

STARFINDER

DAWN OF FLAME

ADVENTURE PATH

FIRE STARTERS

BY JAMES L. SUTTER





AURORA YELLOW DWARF

TIER 3

Medium explorer

Speed 8; **Maneuverability** good (turn 1)

AC 17; **TL** 17

HP 55; **DT** —; **CT** 11

Shields basic 40 (forward 10, port 10, starboard 10, aft 10)

Attack (Forward) high explosive missile launcher (4d8)

Attack (Port) coilgun (4d4)

Attack (Starboard) coilgun (4d4)

Attack (Turret) light particle beam (3d6)

Power Core Pulse Green (150 PCU); **Drift Engine** none; **Systems** advanced mid-range sensors, crew quarters (good), mk 1 mononode computer, mk 4 armor, mk 4 defenses; **Expansion Bays** brig, cargo holds (2), passenger seating

Modifiers +1 on any one check per round, +4 Computers (sensors only), +1 Piloting; **Complement** 5 (minimum 1, maximum 6)

CREW

Captain Diplomacy +13 (3 ranks), gunnery +6, Piloting +8 (3 ranks)

Engineer Engineering +13 (3 ranks), gunnery +6

Gunner gunnery +7

Pilot gunnery +7, Piloting +14 (3 ranks)

Science Officer Computers +12 (3 ranks), Engineering +8 (3 ranks)

The Sarenite peacekeeping force known as the Dawn Patrol keeps a close eye on the only tunnel that leads to the Burning Archipelago from its spaceborne headquarters of Sunrise Station. The majority of the Dawn Patrol consists of armed troopers based in the Archipelago itself, but the church of Sarenrae also provides starships to patrol space in the immediate vicinity of the tunnel. Manufactured by Aurora Projects, one of the church's technological concerns operating out of Lucent Shipyards, Yellow Dwarf vessels are the most common ships in the Dawn Patrol's navy. A Yellow Dwarf boasts decent weaponry to deter any ne'er-do-wells who might try to illegally breach the tunnel, as well as a brig to hold captured miscreants. A Yellow Dwarf can also ferry cargo and passengers, such as church dignitaries, to and from the Archipelago when necessary. Most Yellow Dwarfs lack a Drift engine, but each crew's tour of duty can last for several months, and so the ship has comfortable crew quarters and a galley. Some captains convert their Yellow Dwarf's passenger seating into a recreation area to help keep the crew entertained and fit during long assignments.

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ON THE COVER



Zeylan Trinipol, leader of the paramilitary Sunrise Collective, projects cool arrogance in this cover by Matias Tapia.



DAWN OF FLAME

ADVENTURE PATH

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INSIDE COVERS

This book refers to several other Starfinder products using the following abbreviations, 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.

Armory AR

Pact Worlds PW



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AMBITION FLARES

SPOILER ALERT!

On these pages, you'll find the background and outline for the Dawn of Flame Adventure Path. If you intend to play in this campaign, be warned! These pages spoil the plot for the upcoming adventures as thoroughly as possible.

An ambitious efreeti noble, calling herself the Malikah, has set her eyes on conquering the Pact Worlds' sun as a prelude to her ascension to godhood. Her servants, able to survive within the sun, have spent years setting up the preliminaries of this plan. Chief among them is the Malikah's most loyal subject, General Khaim, who has scouted the depths of the sun, built a fortress to serve as a foothold, paid his peers to keep secret what they know, and set about making his lady's plans a reality. In the Dawn of Flame Adventure Path, the PCs start out with no understanding of the forces arrayed against them. Instead, a rebellious member of Khaim's forces reveals a mystery worth pursuing and conflicts in need of quelling.

In the first half of the Adventure Path, the PCs pursue clues and explore threats created by General Khaim's actions deeper in the sun and by people on the periphery of his organization. These hooks lead the PCs through various settlements and enclaves within the Burning Archipelago, from Asanatown, home of the Archipelago's paranoid and paramilitary lashuntas, to the treacherous streets of Corona and the refined Pleasure Domes of Verdeon, where organized crime hides behind a facade of legitimacy. Only as the group chases these threads does the larger picture start to unfold, just as the PCs gain the capability to explore those regions where the true threat lies.

During the second half of the Adventure Path, just after a run-in with forces from the Plane of Fire in a mysterious sun bubble, the PCs dive deeper into the Pact Worlds sun to investigate a bizarre relic they have recovered. Once the PCs reach sufficient depths, they hear the psychic cries of the general's first conquests. Following this telepathic call for aid, the PCs finally discover the actual nature of the threat. First contact with a true deep culture within the sun becomes first contact with the general's military plans and a fight to free those the Malikah's servants have already conquered. Having become famous solar explorers by this point, the PCs have a chance to integrate a new species into the Pact Worlds system and become war heroes at the same time. Then, it's time to take the fight to General Khaim.

For more details on the events precipitating the Dawn of Flame Adventure Path, see the Adventure Background on page 5.

FIRE STARTERS

By James L. Sutter

Starfinder Adventure Path #13, Levels 1-2

An alien starship exits the sun's Far Portal for the first time in recorded history, and a monstrous fire whale from the Plane of Fire chases it. The PCs save the vessel, but just after they finish exploring the craft, the Far Portal sinks into the sun, punctuated by an overwhelming telepathic burst from deep inside the star. Taeress, a lashunta scientist on Far Station, recruits the PCs to help her find out what's going on. This mission takes the party to the Burning Archipelago, a bubble-city in the sun's atmosphere, and the lashunta enclave Asanatown to meet with a representative of the Deep Cultures Institute. Before the meeting can happen, however, the recent psychic disturbance leads radical lashuntas in Asanatown to take matters into their own hands, establishing martial law and closing their bubble off from the rest of the sun city. Trapped, the heroes must rescue their DCI contact and the rightful leaders of Asanatown, thwarting a military coup in the process!

SOLDIERS OF BRASS

By Crystal Frasier

Starfinder Adventure Path #14, Levels 3-4

Now employees of the Deep Cultures Institute, the PCs are sent to investigate what's happening in the sun. Burglars in the DCI museum throw that plan askew by facilitating the theft of some unusual data. The missing files are compiled and cross-referenced rumors on deep cultures, none of them substantiated. Who might want such speculation, and why? Following the robbers' path takes the characters to Corona and the infamous and unstable Brass Bazaar. It turns out the burglars, a notorious gang of ikeshti thieves called the Bloodshots, weren't the ones truly interested in the DCI's guesswork. While taking on the ikeshtis and their allies, the PCs must uncover who really has the stolen data,

find out where it's stored, and extract it. In the process, they discover that the Brass Dragons, a mercenary group involved in the first volume, are ultimately responsible for the theft. Recovering the data requires facing the mercs on their home turf and recovering the files from their leader. She won't give it up without a fight!

