles; if not, have them select those roles now. Be sure to adjust the AC and TL for the PCs' starship based on the chosen pilot's number of skill ranks in the Piloting skill.

### AZLANTI ORBITAL DRONES (2)      TIER 1/4

Tiny racer drone
**Speed** 12; **Maneuverability** perfect (turn 0)
**AC** 15; **TL** 15
**HP** 20 each; **DT** —; **CT** 4
**Shields** none
**Attack (Forward)** light laser cannon (2d4)

Power Core Micron Light (50 PCU); **Drift Engine** none;
**Systems** autodestruct system (see page 47), basic
computer, basic short-range sensors, mk 2 armor, mk 2
defenses; **Expansion Bays** none
**Modifiers** +2 Computers (sensors only), +1 Piloting;
**Complement** automated

**CREW**
**On-Board Computer** gunnery +5, Piloting +10 (1 rank)

**SPECIAL ABILITIES**
**Automated (Ex)** An Azlanti orbital drone has no crew,
though it has an on-board computer that can perform
most crew actions. The on-board computer can perform
pilot and gunnery actions as if it has a crew of two.
When an Azlanti drone takes a critical damage effect,
it instead loses 2 Hull Points. The autodestruct system
triggers when an orbital drone reaches 0 Hull Points.

**Development:** If the PCs defeat the orbital drones, the
PCs can use their sensors to scan the wreckage to gain
more information. The drones' computers are thoroughly
destroyed, and no data can be recovered from them.
However, a PC who succeeds at a DC 12 Computers check
while using ship sensors finds no remains of any kind of
Drift technology, most likely meaning that the drones were
deployed by a larger ship or from the planet itself. However,
there is no indication of where that other ship might be or
when it will return. If the PCs haven't learned that the Azlanti
Star Empire crafted these drones, they can now attempt the
Culture check noted above to discover that information (but
they can take 20 on this check if they have a downloaded
dataset on their ship's computers).

If the Azlanti orbital drones disable the PCs' ship, they
break off combat and resume their patrol. The drones were
instructed to disable approaching ships, not destroy them,
as the crew of the *Barazad* wants to capture and question
any intruders. Because the *Barazad* is far from Nakondis,
however, the PCs have time to patch up their ship just enough
to land near Madelon's Landing (see below).

**Story Award:** If the PCs successfully defeat the Azlanti
drones, award them 600 XP for the encounter. If the PCs
learn that the drones are from the Azlanti Star Empire, award
them an additional 400 XP.

## CONTACTING AND LANDING ON NAKONDIS

Though the PCs have the planetary coordinates of Madelon's
Landing, the PCs might try to contact the settlement
before they land. However, thanks to equipment set up by
the occupying Azlanti force, much of the colonized part
of Nakondis is blanketed with a 200-mile-wide burst of
modulated static that interferes with any communications.
This suppression signal operates as a level 4 signal
jammer, although it has a much broader coverage area
and doesn't interfere with Azlanti communications (this

## AEON GUARD CADETS

The forces of the Azlanti Star Empire are feared
primarily because of the resourcefulness and might of
the elite Aeon Guard. Only Azlanti citizens can become
members of the Aeon Guard, who begin their rigorous
training during adolescence in the war academies on
New Thespera. Their unwavering loyalty to the Star
Empire is forged during these formative years, and any
young Azlanti that washes out returns to his family
in disgrace. Those who distinguish themselves are
given the chance to see action in the field under the
command of an Aeon Guard lieutenant.

These cadets receive combat experience in light
skirmishes or act as forward scouts for noncritical
missions. They train extensively in their green-and-
gray armor and don't yet wear the iconic face-covering
helmets or wield the same *aeon stone*-slotted weaponry.
After a short term of duty (never more than a year),
these cadets are often fast-tracked to graduation,
becoming full members of the Aeon Guard eager to
serve the Aeon Throne.

Though PCs can't learn these facts until they are
able to connect to an Azlanti Star Empire infosphere (or
meet others who have first-hand knowledge of the Star
Empire), a character can tell that the Guard cadets are
military students (albeit highly trained and disciplined
ones) with a successful DC 18 Sense Motive check or
DC 15 Profession (soldier) check after witnessing them
in action.

suppression signal is detailed in area **M8**). The PCs can tell
the source of the interference is within the settlement of
Madelon's Landing with a successful DC 19 Computers or
Engineering check.

Nakondis is a forest planet draped in perpetual fog;
the PCs can't visually see the settlement of Madelon's
Landing as they fly above the landscape. By using their
ship's sensors, the PCs can detect the general layout of the
settlement and determine that it contains just over 100
humanoid life forms, most of which are human. A PC who
succeeds at a DC 12 Computers check identifies a large,
incongruous structure in the middle of the settlement. The
structure is a prefabricated building with sweeping curves
that resembles a fortress more than a colony dwelling.
Two starship-scale heavy laser cannons (+10 gunnery, 4d8
damage each) are mounted on the building's roof. These
weapons are positioned to defend against approaching
starships and can't fire at targets on the ground. A PC
who succeeds at a DC 17 Culture or Profession (soldier)
check notes that the building's design has much in common

A. AZLANTI PATROL
1 square = 5 feet

B. NATIVE PESTS

C. THE FUGITIVE
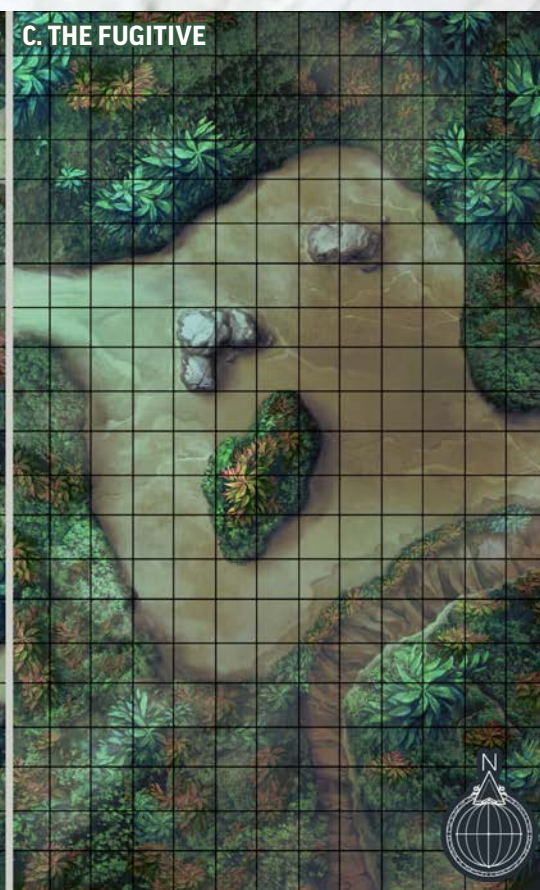
with rumors of similar structures built by the Azlanti Star Empire. The building's weapons, as well as the fact that the structure now occupies the only area in Madelon's Landing large enough to land a starship, should encourage the PCs to find another landing spot.

More information about Nakondis and Madelon's Landing can be found starting on page 38.

Fortunately, the PCs can find a clearing just large enough for their ship a few miles east of Madelon's Landing (although if the PCs want to land even farther away, just to be safe, they have no problem finding another clearing).

## OVERLAND TRAVEL

The overland trek to Madelon's Landing shouldn't take more than an hour. Although the forests of Nakondis are dense and misty, the fungal undergrowth is light and doesn't impede overland movement. However, the PCs aren't the only ones traveling through the area. In addition to the native hobgars hunting for a meal (see area **B**), a few imperial troopers are searching for an escaped colonist named Jellik Fulson (see area **C**).

The PCs have three encounters as they approach Madelon's Landing, as described below. If the PCs want to approach the settlement in a stealthy manner, have each PC attempt a DC 10 Stealth check. If more than half of the

PCs fail, or if the PCs do not attempt to approach quietly, run the three encounters below in the order presented. If at least half of the PCs succeed, run the Azlanti Patrol encounter after the Native Pests and Fugitive encounters; this gives the PCs a potential advantage in the Azlanti Patrol encounter, thanks to gear they might recover.

Use the maps above for these encounters.

## A. AZLANTI PATROL (CR 2)

As the PCs make their way through the forest, they cross the path of three Aeon Guard cadets looking for escaped colonists from Madelon's Landing. As the mist is particularly thick here, the PCs and the cadets aren't aware of each other until they are within 30 feet. However, if a PC has the *motion-detection badge* from area **C**, it flashes yellow when the cadets approach within 60 feet, giving the PCs a warning that someone is coming. In this case, the PCs each have 1 round to prepare and can surprise the soldiers as a result.

**Creatures:** Three Aeon Guard cadets from the Azlanti garrison are on a search-and-destroy mission, eliminating any colonists that escaped during the initial occupation or who might be coming to Madelon's Landing from outlying settlements. They don't parley or negotiate if they see others in the forest; they simply open fire.

## AEON GUARD CADETS (3)    CR 1/2

**XP 200 each**
LE Medium humanoid (human)
**Init** +2; **Perception** +4

**DEFENSE**      **HP** 13 each
**EAC** 11; **KAC** 13
**Fort** +4; **Ref** +2; **Will** +0

**OFFENSE**
**Speed** 30 ft. (20 ft. in armor)
**Melee** survival knife +3 (1d4+1 S)
**Ranged** imperial pacification rifle +6 (1d8 P)

**TACTICS**
**During Combat** The Aeon Guard cadets take partial cover in the surrounding forest or attempt to move around the central copse of trees in the clearing to fire at the PCs from unexpected angles. They try to stay out of melee combat if possible.
**Morale** Determined to not let Pact Worlders get the better of them, the cadets fight to the death.

**STATISTICS**
**Str** +1; **Dex** +2; **Con** +3; **Int** +1; **Wis** +1; **Cha** +1
**Skills** Athletics +4, Intimidate +9, Profession (soldier) +4
**Languages** Azlanti
**Gear** troop ceremonial plate, imperial pacification rifle (functions as a hunting rifle) with 12 longarm rounds, survival knife

**Story Award:** If the PCs manage to avoid combat by hiding or fleeing from the cadets, award them 600 XP, as if they had defeated the cadets in combat. However, these cadets can later be found resting in area **M2** of the Azlanti garrison; if they're defeated there, do not award the PCs additional XP for defeating them.

## B. NATIVE PESTS (CR 1)

While the PCs cross through an oblong clearing with high grasses, they enter the hunting grounds of three hobgars, inquisitive and aggressive simian animals that are a constant nuisance to colonists on Nakondis. The hobgars are drawn to the PCs' technological items and aggressive enough to attack the PCs directly. This is a good opportunity to show the PCs what hobgars are like, as they'll learn more about the creatures while in Madelon's Landing.
    **Creatures:** Three hobgars lurk in the tall grass here, prepared to

attack the PCs once they approach. The PCs can notice them with successful Perception checks opposed by the hobgars' Stealth checks. Hobgars that remain hidden leap at the PCs during a surprise round.

## HOBGARS (3)    CR 1/3

**XP 135 each**
**HP** 6 each (see page 57)

**TACTICS**
**During Combat** Two hobgars close in to attack the PCs in melee, while the third hangs back and fires its energy ray.
**Morale** When two hobgars are dropped to 0 Hit Points, the last one flees.

## C. THE FUGITIVE (CR 1)

    The PCs cross paths with a frantic human man running through the forest. The man is **Jellik Fulson** (NG male human), a colonist who recently fled Madelon's Landing. One of the two patrols of Aeon Guard cadets caught up with Jellik, and the colonist managed to kill one with his laser pistol before darting off into the fog again; the other two cadets are on his heels. When Jellik sees the PCs, he can instantly see they aren't with the Azlanti Star Empire and hopes they might be able to help (if the PCs encountered the other patrol and are wearing their armor, Jellik immediately surrenders to them but quickly realizes the PCs aren't Azlanti). He has just enough time to give his name and say he's from Madelon's Landing when the two remaining Aeon Guard cadets catch up to him.
    **Creatures:** Jellik Fulson is a lanky human man in his forties with a wide, gap-toothed grin and short, dark hair just starting to turn gray. He's friendly but a bit cowardly, and when a fight breaks out, he prefers to hide rather than contribute. The two cadets assume that the PCs are colonists and open fire on them.

### AEON GUARD CADETS (2)   CR 1/2

**XP 200 each**
**HP** 13 each (see above)

**TACTICS**
**During Combat** If any PCs are wearing armor stripped from another Azlanti, the cadets focus their fire on those PCs for daring to sully the honor of the Star Empire. Otherwise, the cadets concentrate their attacks on the



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## MOTION-DETECTION BADGE

Guards and military patrols of the Azlanti Star Empire use *motion-detection badges* to warn of ambushes and keep track of fellow troopers on the battlefield. Their creation is secret and closely controlled within the Azlanti Star Empire

| MOTION-DETECTION BADGE | LEVEL 3 |
|---|---|

| HYBRID ITEM (WORN) | PRICE 1,350 | BULK L |
|---|---|---|

This hexagon-shaped adornment can be activated or deactivated as a move action. A *motion-detection badge* has 4 charges, which refresh daily, and an hour of activation uses 1 charge. While active, as long as you haven't moved for at least 1 round, the badge emits a quick flash of red light whenever a Small or larger corporeal creature approaches within 60 feet, although creatures undetectable to normal vision (such as an invisible creature) don't trigger the flash. This flash is sufficient to alert you, but doesn't otherwise affect your vision or your actions. Reduce this distance by 20 feet for each interposing closed door or substantial barrier (such as a wall at least 1 inch thick). You can attune the badge to a creature by touching it with the item, which takes a full action; you can attune the badge to up to 10 different creatures. When you are within 60 feet of one of these creatures, regardless of whether you have moved in the past round, the badge emits a yellow flash to let you know an ally is near. Attempting to attune an eleventh creature causes the badge to lose its attunement to the earliest attuned creature. Note that in certain environments, such as a crowded shopping center, the badge flashes so frequently as to be practically useless for detecting approaching threats.

**JELLIK FULSON**

strongest-looking PC. The cadets use the stones near the northern end of the clearing as cover.

**Morale** Concerned that they'll be punished for letting Jellik kill one of their number and regroup with other rebels, the cadets fight to the death.

### STATISTICS

**Gear** One cadet wears a *motion-detection badge* (see the sidebar) on her uniform; this badge is attuned to the other members of her patrol, as well as the three cadets in the other patrol (see area **A**).

**Development:** Once the Aeon Guard cadets are defeated, Jellik explains his predicament more fully to the PCs. The colonist is affable but far more willing to follow than lead, and he seems happy to turn over decision-making to the PCs. Provided the PCs ask about Cedona or Madelon's Landing, Jellik relates the following tale.

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"I don't know how far back to start. Maybe it's when we saw the meteor crash-land about 10 or 20 miles from here. A group of folks went to scout it out—Cedona, Quorsica, and others—and they came back with some strange news. First, they learned that the meteor was some kind of high-tech probe, but it had been destroyed in the crash. Interestingly, the probe landed near an old crashed starship we hadn't noticed before. Been there for ages, probably. Cedona went into the crashed ship and came out with a pack full of old tech she was very excited about. She talked to our leader, Madelon, and Aibretta—that's our best mechanic and my ex-wife—about what she'd found.

"A few days later, a starship sailed in above the town commons, blasted our communications building to slag, and unloaded a bunch of soldiers. There wasn't a lot we could do. The soldiers rounded up everyone in town and their leader—a stern woman whose face I never saw—told us that our planet was now annexed as a part of the Azlanti Star Empire. Anyone that protested was shot right there. The soldiers made us bury the bodies, then forced us to unload some prefab building components, which they turned into a garrison in the center of town.

"The woman in charge asked us about the crashed ship; turns out, it's old Azlanti technology. She was very interested in what Cedona found. They rounded up Madelon, Cedona, and a few others and jailed them in the garrison. The large ship went away, but all the soldiers stayed. They've instituted martial law in town; we're basically prisoners. We try to make do just as before, but anyone stepping out of line gets punished. When I got the chance, I ran. I didn't know there were soldiers in the forest waiting to catch escapees. Three of them found me. I killed one with a lucky shot, but the other two chased me. And that brings me up to where I met you."

---

Jellik can provide a detailed overview of Madelon's Landing and the people that live there, although he doesn't know much about the garrison that now occupies the center of town. Madelon's Landing is described on page 41, although the communications module has been destroyed and the commons is now the site of the Azlanti garrison.

Jellik doesn't know the exact number of Azlanti soldiers; if asked to guess, Jellik estimates there are 30 Azlanti in total. He can accurately describe Lieutenant Sharu, although he doesn't know her name; he knows that Sharu wears polished green armor, her second-in-command wears functional gray armor, and the rest have bright blue, almost ceremonial armor. Jellik assumes that Sharu is in the garrison; he also assumes that all the colonists that have been taken prisoner are currently in the garrison as well (which is true, except for Cedona).

Jellik suggests that the PCs meet with his ex-wife Aibretta in her junk shop on the edge of Madelon's Landing. Jellik is certain he can sneak the PCs into the back of the building from the forest. He wants to accompany the PCs, but if they suggest he go somewhere out of sight (such as hiding on their vessel), he'll follow their advice after describing the route to the PCs.

## PART 2: REBELS OF MADELON'S LANDING

With the forces of the Azlanti Star Empire in control of Madelon's Landing, the PCs can't complete their delivery or discover the fate of their friend Cedona. Although Lieutenant Sharu isn't currently in Madelon's Landing (she is instead in the ruins of the *Royal Venture* several miles to the northwest), the Azlanti still have sufficient troops and robots to keep the settlement subdued. Master-at-Arms Olaraja is currently the ranking Azlanti officer in Madelon's Landing, and he coordinates the group's activities from the fortified garrison in the center of town.

Jellik encourages the PCs to meet with Aibretta at her junk shop. Jellik takes the PCs to the rear of the junk shop and opens a concealed panel, waving the PCs inside. Although there aren't any Azlanti soldiers nearby, Jellik urges them to hurry in.

## D. AIBRETTA'S JUNK SHOP

This mechanic's workshop consists of three interconnected, prefabricated modules, each the size of a shipping container. The central module is open on one side and appears to be a repair bay, although the tool chests, spools of wire, and broken equipment stacked haphazardly around the area imply that the repairs are slow going at best. Storage crates, broken furniture, and scrapped engines litter the yard around the junk shop. A short metal fence surrounds the yard, separating the chaos within from the orderly paths and shrubs of the surrounding colonists' modules.

Already a reclusive and curmudgeonly colonist before the Azlanti came, **Aibretta Fulson** (CN female human mechanic) has rarely left her junk shop since the invaders arrived. Once Madelon was taken into the garrison, Aibretta assumed it was only a matter of time before the Azlanti came for her as well, so she's tried to stay out of sight in her crowded shop. Despite keeping her head down, she's been in secret correspondence with other disgruntled colonists and leads a secret rebellion against the Azlanti.

Aibretta is an older, tawny-skinned, thickset woman with long fingers and a piercing gaze. Her wavy brown hair is pulled back in a messy bun to keep it out of the way. Aibretta and Jellik divorced several months ago and Jellik hasn't been welcome in her junk shop since, but Aibretta understands that desperate times necessitate burying old grudges. When Jellik shows up with the PCs, Aibretta makes the PCs welcome in the large living room of her personal module, clearing away a few busted datapads to make room on chairs and couches for them. Her only response to Jellik's presence is a heavy sigh, and she points him to the kitchen to get snacks and drinks for the PCs.

Aibretta asks the PCs why they've come, and quickly fills in any information that Jellik hasn't imparted. Aibretta doesn't know much more than Jellik (and, in fact, holds the same mistaken assumption that both Cedona and Lieutenant Sharu are in the garrison building) but, unlike Jellik, Aibretta has a plan of action. She asks the PCs to help liberate Madelon's Landing from the Azlanti occupation. If the PCs agree, she discusses details.

"The Azlanti don't know it, but a few of us have been coordinating a resistance to their occupation. I've been in charge of that. We don't have all the pieces we need yet, but with you on our side, perhaps we do.

"The first step is to weaken the Azlanti. A few targeted strikes around town can reduce their numbers, weaken their defenses, or both. In between, you're welcome to hide out here. After that, a direct attack on the garrison can flush the Azlanti out and free our prisoners. We're not equipped for that, but it looks like you might be. The rest of us will round up any survivors, disarm them, and take back our settlement."

For now, Aibretta is coy about the other resistance members—she doesn't yet want to expose her coconspirators. She doesn't come right out and say it, but she wants some proof of the PCs' abilities and intentions before introducing them to other freedom fighters; see The Resistance on page 12. Aibretta doesn't have much in the way of resources, such as weapons or armor; anything that could be used as such was confiscated by the Azlanti, and anything that's in pieces will take too long for Aibretta to fix.

### AIBRETTA'S MISSIONS

Aibretta recommends the following short missions for the PCs, in whatever order they deem best. They are presented in the

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order that Aibretta thinks would be the most effective means to weaken the position of the Azlanti occupiers in the settlement.

**Storehouse Ruse:** The Azlanti recently sent a cadet to the settlement's storehouse, and Aibretta fears that the colonists' good-hearted supply clerk, Rendell Tace, might have attempted some ill-advised heroics. If the PCs investigate the storehouse, see area **E**.

**Hobgar Liberation:** The colonists have been consistently plagued by hobgars, but they keep the creatures contained in a trap at the top of a tall pole near the center of town. If the PCs can open this trap, the hobgars are sure to cause trouble at the closest buildings, including the Azlanti garrison. If the PCs head to the hobgar trap, see area **F**.

**Cemetery Showdown:** A group of three cadets patrol the settlement, bullying colonists. Aibretta suggests eliminating this patrol. Their route takes them near the settlement's small cemetery, which provides ample places to hide. If the PCs set up an ambush in the cemetery, see area **G**.

**Moisture Collector:** The settlers don't have a well, since they're able to draw water from the fog directly with a moisture collector at the east end of the settlement. The Azlanti are rationing water to keep the colonists in line, and liberating the moisture collector will boost morale. Aibretta informs the PCs that she has recently heard rumors of strange occurrences at the moisture collector. If the PCs head to that location, see area **H**.

**In the Administrator's House:** Although Aibretta doesn't know much about the technomagical relic Cedona described to her, she suspects Madelon has more information. Although Madelon is imprisoned, he may have hidden some notes or other valuable information in his private residence. Aibretta has the passcode to the personal entrance to Madelon's module (in fact, she has passcodes to every colonist's module, but she doesn't like to admit it), and she asks the PCs to look around there. If the PCs investigate Madelon's personal module, see area **I**.

**Assault on the Garrison:** The most critical task, of course, is to assault the garrison holding the Azlanti troops. However, Aibretta strongly recommends that the PCs engage in some or all of the other missions first, to weaken the Azlanti presence and gain the colonists' support. When the PCs are finally ready to assault the Azlanti garrison, see area **M**.

### ADDITIONAL MISSIONS

The following three events occur only after the PCs have been active in Madelon's Landing; Aibretta doesn't include them in her initial suggestions, but they occur when indicated in their description.

**Meeting the Rebels:** As soon as the PCs complete any of the missions above and return to Aibretta, she decides to introduce them to the other members of the resistance in town. Aibretta hopes the PCs and her rebels can aid each other further. See The Resistance below.

**The Execution:** While the PCs are away on a mission, Jellik Fulson decides to engage in some sabotage and is caught. Aibretta hears that the Azlanti plan to publicly execute Jellik; she pleads with the PCs to save her ex-husband from this fate. If they try to save Jellik, see area **J**.

**Azlanti Reaction:** After the Azlanti become aware of the PCs (such as if a cadet escapes from the encounter in area **G** or if the PCs intervene in Jellik's execution), Master-at-Arms Olaraja sends two robots to find and eliminate the PCs. When this occurs, see area **K**.

**The Stable:** The PCs might not visit the settlement's garage unless they've talked to the rebel Ludvar Cresk (see page 13). If they do, see area **L**.

### HIDING OUT

Aibretta's Junk Shop makes a good place for the PCs to rest and recuperate between their missions. Aibretta points out several concealed entrances to her shop and places to hide safely in and among the scattered junk. The shop is also a good place for the PCs to stash dangerous gear they've discovered, such as Azlanti equipment. While the PCs are staying at the junk shop, they might also receive occasional visits from other colonists who have come to see Aibretta on some pretext but who actually want to thank the PCs for what they are doing. These visits carry more weight if the PCs have already accomplished some missions on behalf of the settlement, particularly liberating the moisture collector (area **H**) or preventing Jellik's execution (area **J**).

### THE RESISTANCE

When the PCs have proven their ability and intentions by completing any of the missions set forth above, Aibretta offers to introduce them to the other key members of the resistance. Aibretta explains that most of the population is totally cowed—only five colonists are willing to conspire to defeat the occupying force (in fact, the missions that Aibretta proposed to the PCs were decided by these rebels). Aibretta wants to introduce the PCs to the rebels, as she suspects the PCs and rebels can aid each other in more ways than the specific missions she's presented.

The rebels don't ever meet all together in person; they're convinced that such a gathering would result in them being discovered and captured. Aibretta instead invents some pretext to meet with them one at a time. Aibretta might invite one

AIBRETTA FULSON

or two of them over to the junk shop, arrange to meet in the forest outside of town, or have the PCs help her deliver some large appliances she's repaired (particularly to Quorsica Arquinn, who can't leave her module).

Each of the rebels is presented below, along with their backgrounds. A rebel's residence location isn't specified, so the GM can place them in the town wherever makes sense. None of the rebels are initially willing to open up to the PCs as much as Aibretta does, and each rebel has an action required to earn that character's trust. If the PCs earn a rebel's trust, the rebel provides a specific benefit to the PCs.

**Aibretta Fulson (CN female human mechanic):** The de facto leader of the rebels, Aibretta already trusts the PCs and asks them to complete the missions described above to help liberate the town.

**Goraya Li (LG female damaya lashunta envoy):** Goraya is a clever and outspoken damaya lashunta who works as a mediator and project manager in Madelon's Landing. Goraya joined the resistance not for herself, but for her family. She has several siblings and nieces working in the Blue Tin Range, and she knows that unless the Azlanti are stopped here, it's only a matter of time before they put their boots on the necks of those miners as well. The Azlanti occupation came at a particularly bad time for Goraya, because she recently heard there was an accident in one of the mines and she doesn't know the fate of her family members. Goraya can't call her relatives due to the Azlanti suppression signal, and she can't leave Madelon's Landing without risking capture. She knows that Madelon received a report about the accident—which she hopes indicates that her family is fine—but Madelon was imprisoned before he was able to let Goraya know what was in the report. Goraya knows that there are currently far more pressing matters at hand, but worry eats at her mind. If the PCs bring her this report from Madelon's residence (see area **I**), they earn her trust. Goraya tells PCs she trusts about a strange encounter she had near the moisture collector (area **H**). She learned Aquan years ago while an exchange student on the watery moon of Kalo-Mahoi, and she was singing a song in Aquan while passing near the water collector yesterday. Oddly, she heard the water slosh in time with her singing. Although she doesn't want to investigate the moisture collector by herself for fear of capture, she accompanies the PCs if they think her knowledge of Aquan would be helpful.

**Jellik Fulson (NG male human):** Jellik already knows and relies on the PCs. Although he hasn't been welcome at his ex-wife's junk shop for the past few months, he's taking advantage of the recent trouble to spend as much time with her as possible, hoping they can make amends. Jellik secretly harbors some grandiose ideas about sabotaging Azlanti equipment to earn Aibretta's respect. These plans go wrong, leading to his capture (see area **J**). If the PCs rescue Jellik from being executed, they earn his trust. When he thereafter has a moment to speak with the PCs alone,

Jellik admits something that he learned while scouting for his sabotage: the cadets come and go freely from the garrison (area **M**), as the doors there simply open when they approach. Jellik saw one of the cadets remove her helmet just before entering the garrison, as though she were going off-duty, but the door didn't open for her. She looked at her helmet, tapped it a few times, and put it back on; the door then opened for her. Jellik isn't sure what that means, but he suspects that the garrison doors are keyed to open for anyone wearing Azlanti armor (which is essentially correct, though not entirely; see page 22).

**Ludvar Cresk (NG male human mechanic):** Once an engineer in the Pact Worlds, Ludvar was badly burned in a chemical fire that destroyed much of his left hand and the left half of his face, along with his voice. Ludvar can speak only with the aid of an expensive synthesized voicebox he keeps strapped to his neck. Wanting to leave the Pact Worlds and the memory of his accident behind, Ludvar joined the colonists going to Madelon's Landing. Madelon put in a good word for the engineer's skill and potential, despite his injuries, and Ludvar has been unfailingly loyal to Madelon ever since. Ludvar currently can't talk; his synthesized voicebox went missing one morning, and he fears that hobgars stole it and he won't ever see it again. He communicates by writing on a datapad he keeps with him instead. Ludvar's electronic voicebox is in the hobgar trap (see area **F**); if the PCs return it to him, they earn his trust and he lets them know he has the parts missing from the settlement's hovertrikes (see area **L**).

**Quorsica Arquinn (CN female human soldier):** Quorsica is a short human woman who currently bears several bruises, four broken ribs, and two broken legs. Never a fan of bullies, the pugnacious Quorsica stood up to the Azlanti when they first arrived, and she was taken into the brig in the garrison along with Madelon and the other colonists. She antagonized the guards so much with her shouts and rude gestures that two of the troopers dragged her out of the brig, beat her, and

MADELON'S LANDING

D

G

K

E

F

H

I

M

J

L

F. HOBGAR LIBERATION

H. MOISTURE COLLECTOR

G. CEMETERY SHOWDOWN

K. AZLANTI REACTION

J. THE EXECUTION

N

1 square = 5 feet

M. GARRISON

M3

M2

M4

M5

M1

M8

M9

M7

M6

M10

M11

left her to die just outside the garrison. Quorsica is being nursed back to health by her teenage son **Welldis** (N male human), but she can't leave her bed without aggravating her injuries. Although Quorsica won't speak of what happened to her in the garrison, she's eager for revenge on the Azlanti that wronged her. She relates that they each carried a pistol and a taclash rather than a rifle and a knife, and they are both bearded men with sharp widow's peaks. These are the same two senior Aeon Guard cadets who attempt to execute Jellik (see area **J**). If the PCs report to Quorsica that these men have been killed, they earn her trust and she opens up about her experiences in the garrison. More specifically, she provides the PCs with a map of the garrison from her recollection, including all areas except area **M6** and area **M11** (further, she doesn't know about the secret door between areas **M9** and **M11**).

**Story Award:** Award the PCs 100 XP for each rebel whose trust they earn, to a maximum of 400 XP.

## E. STOREHOUSE RUSE

The settlement's storage building consists of four prefabricated corrugated metal modules welded together to make a single enormous warehouse. Two doors lead into the storehouse: a closed door marked "Office" and a wider door that hangs open. Inside the open space are several storage racks and an interior module emblazoned with the massive symbol of a golden key.

This large storehouse is mostly one large room, except for a small office with a desk and computer. The shelves and racks here contain various supplies for Madelon's Landing and outlying outposts, although they contain neither electronics nor wiring. Those are instead stored in the inner module to prevent hobgar tampering (the practical Madelon didn't see the need for a separate chapel building and decided the AbadarCorp-sent module would be more useful here; it is still decorated like a chapel to Abadar).

Although the storehouse seems abandoned, it was recently the site of some dramatic action. A single Aeon Guard cadet came into the storage building to demand an accounting of the settlement's goods. The colony's supply clerk, **Rendell Tace** (LG male human), refused the order. The cadet then shot at Rendell but missed. The bullet ricocheted off a support beam and struck a heavy shelf, which collapsed onto the cadet. Rendell first thanked his good fortune, as the cadet was killed instantly, but then realized he might be blamed for the death and punished by the Azlanti. Out of desperation, Rendell hid the cadet's body and now wears his armor, pretending to stand guard inside the storage building.

**Creature:** The clerk Rendell Tace is the only person in the building. He's currently disguised as a Aeon Guard cadet and totally out of his depth. If the PCs enter the building, they spot the armored figure standing near a half-collapsed rack of heavy

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machinery, examining his rifle. Although the PCs are likely to spot Rendell, he isn't likely to detect them if they're being stealthy; the unfamiliar helmet impairs his senses, giving him a total Perception check modifier of −4. Any PC observing Rendell can note with a successful DC 10 Sense Motive check that his behavior isn't particularly militaristic; he isn't paying a lot of attention to his surroundings and isn't positioned in a way that gives him good coverage of the storehouse. If Rendell spots the PCs, his reaction depends on whether he believes them to be Azlanti or not. To Azlanti, he puffs out his chest, holds his rifle at his side, and declares in Common, "All is in order here!" To non-Azlanti, he takes off his helmet and reveals who he is. In either case, he surrenders to any threat of force, dropping his rifle and holding up his hands.

**Development:** Rendell tells the PCs what happened here, but he's worried that his ruse will be discovered. He's recently heard a request over the comm unit in the helmet, but he can't understand it, as it's in Azlanti. The same request, repeated with less patience, comes a few moments after Rendell finishes relating his story to the PCs. If the PCs understand

Azlanti, they hear a demand to transmit the manifest of the storehouse; it's coming from a cadet in the garrison (area M8), following up per Master-at-Arms Olaraja's order. The PCs can respond to this request however they wish; although Rendell can provide an actual manifest, the PCs might decide to submit an altered manifest, or further delay the request. As the manifest isn't something Master-at-Arms Olaraja deems urgent, and the cadet making the request isn't particularly attentive (with Sense Motive of only +0), any ruse is likely to be successful as long as the PCs respond in Azlanti. On the other hand, if the PCs fail to respond after 15 minutes, respond in Common, or otherwise trigger the cadet's suspicions, he sends a patrol (the three Aeon Guard cadets from area **G** or, if they are unavailable, the two cadets from area **M1**) to investigate the storehouse; they arrive in 3d6 minutes.

Ultimately, Rendell doesn't want to keep pretending to be a cadet. Rendell is happy to go along with any solution the PCs propose—such as taking the corpse and the armor away entirely or propping up the armor with a makeshift mannequin.

**Treasure:** For helping him with his predicament, Rendell gives the PCs his personal suit of casual stationwear armor. The PCs can also take the dead cadet's gear (see page 9) if they wish.

## F. HOBGAR LIBERATION (CR 2)

*A sturdy metal pole rises 30 feet above the settlement, its top nearly obscured by fog. A wide metal cage with an angled opening no wider than a human fist sits on top of the pole. The wire mesh of the cage crackles with electricity. A small control box rests right underneath a metal plate at the bottom of the cage. Several tiny, furry creatures leap about inside the cage, rattling the electrified mesh and hooting in distress.*

This trap attracts hobgars from throughout the settlement, who climb the pole to investigate the charged mesh cage and become trapped inside. Normally, the colonists empty the cage once it has trapped six or eight hobgars, but with the Azlanti occupation, this hasn't been a priority. A dozen hobgars are currently squeezed into the cage, frustrated and angry. The hobgars occasionally launch their energy rays at creatures they see, but the pole is too tall for the rays to reach anyone on the ground.

Lowering the cage and taking it away to empty it is normally done with one of the hovertrikes in the stable (see area **L**) plus a long cable, but this operation can't be done with the garrison occupying the commons in the center of town. Currently, opening the cage requires scaling the pole and overriding the locking mechanism at the control box. The PCs probably first want to make sure they are unobserved, but the Aeon Guard cadets rarely patrol this close to the

garrison building, which is obscured by fog during most of the day.

A few pegs driven into the side of the pole aid any climbing attempt, which is still a dangerous feat. Climbing the pole requires a successful DC 10 Athletics check. When a PC reaches halfway up the pole, 1d3 hobgars shoot energy rays at the climbing PC each round. Clever PC tactics might minimize these difficulties; for example, a PC with a fly speed or a climb speed doesn't need to make Climb checks, and the hobgars don't shoot at a PC they can't see.

Opening the cage at the top of the pole requires a successful DC 10 Computers check; a PC must use at least one hand or arm to steady herself at the top of the pole while attempting this check. If that PC has only one free hand remaining after she steadies herself, she takes a –2 penalty to her Computers check. A PC who succeeds at this check can decide whether to open the cage immediately or after a delay of 1 minute (giving the PC time to get back down the pole). A PC can't take 10 or take 20 on this check, as the irritated hobgars keep attacking with their energy rays.

Once the cage is open, the hobgars scamper down the pole and scatter. Most of them scatter toward the largest nearby building—the Azlanti garrison—but a few prowl around the area, looking to vent their frustrations. The ones that head toward the Azlanti garrison ultimately make it easier to enter that building, as described in area **M**.

Use the area **F** map on page 14 for this encounter.

**Creatures:** Once freed, four angry hobgars head toward the closest PC carrying a significant amount of technology, such as a portable computer or a mechanic's drone.

| HOBGARS (4) | CR 1/3 |
|---|---|

**XP 135 each**
**HP** 6 each (see page 57)

**TACTICS**

**During Combat** The hobgars gang up on the PC carrying and wearing the most amount of technology (likely a mechanic or technomancer) or a mechanic's drone if it is in reach.

**Morale** A hobgar that takes any amount of damage flees.

**Development:** One of the hobgars entered the trap while carrying Ludvar Cresk's stolen electronic voicebox, but it leaves the device in the cage upon fleeing; a PC who succeeds at a DC 10 Perception check notices the item from the ground after the hobgars have been dealt with. Ludvar Cresk is grateful to get his voicebox back (see page 13).

## G. CEMETERY SHOWDOWN (CR 2)

This encounter details the PCs' efforts to ambush and eliminate the three Aeon Guard cadets patrolling the colony's perimeter. Although there are several places the PCs might arrange for an ambush, Aibretta points out that

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the cemetery provides excellent cover behind the metal fence and is far enough from the garrison that a fight won't attract additional Azlanti attention. When the PCs arrive at the cemetery, read or paraphrase the following.

The colony's cemetery is not large, consisting of only a few headstones and a heavy wrought-iron fence in a clearing hacked out of the forest. A stone plinth near the center of the area is carved with a list of names. A gravel trail near the cemetery is covered with fallen leaves, and a thick mist surrounds the graves.

Life in Nakondis Colony hasn't been brutal, but there have been a few accidents over the months. The plinth commemorates the disappearance of the colonists who attempted to found the settlement of Dalesko (see page 41). The most recent graves belong to three colonists who were killed by the Azlanti for protesting the occupation. They appear to be have been hastily dug and are marked with simple stones.

The fence around the cemetery is heavy and ornate, providing cover as well as a +4 circumstance bonus to Stealth checks for anyone using it to hide. A position behind the fence also provides a fairly clear view of the foggy trail leading past the cemetery, allowing the PCs to see the Aeon Guard cadets approaching. If the PCs want to engineer a more complex ambush or an earlier warning, it should not be too difficult to do so.

Use the Cemetery Showdown map on page 14 for this encounter.

**Creatures:** The three Aeon Guard cadets patrol Madelon's Landing to keep an eye out for trouble. They reach this spot in the settlement at about midday.

| AEON GUARD CADETS (3) | CR 1/2 |
|---|---|

**XP 200 each**
**HP** 13 each (see page 9)

**TACTICS**

**Before Combat** The cadets attempt Perception or Sense Motive checks, as applicable, to detect the PCs' ambush.

**During Combat** The cadets open fire as soon as they identify trouble and, eager for commendations that will elevate them above the other cadets, fight without immediately calling for reinforcements.

**Morale** Once two cadets are defeated, the third realizes he is in over his head, alerts Master-at-Arms Olaraja over his comm unit, and attempts to flee back to the garrison.

**Development:** If a cadet alerts his superior to the PCs' presence or escapes, Master-at-Arms Olaraja sends a pair of robots to look for the PCs. See area **K** for the result of this action.

## H. MOISTURE COLLECTOR (CR 1)

The moisture collector in Madelon's Landing stands on the northeastern edge of the settlement. The device is a metal spire adorned with several wide flanges, similar in shape to satellite dishes, and four large plastic tubs for water collection sit at its base. Thick plastic tubes connect the flanges and the tubs.

Based on Aibretta's reports that the Azlanti are rationing water from the settlement's moisture collector, the PCs might suspect more soldiers on guard here. In fact, Lieutenant Sharu used a powerful, single-use magic item that summoned a water elemental to protect the moisture collector instead. If the PCs ask nearby colonists, they learn that the moisture collector isn't normally guarded but is somehow "haunted." Efforts to draw water from it always fail—its tubs filling and emptying inexplicably—unless an Azlanti oversees the operation. This allows the invaders to control the water distribution to the settlement without devoting a full-time guard to the area.

Use the area **H** map on page 14 for this encounter.

**Creature:** A small water elemental inhabits the workings of the moisture collector. Magically tied to the moisture collector when it was summoned, the elemental can't travel more than 100 feet from it, but it can flow in and out of the tubs and move through the plastic tubes. While within the tubs, the elemental can also move the normal water around, causing a tub to appear to empty itself.

The creature isn't too intelligent, but it's a natural trickster; when anyone investigates the moisture collector, it prefers to keep hidden, moving the water about from tub to tub to sow confusion. A successful DC 16 Mysticism check reveals that the unusual activity is due to the influence of an elemental creature. A PC who succeeds at a DC 14 Perception check spots the elemental lurking in one of the tubs. If the elemental thinks it's been spotted, it sprays itself out of the flanges to attack. Even if not spotted, it gets bored after a minute or so of trickery, attacking the PCs when they don't leave it alone.

The elemental behaves itself around anyone wearing Azlanti armor; it lets them draw water normally and doesn't attack. It also obeys any instructions given to it in the Aquan language, even obeying instructions to allow non-Azlanti to draw water. If the PCs have earned the trust of the rebel Goraya Li (see page 13), she can help them by providing such instructions in Aquan (if no one in the party speaks that language).

### SMALL WATER ELEMENTAL | CR 1
**XP 400**
N Small outsider (elemental, extraplanar, water)
**Init** +2; **Senses** darkvision 60 ft.; **Perception** +5

**DEFENSE** | **HP** 20
**EAC** 12; **KAC** 13
**Fort** +5; **Ref** +3; **Will** +1

**Defensive Abilities** water mastery; **Immunities** elemental immunities

**OFFENSE**
**Speed** 20 ft., swim 90 ft.
**Melee** slam +9 (1d6+5 B)
**Offensive Abilities** vortex (1d6+5 B, DC 10, 1/day)

**TACTICS**
**During Combat** The water elemental focuses its attacks on anyone who tampered with the moisture collector or whoever is closest to the apparatus.
**Morale** The water elemental fights until it is destroyed.

**STATISTICS**
**Str** +4; **Dex** +2; **Con** +1; **Int** −3; **Wis** +0; **Cha** +0
**Skills** Acrobatics +5, Athletics +5
**Languages** Aquan
**Other Abilities** drench

**SPECIAL ABILITIES**
**Drench (Ex)** A water elemental's touch douses nonmagical flames that fill an area of no more than 10 feet by 10 feet. The outsider can dispel magical fire it touches as per dispel magic (caster level = the elemental's CR).
**Water Mastery (Ex)** Waterborne creatures take a −1 penalty to attack and damage rolls against water elementals.

**Story Award:** If the PCs arrange for the colonists' access to the water without defeating the elemental (such as by speaking to the elemental in Aquan or learning that it obeys anyone in Azlanti armor), award them XP as though they had defeated it in combat.

## I. IN THE ADMINISTRATOR'S HOUSE (CR 1)

Madelon's private residence consists of two connected prefabricated modules, rather than just one, although there is a separate entrance to each module. One of the entrances is painted with an elaborate cityscape in gold above the words "All Are Welcome Before the Master of the First Vault" while the other has a small sign reading "Private Business." Each entrance has a keypad next to the door. The building is well maintained, but its lights are out and it carries a general air of abandonment.

As he considered the double-sized residence to which he was entitled to be wasteful excess, Madelon converted one of his modules into a chapel to Abadar; this chapel is accessed by the entrance with the golden cityscape painted on it. A PC who succeeds at a DC 10 Religion check identifies the phrase as a common welcome to an Abadaran chapel. The other entrance accesses Madelon's private residence, although the colonists know the administrator will address colony business at either entrance, regardless of the hour.

Although Aibretta might have given the PCs the passcode to Madelon's private residence, it doesn't currently work. The Azlanti already searched the buildings, including the

chapel, and didn't find anything. To prevent any further access, they cut the power to the structure. And without power, the keypad can't be used to open the door. Entering Madelon's residence involves forcing the door (requiring a successful DC 20 Strength check) or restoring auxiliary power (requiring a successful DC 18 Engineering check), then inputting the passcode. The passcode only works on Madelon's private entrance, while the PCs can force either door.

The interior of Madelon's residence is in disarray and has plainly been thoroughly searched. The PCs might be particularly interested in finding a report from the Blue Tin Range about a mining accident if they spoke to the rebel Goraya Li. A PC who succeeds at a DC 16 Perception check locates the report among several strewn papers; the report indicates that Goraya's brother and two nieces were injured in the accident but are expected to make a full recovery. If the PCs present this report to Goraya, she is grateful and gives the PCs her trust (see page 13).

The chapel–which is connected to Madelon's chambers by a door that opens easily–contains several simple benches and an altar bearing Abadar's holy symbol of a golden key (which a PC can recognize with a successful DC 10 Culture or Mysticism check). The chapel has also been searched, but not particularly well; a PC who succeeds at a DC 22 Perception check reveals a hidden niche in the altar, behind the holy symbol. The niche contains the datapad described in Treasure below.

**Trap:** The Azlanti left a trap just inside the door to Madelon's private entrance to alert Master-at-Arms Olaraja if anyone came snooping around. The 5-foot square inside Madelon's private entrance contains a pressure pad that triggers when anyone steps upon it, whether entering or leaving the residence. (Note that if the PCs come and go through the chapel door, they might not trigger this pressure pad at all.)

| PRESSURE PAD TRAP | CR 1 |
|---|---|

**XP 400**

**Type** technological; **Perception** DC 21; **Disable** Engineering
  DC 16 (disable pressure pad)
**Trigger** location; **Reset** none
**Effect** sonic blast (3d6 So); DC 12 Reflex half; alarm
  triggered in area **M8**

**Treasure:** The niche in the altar contains Madelon's personal datapad. It is a tier 2 datapad worth 300 credits. The PCs can hack the datapad with a successful DC 21 Computers check (alternatively, they can wait until they free Madelon, who can grant them access). The datapad contains a video recording of Madelon's conversations with Cedona about her explorations of the *Royal Venture* (Cedona's descriptions of the site match areas **N1** to **N3**), as well as several detailed still images of the technomagical relic she discovered in the engine room. Although the data isn't nearly enough to recreate the *rune*

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## ATTACKING THE GARRISON EARLY

If the PCs assault the garrison after only one or two of Aibretta's missions–or worse, decide to attack the garrison first–they likely find the doors very difficult to breach. Even if they do, the Azlanti on site prepare a massive counterattack. In addition to the foes listed here, the garrison includes the two additional senior Aeon Guard cadets from area **J** and the two observer-class security robots from area **K**. In addition, the soldiers in the garrison quickly recall the patrol from area **G**, hoping to catch attackers in a pincer maneuver. With all these forces arrayed against them, the PCs probably have to flee. Master-at-Arms Olaraja orders the Azlanti to allow fleeing PCs to leave; he wants to monitor their presence in town and capture them later along with any accomplices. In this case, the PCs can return to Aibretta's missions, although in this case any Azlanti foes are better informed about the PCs' appearance and tactics.

*drive* from scratch, it contains far more information about the relic than the Azlanti would want made public. If the PCs attempt to return the datapad to Madelon once he is freed, he insists that they keep it, as they might find the information from Cedona useful.

**Development:** If the PCs trigger the pressure pad trap, Master-at-Arms Olaraja sends a patrol (the Aeon Guard cadets from area **G** or, if they are unavailable, the two Guard cadets from area **M1**) to investigate the residence; they arrive in 3d6 minutes.

## J. THE EXECUTION (CR 3)
This event shouldn't occur until the PCs return to Aibretta's Junk Shop from another mission elsewhere in the settlement. As they arrive, the mechanic rushes out to meet them.

"They've got him! The Azlanti, I mean. They've got Jellik. The idiot snuck out for some ill-advised sabotage, and a pair of those damned soldiers caught him. They're not going to imprison him–they're going to execute him any minute, just to the southwest of here. I think they'll wait only long enough for a small crowd to gather, and then make a lesson out of him. Please hurry, rescue that damned fool."

Aibretta contacts her network of rebels to ensure that additional Azlanti don't intervene to make the whole situation worse. She will be right behind the PCs, but she wants the PCs to hurry ahead to stop the execution.

As the PCs arrive close enough to see what's going on (normally, 40 feet away in the fog), Jellik is dangling

from a lamppost by his manacled hands. His body hangs so his feet nearly touch the ground, his nose bleeding badly and fresh bruises rising all over his face. Two senior Aeon Guard cadets—particularly cruel members of the organization—stand near Jellik, taclashes at the ready, and a dozen colonists stand around watching in numb horror. Just as the PCs arrive, one of the cadets slashes Jellik across the stomach with his knife, opening a bloody but not immediately fatal wound. The other cracks his taclash at the rest of the crowd, as though daring them to intervene.

Use area **J** map on page 14 for this encounter.

**Creatures:** Two senior Aeon Guard cadets staged this execution to provoke rash action from the bravest of the colonists. The two Azlanti are brutish, bearded men with sharp widow's peaks; unlike most Azlanti soldiers, they have their helmets clipped to their belts to better taunt and intimidate the colonists face to face. If the PCs intervene, both senior Aeon Guard cadets attack them immediately. Jellik's wound is serious; he dies in 3 rounds unless he receives some healing (or if he receives additional damage, he dies immediately).

## SENIOR AEON GUARD CADETS (2)   CR 1

**XP 400 each**
LE Medium humanoid (human)
**Init** +1; **Perception** +4

**DEFENSE**   **HP** 20 each
**EAC** 12; **KAC** 14
**Fort** +5; **Ref** +3; **Will** +1

**OFFENSE**
**Speed** 30 ft. (20 ft. in armor)
**Melee** standard taclash +8 (1d4+5 S nonlethal) or
   survival knife +8 (1d4+5 S)
**Ranged** tactical semi-auto pistol +5 (1d6+1 P)

**TACTICS**
**During Combat** The senior Aeon Guard cadets attempt to
   flank the strongest-looking PC and make full attacks
   to take her down. If they can't, one of them tries to cut
   down any PC that casts a spell. They use their taclashes
   instead of their knives to intimidate the PCs and make
   further examples of them.
**Morale** A senior Aeon Guard cadet reduced to 4 or fewer
   Hit Points tries to flee, but the crowd closes around him
   and drops him with makeshift clubs. The colonists are
   grim in their retribution.

**STATISTICS**
**Str** +4; **Dex** +1; **Con** +2; **Int** +1; **Wis** +1; **Cha** +1
**Skills** Athletics +5, Intimidate +10, Profession (soldier) +5
**Languages** Azlanti
**Gear** troop ceremonial plate, standard taclash, survival
   knife, tactical semi-auto pistol with 9 small arm rounds

**Development:** Aibretta arrives just as combat concludes. If the PCs save Jellik, Aibretta berates him for his foolishness at the same time she hugs him close. If the PCs don't save Jellik, the colonists quickly scatter to avoid repercussions and Aibretta is heartbroken but further resolved to eject the invading Azlanti.