SUN DIVERS

By Joe Pasini

Starfinder Adventure Path #15, Levels 5-6

With data recovered from the Brass Dragons, the PCs have proof of an extant deep-culture site called Noma and the coordinates to travel there. What they lack is the technology to dive into the sun to visit this location. A member of the Corona Artifact Divers, daredevils who delve into the sun's atmosphere for thrills and profit, has just what the heroes need. However, this genius diver is in debt to "businesspeople" in Verdeon who have reclaimed the sun-diving starship to recoup their investments. Through guile or might, the PCs must acquire this *Sun Diver* and take it into the star. There, the heroes make a discovery their employers have long sought: Noma is an intact bubble settlement inside the sun, but rather than a living city, it's more akin to a preserve with robotic caretakers strangely similar to the anacites of Aballon. These caretakers aren't friendly, since other invaders have come to Noma recently. General Khaim's forces have been scouring the sun to head off future challenges, and they return to recover more from Noma while the PCs are there. After a run-in with these fiery loyalists, the PCs recover an enigmatic tablet that points to yet another deep-sun site.

THE BLIND CITY

By Ron Lundeen

Starfinder Adventure Path #16, Levels 7-8

The strange tablet discovered on Noma points the characters and the Deep Cultures Institute toward the location of another deep-sun locale and, possibly, an ancient eldritch entity. This tablet serves as both a map and a key to a place called Ezorod, and the information contained within the tablet suggests Ezorod is a prison. However, the bizarre object has attracted unwanted attention from those who serve the Outer Gods and want Ezorod to remain a secret. Before the characters can dive into the sun again, they have to deal with members of a conspiracy who want to destroy the ancient tablet or take it for themselves. Recovering the tablet allows the PCs to make another journey into the sun, where they find a site as peculiar as its map. Within a lightless bubble in the sun's convection zone, the characters discover a lost expedition of intrepid verthani, ghostly and fiery creatures of ancient origin, and hybrid sun-bubble technology from a forgotten age. With this acquisition comes a telepathic call for help from the anassanois, a secretive culture even deeper in the sun.

SOLAR STRIKE

By Mark Moreland

Starfinder Adventure Path #17, Levels 9-10

A cry for assistance from the anassanois in the previous adventure prompts the characters to dive into the sun again to aid a deep culture in trouble. The Malikah's forces have conquered Kahlannal, the anassanois' only city, and the army of fire now threatens to destroy the anassanoi way of life. As a strike team, the PCs must infiltrate the occupied city, make first contact between the anassanois and the Pact Worlds, organize the resistance among these new allies, and defeat the city's fiery oppressors. In the end, the PCs have to oust Kahlannal's new overseer, a mighty solar dragon, and retake control of the telepathy-amplifying device the anassanois had been trying to use to warn other sun-dwelling people. In the process, the PCs solve the longtime mystery of Asanatown's telepathic malady. With the mission accomplished, the heroes learn that this efreeti attack was merely a beachhead for an invasion that now threatens the Burning Archipelago and the Pact Worlds' hold on the sun!

ASSAULT ON THE CRUCIBLE

By Jason Tondro

Starfinder Adventure Path #18, Levels 11-12

While the characters remain in the newly freed anassanoi city of Kahlannal, General Khaim launches an assault on the Burning Archipelago from the Crucible, his fortress inside the sun. Victory in the previous volume grants the PCs knowledge of the Crucible's location and the advantages of position, knowledge, and surprise—as well as a unique opportunity. With the aid of their new allies, the heroes can take the fight to the enemy base. Thwarting the efreeti plot requires closing portals to the Plane of Fire and returning the Far Portal to the surface of the sun. However, the efreeti forces overseeing the base don't stand idle.

Ambition isn't all that has burned within Khaim. He admires the Malikah and wishes to prove himself worthy of her not only as a servant and a soldier, but also as an equal and a partner. From within the Crucible, General Khaim has prepared everything he needs to accomplish his own goals. With the aid of a coven of void hags and their stellar cauldron, he has begun distilling the wishes he can grant into a means to his own ends. However, the treacherous hags have aims of their own, and with all the reality-altering energy flowing through it, their cauldron has become something more than expected. The PCs might be able to wrest control of these forces or secure the aid of the hags. In the end, no matter the PCs' actions or the treachery of the hags, the efreeti commander risks everything to see his and the Malikah's plans come to fruition. Ultimately, only the PCs stand between him and these goals.

How timely the PCs' intervention is will determine the fate of thousands on the Burning Archipelago!



DAWN OF FLAME

ADVENTURE PATH

FIRE STARTERS

PART 1: WAKING THE FIRE

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While visiting Far Portal Station near the sun, the PCs rescue and investigate a mysterious ship from the Plane of Fire.

PART 2: REBELLION DAWN

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The PCs arrive in Asanatown to investigate the Far Portal's disappearance, only to discover that lashunta separatists trying to overthrow the local government have captured their contact.

PART 3: PRISONERS OF THE SUN

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Cut off from the rest of the Burning Archipelago and their starship, the PCs must infiltrate Asanatown's capitol building and oust xenophobic rebels.

ADVANCEMENT TRACK

"Fire Starters" is designed for four characters.

1

The PCs begin this adventure at 1st level.

2

The PCs should reach 2nd level before entering Checkpoint Laubu.

3

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

ADVENTURE
BACKGROUND

Known as Mataras—a Lashunta name meaning Burning Mother—the Pact Worlds' sun is an enigmatic star. Its flaming depths containing portals to the Positive Energy Plane and the Plane of Fire. Whether these doorways were torn open by the incredible energy of stellar fusion or advanced that process might never be known. Within the sun's plasma seas live outsiders from the Plane of Fire and strange organisms adapted to the incredible heat and pressure. Most Pact Worlds citizens are restricted to the Burning Archipelago, an ancient network of mysterious bubble-cities discovered a century ago, crafted by an unknown species and floating in the sun's atmosphere.

Rumors persist of civilizations in similar bubble-cities deeper within the sun—stories efreet who have traveled within the star refuse to confirm. So far, no Pact Worlds scholars have been able to either replicate the technology that protects the Archipelago or otherwise descend into the sun to make contact with these so-called deep cultures. Speculation about these societies runs rampant, from anacites who believe the legendary First Ones might dwell in the sun to Sarenites who imagine the Burning Archipelago exists for religious purposes. At the forefront of this research is the Deep Cultures Institute (DCI), a group of scholars some see as romantics or charlatans. Despite shaky claims from the DCI's members, efforts to prove the existence of these deep cultures have come to nothing.

These cultures are no mere myth, however. Deep within the sun, other bubble-structures float in isolation, many of them inhabited by people ignorant of or uninterested in the vast civilization just beyond their stellar doorstep. Yet their isolation does not ensure their safety. A mysterious entity from the Plane of Fire has taken an interest in the Pact Worlds' sun. Known as the Malikah, this being is the half-divine daughter of the demigoddess Feronia and a mighty efreeti noble. Over the centuries, the Malikah has amassed an army and conquered extensive territory on the Plane of Fire, yet her deeds pale in comparison to those of her half-brother, the empyreal lord Ragathiel. Eager to make a name for herself beyond her home plane, the Malikah has turned her attention to Mataras. If she can conquer the sun and establish a permanent empire on the Material Plane, she might be on the path to godhood.