In either case, the attack on the senior Aeon Guard cadets doesn't go unnoticed by the Azlanti. Master-at-Arms Olaraja sends a pair of robots out looking for the PCs; run the Azlanti Reaction encounter (area **K**) at a suitable later time during this adventure.

If the PCs defeat these Azlanti and report back to Quorsica Arquinn, she is grateful to the PCs for getting revenge on



SENIOR AEON GUARD CADET

her behalf and she tells them what she knows about the garrison (see page 15).

## K. AZLANTI REACTION (CR 3)

This event occurs only once the PCs have alerted the Azlanti garrison to their presence in town. This is most likely due to a cadet alerting the others during the encounter in the cemetery (area **G**) or the PCs' intervention in the attempted execution (area **J**). This encounter might also be appropriate if Master-at-Arms Olaraja becomes aware of troublemakers, such as from a failed ruse at the storehouse (area **E**) or from the trap in Madelon's residence (area **I**). Although this event can occur anywhere in Madelon's Landing, it most likely occurs near Aibretta's Junk Shop as the PCs are leaving there to engage in some other act of sabotage or mischief.

Use the area **K** map on page 14 for this encounter.

**Creatures:** Two Azlanti security robots are tasked with searching the settlement for outsiders. These robots fly above the settlement, keeping just out of sight in the fog, until they identify the PCs. At that point, they swoop down and attack. These flying robots resemble smaller versions of the Azlanti drones that the PCs fought above Nakondis.

**AZLANTI SECURITY ROBOT**

### AZLANTI SECURITY ROBOTS (2)     CR 1

**XP 400 each**

Observer-class security robot (*Starfinder Alien Archive* 94)

**HP** 17 each

**TACTICS**

**During Combat** The robots first use their stickybomb grenades to entangle foes, then use their pistols to render foes unconscious until Azlanti soldiers arrive.

**Morale** As constructs, the security robots fight until they are destroyed.

## L. STABLE

This open-sided structure looks like a rustic barn, complete with red paint and white trim. One side of the building is open, and several wide vehicles are stored beneath gray tarps.

This building is where the colonists store and maintain the sturdy hovertrikes they use to reach other areas of the colony. The hovertrikes are roughly triangular, with a hoverjet in the front and two hoverjets in the back supporting a wide cargo area. The settlers call this maintenance building the stable because the hovertrikes look somewhat like fat horses. Years ago, someone painted the building like a barn to match its name.

The Nakondis colony owns eight hovertrikes, but only three of the vehicles are here now—the others are in use at distant outposts. These three hovertrikes don't work, however, as they are missing a number of critical ignition components. The colonists told the Azlanti occupation force that hobgars had stolen the parts and the hovertrikes haven't worked in months. In truth, these components were taken by Ludvar Cresk. Repairing a hovertrike to function without its ignition component is difficult, requiring a successful DC 26 Engineering check.

**Development:** If the PCs manage to recover Ludvar's synthetic voicebox from area **F**, he admits that he has the missing ignition components and offers to reinstall them once the Azlanti occupation force has been dealt with. If the PCs want to use the hovertrikes before routing the Azlanti, Ludvar can be convinced to part with the components with a successful DC 18 Diplomacy check.

### HOVERTRIKE     LEVEL 2

**PRICE** 1,850

Large land vehicle (5 ft. wide, 10 ft. long, 3 ft. high)

**Speed** 20 ft., full 200 ft., 22 mph (hover)

**EAC** 13; **KAC** 15; **Cover** partial cover

**HP** 28 (14); **Hardness** 5

**Attack (Collision)** 5d4 B (DC 11)

**Modifiers** –1 Piloting, –2 attack (–4 at full speed)

**Systems** complicated starter, planetary comm unit;

    **Passengers** 2

**SPECIAL ABILITIES**

**Complicated Starter (Ex)** Due to being heavily used over the past several months and hobgar tampering, starting one of Madelon's Landing's hovertrikes is a complicated ordeal, even with its ignition components restored. Starting a hovertrike requires a full action rather than a move action.

## M. GARRISON

Like the buildings in Madelon's Landing, the Azlanti garrison is a prefabricated building lowered to the planet's surface in pieces and assembled on site. However, as it originated in the Azlanti Star Empire and is suitable as a wartime

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fortification, the garrison looks very different from the colonists' dwellings. The garrison occupies the center of the settlement, and was built on the town commons both for the sake of convenience and to intimidate the colonists. Rising 15 feet high, the building is sturdier than the steel buildings around it, as its exterior material is as tough as a starship bulkhead. Floodlights mounted on the garrison's exterior keep the area brightly lit, although the omnipresent fog limits visibility to within 40 to 60 feet at all times. The garrison also includes two roof-mounted heavy laser cannons that point upward to defend against attacking starships and can't be oriented to fire at ground-level targets.

The garrison has two exterior doors: the double door that leads to area **M1** and the rear access door that leads to area **M4**. These doors are 1 foot thick and made of the same starship-grade material used to construct airlock doors (hardness 35, HP 160, break DC 40). Normally, these doors open automatically for an individual with Azlanti blood who also is in possession of an authorized microchip (usually installed in the helmets of Imperial Fleet suits of armor). Hacking the doors open requires a successful DC 30 Computers or Engineering check. Once the PCs have liberated the hobgars from area **F**, the troublesome critters soon wreak havoc on the door systems. Within an hour after the hobgar liberation, the doors open for anyone with a helmet containing the proper microchip (easily gotten from any of the Azlanti soldiers the PCs have already defeated), whether or not they have Azlanti blood, and the DC to hack the doors open decreases to 20. Jellik Fulson was attempting similar sabotage when he was caught. If the PCs don't free the hobgars, when they rescue Jellik from his execution (see area **J**), he can complete his task after 10 more minutes of work, obtaining the same results. If the PCs don't free the hobgars and Jellik dies from his wounds, the PCs will have to perform their own sabotage, requiring a successful DC 20 Computers or Engineering check and 10 minutes of work. Failure at this check alerts the Aeon Guard cadets in area **M1** to their presence.

The interior of the garrison building is cramped and functional,

although it incorporates the sweeping design used in most Azlanti construction. Rooms within the garrison are brightly lit. Interior doors are made of sturdy steel, but open with a touch, except where indicated. Most doors are neatly labeled in Azlanti as to the function of the room beyond.

The map of the garrison appears on page 14.

## M1. Main Staging (CR 1)

This room is sparsely furnished but well illuminated. A heavy metal double door to the west resembles a starship airlock door. Smaller doors to the north and east are each painted with bright green lettering. The south wall bears several holovid screens displaying a detailed composite map of Madelon's Landing, with heavy annotations scrolling beneath each building. A computer panel fits snugly beneath the screens on a sleek foldout shelf.

From this chamber, the Azlanti forces muster in squads and receive their assignments for patrolling the area and keeping the local population under control. In the event of an insurrection or riot, this staging area is the nexus for coordinating troop movements and planning counterattacks, with a commanding officer providing direction at the computer panel. However, as the Azlanti consider Madelon's Landing to be cowed, the holographic map provides only mundane details, including the occupants of each building, the building's basic function, and notes about entrances and exits. This information is presented in clipped and formal Azlanti sentences.

The PCs have undoubtedly earned a reputation with the Azlanti at this point, and these screens also show all of the information available about them, outlined in red. The screens should have at least a few pictures of the PCs—perhaps blurry, as though taken from a distance through the fog—and several notes about their capabilities, probable locations, and suspected allies in Madelon's Landing. If the PCs have been overt in their actions against the Azlanti and left troopers alive to report back to Master-at-Arms



HOVERTRIKE

Olaraja, this information is very detailed and should make the PCs sweat (such as by listing Aibretta's Junk Shop as their most likely base of operations, providing details about their starship and its suspected location, and cross-referencing information about which rebels the PCs have met). However, if the PCs have been particularly careful as they undertake their missions around town, this is a good opportunity to reward their caution by showing that the Azlanti have only sparse information about them and mere guesswork as to their movements.

The double door is the main entrance to the garrison. The north door is labeled "Barracks" in Azlanti. The east door is labeled "Mess" in Azlanti.

**Creatures:** Two Aeon Guard cadets stand guard here. The cadets attempt to eliminate any intruders without asking questions first.

| AEON GUARD CADETS (2) | CR 1/2 |
|---|---|

**XP 200 each**
**HP** 13 each (see page 9)

**TACTICS**
**Before Combat** If the cadets are alerted to the PCs' presence (for instance, if they take more than 1 round to force the door open or if they try and fail to sabotage the door systems), one cadet readies an action to shoot the first person that can be seen through the door, and the other readies a move action to raise a garrison-wide alarm at the computer terminal.
**During Combat** If a garrison-wide alarm has not already been raised, a cadet sounds the alarm. The two cadets focus their fire on a single PC and pursue any foes that flee.
**Morale** The cadets fight to the death.

**Development:** If the alarm is raised, the other inhabitants of the garrison prepare for trouble but remain at their posts, disciplined from years of training.

## M2. BARRACKS

This long room is lined with bunks, each with a footlocker bearing two different insignia. All the beds are neatly made. The east end of the room contains two rounded protrusions with a narrow hall between them; the northern protrusion has a small door with bright green letters painted on it. Two doors lead out of this room to the south and one more leads east, all labeled with green letters.

This room contains thirteen bunk beds. The footlockers each have two hinged lids; one on each side. Each lid is emblazoned with a personal symbol incorporating a family crest to denote ownership; although the PCs can't determine any specific families of the Azlanti Star Empire from these insignia, a PC who succeeds at a DC 16 Culture check generally identifies what the symbols mean. While the

insignia are all different, many incorporate similar elements. Each lid opens into a compartment just large enough for a cadet's personal gear. Although some compartments have a few personal items, such as valuables stolen from slain colonists or pictures of grinning cadets posing over gruesome kills, none contain anything of value.

The doors here are marked in Azlanti. The westernmost door in the south wall reads "Main Staging" and the other reads "Mess." The northern door is marked "Washroom." The door in the eastern wall is marked "Rear Staging."

**Development:** If the PCs make a lot of noise in the barracks, the two Aeon Guard cadets in area **M1** come to investigate after 1d4 rounds (unless they have been previously defeated).

## M3. WASHROOM

This simple washroom is compact and functional. Used by everyone in the garrison, the cadets are required to clean up after their own messes, under threat of strict punishments for failing to do so. The door to area **M2** can be bolted from the inside for privacy.

## M4. REAR STAGING

This wide room features a single blank screen and a computer folded up on a tray beneath it. A stout metal door in the east wall has an unlit red light above it. Two other doors—one near the heavy door and other in the west wall—are smaller and labeled with vivid green letters.

This rear staging area is used only if the main staging area is compromised; it otherwise functions as a back door into the garrison, and the cadets treat it as such. The sturdy airlock-style door leads outside the garrison; the red light above it illuminates if the door is open. The west door is marked "Barracks" in Azlanti. The east door is marked "Supplies" in Azlanti.

## M5. SUPPLY ROOM

This storage room has several built-in shelves and racks with bins and boxes on them, as well as a variety of mismatched weapons. The area is cramped and smells of gun oil.

The Azlanti confiscated the colonists' weapons, long-range communication equipment, and other gear that they considered dangerous and brought it all here. This room also contains several mundane supplies such as cable, digging tools, and spare batteries.

**Treasure:** Although the majority of the confiscated equipment here belongs to residents of Madelon's Landing, the most valuable gear belongs to the Azlanti or to colonists that they've killed. This includes a pulsecaster rifle, two autotarget rifles, six batteries, two high-capacity batteries,

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eight personal comm units, a set of manacles, 200 feet of titanium alloy cable line, and an engineering specialty tool kit (weaponsmithing). A bandolier with 3 incendiary grenades I has fallen behind a disassembled satellite dish; a successful DC 18 Perception check while searching this room uncovers the grenades.

## M6. Kitchen

This tidy kitchen contains a sink connected to a large vat of water, an electric stove, and several shelves of prepackaged foodstuffs. The only exits are a door in the east wall and a serving window next to it.

This kitchen contains bland but nourishing fare. Lieutenant Sharu insists on regular mealtimes to promote unity and to allow her more loyal soldiers to subtly uncover any dissension in the ranks. A PC who succeeds at a DC 13 Perception check notes that the sink and the stove both bear circles of runes lightly carved into their surface; a successful DC 18 Mysticism check while studying these runes reveals that they enable a minor conjuration effect. As soon as anyone touches the stove or sink, a magical servitor springs into existence. This "kitchen spirit" functions as the force conjured by *unseen servant*, although it isn't invisible; it instead appears as a small clockwork humanoid. The spirit follows any directions given to it in Azlanti; without any specific direction, it washes anything placed in the sink and cooks any food placed on or near the stove. Able to competently cook and clean, the spirit remains in the kitchen for 1 hour, then disappears and cannot reappear for another hour. It cannot leave the kitchen. This magical upgrade to the garrison was added at Lieutenant Sharu's request, as she didn't trust anyone to cook for her; the cadets were all pleased to have it, as it meant none of them had to take kitchen duty.

## M7. Mess

This spacious room has four stacked and folded metal tables positioned along the south wall. Several colorful, stylized posters adorn also the walls. Two doors lie to the west, both labeled with vivid green letters, and a 2-foot-square serving window that looks into a kitchen to the west. A door in the north wall also bears green lettering, as does a door in a rounded section of the east wall. A small electronic panel next to the eastern door is equipped with a numbered keypad, a yellow light, and a camera lens.

The four tables here are each equipped with a prominent activation button; when pressed, the tables unfold and sprout benches for sitting. Then, like a spider, the table scuttles to an unoccupied part of the room, keeping its distance from any other table in order to give diners some space. Pressing the same button causes the table to fold up again, although a table doesn't fold up if it has anything on its benches or its surface.

The posters are all imperial propaganda exhorting the cadets to fight harder and remember their imperial loyalties. In blocky Azlanti lettering, the posters include sayings such as "One Soldier Is Worth a Thousand Natives," "The Aeon Throne Needs Your Every Effort," and "Serve Your Superiors, Dominate the Weak."

The east door is marked "Command Center" in Azlanti. The yellow light means access to the room beyond is currently restricted; unlike the other doors in the garrison, it doesn't open with a touch. Instead, pressing any number on the keypad alerts an occupant of area **M8** to look through the camera and open the door. If the PCs simply touch the keypad, one of the two senior Aeon Guard cadets in area **M8** looks out; if he sees Azlanti (or PCs disguised in Azlanti armor), he opens the door. However, if the garrison is on alert or if the PCs attempt a more complicated scheme—such as bringing undisguised characters as "prisoners"—the PCs must succeed at a Bluff check opposed by the Sense Motive check of the senior cadet (who has a total Sense Motive bonus of +0). The PCs can bypass the keypad entirely with a successful DC 20 Computers or Engineering check; failure by less than 5 signals the Azlanti in area **M8** as if the keypad were simply touched, but failure by 5 or more alerts them to the tampering. See area **M8** for how the senior cadets react if they suspect trouble.

The northernmost door in the west wall is marked "Main Staging" in Azlanti. The other door in the west wall is marked "Kitchen," also in Azlanti.

**Development:** If the PCs make a lot of noise here in the mess, the two Aeon Guard cadets in area **M1** come to investigate after 1d4 rounds (unless they have been previously defeated).

## M8. Command Center (CR 3)

This circular chamber is dim, with only a few spotlights illuminating the computer equipment that rings this room on wide, sweeping panels of metal and plastic. The illuminated screens of the computer systems include a station that is clearly designed for weapons control. Delicate racks hanging from the ceiling contain communications equipment. A projector in the center of the room, hanging from the ceiling, displays a holographic image of Nakondis. The door in the western wall is labeled with green letters, as is the door in the eastern wall.

This room is the command center for the Azlanti garrison. From here, the garrison command officer operates the defensive heavy laser cannons mounted on the roof, maintains the planetary suppression signal, and

coordinates communication with other Azlanti forces in the system. Master-at-Arms Olaraja used to spend most of his time in this room, but with Lieutenant Sharu's departure for the *Royal Venture*, he moved into the commander's office (area **M11**) and stationed two senior Aeon Guard cadets here.
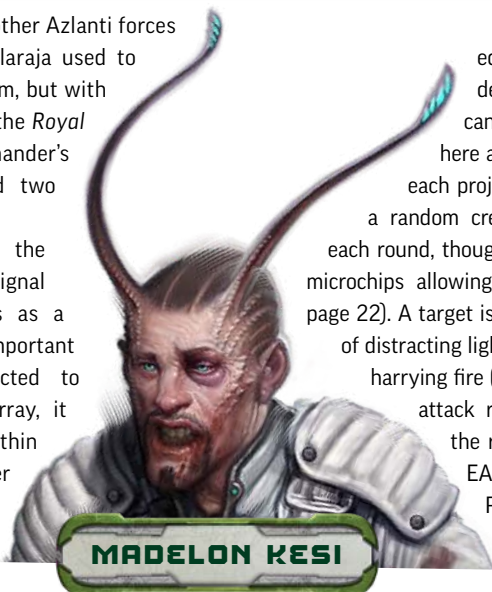
The communications array in the ceiling is the suppression signal generator. This device functions as a level 4 signal jammer, with two important exceptions. First, when connected to the garrison's communications array, it interrupts broadcast signals within 200 miles—a significantly larger area than signal jammers used by the Pact Worlds and sufficient to block communications throughout all of the colony on Nakondis. Second, the suppression signal doesn't interfere with Azlanti communications, allowing even the personal comm units built into the helmets of the troopers to function normally.

The computers here can alter the access to this room between restricted (requiring a keypad entry code) or unrestricted (requiring only a touch of the door). If a door is restricted, the light next to the keypad on the door is yellow; if unrestricted, it is green. When the PCs arrive in the garrison, the doors are set on the restricted setting, as described in area **M7**. Toggling the doors between settings is a move action.

The holographic display of Nakondis is a map made by the *Barazad* when it initially arrived in the planetary system, and it slowly rotates. Azlanti occupation forces commonly use a map like this; it provides an overall view of the state of Azlanti control. Although the planet is predominantly colored blue, two patches of green show where the Azlanti forces have established their authority: Madelon's Landing and a smaller area that is 12 miles to the northwest (this is the *Royal Venture*). As the Star Empire brings more troops and resources to the planet, the green will eventually encompass the entire hologram, and soon after the Azlanti will subjugate the entire system. This outcome is quite far away—and the Nakondis system seems to hold little worth conquering anyway—but this status hologram is standard issue in Azlanti garrisons. It's clear that the large green patch is Madelon's Landing, but there isn't any indication what the smaller one represents. The PCs are likely to receive information about the *Royal Venture* crash site from Madelon in area **M10**, but if they don't get that clue, their curiosity might send them to the location of the *Royal Venture* anyway.

The western door is labeled "Mess" in Azlanti and the eastern door bears the word "Recreation" in Azlanti.

**Hazard:** Among all the other equipment, this room contains two devices called flashblind projectors that can be activated at a computer terminal here as a standard action. When activated, each projector mounted on the ceiling targets a random creature in the room at the start of each round, though it ignores creatures equipped with microchips allowing them access to the garrison (see page 22). A target is blasted with a tightly focused pulse of distracting light and sound, providing the effects of harrying fire (a +2 circumstance bonus to the next attack roll against the target made during the round). Each flashblind projector has EAC 10, KAC 14, hardness 10, and 14 Hit Points, but the projectors are built into the ceiling and therefore aren't easy to reach from the ground. A PC can attempt to shut down a projector as a full action from any terminal in this room. A successful DC 16 Computers check shuts down one projector; if the result of the check is 21 or over, both projectors are shut down. Otherwise, the projectors shut down after 10 minutes and can't be used again for 1 hour while they recharge.

**Creatures:** Two senior Aeon Guard cadets, handpicked by Master-at-Arms Olaraja, monitor the equipment here. They are supposed to question anyone passing through this room, as it serves as a choke point to the prison and commander's room. They are both bored and eager to demonstrate their newfound authority.

| SENIOR AEON GUARD CADETS (2) | CR 1 |
|---|---|

**XP 400 each**

**HP** 20 each (see page 20)

**TACTICS**

**Before Combat** If the cadets here are alerted to trouble, such as from the alarm in area **M1** or from the PCs tampering with the keypad in area **M7**, the troopers notify Master-at-Arms Olaraja in area **M11** via their comm units and activate the flashblind projectors when the PCs enter the room. If they are surprised by the PCs' appearances, they still alert Master-at-Arms Olaraja, but don't take the time to turn on the projectors.

**During Combat** The cadets prefer to fire their pistols at opponents subject to the flashblind effect, and turn their taclashes on any foe who dares engage them in melee combat. Vicious and bloodthirsty, they pursue opponents that flee, even if they leave the garrison.

**Morale** The cadets fight to the death for the glory of the Star Empire.

**Treasure:** Although the level 4 signal jammer suspended in the ceiling racks doesn't emit the special suppression signal if taken outside of the garrison, the PCs can recover it (shutting

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it down if they wish) with a successful DC 12 Computers or Engineering check. A failed check destroys the signal jammer.

## M9. Rec Room

This wide training room has several colorful, stylized posters on the wall. Well-used targets are mounted on the walls to the north and east. Large, thin pads cover the floor on the eastern half of the room. Doors to the west and south are both marked with bright green lettering. A keypad and video camera lens are embedded in the wall next to the western door.

The Aeon Guard cadets most often use this multipurpose recreation room for sparring and target practice. The posters on the walls are similar to those in the mess (area **M7**), extolling the virtues of Azlanti civilization and demanding loyalty to the Aeon Throne. The Azlanti lettering on the southern door reads "Brig." The western door reads "Communications," but its access is restricted as described in area **M7** (the light next to the keypad is yellow), unless the PCs toggled the door setting while in area **M8**; in this case, a green light shines next to the keypad, and the door opens with a touch.

The southeastern corner of this room contains a secret door leading to area **M11**, which the garrison commander can use to come and go without passing through the brig. A section of the wall slides aside when a short series of nondescript panels near the door is pressed. The sliding wall is well hidden, and can be spotted by a PC who succeeds at a DC 24 Perception check. A PC who succeeds at a DC 18 Engineering check determines the method of opening the secret door.

## M10. Brig (CR 2)

A narrow hall running north and south is separated from a large prison cell by floor-to-ceiling bars of translucent metal. Occasional crackles of electricity dance along the bars. There is no door to the cell, and the bars are each only a few inches apart. The cell has several fold-down benches, a simple toilet, and a water spigot over a drain. The hallway has a door at the northern end marked with green lettering, as well as a door in the eastern wall that is unmarked. The air has a heavy, charged feeling and smells of ozone.

Eight people are crammed into this prison cell, some sitting dejectedly on the benches while others sit on the floor. These people are all colonists captured by the Azlanti during the initial occupation: the colony administrator **Madelon Kesi** (LG male korasha lashunta mystic), six humans, and a shirren. The android Cedona isn't among them. These colonists are all uninformed about the current state of the colony and are worried about their friends and relatives. Although they have received some food and water, the colonists haven't been allowed to leave the cell. While the colonists have been questioned repeatedly about the crashed ship and the relic Cedona discovered there, none of them know much (they all think Aibretta might know more, but none of them have yet given her up). The colonists don't know what the Azlanti ultimately plan to do with them.

Madelon has much information to impart to the PCs, as described in Freeing Madelon on page 28, but his first priority is to help the PCs defeat the Azlanti so they can all escape. He first warns the PCs that the cell bars are electrified, and

OLARAJA

they shouldn't touch them. He lets the PCs know that a single Azlanti–a man named Olaraja–is in the room to the east. The controls for the cell bars also seem to be in that room, as Olaraja went into that room to open and close the bars when the colonists were first brought here. Madelon knows that Olaraja is the second-in-command of the Azlanti; their leader is a woman named Sharu, and she left several days ago and hasn't been back. Olaraja carries himself like a skilled soldier, and Madelon warns that he seems dangerous.

The northern door lettering reads "Recreation" in Azlanti.

**Hazard:** The prison bars are a transparent metal (hardness 30, Hit Points 120). The bars deliver a painful jolt (2d6 E, Reflex DC 11 half) when touched, so the colonists stay away from them. As Madelon suspects, the controls for the bars are in area **M11**.

Opening the cell from this room is difficult, but the PCs have a few options. A PC who succeeds at a DC 28 Engineering check can cause several bars to retract, with sufficient room for the prisoners to escape. Failure at this Engineering check deals damage to the character attempting it as though she had touched the bars, though she can't attempt the Reflex save to halve the damage. The PCs might also attempt to pry the bars aside to let the colonists free. Doing so requires moving at least 4 bars, and bending one bar requires a PC to succeed at a DC 20 Strength check. Each attempt exposes the PC trying to bend the bar to the above electricity damage, as it even leaps along pry-bars or other tools the PCs might use. The colonists have tried both methods, but without success; they've been shocked a few times, creating the ozone smell in this room.

No matter what method the PCs use, freeing the colonists alerts Master-at-Arms Olaraja in area **M11** and he responds as described there.

**Trap:** None of the colonists are aware that the eastern door is trapped in a fashion similar to the bars. As soon as anyone who is not of Azlanti steps into the square in front of the door to area **M11**, a surge of electricity fills the hallway. This drains a bit of the garrison's power, and the electricity damage from touching the cell bars drops to 1d6 for 1 minute. After that time, the bars recharge and the trap resets.

### ELECTRICITY BLAST TRAP                                      CR 2
**XP 600**
**Type** technological; **Perception** DC 23; **Disable** Engineering DC 18 (prevent the electricity discharge)
**Trigger** location; **Reset** 1 minute; **Bypass** Azlanti bloodline scanner (Engineering DC 24 to temporarily disable scanner)
**Effect** blast of electricity (3d6 E); Reflex DC 13 half; multiple targets (all targets in area **M10** outside of the cell)

## M11. Garrison Commander's Office (CR 3)

This tidy office has a wide desk made of pearlescent material

that's polished to a reflective sheen. A computer sits upon the desk, but it is otherwise bare. A curtained alcove stands in the northwest.