To that end, the Malikah has sent detachments of her army through portals deep in the sun, under the leadership of an efreeti general named Khaim. Preparations to conquer a star take time, and General Khaim has done his best to keep citizens of the Pact Worlds from learning of the plot until too late. The efreet claimed an abandoned bubble near the heart of the sun as a forward operating base, calling it the Crucible. From there, they've made forays to other bubbles in search of resources to use in the conquest to come. At the same time, the efreet have

used their regular trade with the Burning Archipelago to quietly gather allies, building a fifth column willing to strike from within when the invasion begins.

One of the cultures within the sun, a peaceful and advanced species called anassanois, became aware of the efreeti army decades ago, soon after it began scouting for a beachhead. Rightly believing the scouts were a vanguard for a conquering force, anassanoi leaders used a device in their possession to send out telepathic signals, hoping to warn other solar inhabitants. Now the anassanois, who live in a bubble-city called Kahlannal close to the Crucible, believe it's only a matter of time before the efreet attack. These psychic warnings never fully reached the Burning Archipelago, but they have affected the lashuntas of Asanatown. Thus far, this psychic resonance has created only a feeling of impending doom, intensifying as the efreet army took and fortified the Crucible. In the Burning Archipelago, the Sunrise Collective, a radical paramilitary faction among the lashuntas, has been arming itself in response to this feeling of looming danger.

Another threat to General Khaim's plans is the Far Portal, a stable, starship-sized gate to the Plane of Fire on the sun's surface, positioned on the opposite side of the star from the Burning Archipelago. To prevent foes from sending ships through the gate to oppose him, Khaim plans to move the Far Portal deeper into the sun, where he can use it for his forces. Khaim knows such an event is sure to alert the Pact Worlds authorities, but he hopes that the significance of the move eludes mortals long enough for his plans to reach fruition.

Unfortunately for Khaim, one of his retainers has decided to betray the cause. When he came to understand the true extent of the plot, a pilot named Tash decided to prevent the general from conquering his home, the Burning Archipelago. Stealing an efreeti starship from the Plane of Fire, Tash raced for the Far Portal to bring word to the Pact Worlds. However, forces loyal to General Khaim managed to board the stolen ship on takeoff and others dispatched a war beast to destroy Tash. Khaim subsequently ordered the immediate movement of the Far Portal to the Crucible.

Unknown to the people of the Pact Worlds, the battle for their sun starts now.

ASSEMBLING THE CREW

This adventure assumes the PCs are members of a starship crew. The action begins just after the completion of their recent contract to transport a group of scientists to Far Portal Station, a scientific research facility in orbit around the sun. Paid in advance, contract funds went into the starship. The PCs have only the money left over from character creation.

How the crew ended up together is up to the players. The PCs could be traders, mercenaries, Starfinder Society members interested in Far Portal Station, and so on. Encourage the players to establish PC relationships to bind the group together.

The players can make their own tier 1 vessel, which should have guest quarters and at least one cargo hold. Otherwise, they can use a tier 1 ship, from the *Starfinder Core Rulebook*.

FIRE
STARTERSCAMPAIGN
OUTLINEPART 1:
WAKING THE
FIREPART 2:
REBELLION
DAWNPART 3:
PRISONERS
OF THE SUN

ASANATOWN

THE CHURCH
OF SARENRAEALIEN
ARCHIVESCODEX OF
WORLDS

PART 1: WAKING THE FIRE

The Far Portal is an ancient and mysterious structure. Floating at the edge of the sun's corona, this massive metallic gateway is a vast ring. Contained within this ring is a magical portal, large enough to accommodate whole starships, leading to an inhospitable, uninhabited region of the Plane of Fire. A few Material Plane expeditions have managed to make it through the blazing portal, but few have managed to return. To date, nothing from the Plane of Fire has emerged from the portal. Still, various research institutions have banded together to fund Far Portal Station, a small, utilitarian research facility positioned close enough to the portal to study its strange magical signatures and attempt to understand its unknown origins.

The station is a spoke-and-wheel design, just large enough to accommodate the resident researchers and maintenance crew. Rooms and corridors are drab and practical, except for elaborate instrument stations and wall-sized view screens showing the portal and the sun through various filters. The response of station residents to the arrival of the PCs' ship is split between disinterest and a manic welcome of the chance for news, conversations, and perhaps even romantic liaisons.

The adventure begins as the PCs arrive on Far Portal Station, just moments after their passengers disembark. Give the PCs a moment to take in the station, but as soon as they start to make plans or split up, a commotion occurs near one of the stations' viewing panels. Read or paraphrase the following.

Shouts erupt from a group standing near a massive view screen showing live feeds of the Far Portal in various spectrums. As more people around the station drop what they're doing and run to join the growing crowd, the portal on the screen shimmers and distends, ejecting an ornate starship that looks constructed from polished brass and black stone. It trails gasses and smoke, obviously damaged.

Members of the spectating group cheer or gasp in surprise, only to go silent as the images flicker and distort again. A new shape emerges from the portal and keeps emerging—a titanic and fiery whale shot through with technological augmentations of dark metal. A few onlookers scream as flames spray out from the whale's mouth toward the fleeing starship.

A lashunta scientist at a console initiates a scan and says, "Oh no! Its shields are down!"

The ship jerks sideways, trying unsuccessfully to dodge the flames. Sections of hull plating blacken and give way. The ship's main engines flicker, trailing a cloud of debris.

Several shouts mirror the sentiment that someone needs to help the vessel and its crew.

If PCs attempt to identify the ship's design, a PC who succeeds at a DC 15 Engineering or Culture check recognizes the ship as an explorer class (Medium) with a militaristic design unseen before in the Pact Worlds. A PC who succeeds at a DC 20 Mysticism check recognizes traits—brassy hull and general design—similar to ships used by efreet and other traders from the Plane of Fire. Identifying the ship beyond these generalities is impossible, since it's a new model crafted by the Malukah's engineers and not yet seen on the Material Plane.

The PCs' ship is the only craft docked at Far Portal Station capable of engaging the whale. The station has a few maintenance bots, lifeboats, and spaceworthy scientific vehicles, but none of these have sufficient armaments and speed. Thus, the PCs are the only ones with a hope of successfully intervening. If the PCs don't volunteer, a kasatha woman comes sprinting toward them, waving her four arms, and saying the following.



STATIONMASTER JORI

"You! You just arrived, yes? I'm Stationmaster Jori Kimosan Kofa of Clan... I'm Jori. Please, you have to help! That ship is the first to ever pass through the Far Portal from the Plane of Fire. It's of immense scientific value, and that beast is about to incinerate it! Your vessel is the only one here that can handle the situation. We need you to save that ship!"

Stationmaster **Jori Kimosan Kofa of Clan Embross, House Hadulan** (LG female kasatha mechanic) doesn't initially think to offer payment. If the PCs ask for it, she gives them a surprised look, then immediately offers all the station's funds that aren't already earmarked for other projects. A total of 1,000 credits is payable once the mystery ship is safely returned to the station for research. She waves attempts at further negotiation aside, pointing out that further delay is going to result in the ship's destruction, "and then nobody will get what they want."