The desk is made of a durable type of high-tech plastic that provides cover to anyone crouched behind it. A pair of uncomfortable-looking chairs are pushed up against the southern wall in from the desk. The alcove in the northwest conceals a simple and cramped washroom. The secret door in the northern wall opens easily from this side when touched; finding this secret door requires a successful DC 19 Perception check.

**Creature:** Master-at-Arms Olaraja sits at the desk, reviewing reports that the colony is not quite as subdued as it was when Lieutenant Sharu left. Olaraja is a slender, androgynous man with dark eyes and thick sideburns. If he's aware of intruders in the garrison from an alarm raised by one of the cadets, he crouches behind his desk for cover and prepares to attack anyone who enters the room. If the trap in area **M10** triggers or the PCs free the prisoners there, he knows that foes are just outside his office door, so he slips through the secret door to area **M9** and comes around to attack them from behind.

If the PCs happen to catch Olaraja unawares, they find him sitting at the desk with his helmet off. He barks a quick "What? Can't you see I'm busy?" in Azlanti before looking up at anyone that comes in; this might allow the PCs to surprise him and before he is able to draw his weapon and attack them.

### OLARAJA                                                     CR 3
**XP 800**
Male Azlanti technomancer
LE Medium humanoid (human)
**Init** +6; **Senses** darkvision 60 ft.; **Perception** +8

**DEFENSE**                                                    **HP** 32
**EAC** 13; **KAC** 14
**Fort** +2; **Ref** +2; **Will** +6

**OFFENSE**
**Speed** 30 ft.
**Melee** tactical dueling sword +5 (1d6+3 S)
**Ranged** static arc pistol +7 (1d6+3 E; critical arc 2)
**Technomancer Spells Known** (CL 3rd; melee +5, ranged +7)
   1st (3/day)–*jolting surge*, *magic missile*
   0 (at will)–*daze* (DC 15), *energy ray*, *psychokinetic hand*

**TACTICS**
**During Combat** If possible, Olaraja spends a full action at the beginning of combat to cast *magic missile*. He then attempts to stay behind cover, firing his static arc pistol. Though he is a spellcaster, he isn't afraid to engage in melee combat, especially when he gets a chance to use *jolting surge*. Olaraja doesn't parley, but he does spit insults in Common at the PCs, having learned the language long ago.

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**Morale** Once he sees rebels have made it this far into the garrison, Olaraja fights to the death; his career is worth more to him than his life, and he knows both are now in grave jeopardy.

### STATISTICS

**Str** +1; **Dex** +2; **Con** +1; **Int** +4; **Wis** +1; **Cha** +1
**Skills** Computers +13, Mysticism +13, Profession (soldier) +8
**Languages** Aquan, Auran, Azlanti, Common, Infernal
**Other Abilities** magic hacks (harmful spells [+1 damage]), spell cache (standard datajack)
**Gear** casual stationwear, static arc pistol with 2 batteries (20 charges each), tactical dueling sword; **Augmentations** standard darkvision capacitors, standard datajack

**Development:** Regardless of whether the PCs get the drop on Master-at-Arms Olaraja, his tier 1 desk computer is still on and logged in. The PCs don't need to attempt a Computers check to gain access. If the PCs read Azlanti, they can get the following information by simply perusing through Olaraja's previous communications and reports to his superiors.

- The identity currently logged on to the computer is Master-at-Arms Olaraja, who is a member of the Imperial Fleet. He is currently working on a temporary basis for Lieutenant Sharu, a member of the Aeon Guard. A PC who succeeds at a DC 16 Culture check has heard about these two branches of the Azlanti Star Empire's military.
- The Azlanti have come to the planet because a crashed probe relayed the location of ancient *aeon stone* technology. An Azlanti named Zolan Ulivestra ordered Olaraja's vessel, the *Barazad*, to investigate. The reports refer to Zolan Ulivestra in many places as a sardat, which a PC who succeeds at a DC 18 Culture can recognize as some kind noble title.
- The *Barazad* is an Imperial Fleet vessel that happened to be transporting Lieutenant Saru and the Aeon Guard cadets under her watch. The *Barazad* is currently off mapping the rest of the system and will return for resupply shortly.
- The Azlanti were surprised to find a small Pact Worlds colony already on Nakondis. Lieutenant Sharu commandeered the expedition and she and her cadets successfully subdued the colony and established a presence in Madelon's Landing.
- Sardat Zolan Ulivestra believes the strange readings are from a lost starship called the *Royal Venture*. The personal vessel of a pre-Gap Azlanti noble, the *Royal Venture* carried an experimental technomagical device called a *rune drive* that would allow interstellar flight without use of the Drift. Scans conducted after the victory over Madelon's Landing revealed these theories were correct.

- Investigation uncovered that an android colonist had already entered the *Royal Venture* crash site and stolen the *rune drive*. The android and the *rune drive* were both picked up by a fast courier vessel called the *Silver Needle* and returned to the Azlanti Star Empire only a short time ago. Lieutenant Sharu arranged for this transfer, but the destination isn't listed on this computer.
- The android shared some information about the *rune drive* with other colonists—now prisoners in the garrison—but questioning has revealed that none of them entered the *Royal Venture* and none have anything more than passing knowledge about the *rune drive*. Lieutenant Sharu wants these colonists killed; Master-at-Arms Olaraja has been putting this off to arrange for public executions in order to keep the rest of the settlement in line. In the meantime, Olaraja has been keeping the colonists in the brig.
- Lieutenant Sharu took a group of senior cadets in training for the Aeon Guard with her to the *Royal Venture*'s crash site to see whether she can recover any additional information. Olaraja isn't sure when to expect Lieutenant Saru to return.

## FREEING MADELON

Using Olaraja's desk computer, a PC who succeeds at a DC 17 Computers check can gain access to the brig's controls and easily shut off the electricity coursing through the bars, unlock the door, and even disable the trap protecting the door between areas **M10** and **M11**. The colonists are thrilled to be released from captivity, but take their cues from the PCs as to how and where to exit the garrison. Once outside, the freed colonists quickly return to their homes, and Madelon asks the PCs to dispatch any Azlanti soldiers that might still be patrolling around the settlement before meeting him in his module (area **I**). If the PCs want to complete any outstanding missions from Aibretta, now is the time.

Once the PCs meet the administrator in his module, Madelon tells them all he knows. He has pieced together that the Azlanti are looking for the technomagical relic Cedona recovered from the ancient Azlanti ship. Cedona was kept a prisoner in the garrison at first, but was removed for transfer to an Azlanti ship—he suspects she's being taken back to the Azlanti Star Empire because of her small amount of knowledge about the *rune drive*. Madelon recommends that the PCs rest up and head to the crash site of the *Royal Venture* to learn more about the Azlanti presence and find out where they have taken Cedona.

**Treasure:** Once the PCs have freed Madelon, they can deliver supplies to the colonists—one of the reasons they initially came to Nakondis. In addition to paying the PCs the 4,000 credits as contracted, Madelon also offers a bonus: the PCs can upgrade their ship with parts on hand in the colony.

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## SHIP UPGRADES

With the materials scavenged from the garrison and the parts Aibretta has on hand, the PCs can upgrade their ship to tier 2. The PCs can select any upgrade they can afford with their available Build Points, and the grateful engineers among the colonists (particularly Aibretta Fulson and Ludvar Cresk) help make these improvements quickly (in half the normal amount of time).

### PART 3:
### HISTORY UNEARTHED

The crash site of the *Royal Venture* is about 12 miles northwest of Madelon's Landing. Madelon or any other imprisoned colonist can give clear directions to the PCs, as Cedona told them where she found it. If the PCs make the trek on foot through the trackless forest, the journey takes most of a day. If the PCs ask about faster ground transportation, Madelon offers the three hovertrikes in the Stable (see area **L**), with which the trip takes only 4 hours. The PCs might instead decide to take their starship over to the crash site, which takes only a few minutes. The PCs can find a sufficiently large clearing to land their ship within a 20-minute walk of the crash site. Keep track of whether the PCs travel by foot, by hovertrike, or by ship, as it determines their response time in the starship combat at the end of this adventure.

### THE PROBE SITE

The PCs might think to investigate the site of the crashed probe, which led Cedona to find the *Royal Venture* in the first place. The probe crash site is only a few hundred yards south of the *Royal Venture*, but it doesn't hold any interesting clues, other than the fact that the wreckage (no larger than an escape pod) is plainly of Azlanti design, much like the orbital drones and the security robots.

## N. ROYAL VENTURE CRASH SITE

When the PCs arrive at the crash site, read or paraphrase the following.

A large starship that appears to have crashed many, many years ago in this clearing now resembles an overgrown hill. Only a few crumpled exhaust ports and a rear stabilizing fin jut from the ground, indicating that the bulk of the vessel must now be underground. The visible portions of the ship are all heavily weathered and corroded, except for a hatch between the exhaust ports

1 square = 5 feet

and the fin. The hatch is currently open, and the inside of the hatch gleams with the shine of polished metal; clearly, the interior of the ship is in better shape than its weathered and overgrown exterior.

Lieutenant Sharu and her team entered through the hatch. As the air inside was stale, Sharu ordered the hatch left open and the entrance guarded—although she didn't count on any native creatures defeating her guards (see area **N1**). Sharu and her team went directly for the bridge of the powerless ship, passing through the darkened engine room (area **N3**) only long enough to confirm that Cedona hadn't left any components of the experimental drive behind. The Azlanti passed through the starboard cargo hold (area **N7**) and into the bridge (area **N12**), where Lieutenant Sharu's engineering skills helped bring reserve power online. This caused an overload in a damaged engine that collapsed the rear section of the ship (see area **N3**). Sharu isn't too concerned about this, as she assumes her team can find another way out once she's finished here (or, at worst, they can simply dig their way free).

In the meantime, Lieutenant Sharu has been painstakingly recreating the logs of the *Royal Venture* from the bridge. While recovering the logs, she's also meticulously mapping each of the components of the ancient ship's primary computer. Sharu wants to be the one to personally reconstruct the logs

and map the computer, rather than rely on technicians back in the Azlanti Star Empire, to keep the glory of the discovery for herself.

As Parept Ameondria's personal vessel, the *Royal Venture* is small but exceedingly opulent. The ship's interior consists of sleek, durable metal bulkheads adorned with sweeping lines of gold and silver throughout. The ceilings inside the vessel are 16 feet high except in the cargo holds, where the ceiling is 20 feet high. With the power restored, the ship's interior is lit by subdued and tasteful lighting fixtures. Interior doors open automatically whenever a living creature approaches within 5 feet, although a PC can open or lock each door via an adjacent panel with a successful DC 14 Computers check (disabling the lock on such a door requires a PC to succeed at a DC 20 Engineering check). The crash occurred so long ago that all organic matter originally on the ship—including the crew members, who all perished in the crash—has wholly decayed, except where indicated.

Use the map above for these encounters.

## N1. ENTRY (CR 2)

A dead Aeon Guard cadet lies sprawled on the ground in a pool of her own blood just outside the entry hatch, next to a partially dug hole. Her throat has been torn out, and a PC who succeeds at a DC 12 Medicine check can determine that it was

done by several small, incredibly sharp objects, most likely the teeth of some unknown beast.

**Creature:** Several hours before the PCs arrived on the scene, a lone synapse worm—an omnivorous vermin with the ability to daze its prey—crept up on the cadet and caught her in its synaptic shock web. It then crawled up her stunned form and sank its teeth into the closest vulnerable part of the body it could reach. She bled out in a matter of seconds, and the synapse worm started to dig a hole to save the remainder of this feast for later. It was interrupted by the PCs' arrival and it hides under one of the *Royal Venture*'s fins. It lunges out to attack the PCs if they touch its meal, attempting to surprise them.

| SYNAPSE WORM | CR 2 |
|---|---|

**XP 600**
**HP** 25 (see page 60)
**TACTICS**
**During Combat** The synapse worm tries to catch as many PCs in its synaptic shock web as it can, and then bites at the closest one. It maintains any grapple it manages to initiate, chewing mightily on that PC's flesh.
**Morale** The synapse worm fights to the death to protect its food.

**Treasure:** The cadet's gear (see page 9) is still intact.

## N2. Port Walkway

This sleek hall is well lit by gold-trimmed sconces and the blinking lights of a wall-mounted terminal near an exterior hatch to the west. The eastern end of the hall is crushed and collapsed, leaving only a doorway in an alcove to the southwest and another doorway in the center of the south wall.

The terminal here is a basic interface, allowing access to general information about the *Royal Venture* via Ellioch, the starship's virtual intelligence. When activated, Ellioch appears on the computer screens as a holographic bust of a fussy, middle-aged Azlanti man made of tiny blue glyphs. Ellioch only speaks Azlanti and recognizes Azlanti as its only appropriate users. A user that doesn't speak Azlanti or doesn't appear as an Azlanti receives a haughty sniff and an impolite insistence that lesser races shouldn't be handling advanced technology. A PC can trick Ellioch into providing information by wearing Azlanti armor (and succeeding at a DC 18 Disguise check) or hacking the system (requiring a successful DC 25 Computers check, as the *Royal Venture* has a tier 3 computer). If the PCs fail this check by 5 or more, Ellioch sends an alert to the bridge (area **N12**) that intruders are attempting to access sensitive ship information.

If accessed or hacked, Ellioch identifies the ship as the *Royal Venture*, personal vessel of Parept Ameondria of the glorious Azlanti Star Empire. The *Royal Venture* has a unique engine capable of faster-than-light travel called a *rune drive*, and Parept Ameondria and her personal complement of engineers and technicians were on the initial voyage to test the *rune drive*'s capabilities. The exact date of this voyage isn't clear, but it's plainly prior to the Gap. Ellioch also provides the schematics of the *Royal Venture*, which includes a map of the ship and a label displaying each room's name and purpose; this schematic also notes the crumpled port side and the aft starboard collapse. The schematic constantly flashes with symbols labeled "warning" and "inoperative," and it's clear that the vessel's flying days are long past (which Ellioch confirms with a sorrowful shake of its holographic head).

Regardless of whether the PCs can access the above information about the *Royal Venture*, this terminal doesn't provide access to the root systems on the ship's bridge; Ellioch instead directs inquisitive PCs to access bridge terminals instead.

## N3. Engine Room (CR 4)

This enormous engine room did not fare well in the ship's crash. Huge turbines are knocked askew, wires hang loose, and red warning lights flare around the room. Most of the room is covered in moss and creeping vines. An area at the eastern end of the room contains two doors. The north door appears intact while the east door is askew in its frame. What was once a door to the south is now nothing but charred slag, destroyed in an explosion that seems much more recent than the other damage to the room.

The eastern door that leads to the central corridor doesn't open until shifted back into its frame, which requires a successful DC 12 Strength check or DC 18 Engineering check. The southern door recently led to the starboard walkway, but it was destroyed in a blast by an overloaded engine when Lieutenant Sharu brought the ship's power back online. Although this passage could be reopened with several hours of work hauling scorched metal aside, it is currently impassable. A successful DC 12 Engineering check while examining the smoldering slag reveals that the power caused this explosion inadvertently, and it did so within the past couple of days.

The *rune drive* was connected to the ship's engines in this room, providing the *Royal Venture* with the capacity for interstellar travel. In addition to ordinary engineers, this room was also staffed by several technomancers to calibrate and monitor the drive. The *rune drive* once rested upon a hemispherical pedestal 4 feet wide and 3 feet high in the center of this room, but the top of the pedestal is now obviously empty, with only a few wires and runic markings to indicate the importance of the device that once rested here.

**Creatures:** Like most interstellar travelers, the colonists of Madelon's Landing were aggressive about exterminating the flying pests called electrovores from their ships before they

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began their journey. Unfortunately, the creatures are good at hiding and other crews aren't as thorough. A supply ship that arrived a few months before the PCs' vessel carried a pair of electrovores among its engines. These pests slipped out into the electrically charged fog and have been living high on the hog ever since. Like bees to a budding flower, they were drawn to the *Royal Venture* when Lieutenant Sharu restored the ship's power. They made their way through the engines to this chamber and have started forming a nest. When the PCs enter this room, they descend from the ceiling to attack.



ELECTROVORE

## ELECTROVORES (2)                                                CR 2
**XP 600 each**
**HP** 23 each (*Starfinder Alien Archive* 44)
### TACTICS
**During Combat** The electrovores begin combat with their electrical discharge ability and then gang up on the smallest or weakest PC.
**Morale** An electrovore reduced to fewer than 10 Hit Points tries to flee through small openings in the engines and doesn't return.

## N4. Technomagical Lab (CR 3)
Unlike the other rooms aboard the *Royal Venture*, this room is entirely unlit, which is obvious as soon as the door is opened.

This room was the ship's technomagical laboratory, dedicated to studying and maintaining the *rune drive* when it wasn't in active use. During the crash, the delicate yet powerful technomagical systems here shattered and pulsed their energies throughout the room, disabling its lighting, air circulation, and other systems. As a result, this room is dark and carries a stale, unpleasant stench. Although the PCs can identify that the room was once a sophisticated technomagical laboratory with a successful DC 12 Mysticism check, nothing of value remains in this room.

**Creatures:** The two technicians working in this room when its equipment shattered were immediately slain and reanimated by the technomagical energies as occult zombies. As the doors on the *Royal Venture* open only to living creatures, the zombies have been trapped in this room ever since. Lieutenant Sharu and her cadets bypassed this room entirely. As soon as either door to this room is opened, the creatures surge forth from the darkness to attack.

## AZLANTI ZOMBIES (2)                                              CR 1
**XP 400 each**
Occult zombie (*Starfinder Alien Archive* 114)
**HP** 24 each
### TACTICS
**During Combat** Completely mindless, a zombie strikes out against the nearest living creature.
**Morale** The zombies fight until destroyed.

## N5. Central Corridor
This short corridor connects the engine room to the other areas in the aft section of the ship, including the technomagical lab to the north and the noble's chamber to the south. Although a door at the east end once led to the ship's cargo bay, that end of the corridor collapsed in the crash and is impassible.

## N6. Parept's Chamber (CR 3)
Unlike most of the doors in the *Royal Venture*, which are unmarked, the doors to this room are engraved with a large image of a flaming trident, indicating the room's special status. A PC who succeeds at a DC 20 Culture check recognizes the

symbol as some form of heraldry, most likely that of a noble family in the Azlanti Star Empire.

*This large chamber appears to have been luxurious accommodations for a single occupant, with a single large bunk in the northwest and a desk of smooth metal to the east. Standing upright near the desk is a trident. The trident balances on the end of its haft and glows with white flames.*

This chamber was the quarters of Parept Ameondria, owner of the *Royal Venture* and commander of the test flight of the *rune drive*. The flaming trident was her family's symbol, and so is found both on the doors to her personal chamber and in the form of her weapon standing near the desk (see Treasure below). The room's current occupant (see Creatures below) has had little to do after the crash but keeps this room tidy, so everything in this room is neatly stored and in immaculate condition. A wall panel next to the bed contains a wardrobe that is now empty, although a monitor within the wardrobe has comprehensively cataloged the exceedingly elaborate gowns, uniforms, and shoes that once filled it—all fitted for a tall, athletic human woman. The desk provides a large workspace, but it doesn't include a computer terminal; Ameondria preferred to use datapads when making personal calculations or notes here, so her work was more easily carried to other areas of the ship as needed.

Being a noble's personal bedchamber, the doors to this room can be locked from the inside. When the PCs arrive on board the *Royal Venture*, the northern door isn't locked, as its occupant wanted to come and go quickly between her personal chamber and the engine room, but the southern door is. The doors can be locked or unlocked from inside the room with the simple touch of an electronic sensor, but opening them from the outside requires a successful DC 18 Engineering check or a successful DC 24 Strength check. This gives the PCs a possible place to retreat to and recover if need be, once the occupant has been dealt with, of course.

**Creatures:** An Azlanti adjutant robot—a technomagical personal servant—stands guard in this room, preparing to serve its long-dead mistress even after all these years. The Aeon Throne assigned adjutant robots as assistants and valets to any nobles undertaking sensitive missions on behalf of the Star Empire. Although adjutant robots were generally considered a necessary nuisance (as the nobles suspected—quite accurately—that the robots were not mere assistants but were also recording and analyzing

the noble's actions for surreptitious reports back to the Aeon Throne), Parept Ameondria genuinely liked her adjutant robot and had it magically reprogrammed to enhance its loyalty to her. Unfortunately, this reconditioning destroyed the robot's chronology circuits. The robot believes it has only been a few days since Ameondria last visited this room, when in fact, it has been several centuries. This particular robot resembles a broad-chested humanoid with four arms, tracked wheels in place of feet, and a blank faceplate containing only a single eye and a metal grill that resembles a full, curving mustache. It currently stands motionless by the bunk. When any creature that isn't Parept Ameondria enters the room, the robot confuses the intruders with long-dead crew members who had previously attempted to enter her chambers when she wasn't present—a transgression the robot takes extremely seriously. The robot immediately attacks intruders, insisting (in Azlanti), "I told you to keep out; you are out of warnings."

### AZLANTI ADJUTANT ROBOT        CR 3
**XP 800**
**HP** 42 (see page 59)

#### TACTICS
**During Combat** The robot focuses on keeping the PCs away from the trident and tries to force out intruders with laser fire and melee strikes.
**Morale** The robot fights until destroyed but does not leave this chamber.

**Treasure:** The trident is a magical weapon called a *whitefire trident*. Its two side tines are predominantly ornamental, and the weapon functions as a tactical pike with the *illuminating* and *ominous* weapon fusions. In addition, the weapon is carefully weighted to balance indefinitely when standing on its haft, although it can be pushed over with sufficient force or picked up again as normal. Various valuable trinkets neatly secured within the large desk (mithral datapad holders, ornamental styli, heavy gold bracelets, and the like) are worth 3,500 credits in total, and will be eagerly purchased by any scholars of Azlanti history in the Pact Worlds.

### N7. Wrecked Cargo Hold (CR 4)

*The northern end of this partially destroyed area is a tangled mess of debris. Catwalks stretch above from the wreckage, with ladders bolted to the walls underneath. The ceiling here is 20 feet high and passages lead out to the*


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northeast and west. An enormous airlock door stands to the south, bent badly out of shape, with a glowing computer terminal on the wall next to it.

More than half of the *Royal Venture*'s cargo hold was destroyed in the crash. The large starboard cargo hatch doesn't open, as it's currently underground and jammed shut. The terminal next to the hatch allows access to basic ship information and is identical to the terminal in area **N2**.

Ladders lead to the catwalks, which once allowed overseers to supervise cargo loading and unloading. Creatures on the catwalks have partial cover from attacks originating from elsewhere in the room. The catwalks run above the door to the crew quarters; the crew quarters aren't accessible from the catwalks.

Crates and barrels here contain a few mechanical supplies and several UPBs (see Treasure below) that could be spun into other components as needed. Many barrels contain only a viscous residue that was once long-term food reserves.

If the PCs accessed the virtual intelligence Ellioch in area **N2** but didn't fool it into divulging information about the ship, it keeps an eye out for them here. If the PCs attempt to bluff or sneak past the guards here, Ellioch might spot them with its visual sensors (total Perception skill bonus of +6) and the weight monitors throughout the hold that automatically detect movement across the floor (functioning as blindsense [vibration]). If Ellioch spots the PCs, the terminal lights up with its holographic form to imperiously declare that the PCs are enemies of the Aeon Throne and should be eliminated. In any case, if Ellioch doesn't like the PCs, it hurls insults in Azlanti at them during the fight.

**Creatures:** Three senior Aeon Guard cadets, stationed here by Lieutenant Sharu, are positioned up on the catwalks. They open fire as soon as they see any intruders.

| SENIOR AEON GUARD CADETS (3) | CR 1 |
|---|---|

**XP 400 each**
**HP** 20 each (see page 20)

**TACTICS**

**During Combat** The cadets remain on the catwalk, firing their pistols, and only resort to melee combat if a PC climbs up onto the catwalk or the PCs somehow pull them down off the catwalk. After 1 round of combat, one of the guards thinks to alert Lieutenant Sharu, briefly describing the PCs over his comm unit.

**Morale** The senior Aeon Guard cadets fight to the death.

**Treasure:** 1,500 credits' worth of UPBs are stored here.

## N8. Crew Quarters

This room contains enough bunk beds for a dozen people. Next to each bunk is a pair of personal lockers, each with a small keypad terminal. Several doors exit the area.

The *Royal Venture*'s engineers, technicians, and attendants slept here when not on duty. Although quarters were cramped here, the bunks are all comfortable. The personal lockers contain trinkets, personal tools, boots, and other items that show all of the bunks were in use, though most of these items have disintegrated over time. Opening a personal locker requires a successful DC 14 Engineering check. Alternatively, a PC can force a locker open with a successful DC 18 Strength check.

**Treasure:** One of the personal lockers contains an *amulet of camouflage*. If the PCs open lockers at random, there is a cumulative 10% chance they find the amulet with each locker they open.

## N9. Galley

This small but functional kitchen appears to be in good repair, although it's covered with sheets of yellowish-green mold. Narrow doors exit to the north and east.

The crew prepared food in this kitchen and ate it in the crew quarters or at their duty stations. Food once stored here decayed long ago and the mold that now grows here is tenacious but harmless. The kitchen contains nothing of value or interest.

## N10. Medical Bay

This medical bay is barely large enough for the single trauma bed in the room's northwest corner. Doors lead out of this room to the east and south.

This medical bay was for emergency use and wasn't often needed on the *Royal Venture*'s brief premier voyage. The cabinets are all labeled in Azlanti and once contained a wide variety of medical supplies; the interior of each cabinet contains an inventory of supplies and a flowchart for the use of each in an emergency (which can be identified as such by a PC who succeeds at a DC 10 Medicine check, even if the reader doesn't speak Azlanti).