Everyone present silently watches the PCs. It's clear that refusing won't endear them to anyone.

EVENT 1: LEVIATHAN RISING (CR 2)

The PCs have only to get back to their ship to intervene. The fleeing vessel flies right past Far Portal Station, giving PCs the chance to maneuver their starship between it and its pursuer. As they do so, combat begins.

FIRE
STARTERS

CAMPAIGN
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PART 1:
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PART 2:
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OF THE SUN

ASANATOWN

THE CHURCH
OF SARENRAE

ALIEN
ARCHIVES

CODEX OF
WORLDS

Starship Combat: Start with the mystery ship 15 hexes in front of the fire whale, which is near the center top of the map. Far Portal Station is just off the map's bottom right corner. The PCs' ship is its speed away from Far Portal Station, moving toward the mystery ship. The sun and the Far Portal itself are also off the map, behind the fire whale.

The mystery ship's engines keep sputtering and flaming out, giving it an effective speed of 4. Unless distracted, the whale attacks the fleeing vessel. Play up the drama of its impending destruction, but don't bother tracking damage. The craft survives for the PCs to rescue it.

When the PCs attack the whale or their starship moves between the whale and its prey, the whale concentrates fire on them, fighting until destroyed. A PC who succeeds at a DC 20 Mysticism check identifies the creature pursuing the ship as a fire whale, a Colossal magical beast native to the Plane of Fire but common in the multiverse due to its natural plane-hopping ability (see page 58). Scanning the whale (DC 13) reveals it's alive and has been modified with starship systems.

The whale ignores communications (see Development). Sensors on the PCs' ship can pick up a mournful keening on some frequencies. When the whale is within 5 hexes of the PCs' starship, any telepathic creature onboard can feel this psychic moan. In addition, within the same range, the PCs detect the whale is broadcasting a powerful encrypted signal on a wide band, which can be identified with a successful DC 20 Computers check as some sort of trigger command. Jamming such a signal requires five successful DC 20 Computers checks. (Doing so has no effect on the outcome.)

The fleeing ship continues to fly straight ahead at maximum speed. Attempts to hail the ship fail, and a science officer who succeeds at a DC 16 check to scan finds that the ship's communications systems seem to have been damaged by the whale's attacks. A successful scan can also provide details about the *Breath of Embers* (see the sidebar) and indicates living creatures aboard, but the signatures are strange, suggesting magical interference.

AUGMENTED FIRE WHALE **TIER 1/2**

N Small starship magical beast (extraplanar)

Speed 8; **Maneuverability** good (turn 1)

AC 14; **TL** 13

HP 40; **DT** —; **CT** 8

Shields basic 30 (forward 8, port 7, starboard 7, aft 8)

Attack (Forward) augmented breath weapon (3d4)

Power Core augmented elemental heart (90 PCU); **Drift**

Engine none; **Systems** basic cut-rate sensors, mk 1 defenses, mk 2 armor; **Expansion Bays** none

Other Abilities bite, fire affinity, living starship, solar adaptation, void adaptation

CREW ACTIONS

Engineer (1 action) Engineering +5 (1 rank)

Gunner (1 action) gunnery +4

Pilot (1 action) Piloting +10 (1 rank)

BREATH OF EMBERS

TIER 3

Medium transport

Speed 8; **Maneuverability** average (turn 2); **Drift** 1

AC 13; **TL** 13

HP 70; **DT** —; **CT** 14

Shields basic shields 40 (forward 10, port 10, starboard 10, aft 10)

Attack (Forward) particle beam (8d6)

Attack (Aft) flak thrower (3d4)

Attack (Turret) none

Power Core Arcus Heavy (130 PCU); **Drift Engine** Signal

Basic; **Systems** basic computer, basic medium-range sensors, crew quarters (good), mk 3 armor, mk 3 defenses; **Expansion Bays** cargo bay (split into two parts), medical bay, recreation suite, specialized escape pod/brig, tech workshop

Modifiers Computers +2 (sensors only); **Maximum**

Crew 8 (currently 0; AC and TL do not include Piloting ranks)

SPECIAL ABILITIES

Fire Affinity (Su) *Breath of Embers* takes half damage from starship laser weapons.

SPECIAL ABILITIES


Bite (Ex) An augmented fire whale that enters another starship's hex can bite that ship (+4 [2d4] with the ripper special property).

Breath Weapon (Ex) The fire whale's natural breath weapon has been cybernetically augmented into a direct-fire starship weapon that has short range and the broad arc special property.

Fire Affinity (Su) The fire whale takes half damage from starship laser weapons.

Living Starship (Ex) An augmented fire whale is a living creature so immense that it functions as a starship (and thus engages only in starship combat). It has no crew, but it can still take crew actions using the skill bonuses and ranks listed above. Modifiers for its size, speed, and maneuverability have already been factored into its statistics. Use the following table to determine the effects when a fire whale takes critical damage. The fire whale's brain doesn't take critical damage conditions.

d%	System	Effect
1-30	Weapon	Condition applies to all gunner actions.
31-60	Propulsion	Condition applies to all pilot actions.
61-90	Heart	Condition applies to all engineer actions, except when patching or repairing the heart.
91-100	Brain	During the next round, each of the fire whale's attempted actions has a 25% chance of failure.



Development: When the whale drops to 0 Hull Points, some augmentations on its head disintegrate into a cloud of molecular dust. Seconds later, the fleeing ship's engines flare out a final time, leaving it silent and adrift. Stationmaster Jori calls the PCs, congratulating them and pleading that they board the mystery ship and find a way to bring it and any surviving crew back to the station.

Anyone investigating the corpse of the fire whale can learn the information presented earlier for a successful Mysticism check and scan. Additionally, a PC who succeeds at a DC 20 Engineering check while examining the remains learns that, in addition to other systems, the fire whale was fitted with implants within its neurophysiology. These devices disintegrated when the whale was defeated, inflicting lethal damage to its nervous system. These implants might have allowed communication with and even control over the whale, although determining who might have been doing so is impossible from the remains.

When the PCs approach *Breath of Embers*, go to area **A**.

A. BREATH OF EMBERS

Catching up with the drifting starship is simple. The ship's engines are offline, and nothing is ahead on its trajectory.

A CLOSER LOOK

Even battered and blackened by the assault, the ship remains a work of art. Curves and spines of gleaming brass combine with dark plating to give the ship a feel that's half architectural and half insectile. Oblong domes are set in the top of the ship like eyes, opaque enough to hide their secrets. Along the bow, the name *Breath of Embers* is written in Ignan. (If no one in the party is able to read Ignan, researchers back on the station can translate via comm units.) If PCs haven't already realized the ship is from the Plane of Fire via a successful Mysticism check, this information is enough to tip them and the researchers off.

BOARDING

Breath of Embers is easy to board. Docking with one of the two aft airlocks requires a successful DC 17 Piloting check, since the ship makes no move to assist in the maneuver. However, this check can be attempted multiple times with little risk, so a pilot can take 20.