**Treasure:** Although most of the supplies in the cabinets are spoiled due to age, sealed packages contain four tier 1 analgesics, two tier 1 antitoxins, and a tier 2 sedative. A cupboard marked "Medicinal Cures" in Azlanti contains four *mk 1 serums of healing* and six *spell amps of lesser remove condition*.

## N11. Washroom

Unlike the other personal crew areas of the *Royal Venture*, this small washroom has seen recent use; Lieutenant Sharu and her cadets working on the bridge for the past few days use it occasionally.

## N12. Bridge (CR 5)

Although the front of this wide bridge has been crumpled, the rest of the room is in good repair. The nearly shattered

forward viewport shows nothing but dirt and rock, with a few tough roots snaking in through the cracks. An opulent captain's chair sits atop a dais, and positions for the pilot, science officer, and gunner all seem ready for use. A complicated computer system to the right of the captain's chair has been carefully disassembled, with its pieces around it, neatly labeled as though from an archaeological dig. Three doors lead out to the west.

As the exterior of the bridge of the *Royal Venture* was magically shielded, it sustained very little actual damage in the crash. Alas, the same protections didn't save the crew, as all of them were killed in the impact. Their remains are long gone, either as a result of decay or theft by scavengers, but a few long-lasting personal effects scattered around the room—belt buckles, cracked chronometers, and rune-carved pendants—show where the crew members died. The workstations around the room are all ornate but durable, and can serve as partial cover in a fight.

Lieutenant Sharu has been working to restore the *Royal Venture*'s logs to find as much information about the experimental *rune drive* as possible; to be sure she doesn't miss anything, she's been carefully deconstructing the main computer here on the bridge. As methodical as she is intelligent, Sharu has labeled each piece she's taken apart, so she can reconstruct the ancient computer once she's obtained all the information she seeks. Until the computer is reconstructed—a process that takes days—virtually none of the root functions of the *Royal Venture*'s computer are available.

**Creatures:** Lieutenant Sharu is here, attended by two of her favored Aeon Guard cadets. Sharu remains in her armor at all times to maintain her authority over her students. As she works on the computer, she curtly explains each step to them, treating this expedition as a field lesson. She, of course, speaks in Azlanti.

If the PCs demand to know what Lieutenant Sharu has done with Cedona, she sneers about how the android is now a long, long way from here and the PCs won't ever see her again. A PC who succeeds at a DC 12 Sense Motive check as Sharu says this catches the lieutenant glance down at her datapad, where information about Cedona's current whereabouts can actually be found (see Development on page 36).

## SHARU                                          CR 4
**XP 1,200**
Female Azlanti soldier
LE Medium humanoid (human)
**Init** +5; **Perception** +10

### DEFENSE                                       HP 50
**EAC** 16; **KAC** 18
**Fort** +6; **Ref** +4; **Will** +5

### OFFENSE
**Speed** 30 ft. (20 ft. in armor)

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## AN ANCIENT AZLANTI CURSE

Some Azlanti technomancers were able to install security on their equipment that essentially reverses the benefits of a socketed *aeon stone* on anyone who attempts to steal or tamper with that item. The lesser curse of the ravenous is one such affliction that can be passed on in this way.

### LESSER CURSE OF THE RAVENOUS
**Type** curse; **Save** Will DC 15
**Effect** The victim treats every 4 hours as a day for starvation and thirst (*Starfinder Core Rulebook* 404) and is immune to effects that prevent the need for sustenance (such as that granted by a *clear spindle aeon stone*) or that remove starvation or thirst.
**Cure** The victim must drink only water and eat only flavorless gruel for 1 week.

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**Melee** *called dispelling carbon steel curve blade* +12 (1d10+11 S; critical bleed 1d6 or dispelling)
**Ranged** AG assault rifle +9 (1d8+4 P)
**Offensive Abilities** fighting styles (hit-and-run), opening volley

### TACTICS
**Before Combat** If Lieutenant Sharu has been warned of the PCs' approach, either by the virtual intelligence Ellioch, the cadets in area **N7**, or her *motion-detection badge*, she draws her AG assault rifle and ducks behind the captain's chair, gaining cover. She orders the cadets to do the same.
**During Combat** On the first round of combat (or as early as she can), Sharu fires on the strongest-looking PC or on multiple PCs if she can catch them in her cone of automatic fire. She then closes with that foe, drawing her curve blade and engaging him in melee. She doesn't follow any PCs who flee the scene, but she does order the cadets to do so.
**Morale** Sharu's loyalty to the Azlanti Star Empire compels her to fight to the death.

### STATISTICS
**Str** +5; **Dex** +1; **Con** +1; **Int** +3; **Wis** +1; **Cha** +1
**Skills** Computers +10, Engineering +15, Intimidate +10
**Feats** Quick Draw
**Languages** Azlanti, Common
**Gear** AG trooper battle dress^AA (*clear spindle aeon stone*, targeting computer), *Inevitable Downfall* (*called dispelling carbon steel curve blade*), AG assault rifle^AA with 48 longarm rounds, *motion-detection badge* (see page 10), Parept Ameondria's datapad (see Development on page 36), Sharu's datapad

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## AEON GUARD CADETS (2)  CR 1/2

**XP 200 each**

**HP** 13 each (see page 9)

### TACTICS

**Before Combat** If the Azlanti have been warned of the PCs' approach, Lieutenant Sharu orders the cadets to take cover at the bridge's other workstations.

**During Combat** The cadets focus their fire on a PC that Sharu isn't fighting, granting her the glory of the kill.

**Morale** Highly disciplined, the cadets fight to the death. Sharu orders them to chase any PCs that flee the bridge.

**Development:** Sharu carries a powerful, ancient datapad that once belonged to Parept Ameondria herself. Sharu hacked the datapad and has been scouring through the information within. This is a tier 2 computer with several technological upgrades (including hardened and security II modules), but it also includes a magical defense linked to a *clear spindle aeon stone* built into the datapad's housing. Hacking into the datapad requires a PC to succeed at a DC 23 Computers check; failing this check by 5 or more requires the hacker to succeed at a DC 15 Will save or be afflicted with a lesser version of the curse of the ravenous (see the sidebar on page 35). Unlike other slotted *aeon stones* used by the Azlanti Star Empire, the integrated stone is permanently socketed; it cannot be removed from the datapad without destroying both the *aeon stone* and the datapad itself. The ancient datapad contains information (in Azlanti, of course) about the *Royal Venture* and the *rune drive*; feel free to fill in any information about either from the Adventure Background that the PCs haven't already acquired. The datapad is worth 1,000 credits, especially to collectors interested in items from the Azlanti Star Empire.

Sharu's datapad is a more modern tier 1 computer, and requires only a successful DC 17 Computers check to gain access to its files. Sharu's datapad contains reports (also in Azlanti) made by Master-at-Arms Olaraja in Madelon's Landing, so you can also provide any information the PCs didn't acquire from him or his terminal. In addition, the PCs learn that Lieutenant Sharu's superior is a member of the Azlanti nobility named Sardat Zolan Ulivestra, and that the noble was behind the entire Nakondis operation. Finally, the datapad reveals that Cedona and the *rune drive* were both taken to a prison moon called Gulta in the Azlanti Star Empire. The datapad includes a flight plan to the moon but notes a checkpoint along the journey where an Azlanti transponder code is required. The PCs don't yet have such a transponder code, and a PC who succeeds at a DC 14 Computers or Engineering check realizes that the *Royal Venture*'s transponder would be far too anachronistic to fool any current Azlanti patrols.

If the PCs can't hack into Sharu's datapad, Aibretta is able to do so, once they regroup with her in Madelon's Landing (but see Event **2** below).

## EVENT 2: THE BARAZAD RETURNS (CR 4)

Once the PCs have concluded their explorations of the *Royal Venture* and defeated Lieutenant Sharu, they should have at least 10 minutes to rest to regain their Stamina Points. However, before they start to head back to Madelon's Landing (or try to rest for the evening within the crashed starship or nearby environs), Madelon sends them a signal over their personal comm units.

"My friends, I apologize for interrupting you, but I have some serious news. We've been able to get our communications array partially working again, and we've picked up some chatter that reveals a large Azlanti ship approaching orbit. It's the vessel—I believe it's called the *Barazad*—that destroyed our comm station and deposited the small army that kept us under their thumb until your timely intervention. Even with control of the garrison's weapons, I'm afraid the ship will be able to destroy much of our settlement and kill dozens if allowed to get any closer. Please, hurry, in the name of the Lawgiver! Intercept the *Barazad* before it can rain death upon us!"

The faster the PCs can return to their ship, the more quickly they'll be able to intercept the *Barazad*. However, the PCs might have left their ship back near Madelon's Landing, which requires that they rush back to it.

**Starship Combat:** The attacking ship is the *Barazad*, the Azlanti Venture Voidsweeper that Sardat Ulivestra sent to subdue Nakondis and recover the *rune drive*. This starship combat takes place high up in Nakondis's atmosphere, which doesn't affect the encounter. The starships' initial facings are determined by how quickly the PCs were able to initiate the fight, though they still begin 3d6+5 hexes apart from one another.

If the PCs brought their starship to the *Royal Venture*, they have enough time to intercept the *Barazad* on their own terms; in the ensuing starship combat, the PCs determine the initial facing of both the *Barazad* and their own starship.

If the PCs can return to their starship in only a few hours, such as if they took Madelon's Landing's hovertrikes to the *Royal Venture*, they can meet with the *Barazad* in time to engage it normally. In this case, the GM chooses the initial orientation of the *Barazad* and the PCs choose the initial orientation of their starship.

If the PCs must hike back to Madelon's Landing to get their starship, each PC should attempt a DC 12 Constitution check to push themselves faster. If at least half the PCs succeed at this check, they arrive in time to intercept the *Barazad* and engage it normally, as above; if not, the *Barazad* has already begun its assault. Several buildings of Madelon's Landing are already smoldering craters and the PC's starship has already sustained 2d6 damage to its hull (which may cause a critical damage effect if this amount exceeds the starship's Critical

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Threshold, as normal). In the ensuing starship combat, the GM determines the facing for the *Barazad* and the PCs' starship faces directly away from the *Barazad*, as the Azlanti vessel anticipates the PCs' arrival.

| BARAZAD | TIER 2 |
|---|---|

Vanguard Voidsweeper (see the inside front cover)
**HP** 55

**Development:** Although the *Barazad* autodestructs as soon as its Hull Points are reduced to 0, several pieces of the wreckage are recoverable within the surrounding forest. A PC who succeeds at a DC 15 Culture or Engineering check recognizes that the *Barazad*'s transponder (which survived the crash) will help them get past the security checkpoints mentioned in Sharu's datapad; Aibretta can have this idea and inform the PCs, if they don't think of it on their own. It is a trivial matter for the PCs to recover the transponder from the starship's remains, located somewhere within the nearby woods.

**Story Award:** If the PCs successfully defeat the *Barazad*, award them 1,200 XP for the encounter.

## SHIP UPGRADES

With the materials scavenged from wreckages of the *Royal Venture* and the *Barazad*, the PCs can upgrade their ship to tier 3. The PCs can select any upgrade they can afford with their available Build Points, and the grateful engineers among the colonists (particularly Aibretta Fulson and Ludvar Cresk) help make these improvements quickly (in half the normal amount of time). If the PCs wish, they can scavenge the *Barazad*'s light aeon torpedo launcher (see page 49). The *Barazad*'s transponder is an important upgrade for the PCs to include, although this doesn't cost any BP to install and requires only a negligible amount of PCU to operate.

## CONCLUDING THE ADVENTURE

"The Reach of Empire" concludes when the PCs have liberated Madelon's Landing from the Azlanti, defeated Lieutenant Sharu, and vanquished the *Barazad*. The heroes have two important pieces of the puzzle to continue their search for the *rune drive* and their friend Cedona: the flight plan to the moon of Gulta in Lieutenant Sharu's datapad and the transponder from the *Barazad*. With these, the PCs can enter the region of hostile space belonging to the Azlanti Star Empire for the next adventure, "Escape from the Prison Moon."
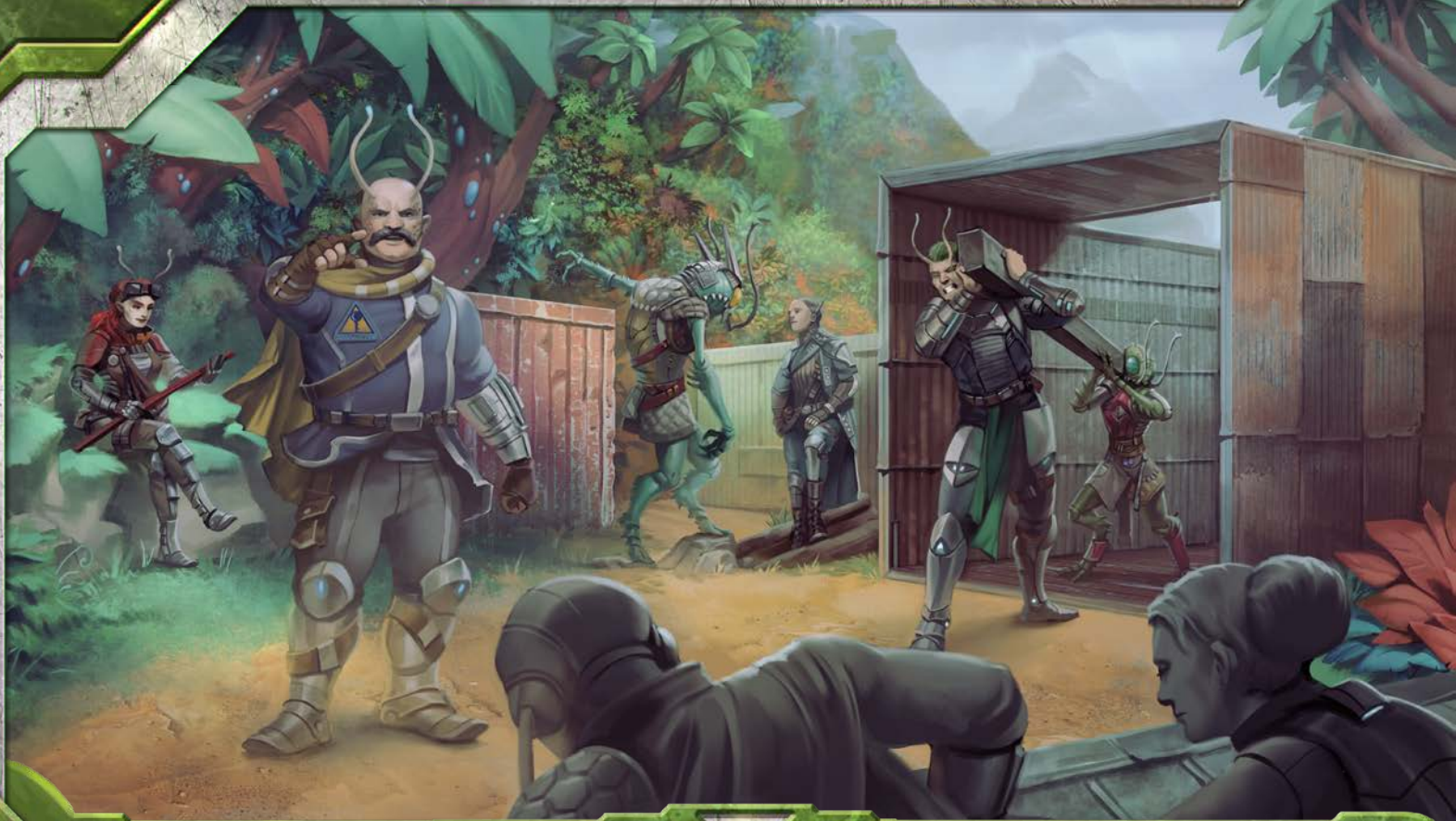
# NAKONDIS COLONY

"IT MIGHT NOT LOOK LIKE MUCH MORE THAN A MISTY CLEARINGWITH A GLITTERING ROCK IN THE MIDDLE OF IT, BUT SOONWE'LL ABLE TO CALL IT HOME. IT WON'T BE EASY LIVING INBIG METAL CRATES, EATING ONLY FIELD RATIONS UNTIL WECAN ESTABLISH AGRICULTURE AND DRINKING WATER THAT'S CONDENSED FROM THE FOG. HOWEVER, YOU'LL GO TO SLEEP EACH NIGHT WITH A SENSE OF ACCOMPLISHMENT AND THE KNOWLEDGE THAT YOU ARE LAYING THE FOUNDATIONS FOR THE FUTURE. GENERATIONS FROM NOW, WHEN NAKONDIS IS A SUCCESSFUL HUB OF TRADE AND INDUSTRY, YOUR NAMES WILL BE RECORDED IN THE HISTORY TEXTS AS THE ARCHITECTS OF ITS PROSPERITY! BUT ENOUGH DILLYDALLYING—WE'VE GOT BUILDINGS TO RAISE HERE!"

—MADELON KESI

A mist-shrouded forest world deep in the Vast, Nakondis initially seemed like it would be useful only for the production of timber. AbadarCorp funded a survey team and received mixed data. Nakondis was fertile and habitable, as several native trees produced edible fruit and test crops grew quickly. However, the planet's pervasive mist carried a mild electrical charge that, when pooled into a dense fog in low-lying sumps or whipped about by the occasional storms, could reach lethal levels.

It took the survey team a week on Nakondis to encounter its most irritating denizens: curious simian animals that gnawed on electronic items, stole gear, and generally made nuisances of themselves. Although weak and easily frightened individually, these tiny animals were fearless and destructive in large groups. After an embarrassing incident in which a scout named Amnis Hobgar lost both his sidearm and his pants to the creatures, the survey crew started calling them "hobgars," and the name stuck.

The survey crew noted that the planet's few low mountain ranges contained a variant of tin that carried an electrical charge particularly well. As an ancillary benefit, the tree-welling hobgars were less prevalent in the mountains, making mining operations there easier. Sensing a market for this conductive tin, AbadarCorp bankrolled a significant colony expedition to the planet.

The leader of the Nakondis colony is a midranking priest named **Madelon Kesi** (LG male korasha lashunta mystic), a stocky and gruff individual. After distinguishing himself in AbadarCorp business dealings on Castrovel, Madelon requested a posting far from the Pact Worlds, believing he could make a name for himself on the frontier of known space, and leveraged his connections to lead the new colony. When the colony ships arrived on Nakondis in 317 ag, Madelon expected to get the colony settled quickly and return to the Pact Worlds. He didn't expect to immediately fall in love with the serene, quiet beauty of the planet or to become such close friends with the other colonists. Over a year later, Madelon remains the colony's gruff but well-liked administrator.

The colonists carefully selected the location for their exploration and expansion. The main settlement, Madelon's Landing, was constructed in a fairly large clearing near Nakondis's equator; as the irritating hobgars are arboreal, they are less of a nuisance in such clearings. A mountain range laden with deposits of conductive tin rises within a few miles of Madelon's Landing, putting mining operations within easy reach of the settlement. Dangerous weather is rare in this area, and the colony is far from any of the wide valleys that contain Nakondis's roiling, electrified fog seas. Although the Nakondis colony sprawls across many square miles, the rest of the planet is unexplored and uninhabited, save for a few surveyors and their drones.

The colonists on Nakondis are hardworking, self-reliant people. Generally speaking, they've found life on Nakondis to be easier than expected, although they like to gripe about irritations such as lack of clear visibility and the ever-present hobgars. The colonists have developed a dry sense of humor and enjoy using simple, folksy names, calling their skilled physician "Doc" and naming their complex botanical facilities the "Greenhouse" and the "Herb Garden."

## NOTABLE LOCATIONS

The majority of the settlers of Nakondis live in Madelon's Landing, which is detailed in full starting on page 41. A few scientists and miners move between the small outposts scattered within a few days' ride from the settlement.

### BLUE TIN RANGE

This low range of mountains is largely free of forest. As this makes the area less likely to see hobgar infestation, the colonists have established four automated mining operations within the peaks. The facilities are technologically primitive, using battery-operated cranks and steel bores, as the conductive tin extracted from the mountain can become dangerously electrified when removed with modern extraction techniques such as laser cutting. These four locations, named Blue Tin Extraction Points (BTEP-1 through BTEP-4), are maintained by a team of miners who rotate from site to site over several days. Some miners have family living in Madelon's Landing whom they see on occasion, but most are happy to be even further removed from civilization..

### BOTANY CAMPS

Several outposts have been established around the colony to study various aspects of the planet's flora. Each camp consists of two or three prefabricated modules that serve as laboratories and minimal sleeping quarters with attached generators to provide power. The scientists assigned to these camps stay about a week at each outpost, maintaining any long-term experiments they are undertaking, and spend additional time in the field traveling between the camps and collecting samples.

Botany Camp 2-A is used as a base for studying mountain plants and lichen and sees occasional visits from the local miners, who like to show unusual mineral formations they have uncovered to the scientists. Though they are not geologists, the scientists allow the miners to store these finds in the outpost in case personnel with the skills to study them join the colony in the future. Botany Camp 2-B was established to study symbiotic growth of the native trees in a particularly dense section of the forest. Travel to the site is difficult due to the riotous overgrowth surrounding it, which quickly chokes any paths to the station in a manner that some believe is actively hostile to nonplant life. Botany Camp 2-C, the farthest outpost from Madelon's Landing, is known as the "Herb Garden," as its purpose is examining the properties of rare native herbs. Lately, the botanists have discovered enormous simian footprints in the mud near the outpost, but there has been no sign of the creature that created them.

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NAKONDIS COLONY

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ALIEN ARCHIVES

CODEX OF WORLDS

NAKONDIS COLONY

5 MILES

HOBGAR THICKET

BLUE TIN RANGE

BTEP-4

BOTANY 2-C

BTEP-3

BOTANY 2-A

BTEP-2

BTEP-1

LIGHTNING LAKE

ROYAL VENTURE CRASH SITE

DALESKO

MADELON'S LANDING

WHISPERING HILLS

BOTANY 2-B

## DALESKO

A month after the colonists finished constructing Madelon's Landing, a handful of colonists petitioned for enough supplies to start a second settlement a few miles away in another clearing. The group was given two modules and a tilling drone. Under the leadership of Tannia Helsedar, a woman who was experienced in farming methods on alien planets, the colonists named their community Dalesko. The tiny settlement began auspiciously, but one morning, when a colonist from Madelon's Landing visited the farms to deliver water, he found the place completely abandoned. He saw signs of struggles within the modules, but no blood or even bodies. Though the crops had only begun to sprout, a single pale yellow flower, its stem stretching over 7 feet, grew in the middle the fields. The colonists mounted a search party but found no trace of the others; they have avoided this area since, marking the disappearance with a stone plinth in the Madelon's Landing cemetery.

## HOBGAR THICKET

A particularly dense stand of trees found at the eastern edge of the Blue Tin Range is home to the largest concentration of hobgars yet discovered. The tiny simians crowd the branches, and their faint hooting echoes through the fog for hundreds of feet. Though they are normally gentle beasts, these hobgars become incredibly violent when any other creatures enter the thicket, hurling their signature bolts of electricity and descending in swarms to bite and scratch the intruders. The few biologists in the colony are unsure of what causes this aggression. Some believe the hobgars are protecting large clutches of their offspring; others posit the more outlandish theory that the simians are being controlled by some outside influence that exists as an incorporeal force in the planet's electricity.

## LIGHTNING LAKE

Sluggish rivers come down out of the nearby mountains into a valley to feed this bog, which is one of the few sources of fresh surface water on the entire planet. Due to its low elevation, the area is constantly full of soupy, roiling fog that crackles with electrical energy. The congealed fog is nearly thick enough to swim in, highly charged, and quite dangerous. Trees surrounding the lake are scarred from blasts of lightning that occasionally issue from the lake, and few native creatures other than hobgars dare to get close.

## ROYAL VENTURE CRASH SITE

This is the crash site of an experimental Azlanti ship called the Royal Venture. The vessel struck the planet long before the Gap, although a more recent probe sent by the Azlanti Star Empire crashed near it only a week or so ago, drawing the colonists' attention to the previously undiscovered site. The wreck of the Royal Venture is described in detail on page 29.

## WHISPERING HILLS

This patch of stony mounds approximately 5 miles long is completely devoid of any greenery. Colonists who have scouted the ridges have reported hearing faint noises that sound almost like speech coming from underneath the soil, leading to a number of ghost stories concerning the site. Skeptics say that the sounds are simply gusts of wind moving past the hills, but the lack of movement in the ever-present fog confutes this explanation. The colonists have yet to mount any form of expedition into the hills to discover the source of the noises or even to see whether the stone there holds any resources of value.

## MADELON'S LANDING

Just over 100 individuals live in the community called Madelon's Landing. While Madelon didn't protest the designation at first, he has grown a bit embarrassed by the vanity of the name. He's been considering advocating for a new name for the settlement and might ask the PCs for their recommendations for a new name to celebrate the settlement's liberation after Part 2 of the adventure.

Madelon's Landing is a typical AbadarCorp colony, consisting primarily of prefabricated modules dropped onto the planet's surface, combined and reconfigured according to carefully designed specifications. Each weatherproofed steel module measures 20 feet wide, 10 feet high, and 100 feet long. Although the colony may look like a haphazard scattering of shipping containers strewn about a forest clearing, the layout is designed to maximize settler privacy, comfort, and efficiency. The open space in the center of the community and the paths between modules are just as much a part of the social design as the clustering of private residences near public modules. Most modules in Madelon's Landing are private dwellings, with an average of six inhabitants per module. Nearly all modules contain work space matched to the talents of the inhabitants; for example, a bioengineer and a mechanic inhabiting a module with their children might include a laboratory at one end of the module, a workshop at the other, and personal rooms in between. All unmarked modules on the map on page 42 are private dwellings of this type. The other modules are distinctive or for specialized public use.

### MADELON'S LANDING

LN AbadarCorp colony
**Population** 108 (65% human, 14% lashunta, 21% other)
**Government** autocracy (Madelon Kesi)
**Qualities** devout, technologically average
**Maximum Item Level** 4th

**1. Madelon's Module:** As the administrator of Nakondis Colony, Madelon Kesi was supplied with a private residence consisting of two attached modules. Realizing that he didn't need that much space for himself, Madelon converted one

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NAKONDIS COLONY

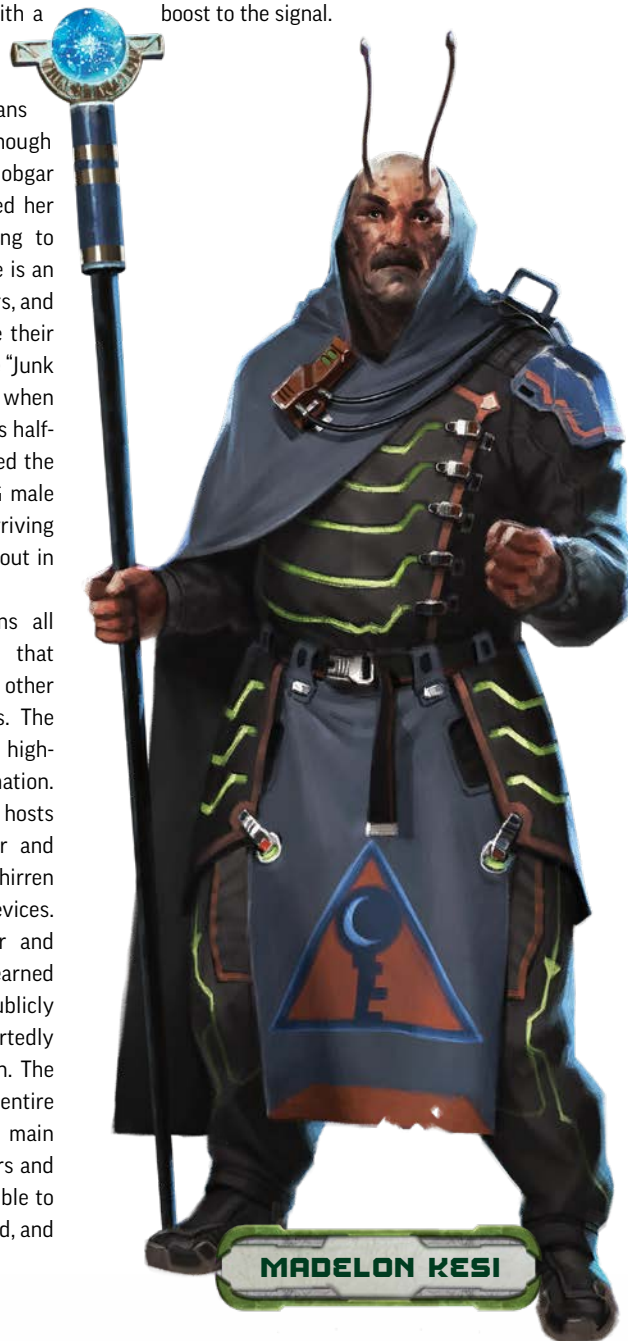SHIPS OF THE STAR EMPIRE

ALIEN ARCHIVES

CODEX OF WORLDS

of the two modules into a chapel to Abadar, where he oversees services every 5 days (the church module provided by AbadarCorp was instead repurposed as interior storage, as described in area **6**). Madelon also uses the large dining room in his module for meetings with members of the colony on a day-to-day basis, and the doors into this large room are usually left unlocked for anyone seeking Madelon for colony business. Madelon eat his meals in his kitchen rather than the dining room; he also maintains a bedroom, bathroom, and tidy office in his home.

**2. Aibretta's Junk Shop:** Two of these three attached modules are the repair bay and engineering workshop of **Aibretta Fulson** (CN female human mechanic), the colony's most talented mechanic and most curmudgeonly member. The area around Aibretta's modules is surrounded with a short metal fence of her own invention that emits a lowgrade sonic vibration. This vibration keeps the native hobgars at bay, but it tends to give non-humans within the fence headaches after a day or two. Although Aibretta offered to fence the entire colony to solve the hobgar problem, Madelon and the other non-humans declined her offer; Aibretta therefore maintains her sonic fencing to protect only her own home. The area within the fence is an untidy collection of stripped vehicles, broken computers, and scattered components; others in the colony minimize their interactions with Aibretta and refer to her home as the "Junk Shop." Aibretta doesn't mind being approached only when needed, as it leaves her time to putter with her various half-finished inventions in peace. Aibretta initially inhabited the personal module with her husband, **Jellik Holson** (NG male human), but the two divorced a few months after arriving at the colony for reasons that neither likes to talk about in mixed company.

3. **Communication Module**: This module contains all of the high-powered communications equipment that Madelon's Landing uses to communicate with other settlements on Nakondis and with the Pact Worlds. The module is topped with a large satellite dish and a high-powered antenna attached to the adjacent rock formation. The stone is called the Glimmerock, and its other side hosts a trap that deters hobgar meddling here. A clever and friendly shirren nicknamed **Chatterbug** (N female shirren mechanic) maintains the module and its ancillary devices. Chatterbug earned her nickname with her regular and relentless oversharing; the other colonists have learned not to trust her with any secrets they don't want publicly aired. Although the communications module is purportedly open to any colonist, Chatterbug treats it as her own. The communications equipment doesn't occupy the entire module; the remainder serves as the settlement's main armory. Since the planet is free of dangerous predators and the colony is too deep in the Vast to be easily accessible to pirates, the weapons in the armory haven't been needed, and the colonists don't expect that to change.

**4. Glimmerock:** The forest clearing in which Madelon's Landing sits wasn't empty when the colonists arrived. A curved ridge of crystal-studded rock rises from the center of the clearing, glittering with reflected sunlight even in the planet's pervasive fog. About 200 feet long and 30 feet tall at its highest point, the ridge defied conventional geological explanation but didn't appear to be artificially constructed. It posed no apparent danger, and the clearing was otherwise ideally located, so the colony built their settlement around it. The settlers have since learned that the ridge isn't natural—its crystals glow brighter or dimmer on an astrological cycle—but its construction is unknown and it appears to be harmless. In fact, the colonists have put the ridge to use by planting a communications antenna atop it, which provided a surprising boost to the signal.

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MADELON KESI

**5. Hobgar Trap:** To help mitigate the hobgar nuisance, the colonists erected a trap near the open commons in the center of town: a tall metal pole that carries an electrical wire up its center, sparking from a plate in a specially designed cage at the top. The sparking plate attracts hobgars from elsewhere in the settlement; they can enter the cage, but they can't get back out without bypassing the lock mechanism. Captivity often enrages the hobgars, but the pole is tall enough that they can't shock anyone below with their electric jolts. Once the cage is full of a dozen or so hobgars, the colonists airlift the cage to a distant part of the forest and set the hobgars free. A few colonists bristle at the difficulty of this removal process and suggest simply killing the caged hobgars, but Madelon won't condone the slaughter of animals.

**6. Community Storehouse:** The largest building in Madelon's Landing holds the community's food, tools, and other sundry possessions. The building is constructed of four modules welded together and is mostly a vast warehouse, although a small office for a clerk named **Rendell Tace** (LG male human) contains a thorough set of supply records. In the center of the building's open interior is a single module emblazoned with the holy symbol of Abadar on all sides. When the community storehouse was first constructed, hobgars kept sneaking in and destroying technological equipment. Rendell came up with the solution of storing the high-tech equipment in a smaller module within the cavernous storage building, providing a second layer of protection. Madelon agreed, realizing that the module set aside as the shrine of Abadar was mostly superfluous since he could easily provide services in his home. The shrine module was disassembled, brought into the community storage piece by piece, then reassembled and sealed, except for a single airlock-like door. This solution has been mostly successful, and the colonists now keep most of their high-tech supplies in this inner storage module, allowing only Madelon or Rendell to access them.

**7. Cemetery:** For a colony that has been operating for barely a year, its small cemetery is surprisingly full. Several miners perished during the first months of mining operations, and a few others were lost to miscellaneous accidents, but the biggest tragedy suffered by the Nakondis colonists occurred in the nearby settlement of Dalesko (see page 41 for more information). Among the graves of the miners and other casualties, there is a stone plinth commemorating the colonists whose bodies were never found.

**8. Commons:** This open area to the east of the Glimmerock is used for community gatherings and is a popular place for adults to socialize and for children to play. The Commons, large enough to land a Medium or smaller starship in, is where the initial colonist ships landed to unload the modules for the settlement. The colonists don't expect to use the Commons as a landing pad again, except perhaps in an emergency, as there are sufficient forest clearings within walking distance for ships to land in without disturbing the community.

**9. Hospital:** One of the first modules erected in Madelon's Landing was a high-tech medical bay to tend to the colonists' needs. Fortunately, the hospital hasn't seen a lot of use, primarily due to the efforts of the colonist's chief physician, a boisterous human woman named **"Doc" Epplendell** (LG female human). Doc insists that each colonist have extensive first-aid training, personally providing such training to each colonist during times when her medical skills aren't immediately needed. Doc knows she is a familiar and cheery face to the colony, so she hasn't told anyone— even Madelon— that she's developed an aggressive form of brain cancer and has only a few months to live.

**10. Moisture Collector:** Due to the pervasive mist on Nakondis, the colonists never needed to drill a well to supply water. Instead, they erected a large pillar with membranous flanges that draw moisture from the fog. The moisture collector condenses the water into several large storage tanks that surround the pillar's base. As a result of the condensation of nearby mist, visibility around the moisture collector is usually better than anywhere else in Madelon's Landing.

**11. Gold Key School:** These two modules are classrooms and laboratories used for training the children who came to Nakondis as colonists and any children who might be born in the future. Many colonists take turns teaching practical lessons, but the primary teacher is **Helesk Varden** (LN male human), whose stern discipline and devout Abadaran faith are well known.

**12. Greenhouse:** Although most scientists in Madelon's Landing operate out of laboratories integrated into their personal modules, botany and horticulture are such significant areas of study for the colony that these two connected modules are devoted entirely to these sciences. The colonists call the structure the "Greenhouse" because of the large plates of transparent aluminum used in the modules' construction. The Greenhouse contains extensive soil and plant samples from across Nakondis, each labeled neatly and monitored with state-of-the-art botany equipment. The facility is shared by all of the colonists, and some use it to grow small patches of fruits and vegetables that won't otherwise survive in the planet's electrically charged atmosphere.

**13. The Stable:** This open-sided module is a garage where the colonists keep a half-dozen sturdy exploration hovertrikes, along with equipment for maintaining them. Each hovertrike has a front hoverpad, a sturdy saddle, and a wide rear cargo area (or, in a pinch, space for two passengers) supported by two hoverpads. Some of the initial colonists opined that the hovertrikes resemble fat horses, and the nickname of the "Stable" for this building stuck. It's rare that more than two or three vehicles are present at any time, as most are in use by settlers outside of Madelon's Landing who need the means to come and go from the community. Statistics for the hovertrikes can be found on page 21.

# COLONIST          +1 CON

You have an unquenchable trailblazer's spirit, matched with the training and fortitude you'll need to carve out a new life for yourself and others in the wilderness. Although you might be the sort to go it alone on the frontier, you're more likely part of a small group of settlers. You might be preparing for your first voyage, or you might be a grizzled veteran who has already helped found several successful colonies.

## THEME KNOWLEDGE (1ST)

You have amassed a vast knowledge of past colonization efforts, including those that have failed due to ignorance or carelessness. You know that basic knowledge about a new, uncharted world is the most valuable resource any colonist can have. Reduce the DC to identify average creatures using Life Science by 5. Survival is a class skill for you, though if it is a class skill from the class you take at 1st level, you instead gain a +1 bonus to Survival checks. In addition, you gain an ability adjustment of +1 to Constitution at character creation.

## PROVIDING FOR OTHERS (6TH)

You know that a colony's survival means that each colonist look out for everyone else in times of hardship or privation. When you successfully use the Survival skill to endure severe weather or live off the land, increase the number of other creatures you can grant saving throw bonuses or sustenance to by an amount equal to half your level. You can give another creature any benefit that you would gain from a Survival check to endure severe weather or live off the land (such as a bonus to Fortitude saves or sustenance you would gain), but if you do, you don't gain it for yourself.

## PIONEER'S RESILIENCE (12TH)

You are more resistant to effects that would overwhelm a less experienced settler. Once per day, you can reroll a Fortitude saving throw to resist the effects of a disease, poison, or severe weather.

## AN EYE TO THE FUTURE (18TH)

Up to twice per day when you successfully use the Survival skill to predict the weather, you can spend 10 minutes contemplating what the future holds to regain 1 Resolve Point; this doesn't count as resting to regain Stamina Points. You must spend 1 minute observing the surrounding area and its weather patterns to use this ability, even if you have another ability that allows you to predict the weather in a shorter amount of time

# SHIPS OF THE STAR EMPIRE

"IN ADDITION TO YOUR ASSIGNED DUTIES, EACH AND EVERY ONE OF YOU CARRIES AN IMPORTANT BURDEN. WHEN YOU GAIN A POST IN THE IMPERIAL FLEET, YOU COMMAND ADVANCED TECHNOLOGY THAT IS AS MUCH THE LIFEBLOOD OF THIS NAVY AS YOUR PURE AZLANTI HERITAGE IS THE LIFEBLOOD OF THE EMPIRE. JUST AS YOU WOULD NEVER SULLY OUR BLOODLINES, YOU ARE RESPONSIBLE FOR ENSURING THAT NONE OUTSIDE THE STAR EMPIRE EVER LAY CLAIM TO THE KNOWLEDGE THAT HAS MADE US GREAT. NO MATTER THE COST. NO MATTER THE SACRIFICE. TO THAT END, ALWAYS REMEMBER THAT EVEN IF YOU FAIL, IN DEATH, YOU STILL SERVE THE AEON THRONE."

—COMMANDER IAVIOSTRE OSDUCIAS OF THE *ESTEIARANDER*, ADDRESSING NEW CREW MEMBERS

## IMPERIAL SYSTEMS

The Azlanti Star Empire rests on a foundation of superior equipment and starship systems, some of which blend technology and magic. The empire protects its system designs by decree, ensuring that enemies can neither match nor counter Azlanti ships, further securing the empire's powerful position. Starship systems detailed in this section can be purchased using starship Build Points, but they are only available to ships within the Azlanti Star Empire or through black-market sources. These technologies might have counterparts outside the empire, but if so, they are rare.

| SYSTEM | PCU | COST (IN BP) |
|---|---|---|
| Aeon diffuser | 5 | 2 × size category |
| Autodestruct system | 0 | 1 × size category |

### AEON DIFFUSER (HYBRID)

A small technomagical compartment incorporated into a Medium or smaller starship's life-support system, an *aeon diffuser* can hold one *aeon stone* (*Starfinder Core Rulebook* 222). The diffuser conveys the benefits of an *aeon stone placed* inside it to all creatures aboard the starship. However, a starship that has biometric locks (*Core Rulebook* 300) can limit the benefit of the *aeon diffuser* to only those creatures able to operate those locks. If the ship's life-support system is malfunctioning, the *aeon diffuser* ceases to convey its benefits. If the ship's life-support system is wrecked, any *aeon stone* within an *aeon diffuser* on the ship is destroyed.

### AUTODESTRUCT SYSTEM

An autodestruct system is a self-destruct mechanism that removes the crew's ability to avoid destruction in a crisis. When a starship outfitted with an autodestruct system is reduced to 0 or fewer Hull Points, the autodestruct system activates, destroying the ship it's built into. Starships in hexes adjacent to a starship as it autodestructs take damage equal to half the destroyed starship's maximum Hull Points, mitigated by shields.

An autodestruct system is hardwired into the ship and has no interface that can be hacked or disabled. Once installed, it can be removed only with 1 day of work and a successful Engineering check (DC = 15 + 1-1/2 × the tier of the starship). Failure at this check means the autodestruct system remains active, and the engineer realizes that fact. Failure by 5 or more activates the autodestruct system.

## EXPANSION BAYS

The following expansion bays, like the systems above, are typically available only to Azlanti starships. Drone technology has rare parallels outside the empire and is thus slightly more easily obtained.

| EXPANSION BAY | PCU | COST (IN BP) |
|---|---|---|
| Aeon comm | 5 | 3 |
| Drift stasis unit | 15 | 10 |
| Drone tube | 15 | 5 |
| Imperial shrine | 1 | 1 |
| Quantum defender | 10 | 5 |

### AEON COMM (HYBRID)

An *aeon comm* is a cylindrical booth constructed of resonant crystal that allows remote observation of and communication to space around an *aeon stone*. A pedestal in the center of the booth can hold one *aeon stone*, and as an action, a user can mystically connect that stone to the nearest stone of the same type with a system-wide range. Alternatively, a user can attune the booth to a known *aeon stone* of the same type in the same system. In either case, the booth creates an invisible magical sensor centered on the targeted *aeon stone*. The booth's crystal reflects the targeted stone's visual and auditory surroundings as if the user were standing at the stone's location. This view doesn't move unless the targeted stone does, but a viewer can turn within the booth to observe the area as desired. A user within the booth can activate the *aeon comm*'s communication function to speak through the targeted *aeon stone*, and unlike with technological system-wide communications, the message is transmitted instantaneously.



DRIFT STASIS UNIT

### DRIFT STASIS UNIT

Used in the Azlanti Star Empire for moving large numbers of troops efficiently, a Drift stasis unit holds living creatures in a state of suspended animation ideal for long periods of Drift travel. Placing creatures into stasis or removing them from stasis takes 1 hour. An unwilling creature can be placed in a Drift stasis unit only if it is unconscious. While in stasis, a creature is unconscious and doesn't need to breathe, drink, or eat. One stasis unit can hold 32 Medium creatures in stasis for 30 days with no ill effects. (A Large creature counts as 2 Medium ones for this purpose.)

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After 30 days, creatures held in stasis are at risk of Drift stasis sickness, a disease with the parameters shown in the stat block below.

### DRIFT STASIS SICKNESS

**Type** disease (31 days of Drift stasis); **Save** Fortitude DC 15 (see Effect and Cure)

**Track** physical; **Frequency** 1/day

**Effect** no latent state; increase the DC by 1 for each previous save attempted against the disease, up to a maximum of DC 22.

**Cure** The victim must be removed from Drift stasis, then succeed at 2 consecutive saves. The DC goes down by 1 each day the victim spends removed from Drift stasis, to a minimum of DC 15.

### DRONE TUBE

A drone tube is a hangar modification designed to facilitate the use of automated drones, such as the Klokworx drone (see Imperial Ships on page 50). A drone tube can be installed only in an existing hangar bay and doesn't take up additional expansion bays. If a hangar bay has a drone tube, the bay can hold one additional Tiny starship, but five of those ships must be drones. One hangar bay can hold up to two drone tubes and thereby hold up to ten drones.

Each drone tube can launch up to two drones per round of starship combat. To launch a drone, a science officer can take an action during the helm phase to attempt a Computers check (DC = 10 + the tier of the launching ship). If the science officer succeeds, up to two drones emerge in different hexes adjacent to the launching ship, and the drones can act last in the helm and gunnery phases of that same round. On a failure, the drones still emerge but don't act until the next round. In either case, each round after a drone is launched, the drone attempts its own Piloting check to determine when it acts.

The drone tube also facilitates the launching ship's communications with its drones in combination with the vessel's sensors. A science officer on a ship that has active drones can take an action during the helm phase to aid drone attacks. If the science officer succeeds at a Computers check (DC = 10 + 1-1/2 × the launching ship's tier), up to five of the ship's drones can use that science officer's ranks in the Computers skill plus the officer's Intelligence modifier for gunnery checks during the next gunnery phase.

A science officer can take an action during the helm phase to jam drone communications. Doing so takes an improve countermeasures action (*Core Rulebook* 325), targeting the drone-launching ship. Succeeding at this check means the target's drones can't benefit from an action to aid drone attacks until the next round.

### IMPERIAL SHRINE

A shrine venerating the history and legacy of the Azlanti Star Empire encourages patriotism and obedience among imperial citizens and servants. Once per starship combat, during a captain action that targets fellow crew members, the captain of a vessel that has an imperial shrine can evoke the Aeon Throne. If the captain does so, provided the targeted crew members are Azlanti citizens or have positive associations with the Aeon Throne, the captain gains a +4 circumstance modifier to the skill check the captain action requires.

### QUANTUM DEFENDER

A quantum defender allows a starship to enter an uncertain quantum state for a short time. During the helm phase, as an action, a science officer can activate the quantum defender by succeeding at a Computers check (DC = 10 + 1-1/2 × the starship's tier). While the quantum defender is active, if an attack would normally hit the ship, the attacker must reroll the gunnery check and take the lower result. After that reroll, or at the end of a round during which no such reroll occurs, the ship returns to its normal state as the quantum defender deactivates.

### WEAPONS

A variety of starships within the Azlanti Star Empire employ weapons such as those listed on the Starship Weapons table below. As is true with imperial starship systems, these weapons are Azlanti technology and under strict imperial control. They can be obtained only with official sanction or on the black market. While parallel development is possible, such technology is uncommon in the galaxy outside the empire. These weapons use the following special properties.

### DRONE

A drone weapon is a heavy or larger tracking weapon that launches automated drones with built-in weapons. These drones can harry an opponent before ramming it in a final attack. For drone weapons, gunnery checks can be made using the gunner's ranks in the Computers skill plus the gunner's Intelligence modifier, in addition to the usual methods detailed on page 320 of the *Core Rulebook*.

During the gunnery phase, when a drone moves toward a target, the gunner can also fire the drone's built-in weapons at that target. If the gunner does so, the gunnery check used to guide the drone is used for this attack, but with a –4 penalty. In addition, drone built-in weapons are short range. This gunnery check can't deal critical damage due to a natural result of 20 on an attack roll. If the modified gunnery check is successful, the built-in weapons deal the target the damage shown in the drone special property (see the table). Each time a drone fires its built-in weapons, it reduces the tracking weapon damage it can deal by one die. For capital weapons, you instead reduce the damage multiplier by one each time the drone fires its built-in weapons. A drone is destroyed when it has reduced its tracking weapon damage dice or multiplier to 0.

A drone needn't enter its target's hex, but it can. If it does so, the gunner guiding it attempts a final gunnery check.

If the gunner succeeds, the drone deals its remaining tracking weapon damage and is destroyed.

## MYSTICAL

When attempting a gunnery check with a mystical weapon, which is a hybrid device, a gunner can use ranks in Mysticism in place of her base attack bonus or ranks in Piloting, and her Wisdom modifier in place of her Dexterity modifier.

## RADIANT

Weapons that have the radiant special property cause sensor-overloading blasts upon impact. When a radiant weapon hits a ship, that vessel's crew members take a –2 penalty to gunnery checks and Piloting checks, as well as checks for the scan, target system, lock on, and improve countermeasures science officer actions. This penalty lasts until the end of the next gunnery phase, until an engineer succeeds at an Engineering check to stabilize the sensors during the engineering phase, or until a science officer succeeds at a Computers check to recalibrate the sensors during the helm phase. The DC for either check equals 10 + 1-1/2 × the tier of the starship that fired the radiant weapon.

## IMPERIAL SHIPS

In addition to the Klokworx Prism, a scout ship described inside the cover of *Starfinder Adventure Path* #4, the following starships are manufactured within the Azlanti Star Empire. Vessels that have the Sovereign designation are built in the Imperial Foundry, which are the state shipyards for the empire. Government contractors and privately held companies construct many other sorts of vessels for the empire and its people. One prominent contractor is Klokworx Industries, which specializes in drones, drone deployment,

and scout craft such as the Prism. Arioch-Oyadae, a tech conglomerate owned by allied noble families, has a subsidiary called Vanguard Craftworks that has long produced transport ships for the private sector and state interests. Imperial decree requires contractor tech to be safeguarded in the same way state-owned vessels are. Ships that might be deployed outside the empire, especially Klokworx drones and scouts, are fitted with self-destruct or autodestruct systems. Vessels that have crew have biometric locks to hinder intruders.