The PCs can instead tow the ship back to the station before boarding, requiring a series of successful DC 19 Engineering and Piloting checks to maneuver and attach a means of towing to the vessel. In this case, Jori insists the PCs are most qualified to board the vessel and refuses to allow research personnel aboard until the PCs have determined it's safe.

SHIP FEATURES

The ship's interior has several features in common, unless otherwise noted. It's full of breathable atmosphere. Artificial gravity generators are still running, giving the ship normal gravity. The interior is made of alloys that look like polished brass or steel, brass dominating, with accents of dark basalt

or white granite. Glowing ceiling panels and sconces holding holographic flames light the ship, but these lights periodically flicker or blink out entirely for a moment as the ship's damaged systems struggle to continue working. Doors are sturdy as steel (*Core Rulebook* 408) but most open at a touch. All onboard computer systems were remotely wiped and reset before Tash could shut down the link, leaving them devoid of any information, but a PC who succeeds at a DC 15 Computers check can determine that such a system purge took place. Cloth-like materials aboard the ship are actually made of a high-tech fireproof composite, which won't burn but offers no protection from fire damage to a wearer. Finally, this ship looks made for Medium creatures, since efreet can use their change shape ability to change size (see Genie, Efreeti on page 59).

A1. AIRLOCK

The overhead light panels in this wedge-shaped airlock flicker, but the indicators on the control panel glow a steady red.

Airlock controls are written in Ignan but are simple and functional. Cycling the airlock and opening the inner door is easy for a PC who can read Ignan. Otherwise, doing so requires a successful DC 10 Computers, Engineering, or Mysticism check to parse the design, such as the red lights indicating the system is fully operational or has finished a pressurization cycle, while the blue lights mean the cycle is in progress.

Treasure: The starboard airlock contains a few tiny pieces of dark red onyx, which the PCs spot easily on the clean floor. A PC who succeeds at a DC 15 Perception check finds the largest piece in the leftmost corner, which resembles the end of a bare foot, as if it had been chipped from a small statue. The chips are worth 3 credits altogether, or 5 if the PCs find the larger piece.

A2. CARGO BAY

This bay has thick eye-rings and ratchet straps designed to secure cargo to the walls.

The first time the PCs enter this area, they overhear the elemental banging in area **A5**. They continue to hear it until they deal with the creature. The port and starboard cargo bays are inversely identical, except the starboard bay contains a fully charged cargo lifter (see *Treasure*). A PC who succeeds at a DC 15 Piloting or Engineering check, or a DC 20 Perception check, notices that the usual scrapes and scratches that typically mar a cargo bay's decking are absent here, indicating this ship is either new or recently refurbished.

Treasure: In the starboard bay, a suit of cargo lifter powered armor is locked in a charging station. Removing it requires a successful DC 21 Computers or Engineering check to circumvent the authorization requirements or disable the magnetic locks. The master keycard from **A14** also opens the locks.

A. BREATH OF EMBERS

↑
FORWARD



1 SQUARE = 5 FEET

**FIRE
STARTERS**

**CAMPAIGN
OUTLINE**

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**PART 2:
REBELLION
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ASANATOWN

**THE CHURCH
OF SARENRAE**

**ALIEN
ARCHIVES**

**CODEX OF
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A3. SHRINE (CR 1)

This symmetrical room feels out of place, with walls of worked basalt lit by flames hovering over ornate brass sconces. The floor is an elaborate mosaic of a red sunburst against yellow tile, and the ceiling overhead rises in a stone cupola bearing the same pattern. In the center, brass vines with leaves of flame climb an empty basalt plinth.

Creature: As soon as the PCs enter, a rifti protean floating above the empty plinth turns to them and says, "Welcome to my temple. Speak your wish, and it shall be granted." If the PCs act aggressive or try to leave this area, the protean attacks.

A PC can identify this creature with a successful DC 16 Mysticism check. A character who identifies the protean knows it has no ability to grant wishes; the rifti thought the offer sounded impressive. With a result of 21 or higher, the PC deduces that when *Breath of Embers* passed through the Far Portal, its Drift engine must have already been damaged. As a result, it had none of the usual magical shielding protecting it during interplanar travel. This protean likely formed from the entropic energy of the unusual planar transit.

The rifti has indeed existed only since the ship passed through the Far Portal. It's happy to talk, making up a name if asked, and spewing a mixture of truth and obvious lies. It knows nothing of the ship's origin, only that "Angry Abs the nudie spirit" chased it out of area **A4**. The protean was having fun shooting rays at everything, and the enraged hesper living in the ship's power core forced it out of the engine room.

Regardless of how the PCs respond, the rifti eventually becomes bored and "plays" with them. It uses its spells to disorient them with holograms or minor magic tricks.

RIFTI PROTEAN

CR 1

XP 400

HP 16 (see page 61)

TACTICS

During Combat The rifti attacks with gleeful abandon as if it's all a game. It can be reasoned with, but the distractible protean is likely to forget any agreements to cease hostilities in short order.

Morale With no concept of death, the rifti fights until slain.

Development: If the PCs examine the room, no sign remains of who was worshipped here, but a character can tell it is a shrine with a successful DC 10 Mysticism check. With a result of 15 or higher, the PC determines that, despite some motif similarities, the style doesn't match that of any known gods. In addition, a PC who succeeds at a DC 15 Perception check finds the place where the Malikah's statue rested in the center of the plinth. This clean spot in the light dust doesn't reveal what the object was, although the PC can deduce it was a small statue. The Malikah decreed that all vessels of sufficient size should carry a shrine to her, so that crew could worship her properly

and remember whom they're fighting for. When Tash stole the ship, the first thing he did was chuck the onyx statue out the starboard airlock.

A4. ENGINEERING (CR 2)

This chamber is full of tools and diagnostic gear for servicing the ship's twin thrust engines, each housed in its own circular bay. Tie-downs and stick-strips designed to secure equipment during zero-g maneuvers line the walls and worktables, but much of the gear is scattered across the floor. The port engine is blackened and silent, but the starboard one sparks and crackles. Alcoves at the far end of the room hold a Drift engine to port and the ship's power core to starboard.

A PC who succeeds at a DC 15 Perception check notices that most of the tools are scattered randomly, but those near the starboard alcove are arranged in strange patterns around the power core. The alcoves containing the Drift engine (**A4a**) and power core (**A4b**) can both be sealed off by blast doors (DC 10 Computers or Engineering check to close and lock), but they are currently open. A diagnostic run here at a console (Computers or Engineering DC 10) shows that the Drift engine, power core, and both engines are malfunctioning or wrecked. Returning the systems here to working order will take significant time (see Return to Far Portal Station on page 16).

Creature: This area is home to a hesper named Typhix. The damage done to his "beautiful engines" in the recent combat has driven him senseless with grief. He waits only long enough for intruders to spread out in the room before attacking, screaming his vengeance.

TYPHIX

CR 2

XP 600

Hesper (*Starfinder Alien Archive* 62)

HP 21

TACTICS

During Combat Typhix is convinced the PCs here to finish off the engines, and he initially refuses to listen to "any lies from drive breakers." He starts out casting *overheat*, then casts *energy ray*. If forced into melee, he casts *jolting surge* against the biggest threat and uses his mutating touch against others.