## KLOKWORX DRONE

The Klokworx drone is an autonomous light combat racer with no crew, designed to harass enemy ships and interfere with their maneuvering. This drone is the preferred model in the Imperial Fleet, but a number of manufacturers produce similar automated vessels.

| KLOKWORX DRONE | TIER 1/4 |
|---|---|

Tiny racer

**Speed** 8; **Maneuverability** perfect (turn 0)

**AC** 13; **TL** 13

**HP** 20; **DT** —; **CT** 4 (see critical damage)

**Shields** none

**Attack (Turret)** coilgun (4d4)

**Power Core** Micron Light (50 PCU); **Drift Engine** none;
   **Systems** autodestruct system, basic computer, cut-rate short-range sensors, extra weapon mount (turret light)

**Modifiers** +2 Piloting; **Complement** 0 (automated)

**CREW**

**Onboard Computer** gunnery +3, Piloting +7 (1 rank)

**SPECIAL ABILITIES**

**Automated (Ex)** An Azlanti Klokworx drone has no crew. It has a specialized computer that can perform one pilot

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## STARSHIP WEAPONS

| LIGHT WEAPONS | RANGE | SPEED (IN HEXES) | DAMAGE | PCU | COST (IN BP) | SPECIAL PROPERTIES |
|---|---|---|---|---|---|---|
| *DIRECT-FIRE WEAPONS* | | | | | | |
| Aeon caster | Medium | – | 3d4 | 10 | 7 | Mystical |
| *TRACKING WEAPONS* | | | | | | |
| Light aeon torpedo launcher | Long | 12 | 3d6 | 10 | 5 | Limited fire 5, quantum |

| HEAVY WEAPONS | RANGE | SPEED (IN HEXES) | DAMAGE | PCU | COST (IN BP) | SPECIAL PROPERTIES |
|---|---|---|---|---|---|---|
| *DIRECT-FIRE WEAPONS* | | | | | | |
| Heavy aeon caster | Medium | – | 6d6 | 20 | 15 | Mystical |
| Radiant cannon | Medium | – | 7d6 | 35 | 22 | Radiant |
| *TRACKING WEAPONS* | | | | | | |
| Drone launcher | Long | 12 | 5d8 | 15 | 13 | Drone (1d8), limited fire 5 |
| Heavy aeon torpedo launcher | Long | 12 | 6d8 | 15 | 12 | Limited fire 5, quantum |

| CAPITAL WEAPONS | RANGE | SPEED (IN HEXES) | DAMAGE | PCU | COST (IN BP) | SPECIAL PROPERTIES |
|---|---|---|---|---|---|---|
| *DIRECT-FIRE WEAPONS* | | | | | | |
| Super radiant cannon | Long | – | 2d6×10 | 40 | 45 | Radiant |
| *TRACKING WEAPONS* | | | | | | |
| Heavy drone launcher | Long | 12 | 2d8×10 | 20 | 25 | Drone (2d8), limited fire 5 |

KLOKWORX DRONE

SOVEREIGN HARRIER

VANGUARD COMET

SOVEREIGN MONITOR

action in the helm phase and one gunnery action in the gunnery phase.

**Critical Damage (Ex)** An Azlanti Klokworx drone doesn't take critical damage effects. When it would take such an effect, it instead loses 2 Hull Points.

### SOVEREIGN HARRIER

The Sovereign Harrier is one of the most iconic vessels of the Azlanti Star Empire. Each crew member slots into a capsule cockpit within the ship's torso, where they work with one another and as part of a larger squadron of harriers. These fighters are the keystone of imperial naval maneuvers, and they and their pilots feature heavily in several mainstream Azlanti entertainment series.

| SOVEREIGN HARRIER | TIER 1 |
|---|---|

Tiny fighter
**Speed** 10; **Maneuverability** good (turn 1)
**AC** 16; **TL** 16
**HP** 35; **DT** —; **CT** 7
**Shields** basic 40 (forward 10, port 10, starboard 10, aft 10)
**Attack (Forward)** light particle beam (3d6), light torpedo launcher (2d8)
**Attack (Aft)** flak thrower (3d4)
**Power Core** Micron Ultra (80 PCU); **Drift Engine** none;

**Systems** autodestruct system, basic computer, budget short-range sensors, mk 3 armor, mk 3 defenses
**Modifiers** +1 Piloting; **Complement** 2

**CREW**
**Gunner** gunnery +5
**Pilot** Piloting +11 (1 rank)

### VANGUARD COMET

Vanguard's luxury shuttle, the Comet is a sleek ship designed to rapidly deliver passengers and cargo and to outrun its foes. Vanguard Comet captains do everything they can to bring the ship's speed to bear. The Comet isn't made for a close-quarters firefight, but few other vessels can match it in a chase.

A Vanguard Comet is configurable. Instead of three cargo bays, it can have other systems and expansions worth no more than 3 Build Points. It has 48 PCU to spare for those expansions. Usually, a Comet has guest quarters and escape pods for one or two important passengers.

| VANGUARD COMET | TIER 3 |
|---|---|

Small shuttle
**Speed** 12; **Maneuverability** perfect (turn 0); **Drift** 3
**AC** 17; **TL** 17
**HP** 35; **DT** —; **CT** 7

**Shields** light 70 (forward 15, port 15, starboard 15, aft 25)
**Attack (Turret)** coilgun (4d4)
**Power Core** Pulse Green (150 PCU); **Drift Engine** Signal Major; **Systems** *aeon diffuser* (*clear spindle aeon stone*), autodestruct system, basic computer, basic short-range sensors, biometric locks, crew quarters (common), extra weapon mount (turret light), mk 3 armor, mk 3 defenses; **Expansion Bays** cargo holds (3)
**Modifiers** +2 Computers (sensors only), +1 Piloting; **Complement** 4

### CREW
**Captain** Bluff +13 (3 ranks), Diplomacy +8 (3 ranks), gunnery +5, Piloting +9 (3 ranks)
**Engineer** Computers +10 (3 ranks), Engineering +8 (3 ranks)
**Gunner** Computers +10 (3 ranks), gunnery +7
**Pilot** Piloting +14 (3 ranks)

## SOVEREIGN MONITOR

The Sovereign Monitor is a long-range imperial patrol ship that polices the empire's borders or serves as an escort for larger vessels. The Monitor's powerful sensors can track other spacecraft effectively at maximum range, and its gravity gun allows it to capture ships or objects for closer inspection. Other systems ensure Azlanti technology never falls into enemy hands—a particularly important consideration in this case, given that these ships are often on the empire's fringes and thus most vulnerable to attack or capture by outsiders.

| SOVEREIGN MONITOR | TIER 5 |
|---|---|

Medium transport
**Speed** 10; **Maneuverability** average (turn 2); **Drift** 1
**AC** 18; **TL** 17
**HP** 85; **DT** —; **CT** 17
**Shields** light 60 (forward 15, port 15, starboard 15, aft 15)
**Attack (Forward)** gravity gun (6d6), light aeon torpedo launcher (3d6)
**Attack (Aft)** gyrolaser (1d8)
**Attack (Turret)** coilgun (4d4)
**Power Core** Pulse Red (175 PCU); **Drift Engine** Signal Basic; **Systems** advanced long-range sensors, autodestruct system, biometric locks, crew quarters (good), mk 1 duonode computer, mk 2 defenses, mk 3 armor; **Expansion Bays** brig (*Starfinder Pact Worlds* 153), cargo holds (2), recreation suite (gym)
**Modifiers** +1 any two checks per round, +4 Computers (sensors only); **Complement** 6

### CREW
**Captain** Diplomacy +11 (5 ranks), gunnery +8, Intimidate +16 (5 ranks), Piloting +11 (5 ranks)
**Engineer** Engineering +16 (5 ranks)
**Gunners (2)** gunnery +10
**Pilot** gunnery +9, Piloting +16 (5 ranks)
**Science Officer** Computers +20 (5 ranks)

## VANGUARD SANCTUM

Vanguard Craftworks custom builds its Sanctum model to provide mobile residences for wealthy Azlanti who require opulence during interplanetary transit. A Sanctum provides spacious quarters and sweeping views, along with every amenity a discerning passenger could want. Life boats on this vessel are for the passengers, since the crew is assumed to be committed to the ship.

**Customization:** Vanguard Sanctums can vary widely, since each user customizes the ship to personal taste. A magic-using noble might own the one in the stat block, acting as the captain, serving as gunner on *aeon casters*, and using both guest quarters as one stately apartment.

**Star Palaces:** Vanguard and other companies build even bigger luxury vessels, so-called star palaces, for wealthy and noble customers. Absent special dispensation, imperial law limits commoners to bulk freighter frames for such extravagant personal starships. Aristocrats can use cruiser frames, allowing for larger crew (or servant) complements and heavier weapons. However, even nobles need permission to build more sizable and militarily capable starships. The Ixomander twins who rule from the Aeon Throne continue the tradition of awarding the right to build capital ships only to noble families of proven loyalty.

| VANGUARD SANCTUM | TIER 8 |
|---|---|

Large heavy freighter
**Speed** 6; **Maneuverability** average (turn 2); **Drift** 1
**AC** 21; **TL** 21
**HP** 160; **DT** —; **CT** 32
**Shields** medium 100 (forward 25, port 25, starboard 25, aft 25)
**Attack (Forward)** *aeon caster* (3d4), *aeon caster* (3d4), radiant cannon (7d6)
**Attack (Port)** light aeon torpedo launcher (3d6)
**Attack (Starboard)** light aeon torpedo launcher (3d6)
**Attack (Turret)** *aeon caster* (3d4)
**Power Core** Pulse Orange (250 PCU); **Drift Engine** Signal Basic; **Systems** autodestruct system, basic medium-range sensors, biometric locks, crew quarters (good), extra weapon mount (turret light), mk 1 mononode computer, mk 4 armor, mk 4 defenses; **Expansion Bays** arcane laboratory, cargo holds (2), guest quarters (2, luxurious), life boats (2), recreation suite (HAC)
**Modifiers** +1 any one check per round, +2 Computers (sensors only), +1 Piloting; **Complement** 9

### CREW
**Captain** Diplomacy +16 (8 ranks), gunnery +10 (+14 with *aeon casters*), Intimidate +16 (8 ranks), Mysticism +21 (8 ranks)
**Engineers (2)** Engineering +16 (8 ranks)
**Gunners (3)** gunnery +14
**Pilots (2)** gunnery +14, Piloting +17 (8 ranks)
**Science Officer** Computers +18 (8 ranks)

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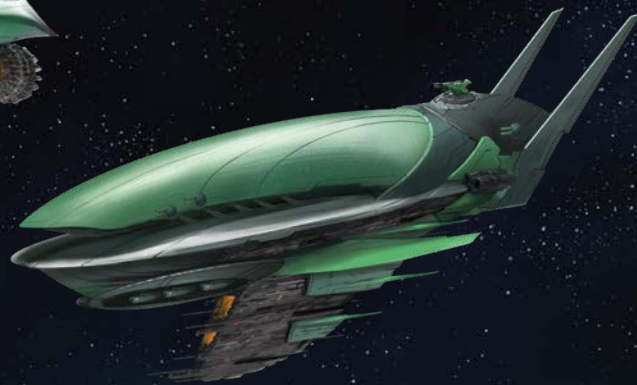
KLOKWORX NEXUS

## SOVEREIGN SUMPTER

The Sovereign Sumpter is a troop transport that carries Azlanti ground forces to combat zones while the troops are in stasis, eliminating the need for quarters, entertainment, and rations. Escort ships, such as a Sovereign Monitor, usually accompany a Sumpter, which is swift enough to convey its living payload safely along with assault equipment and vehicles carried in the cargo holds. Intended to assure such delivery, a Sumpter is built for defense, with ample point weaponry to ward off tracking weapons. Its size also allows for easy landing on most worlds the Azlanti choose to assault. Once troops have been deployed, the Sumpter can be repurposed to transport prisoners for reeducation and, perhaps, sale.

### SOVEREIGN SUMPTER — TIER 9

Large heavy freighter
**Speed** 8; **Maneuverability** average (turn 2); **Drift** 1
**AC** 21; **TL** 20
**HP** 160; **DT** —; **CT** 32
**Shields** medium 100 (forward 25, port 25, starboard 25, aft 25)
**Attack (Forward)** heavy laser net (5d6)
**Attack (Port)** heavy laser net (5d6)
**Attack (Starboard)** heavy laser net (5d6)
**Attack (Aft)** laser net (2d6)
**Attack (Turret)** coilgun (4d4)
**Power Core** Pulse Prismatic (300 PCU); **Drift Engine** Signal Basic; **Systems** autodestruct system, basic short-range sensors, basic computer, biometric locks, crew quarters (common), extra weapon mount (aft light), extra weapon mount (turret light), mk 2 defenses, mk 3 armor, quantum defender; **Expansion Bays** cargo holds (4), Drift stasis unit (3), medical bay
**Modifiers** +2 Computers (sensors only); **Complement** 17

#### CREW
**Captain (plus 1 officer)** gunnery +13, Intimidate +17 (9 ranks), Piloting +17 (9 ranks)
**Engineers (3)** Engineering +17 (9 ranks)
**Gunners (6)** gunnery +15
**Pilots (3)** gunnery +15, Piloting +22 (9 ranks)
**Science Officers (3)** Computers +19 (9 ranks), Medicine +17 (9 ranks)

## KLOKWORX NEXUS

Drone carriers are standard in the Imperial Fleet, providing fighter support without the need for living pilots. The Klokworx Nexus, manufactured by the empire's leading military contractor and automation firm, is the most common drone carrier in the imperial navy. This vessel sees wide use across the empire, from defending space stations to providing backup to other

capital ships in large-scale battles. Alongside gunner teams, Nexus carriers employ squads of military science officers to manage and enhance the drones' performance in combat.

## KLOKWORX NEXUS                                     TIER 13

Gargantuan carrier

**Speed** 6; **Maneuverability** poor (turn 3); **Drift** 1
**AC** 23; **TL** 22
**HP** 330; **DT** 10; **CT** 66
**Shields** heavy 280 (forward 70, port 70, starboard 70, aft 70)
**Attack (Forward)** heavy drone launcher (2d8×10)
**Attack (Port)** heavy laser net (5d6)
**Attack (Starboard)** heavy laser net (5d6)
**Attack (Aft)** drone launcher (5d8)
**Attack (Turret)** coilgun (4d4)
**Power Core** Gateway Ultra (500 PCU); **Drift Engine** Signal Basic; **Systems** advanced medium-range sensors, autodestruct system, biometric locks, crew quarters (common), extra weapon mount (aft heavy), mk 2 trinode computer, mk 3 defenses, mk 4 armor; **Expansion Bays** cargo hold, drone tubes (4), hangar bays (2), tech workshop
**Modifiers** +2 any three checks per round, +4 Computers (sensors only); **Complement** 105

**CREW**
**Captain (plus 2 officers)** Computers +27 (13 ranks), Diplomacy +28 (13 ranks), gunnery +17, Intimidate +23 (13 ranks)
**Engineer (4 officers, 8 crew each)** Engineering +28 (13 ranks)
**Gunners (3 officers, 3 crew each)** gunnery +19
**Pilots (3 officers, 3 crew each)** Piloting +28 (13 ranks)
**Science Officers (6 officers, 6 crew each)** Computers +32 (13 ranks), gunnery +16 (+19 with drone weapons)

## SOVEREIGN VINDICATOR

A massive dreadnought that can obliterate most spacefaring enemies and challenge space stations, a Sovereign Vindicator flies at the head of an armada to terminate incursions into the empire or take over new systems. In annexation operations, a Vindicator acts as a frontline assault vessel with drone carriers and Harrier fighters for support. In a second line, along with defensive warships, transport vessels such as Sumpters hold positions away from the naval conflict to avoid unnecessary losses. Barring the need for targeted assaults planetside, any ground invasion begins only after Vindicators and their flotillas have eliminated spaceborne threats.

Vindicator command is among the highest privileges in the Imperial Fleet, given only to pure-blooded Azlanti who can be trusted with such destructive potential. Therefore, a duxillar or Azlanti noble of higher station usually captains one of these dreadnoughts. Members of the royal family command Vindicators that guard the Aristia system and New Thespera.

## NAJIN-KOROZAYAS

Vesk experienced the military might of the Azlanti Star Empire a decade before the people of the Pact Worlds did. Expanding its borders, the Veskarium colonized numerous worlds, among them Najin-Korozayas, a resource-rich planet named for vesk families leading the settlement effort. The vesk now know the Najin-Korozayas system bordered imperial space. Colonists detected Azlanti scout vessels near the planet, colonial reports stating the alien spacecraft made no contact. Soon after, though, a Vindicator-led armada entered the system. The invaders annihilated colonial defense forces and claimed the planet. Follow-up skirmishes taught the vesk only to leave the Azlanti alone. Najin-Korozayas's tale is a cautionary one—the world is now Star Empire territory and its survivors are slaves.

## SOVEREIGN VINDICATOR                              TIER 18

Colossal dreadnought

**Speed** 6; **Maneuverability** clumsy (turn 4); **Drift** 1
**AC** 27; **TL** 27
**HP** 600; **DT** 15; **CT** 120
**Shields** superior 540 (forward 135, port 135, starboard 135, aft 135)
**Attack (Forward)** heavy laser net (5d6), quantum missile launcher (2d8×10), super radiant cannon (2d6×10)
**Attack (Port)** heavy laser net (5d6), super radiant cannon (2d6×10)
**Attack (Starboard)** heavy laser net (5d6), super radiant cannon (2d6×10)
**Attack (Turret)** laser net (2d6), laser net (2d6), linked coilguns (8d4), linked coilguns (8d4)
**Power Core** Gateway Ultra (2, 500 PCU each); **Drift Engine** Signal Basic; **Systems** advanced long-range sensors, autodestruct system, biometric locks, crew quarters (good), extra weapon mount (2 light turrets), mk 3 trinode computer, mk 7 armor, mk 8 defenses; **Expansion Bays** aeon comm, cargo holds (8), hangar bays (2), imperial shrine, medical bay, tech workshop
**Modifiers** +3 any three checks per round, +4 Computers (sensors only), –1 Piloting; **Complement** 260

**CREW**
**Captain (plus 4 officers)** Diplomacy +31 (18 ranks), Intimidate +31 (18 ranks), Piloting +30 (18 ranks)
**Engineers (6 officers, 10 crew each)** Engineering +36 (18 ranks)
**Gunners (11 officers, 11 crew each)** gunnery +26
**Pilots (3 officers, 9 crew each)** Piloting +35 (18 ranks)
**Science Officers (3 officers, 8 crew each)** Computers +35 (18 ranks)

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# ALIEN ARCHIVES

"MOST OF THE TIME, THE TERRAFORMING JOB WAS FAIRLY STRAIGHTFORWARD, EVEN A LITTLE DULL. YOU LAND ON THE PLANET, SET DOWN A FEW MACHINES, AND WATCH THEM RELEASE CHEMICALS INTO THE ATMOSPHERE OR CHEW UP THE TERRAIN. ONE TIME, THOUGH, THIS WORLD CHOCK-FULL OF VOLCANOES SEEMED LIKE IT WAS FIGHTING BACK. NEVER MIND THE SWELTERING HEAT AND THE FACT THAT WE WERE CONSTANTLY BREATHING IN ASH—ONE AFTERNOON, THIS CREATURE BURST OUT OF THE ROCK, LOOKING LIKE A LIVING VOLCANO AND SPEWING MAGMA ALL OVER OUR CREW AND MELTING OUR EQUIPMENT. WE ALL MADE IT OFF THE PLANET SAFE, BUT THAT WAS THE LAST TIME I CHOSE TO MESS WITH NATURE!"

—INORI BLASKO, FORMER TERRAFORMER

# CARRION DREG

NE Medium undead
**Init** +1; **Senses** darkvision 60 ft.; **Perception** +10

**DEFENSE**                         **HP** 48
**EAC** 16; **KAC** 18
**Fort** +6; **Ref** +6; **Will** +5
**Immunities** undead immunities
**Weaknesses** vulnerable to critical hits

**OFFENSE**
**Speed** 30 ft.
**Melee** bite +12 (1d6+9 P)

**STATISTICS**
**Str** +5; **Dex** +1; **Con** –; **Int** –; **Wis** +3; **Cha** +0
**Skills** Acrobatics +10, Athletics +10, Stealth +15
**Other Abilities** grotesque adaptation, mindless,
   no breath, unliving

**ECOLOGY**
**Environment** any
**Organization** solitary or abattoir (2–10)

**SPECIAL ABILITIES**
**Grotesque Adaptation (Ex)** A carrion dreg gains
   additional abilities based on the body parts it
   has scavenged. Roll 1d6 and consult the table
   below to add one of these abilities randomly, or
   pick one.

| d6 | ABILITY |
|---|---|
| 1 | Grasping Arms: The carrion dreg gains a climb speed of 20 feet. |
| 2 | Leathery Wings: The carrion dreg gains an extraordinary fly speed of 20 feet with clumsy maneuverability. |
| 3 | Rotting Fins: The carrion dreg gains a swim speed of 30 feet. |
| 4 | Rough Hide: The carrion dreg gains a +1 bonus to its KAC. |
| 5 | Sharp Fangs: The carrion dreg's bite attack deals an additional amount of damage equal to half the dreg's Strength modifier. |
| 6 | Solid Thews: The carrion dreg gains 10% additional Hit Points. |

In places suffused with necromantic energy, such as the necrograft facilities of Eox, parts of discarded corpses sometimes spontaneously come together to form the undead creatures known as carrion dregs, horrifying amalgamations of severed heads, arms, and legs arranged haphazardly around central cores of rotting flesh and sinew. These undead creatures are savage predators, instinctually driven to gather more lifeless forms to add limbs and heads to their own bodies.

No two carrion dregs look the same, and their attributes vary based on the limbs they have scavenged, making the vicious creatures highly unpredictable and even more dangerous. When hunting, multiple carrion dregs act in concert with one another to kill their prey, but they quickly turn to fight among themselves over the remains.

## CARRION DREG TEMPLATE GRAFT (CR 1+)

Carrion dregs are like undead vermin, hunting for limbs to add to their growing forms.

    **Required Creature Type:** Undead.
    **Required Array:** Combatant.
    **Traits:** Vulnerable to critical hits, grotesque adaptation (see above), mindless, no breath.
    **Suggested Ability Score Modifiers:** Strength, Wisdom, Dexterity.

## ENDIFFIAN

Endiffian operative

CN Medium humanoid (endiffian, shapechanger)

**Init** +5; **Perception** +14

### DEFENSE                                              HP 35
**EAC** 14; **KAC** 15

**Fort** +2; **Ref** +5; **Will** +6

**Defensive Abilities** evasion

### OFFENSE
**Speed** 40 ft.

**Melee** survival knife +7 (1d4+3 S)

**Ranged** thunderstrike sonic pistol +9 (1d8+3 So; critical deafen [DC 14]) or

tactical shirren-eye rifle +9 (1d10+3 P)

**Offensive Abilities** trick attack +1d8

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

**Skills** Acrobatics +9, Athletics +9 (+11 to climb), Bluff +14, Culture +9, Diplomacy +9 Disguise +14, Sense Motive +14

**Languages** Common, Endiffian

**Other Abilities** enveloping grip, operative exploits (field treatment [9 HP]), simulacrum, specialization (spy)

**Gear** casual stationwear, survival knife, tactical shirren-eye rifle with 10 sniper rounds, thunderstrike sonic pistol with 2 batteries (20 charges each)

### ECOLOGY
**Environment** any

**Organization** solitary or cell (2–5)

### SPECIAL ABILITIES
**Enveloping Grip (Ex)** Endiffians gain a +2 racial bonus to grapple combat maneuvers and Athletics checks to climb, and they gain a +2 racial bonus to AC against disarm combat maneuvers.

**Simulacrum (Ex)** An endiffian can spend 1 minute to physically alter her form to look like any Medium humanoid with two arms and two legs, as long as she has seen a similar creature before. She can attempt to either mimic a specific creature she has seen or appear as a creature of her own

### RACIAL TRAITS
**Ability Adjustments:** +2 Int, +2 Cha, −2 Dex

**Hit Points:** 4

**Size and Type:** Endiffians are Medium humanoids with the endiffian and shapechanger subtypes.

**Detail Oriented:** Endiffians gain a +2 racial bonus to Perception checks.

**Enveloping Grip:** See the stat block.

**Simulacrum:** See the stat block.

design of that chosen species. The endiffian gains a +10 bonus to Disguise checks to appear as that creature, and the DC of this Disguise check is not modified as a result of altering major features or being disguised as a different race of humanoid. The endiffian can remain in her altered form indefinitely.

Endiffians have humanoid skeletons, with two arms and two legs, but their flesh is incredibly elastic, allowing them to re-form their appearances at a cellular level. They can even modify the shape of individual cells to absorb or reflect visible light, allowing them to reproduce a wide variety of colors. This allows endiffians to reshape themselves into simulacra of virtually any humanoid. Endiffian hands are also extremely malleable, allowing them to easily mold their grip to suit their purposes, whether scaling a cliff face or maintaining a solid grip on a favorite pistol.

Endiffians often find employment as agents of subterfuge, while also pursuing schemes of their own. Particularly mischievous endiffians especially enjoy appearing as reptoids, stirring anxieties about the mysterious race while providing a distraction from the disguised endiffian's own clandestine plots.

Toward the end of her life, an endiffian's pliant flesh turns pale and brittle, networks of cracks forming in the places that she reshaped most often. Elders often take pride in this fine latticework that represents their lifetime of change, but the rare aged endiffian with exceptionally smooth skin can easily find work as a trusted advisor or diplomat.