It's nearly impossible to talk Typhix out of his rage in his current state, but PCs who manage to immobilize him might be able to use social skills to defuse the situation (his starting attitude is hostile; Diplomacy DC 32, Intimidate DC 18).

Morale If he drops to 5 Hit Points or fewer, Typhix uses his reactor sprite ability to merge with the power core.

Treasure: Among the various tools scattered around this room are an engineering tool kit and a radiation sweeper (*Starfinder Armory* 99).

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Development: If Typhix survives, he remains in the core and reevaluates his reaction, shifting to an indifferent attitude soon after. PCs who repair the ship shift his attitude to helpful. If the PCs talk to him, he reveals that he has always been confined to the power core and knows only that the ship's makers are taciturn fire creatures (he can describe azers, efreet of Medium size, and ifrits of various types). Typhix came into being the first time the power core started up, so he's very young. He knows that the efreeti head engineer, Gudwha, was inclined to kill him, but his devotion to keeping the engines in top form led the efreeti to reconsider. Typhix can hear any noise from **A5**, but he is unaware of creatures aboard other than the rifti that fled to area **A3**. He doesn't know the ship's mission.

A5. RECREATION SUITE (CR 1)

Ornate carpets cover the floor of this chamber. Where metal doors don't take the wall space, curtains of red material frame murals of brass starships flying in formation through fiery skies. Low, plush divans surround hologram projectors and lavish brass tables holding hookahs and VR headsets. Damage from fire and impact mars one of two double doors on the forward side of the room.

A PC who succeeds at a DC 10 Perception check while searching the room realizes that, despite minor damage, the place is unused. Headsets and hologram projectors have no media loaded, and the hookahs are empty.

Creature: An azer marine named Koshnar (see area **A14**) managed to board the starship with a magma elemental before Tash could escape. The magma elemental slowly assaults the doors, but stops to attack intruders.

SMALL MAGMA ELEMENTAL CR 1

XP 400

Small outsider (elemental, extraplanar, earth, fire)

Init +2; **Senses** darkvision 60 ft.; **Perception** +5**DEFENSE** HP 20**EAC** 12; **KAC** 13**Fort** +5; **Ref** +3; **Will** +1**Immunities** elemental immunities, fire**Weaknesses** vulnerable to cold**OFFENSE****Speed** 20 ft., burrow 20 ft.**Melee** slam +9 (1d6+5 B & F; critical burn 1d4)**Offensive Abilities** earth glide, lava burst**TACTICS****During Combat** The elemental focuses on whichever enemy seems most dangerous.**Morale** The elemental follows its orders to open the doors and kill anyone on the ship. It fights until destroyed.**STATISTICS****Str** +4; **Dex** +2; **Con** +1; **Int** -3; **Wis** +0; **Cha** +0**Skills** Acrobatics +5, Athletics +5**Languages** Ignan**SPECIAL ABILITIES**

Lava Burst (Su) Once per day as a full action, a magma elemental can discharge a pool of lava that covers its space and spaces adjacent to it to a depth of 3 inches. The covered spaces are difficult terrain until the lava cools. Creatures that move through one of these spaces or occupy a filled space at the time of the burst take 1d6+5 fire damage and gain the burning (1d4) condition. An affected creature can attempt a DC 10 Reflex save to halve the damage and negate the burning condition. The lava cools and no longer deals damage after 1 round.



MAGMA ELEMENTAL

Treasure: The room contains a variety of mild intoxicants for smoking, weighing 1 bulk and worth 200 credits.

Development: Tash locked the two blast doors leading to the bridge. These doors have hardness 10, and the damaged ones have only 30 of their 60 Hit Points. Breaking the doors open requires only a successful DC 26 Strength check due to their broken condition. Disabling the lock requires a successful DC 30 Engineering check, but a PC who succeeds at a DC 15 Engineering check determines that temporarily shutting down the ship's power (via a successful DC 20 Engineering check in area **A4**, taking 1 minute) should engage emergency overrides and lower the DC to 25. Alternatively, the doors can be unlocked with the master keycard from the commissar's cabin (area **A14**).

A6. MEDICAL BAY

This room is an infirmary, with rows of beds, a surgical table, and transparent cabinets full of medical equipment and supplies stowed in shelving that holds it in place.

Treasure: The medical supplies are well organized, and searching through them reveals four *mk 1 serums of healing*, five medpatches, a basic medkit, a dose of tier 1 stimulant (*Armory* 133), and a reversible prosthetic arm.

A7. GALLEY (CR 1)

This long room is a combination galley and dining room. A wraparound grill occupies the center of the room, designed for the cooks to stand behind while diners sit at the surrounding brass bar and watch their food being prepared. Brass cabinets line the walls, along with two culinary synthesizers and doors to port and forward. Several of the cabinets have been broken open, and cooking utensils are scattered across the floor. Above, twin almond-shaped domes show the stars outside.

Opening the door in the port wall triggers a decompression hazard (see area **A8**). This galley is as much for entertainment as utility, with the chefs conducting teppanyaki-style performances. A PC can identify this setup with a successful DC 15 Culture check or DC 10 Profession (chef) check.

Creatures: Three Tiny fire elementals were bound to the grill to serve as cooking flames. The creatures wait inside the grill, giggling (Perception DC 7 to notice). As this side of the ship took damage, however, the technomagical wards binding the elementals were damaged, setting them free. Barely intelligent, they resemble tiny lizards with oversized, onion-shaped heads. They allow PCs to enter, but as soon as the PCs become suspicious or move toward an exit, the elementals burst forth, laughing and yelling in Ignan, "Cook! Cook!"

TINY FIRE ELEMENTALS (3) CR 1/3

XP 135 each

HP 6 each (*Alien Archive* 46)

TACTICS

During Combat The fire elementals attack, heedless of their safety in their desire to cook.

Morale The elementals fight until destroyed.

Treasure: This kitchen contains two *mk 2* culinary synthesizers (*Armory* 129). Removing these synthesizers from the galley takes a few minutes and a successful DC 10 Engineering check for each.

Development: With a successful DC 15 Engineering or Perception check, a character notices that all the open cabinets have latches to secure them during starship maneuvers. To a PC trained in Engineering, this evidence suggests someone opened the cabinets and left them ajar after scattering the contents. In fact, Koshnar quickly searched here before moving on.

A8. CREW QUARTERS (CR 1)

As the *Breath of Embers* fled its docking station, the shipyard's defenses stitched a line of flak along the ship's port side, punching through the hull here. Automated systems sealed this chamber, but the indicators that would normally warn someone against opening the door to this room were also damaged.

Hazard: An alarm panel above the door hums intermittently as a charge flows to it, but it doesn't flash or emit other signs. A discerning engineer might still take the hint. Hull perforations inside the room are minuscule, but they're big enough to have caused the area to decompress. When the door between this room and area **A7** is opened, the hazard activates.

DECOMPRESSION HAZARD CR 1

XP 400

Type analog; **Perception** DC 16 (notice the humming alarm panel) plus Engineering DC 16 (interpret the damaged alarm panel); **Disable** Engineering 16 (patch holes; requires an Engineering tool kit)

Trigger location; **Reset** 1 round (door closes)

Effect multiple targets (all creatures inside room **A8** or within a 20-ft. radius of the door in area **A7**); targets pulled into room and slammed against port wall, taking 3d6 bludgeoning damage; Reflex DC 12 negates, as does being secured or holding on to an immovable object. When the trap resets, the room becomes vacuum. Opening the door again then reactivates the hazard. A creature can pull itself or another creature out of the room while the trap is active with a successful DC 16 Athletics check for each move action, moving at half speed.

When the PCs can see the room, read the following.

This long chamber has bunk alcoves cordoned off by curtains embroidered with scenes of a city wreathed in flame. Some curtains have been drawn and snapped into place, but others hang unsecured. Beneath each visible bunk is a footlocker.

These padded alcoves look plush and comfortable, but they contain no linens and appear to have never been used.

Treasure: The ship's intended crew had not moved in, but a few stowed some of their belongings early. Most of the lockers are unlocked and empty, but three are locked (Engineering DC 20 to unlock, Strength DC 15 to break open). Inside the first, among garments woven of metal and composites, are a set of manacles and a holoskin. The second has a *spell ampoule of remove condition* and a bottle of aged azer fire brandy (250 credits). In the third is a small platinum pendant depicting a marid (water genie) and a dolphin (250 credits).

A9. HEAD

This bathroom is built to accommodate people sharing divided space. Toilets share stalls with sonic sinks, mirrors, and sonic showers to allow multipurpose use.

The forward door leads to a small, empty storage area.

To most humanoids, this bathroom seems cramped and strange. A character who succeeds at a DC 15 Engineering check guesses that the room was probably designed by a creature that lacked biological needs. A PC trained in Mysticism knows, given the context, that the most likely candidate is an outsider. (Efreeti engineers were proud of the efficiency.)

A10. CAPTAIN'S CABIN

This elegant stateroom is appointed in brass and basalt, with a huge one-way window taking up half of the room's curved exterior wall and rising to form a clear dome above, giving the effect of standing on a balcony in open space. A large desk and bed match elegant cabinets, several of which hang open, and the carpet bears a blazing sun pattern. A door closes off the aft part of the room, and the main door also leads aft.

Like in area **A7**, the open containers here have functional latches. The PCs can also learn someone left them open (Koshnar as she searched the room.)

One aft door leads to a bathroom with a sonic shower.

Treasure: The ship's captain, a female ifrit of shirren descent, had recently begun moving her personal effects onto the ship. Inside the closet is an elegant captain's uniform of brass and black, with the same crimson sun symbol from the carpet emblazoned on the chest (The Malikah has been keeping this logo secret, but a PC who succeeds at a DC 15 Culture, Mysticism, or related Profession check can confirm it's not the logo of any widely recognized organization). This uniform is Medium casual stationwear armor. Hanging behind it is a belt with two static arc pistols in matching holsters. One desk drawer contains a small holographic portrait projector that, when activated, shows the image of two shirrens, one of whom is an ifrit (Life Science DC 10 to identify this planar scion). These people wave toward the viewer. A PC who succeeds at



a DC 20 Perception check finds a hidden compartment in the bottom of the portrait projector, containing a dose of rapture dust (*Armory* 132). The device sits atop an ornate card box of flexible metal, containing a harrow deck (divining cards) also of metal (worth 300 credits).

A11. HOT BAY (CR 1)

This room is decorated in basalt, brass, and steel, including metal lounge chairs around low metal tables. The walls and ceiling gleam with polished metal, except for tiny red and white tiles forming inset mosaics of elegant trees, their leaves countless tiny flames that light the room. Three recessed ceramic tubs with openings for massage jets sit empty in the floor, one big enough for several smaller humanoids.

Hazard: Malfunctioning systems mean this washroom for heat-loving species presents a danger to intruders. One round after any creature enters the room, the door shuts and the tiny flames along the walls and ceiling become roaring jets of burning gas, while the tubs begin filling with scalding water. Escape is possible by moving out the door. The hazard resets if it isn't disabled and all creatures leave the room.

HOT BAY HAZARD

CR 1

XP 400

Type hybrid; **Perception** Engineering DC 21 (notice the flame nozzles can form bigger jets); **Disable** Engineering DC 16 (override the malfunctioning controls) or Mysticism DC 16 (shunt magical power out of the system)

Trigger location; **Reset** automatic (triggers each time door is opened, with 1-round delay)

Effect 2d4 fire damage; Reflex DC 12 half; multiple targets (each creature that starts its turn in **A11**)

FIRE STARTERS

CAMPAIGN OUTLINE

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**PART 2:
REBELLION DAWN**

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A12. TECH LAB (CR 1)

This room is a blend of engineering bay and science lab, filled with workbenches and a variety of large tools and view screens. Cabinets and lockers line the walls. Overhead, two clear, almond-shaped domes offer a view of the stars. At the room's forward end stands a long, clear-sided structure with two linked, square chambers—one full of silvery liquid, the other empty. A falling workbench smashed the container on the empty side.

Creature: Corralled in the containment tank at the forward end of the room is an assembly ooze. Its tank was damaged in the starship combat. Intruders attract the ooze's attention, but until it moves, it appears to be inert gel (Engineering or Life Science DC 20 to realize it's an assembly ooze). If a PC notices it or approaches within reach of the tanks, the ooze attacks. Otherwise, it waits until the PCs have been in the room a moment before lurching forth stealthily.

ASSEMBLY OOZE

CR 1

XP 400

HP 17 (*Alien Archive* 16)

TACTICS

During Combat The ooze focuses on technological creatures such as androids. If no such creature is present, the ooze attacks the PC carrying the most technological gear.

Morale The ooze fights until destroyed.

Treasure: Inside the assembly ooze's tank are two items it produced before it ran out of raw material—a mk 1 agility enhancer armor upgrade (*Armory* 81) and an emergency beacon (*Armory* 99). In addition, among the lab's tools (enough for an engineering specialty tool kit and lots of other simple tools, such as a crowbar) are a chemalyzer, a laser drill, and three wiped datapads (*Armory* 99).

Development: Although the computer here has been purged of data, a PC who succeeds at a DC 16 Engineering check can deduce from the tanks and consoles that the engineers used specialized software to control the ooze's construction ability, then activated a tuned force field to push the ooze into one of the chamber's compartments while the item was retrieved from the other. Whether this system is repairable is up to you.

A13. ARMORY

The ceiling of this long room rises in two almond-shaped domes, their crystal emblazoned with a slowly shifting holographic fresco of efreet warriors in gleaming power armor. One wall holds a couple shallow alcoves with charging hookups, while the other is lined with clear-fronted lockers holding a variety of armaments. Two airlocks cover most of the forward wall.

A character who succeeds at a DC 15 Perception check hears Koshnar searching area **A14**. In addition, anyone who examines the charging alcoves finds they are intended for powered armor.