The average endiffian is 6 feet tall and weighs 280 pounds.
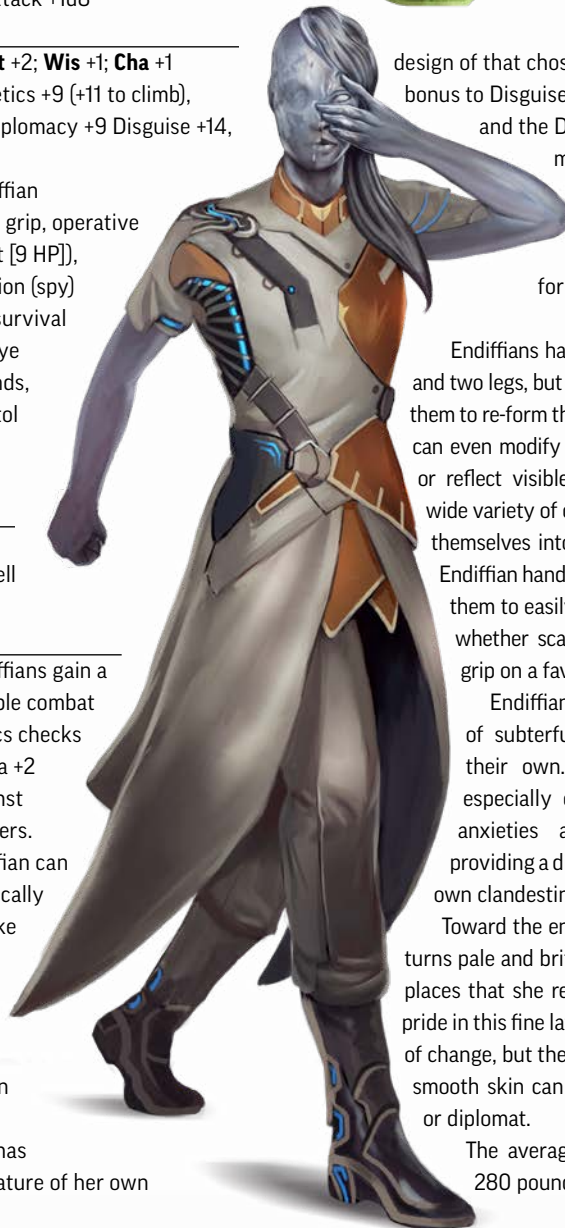
# HOBGAR

N Tiny magical beast

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

## DEFENSE                                    HP 6
**EAC** 10; **KAC** 11

**Fort** +2; **Ref** +2; **Will** +2

**Defensive Abilities** evasion; **Immunities** electricity

## OFFENSE
**Speed** 30 ft., climb 30 ft.

**Melee** bite +1 (1d4 P)

**Ranged** electricity ray +3 (1d3 E)

**Space** 2-1/2 ft.; **Reach** 0 ft.

## STATISTICS
**Str** +0; **Dex** +3; **Con** +0; **Int** –4; **Wis** +1; **Cha** +0

**Skills** Acrobatics +7, Athletics +3 (+11 to climb), Sleight of Hand +7, Stealth +7, Survival +3

**Other Abilities** compression

## ECOLOGY
**Environment** any forests (Nakondis)

**Organization** solitary, pair, or pack (3–20)

## SPECIAL ABILITIES
**Electricity Ray (Su)** A hobgar can discharge a ray of electricity at a single target as a standard action. This attack has a maximum range of 20 feet.

**Evasion (Ex)** This ability functions as the operative class feature of the same name.

Hobgars are small, simian pests native to the misty forests of the planet Nakondis. The arboreal creatures have large eyes, flat noses, and wide mouths. Most hobgars are covered with short tufts of blue and brown fur, which is thickest on the head, chest, and upper arms. They have long, dexterous fingers and toes, with opposable thumbs on both hands and feet. Hobgars are exceptionally skillful climbers, able to fold their bones—including their skulls—to fit into narrow spaces. Most hobgars are 2 feet long and weigh 8 pounds, although rumors of significantly larger hobgars persist despite a lack of solid substantiating evidence.

Hobgars are immune to the electrified mist that pervades Nakondis. Instead, they store ambient electrical charge in specialized skin cells, communicating with each other by modulating this energy to silently wave their fur. Hobgars can also release bits of their stored energy in short-range jolts, but a hobgar removed from Nakondis loses the ability to discharge its electricity ray after 24 hours.

Hobgars have no need to drink, as their wide, soft noses draw all the moisture they need from the misty air. They are omnivorous and can consume a startling variety of objects for nourishment. While hobgars generally subsist on insects and fruit, the creatures particularly relish the taste of conductive metals, which they gnaw with sawlike motions of their two rows of teeth.

Social by nature, hobgars congregate in small packs that interact frequently. Packs coexisting in an area freely share information about food sources and potential dangers, and an adult hobgar will choose its mate from a neighboring pack, never from its own. Hobgar females bear live young, but infants are too frail to survive in the outside world for the first several hours after birth. To shelter her young, a hobgar in labor finds a source of protected warmth, such as a stout log or the corpse of a larger creature, and births her litter into the object. She then waits as the infants consume the object from within, quickly gaining size and strength until they burst out in an explosion of electrical energy.

Hobgars are fearless and curious, so they are a persistent nuisance to explorers on Nakondis. They sneak into camps to take apart equipment, gnaw on cables and batteries, and steal small objects, and their social nature means one incursion will inevitably draw other hobgars to join the fun. Hobgars aren't normally aggressive, preferring to flee from danger, but they attack if mistreated or encountered while tending to their young. A few of the colonists on Nakondis have attempted to domesticate hobgars, but the simians are very headstrong and reluctant to take to the training.
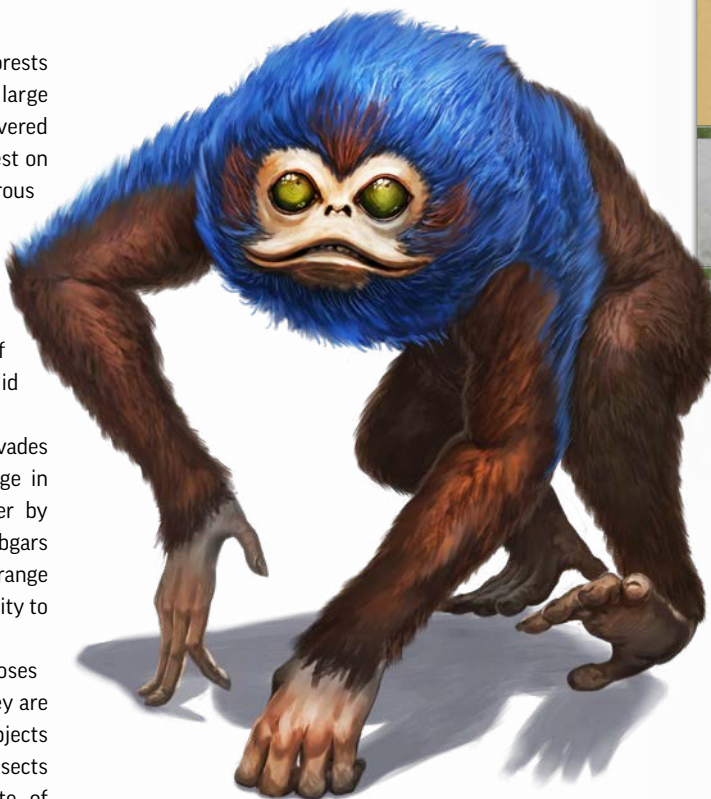
# MUCILAGINOUS CLOUD

N Huge ooze

**Init** +3; **Senses** blindsight (vibration) 90 ft., sightless; **Perception** +11

## DEFENSE                                    HP 65

**EAC** 19; **KAC** 15

**Fort** +6; **Ref** +2; **Will** +6

**Immunities** acid, ooze immunities; **Resistances** cold 5

## OFFENSE

**Speed** fly 30 ft. (Ex, perfect)

**Melee** tendril +12 (1d4+10 A & B plus swallow whole)

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

**Offensive Abilities** distraction (DC 15), swallow whole (1d4+10 A, EAC 19, KAC 11, 16 HP)

## STATISTICS

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

**Skills** Acrobatics +3 (+11 to fly), Stealth +3 (+13 in fog, smoke, or clouds)

**Other Abilities** buoyant, camouflaging haze, compression, mindless

## ECOLOGY

**Environment** any sky

**Organization** solitary, pair, or pack (3–5)

## SPECIAL ABILITIES

**Buoyant (Ex)** A mucilaginous cloud is naturally buoyant. It can hover as part of any action it takes without needing to roll a check. If unable to take actions, it naturally floats in the air, moving with air currents.

**Camouflaging Haze (Ex)** Mucilaginous clouds are translucent, but their skin interacts with the environment to produce a camouflaging haze that matches the color of the surrounding atmosphere.

While camouflaged, a mucilaginous cloud appears to be merely a patch of fog or a cloud. This camouflage provides a +10 bonus to Stealth checks while in fog, smoke, or clouds, and it allows a mucilaginous cloud to attempt a Stealth check even when lacking cover or concealment. Once a creature succeeds at a Perception check to realize a mucilaginous cloud is more than it appears, the ooze loses the benefit of this camouflage against that creature until the creature can no longer see the ooze. Once a mucilaginous cloud has swallowed a victim whole, that ooze can't use its camouflaging haze until the victim is digested (in 2 to 6 hours) or escapes.

Most explorers refer to the predatory flying oozes found on a wide array of planets as mucilaginous clouds, although those oozes are not identical. Scholars theorize they have a common ancestor: an airborne creature that evolved billions of years ago and, as part of its life cycle, sprayed spores from the upper atmosphere of its world into space.

Camouflaging vapor normally hides a mucilaginous cloud's true form; unconcealed, they are membranes of churning protoplasm, sometimes still visibly containing a victim's undigested remains. The digestive chemicals secreted by a mucilaginous cloud's outer layer nauseate victims on contact, leaving them vulnerable to being sucked in and slowly consumed. A mucilaginous cloud is nearly 15 feet wide and 15 feet long, but as its body is mostly full of pockets of acidic gas, it weighs only 100 pounds. Furthermore, a mucilaginous cloud can compress itself to greater density or expand itself so as to float even when unconscious. Its amorphous form also allows it to extend long tendrils, which it can use to attack.

# ROBOT, AZLANTI ADJUTANT

N Medium construct (magical)

**Init** +4; **Senses** darkvision 60 ft., low-light vision;
**Perception** +8

### DEFENSE
**HP** 42

**EAC** 14; **KAC** 16

**Fort** +3; **Ref** +3; **Will** +0

**Defensive Abilities** aeon slot (+1, 10 HP), integrated weapons

**Immunities** construct immunities

### OFFENSE
**Speed** 30 ft.

**Melee** slam +9 (1d6+5 B)

**Ranged** integrated azimuth laser rifle +12 (1d8+3 F)

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

**Skills** Athletics +8, Culture +8, Sense Motive +13

**Languages** Azlanti

**Other Abilities** unliving

**Gear** azimuth laser rifle with 2 batteries (20 charges each),
slotted *iridescent spindle aeon stone*

### ECOLOGY
**Environment** any (Azlanti Star Empire)

**Organization** solitary or complement (2–6)

### SPECIAL ABILITIES
**Aeon Slot (Su)** The body of every
Azlanti adjutant robot contains
a slot to house a single *aeon
stone*, usually in the center of its
faceplate. A slotted *aeon stone* doesn't
provide its usual bonus, but instead
gives the robot a bonus equal to half the
*aeon stone*'s level (minimum +1) to saving
throws against effects that deal energy damage
and effects that specifically target constructs or
electronic systems. As a standard action, the robot
can burn out the slotted *aeon stone* to recover a
number of Hit Points equal to 5 times the *aeon stone*'s
level. An *aeon stone* burned out in this way is forever
nonmagical and does not provide this or any other robot
with any bonus to saving throws. Removing or slotting an
*aeon stone* into an Azlanti adjutant robot is a full action.

**Integrated Weapons (Ex)** An Azlanti adjutant robot's rifle
is integrated into its frame and can't be disarmed.

Designed and manufactured long ago by a technomagical
robotics firm loyal to the Aeon Throne, adjutant robots are ideal
assistants for busy officers: in addition to serving as scribes,
valets, and social secretaries, the robots make rapid strategic
calculations to aid real-time combat decisions. Centuries ago,
when the Aeon Throne mandated the presence of an adjutant
robot on all large starships and in every military engagement,
most officers were pleased with the aid.

Shortly afterward, rumors began to circulate that the
imperially mandated robots were not mere helpers, but spies
for the Aeon Throne, recording and transmitting information
about their assigned officers to loyalty evaluators. Growing
suspicious, many officers began circumventing their adjutant
robots when possible. More canny officers reprogrammed
their robots to submit only reports favorable to themselves—
and unfavorable to their rivals. Why the Aeon Throne ceased
assigning these robots is information lost in the Gap, but the
Star Empire hasn't manufactured a new one in centuries.
Some adjutant robots still operate at the fringes of the Azlanti
Star Empire, either maintaining their old vigils or assisting—
and still transmitting information on—descendants of remote
planetary governors.

Although housing designs of adjutant robots differ, most
are humanoid, with four arms able to handle multiple physical
tasks simultaneously. Designed to be useful on the battlefield,
adjutant robots carry an integrated weapon, have an aeon slot
for magical protection, and have tracked wheels instead of
feet to handle rugged terrain.

# SYNAPSE WORM

N Small vermin
**Init** +0; **Senses** darkvision 60 ft.; **Perception** +7

**DEFENSE**               **HP** 25
**EAC** 13; **KAC** 15
**Fort** +6; **Ref** +4; **Will** +1

**OFFENSE**
**Speed** 20 ft., burrow 10 ft.
**Melee** bite +10 (1d6+6 P plus grab)
**Offensive Abilities** synaptic shock web

**STATISTICS**
**Str** +4; **Dex** +0; **Con** +1; **Int** —; **Wis** +2; **Cha** +0
**Skills** Athletics +7, Stealth +12, Survival +7
**Feats** Improved Combat Maneuver (grapple)
**Other Abilities** mindless

**ECOLOGY**
**Environment** any warm or temperate
**Organization** solitary, pair, or clew (3–6)

**SPECIAL ABILITIES**
**Synaptic Shock Web (Su)** Once every 1d4 rounds as a standard action, a synapse worm can regurgitate a viscous fluid in a 15-foot cone that expands on contact into sticky webbing along the ground and nearby walls. A creature that touches the webbing takes 2d6 acid damage and is dazed for 1 round. A successful DC 11 Reflex saving throw halves this damage and negates the dazed condition.

In many ways, a synapse worm is similar to other large invertebrates: it is a mindless omnivore that sees the world around it in terms of food to consume and landscape to traverse. Where the synapse worm stands out is in its unique feeding technique. The worm's cranial cavity is lined with a membrane coated in an acidic and paralytic enzyme, which it can evert through its mouth in a thick effluvium that coats nearby surfaces with a branching, viscous web. This webbing can cause prey to enter a form of synaptic shock, thus giving the creature its name. The worm can then take nibbles of its prey without resistance—or in the case of smaller victims, such as spiders and insects, simply swallow them alive.

Synapse worms are opportunistic ambush predators with sharp-toothed maws and gullets strong enough to digest almost any organic substance. When hunting, a synapse worm burrows into the soil to wait for unsuspecting victims and then unleashes its paralytic webbing. If it wounds its prey enough to prevent the creature's escape and the creature is too large to swallow whole, the worm then buries the victim alive to feast on later. Those unlucky enough to find a synapse worm's hunting grounds regularly stumble across the rotting remains of those who previously fell to the vermin.

A synapse worm typically grows to about 3 to 4 feet long, and can raise itself up on its back half to stand a little over 2 feet tall. Its nearly nonexistent appendages are useless in combat, but they do allow it to move through soil. Synapse worms' permeable skin naturally absorbs pigments from their surroundings, allowing a worm to blend quite well into its normal habitat. In a sterile environment, a synapse worm is a bright-blue color, with a cyan belly and webbing material that is white or, more rarely, reddish orange.

While no one is certain where synapse worms originated, these creatures can be found on a wide range of worlds throughout Near Space and the Vast. Luckily, no synapse worms have ever been seen in the wilds of the Pact Worlds, but a couple of eccentric collectors keep one or two of these vermin in their menageries.
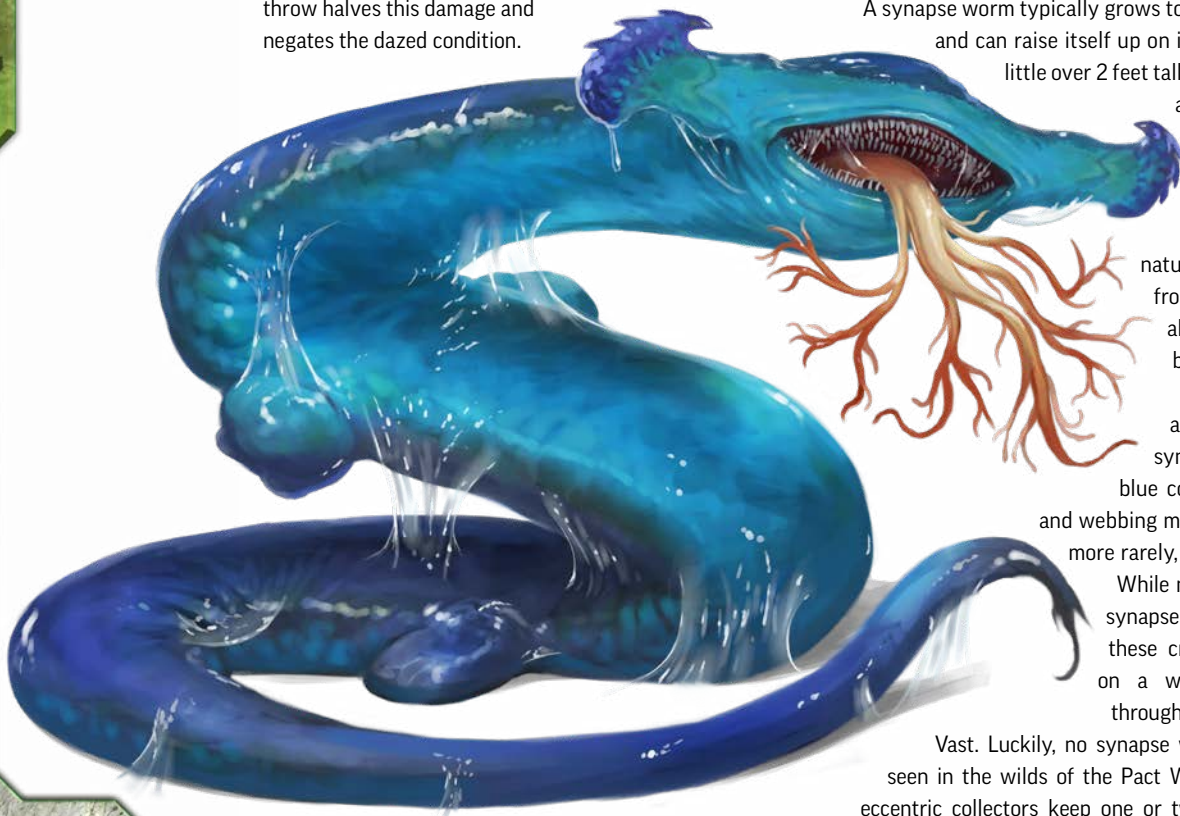
# THERMATROD

CN Large magical beast (fire)
**Init** +1; **Senses** blindsight (vibration) 60 ft., darkvision 60 ft., low-light vision, sightless; **Perception** +8
**Aura** melting aura (5 feet)

## DEFENSE                                        HP 39
**EAC** 14; **KAC** 16
**Fort** +7; **Ref** +5; **Will** +2
**Immunities** fire
**Weaknesses** vulnerable to cold

## OFFENSE
**Speed** 30 ft., burrow 30 ft.
**Melee** slam +10 (1d6+7 F)
**Space** 10 ft.; **Reach** 10 ft.
**Offensive Abilities** slag barrage

## STATISTICS
**Str** +4; **Dex** +1; **Con** +2; **Int** +0; **Wis** +0; **Cha** +0
**Skills** Acrobatics +7, Athletics +12, Intimidate +7
**Other Abilities** earth glide

## ECOLOGY
**Environment** any warm mountains
**Organization** solitary or pair

## SPECIAL ABILITIES
**Melting Aura (Ex)** A creature that begins its turn within 5 feet of a thermatrod takes 1d4 fire damage from the creature's intense internal temperature.

**Slag Barrage (Ex)** As a full action, a thermatrod can spray a portion of its core at a grid intersection within 60 feet. All creatures within 10 feet of this intersection take 2d6 fire damage and gain the staggered condition as the spray of molten stone and metal hardens. A target can attempt a DC 14 Reflex save to halve the damage and negate the staggered condition. Otherwise, the staggered condition lasts for 1 minute unless the target or an adjacent creature uses a full action to peel off enough rock and stone for the target to be able to move.

Mystics believe that the planets on which thermatrods are found have connections to the Elemental Planes of Earth and Fire. But however much the creatures may resemble elemental inhabitants of those planes, they are simply silicon-based beasts that thrive in extreme heat.

A thermatrod uses a knuckle-walking quadrupedal gait resembling that of a gorilla, but it can also stand on its back legs or use its arms to climb. Its torso is a mix of several types of molten stone and metal, allowing the thermatrod to digest heavy minerals inedible to most living creatures; Pact Worlds scientists don't fully understand how the thermatrod's silicon core maintains this intense heat. A thermatrod's cooler backside is made of several interlocking raised hexagonal plates, which resemble basalt columns. Due to this makeup, thermatrods can weigh over a dozen tons.

Like that of most silicon-based life, the thermatrod's chemical makeup didn't allow it to evolve sensory organs, meaning it is both blind and deaf. However, the fine crystalline matrices in the creature's head allow it to sense both heat and tremors. While its head is absent eyes and a nose, it does have a dripping maw, which the beast uses to eat loose stones it finds on the ground.

A typical thermatrod is 10 feet tall and weighs over 1 ton.

THE REACH OF EMPIRE

PART 1: NAKONDIS UNDER SIEGE

PART 2: REBELS OF MADELON'S LANDING

PART 3: HISTORY UNLEASHED

NAKONDIS COLONY

SHIPS OF THE STAR EMPIRE

# NAKONDIS

*Mist-Shrouded Forest Planet*

**Diameter:** ×3/4; **Mass:** ×9/16
**Gravity:** ×1
**Location:** The Vast
**Atmosphere:** Normal
**Day:** 22 hours; **Year:** 202 days

The second planet from the sun of the Nakon system, Nakondis is a surprisingly temperate world deep in the Vast. The planet is covered with enormous swaths of deciduous forests that thin at the equator, giving way to clearings of tall grasses. Low mountain ranges crisscross Nakondis. Vegetation on the mountains is sparser but still present; none of the planet's peaks rise very far above the tree line. There are no oceans on the surface of Nakondis, but immense partially frozen and ionized seas exist within the planet's lithosphere. The heat from the close sun draws forth this water through the soil, resulting in a pervasive, cloying fog across the entire planet. This thick haze shields much of Nakondis's trees and wildlife from the heat and radiation of the sun, but it also carries a faint electrical charge. This charge usually isn't dangerous—it simply makes the skin tingle—but when the fog is thick, it can build to levels sufficient enough to damage creatures and wreak havoc on electrical systems. In low-lying areas of the planet, the mist congeals into a soupy morass, and occasional "storms" of thickened fog sweep the forests, crackling with bolts of hazardous lightning.

The native fauna of Nakondis are primarily birds, insects, and small arboreal mammals, all of which have evolved with adaptations to the planet's electrified mist. Most creatures are either immune to electricity or have developed the ability to sense when electric charges start to build so they can quickly leave the area. These electricity-sensing creatures generally flee from explorers or colonists, as common batteries carry enough latent charge to trigger their flight reflex.

Some of the largest creatures on Nakondis (and most problematic to explorers) are simian animals called hobgars. Generally not much larger than 10 pounds, hobgars have only animal intelligence, but they are curious and travel in packs of up to 20 members. Hobgars not only are immune to electricity but also enjoy gnawing on conductive materials. They are known for sneaking into encampments to eat wiring, crack open datapads, and steal portable equipment for their tree-bole lairs. Hobgars successful in these irritating raids communicate the location of their spoils to other hobgars, so an encampment can be overrun and picked apart in a matter of weeks. Permanent settlements must learn to deal with hobgars, such as by trapping them or bringing offworld domesticated animals to scare them off. Hobgars prefer dense forests, so the mountain ranges and equatorial plains house fewer of the creatures. Rumors persist that substantially larger hobgars live in the thickest, least-traveled forests, towering higher than the treetops, but no confirmed recordings of these reclusive titans exist. Either these "hobgar kings" are merely the product of a fanciful imagination fueled by fog-obscured, half-glimpsed hills, or these massive beasts are cunning enough to avoid detection.

## ESCAPE FROM THE PRISON MOON

*By Eleanor Ferron*

Deputized by the interstellar police force called the Stewards after freeing a colony from Azlanti occupation, the heroes journey to the Azlanti Star Empire to rescue their captive friend from a well-guarded prison moon. After visiting an outlaw space station nearby, the heroes stage a daring breakout and clash against the penal colony's commandant. But the experimental starship drive is still out there, and the heroes must track it down to prevent the Azlanti from making it operational!

## EMPIRE OF THE AEON THRONE

*By Robert G. McCreary, with Jason Keeley and Lyz Liddell*

The expansionist Azlanti Star Empire lurks out in the Vast, ignoring the Pact Worlds and the Veskarium… for now. Discover the history, culture, and military of this mighty imperium, including a wealth of new *aeon stones* and other gear that aids the Azlanti nobility in keeping their less fortunate citizens in line.

## CITIZENS OF THE STAR EMPIRE

*By Saif Ansari*

Though the human Azlanti make up much of the Azlanti Star Empire's population, the imperium controls a dozen star systems, each with its own native population. Learn about these 17 races, some of whom are slaves and others who live life as second-class citizens within the Azlanti Star Empire's dominion.

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# VANGUARD VOIDSWEEPER

**1 SQUARE = 5 FEET**

FORWARD

# GUERRILLAS IN THE MIST

Hired to transport supplies to a fog-shrouded world in the Vast, the heroes discover that a small military force from the Azlanti Star Empire has invaded and occupied the Pact Worlds colony there. The heroes must liberate the settlement from its merciless oppressors, but when they do, they learn that the Azlanti have taken both an experimental starship drive discovered on the planet and one of the colonists—an old friend of the heroes—back to the Star Empire!

This volume of Starfinder Adventure Path launches the Against the Aeon Throne Adventure Path and includes:

• "The Reach of Empire," a Starfinder adventure for 1st-level characters, by Ron Lundeen.

• A gazetteer and brief history of the Pact Worlds colony on Nakondis and its main settlement of Madelon's Landing, as well as a new colonist theme for player characters, by Ron Lundeen.

• A collection of advanced starships built and flown within the Azlanti Star Empire, by Lyz Liddell.

• An archive of fascinating new creatures, from beasts of living magma to massive clouds of devouring ooze, by Patrick Brennan, Ron Lundeen, Joe Pasini, and Owen K.C. Stephens.

• Statistics and deck plans for an exploratory vessel of the Azlanti Star Empire, plus an overview of the forest planet of Nakondis, by Ron Lundeen.