Anyone attempting to operate a digital lock on the lockers sees the error message (in Ignan): "Master keycard required!" This message refers to the master keycard in area **A14**. Overriding the digital locks without the keycard requires a successful DC 30 Computers or Engineering check for each locker. However, when the power flickers, the locks here can be cycled like the ones in area **A5** (see Development on page 12), so if the PCs have already powered down the ship, the DC is only 25. The lockers are made of 2-inch-thick transparent aluminum (hardness 10, HP 30, break DC 24), although using a crowbar from area **A12** grants a +1 circumstance bonus to the check to break open the locker.

Treasure: Each locker has a label and contents, as follows.

Armor: A suit of black basic iridishell with the appearance of cooled magma.

Melee: A tactical dueling sword and two assault hammers.

Ranged: An azimuth laser pistol, an autotarget rifle, and a light reaction cannon.

Ammunition: Three batteries (20 charges each), 50 longarm rounds, and 24 heavy weapon rounds.

A14. COMMISSAR'S CABIN (CR 2)

This room has an airlock for a door.

This stateroom is appointed in blackened metal and shimmering crimson banners, with a huge one-way viewing window taking up half of the room's curved exterior wall and rising to form a clear dome above, giving the overall effect of standing on a balcony in open space. A black desk and cabinets compliment a wrought iron bed frame. The carpet on the floor is black with a crimson sun pattern.

Since the commissar had not yet arrived when Tash stole the vessel, the desk drawer containing the master keycard is locked with default codes, requiring only a successful DC 15 Engineering check to open. For PCs using brute force, the drawer has hardness 15 and 60 HP, with a break DC of 28. See the Treasure section if the PCs open the drawer.

Anyone trained in Engineering realizes without a check that having an airlock door on a stateroom is unusual. The airlock can be sealed only from this side, and the controls include a couple odd switches. One opens a secret panel near the door (Perception DC 20 to notice without the switch), about 11 feet from the floor, that allows a one-way view of the brig (area **A15**). The other switch operates an intercom between this room and the brig. The control panel here is the only way to open and close the brig airlock.

With a successful DC 10 Engineering or DC 15 Piloting check (which takes 1 minute), a character can discern this chamber also has independent life-support systems and is designed to detach from the rest of the ship (along with the brig) to function

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as a specialized escape pod. However, the pod's controls are hidden under a panel in the desk. Opening this panel requires a search and a successful DC 15 Perception check to find the switch under the desk near the keycard drawer.

As an escape pod, this stateroom and the brig have enough life support for six Medium creatures for 7 days. The pod currently has no supplies, but the life-support system can produce drinking water. In addition, the pod has a distress beacon and ample heat shielding, but no propulsion. Further, the bed and chair in the stateroom can act as proper protection for atmospheric reentry for three Medium creatures. See the brig (area A15) for more information on its features.

Creature: Unable to override Tash's lockdown, Koshnar has been searching the ship. After the fire whale attack, she has made it her mission to take control of the vessel and plunge it into the sun, so she needs access to the bridge. When the PCs arrive, she's yanking at a drawer in the desk, unable to break it open or override the lock. As soon as the PCs appear, she attacks them furiously.

KOSHNAR**CR 2****XP 600**

LE female azer soldier

Medium outsider (extraplanar, fire)

Init +2; **Senses** darkvision 60 ft.; **Perception** +7**DEFENSE****HP 25****EAC** 13; **KAC** 15**Fort** +4; **Ref** +2; **Will** +5**Immunities** fire; **SR** 13**Weaknesses** vulnerable to cold**OFFENSE****Speed** 40 ft. (35 ft. in armor)**Melee** aufeis frost maul +11 (1d8+4 B & C; critical staggered)**Ranged** autotarget rifle +8 (1d6+2 P; critical burn 1d4) or frag grenade I +8 (explode [15 ft., 1d6 P, DC 11])**Offensive Abilities** elemental fire, fighting styles (blitz), gear boost (melee striker)**TACTICS**

During Combat Koshnar focuses on dropping whichever character seems most threatening before moving on to the next target. During the fight, she seems almost berserk with rage, cursing her foes in Ignan, along with "that traitor, Tash."

Morale Koshnar expects to die here, so she fights until slain. If it looks like she'll be captured, she mentally triggers her *allegiance collar* (see the sidebar on page 16 for more information on this device).

STATISTICS**Str** +4; **Dex** +1; **Con** +2; **Int** +0; **Wis** +0; **Cha** -1**Skills** Athletics +12, Intimidate +7**Languages** Common, Ignan

Gear basic iridishell, aufeis frost maul^{AR} with 1 battery (20 charges), autotarget rifle with 30 longarm rounds, frag grenades I (2), *allegiance collar*

SPECIAL ABILITIES**Elemental Fire (Su)** See page 55.

Treasure: Inside the drawer is a metal envelope labeled in Ignan, "Attention: For Ship's Commissar Only! Unauthorized carriers or users subject to termination." In this envelope is a copper master keycard that unlocks some of the ship's areas.

Development: If Koshnar activates her *allegiance collar*, the PCs might learn from her remains what they can learn from Tash's in area A17. PCs who manage to capture Koshnar despite her collar find she either activates it when she can or constantly tries to provoke them to kill her. She has also been trained to repeat her own name if subjected to *detect thoughts*, so she gains a Will save against the spell each time a question is posed to her that might cause her to reveal anything about her origins, orders, or allies; on a success, a listening character hears only this repetition (but this does not end the effect). In any case, she knows only as much as a low-level soldier would—little more than her duties, her direct commander (an azer named Strek), and nothing about the overarching efreeti plan.

A15. BRIG

This cell is lined with restraints designed for a variety of physiologies.

The door to the brig is also an airlock, an unusual feature as described in area A14. This airlock can be opened only from that room. With a successful DC 15 Engineering or DC 20 Piloting check while spending 1 minute examining the room, a PC finds this chamber has deployable crash cushions in the bulkhead walls that could provide up to three Medium or smaller occupants of this room safety for atmospheric reentry.

A16. STORAGE

This storage closet has empty tool racks and bare shelves.

A17. BRIDGE

This starship bridge extends like a curved, multi-tiered balcony, its outer walls and ceiling formed of clear composite with holographic overlays that crowd the dark of space with instrument readouts and blinking damage reports. Workstations line the balcony's curved outer edge and the raised platform near the door, some of them clearly damaged by electrical fire. Ash and debris form a small pile in front of the central pilot's station.

The debris near the pilot's station is the remains of Tash, the ifrit who stole this ship, hoping to warn others of the coming invasion. Unfortunately for Tash, Khaim's commissars required him to wear an *allegiance collar*. The signal the fire whale was

ALLEGIANCE COLLAR

General Khaim knew he'd need a way to safely bring some of his agents into the Plane of Fire or the sun, places few biological creatures are equipped to handle. His solution was the *allegiance collar*, a hybrid device that allows the wearer to act like a Plane of Fire native but contains a self-destruct sequence that Khaim's people can trigger from afar, ensuring that his Material Plane agents can't reveal secrets. Khaim feels that wearing a collar reminds his agents of their oaths to and place within his organization.

ALLEGIANCE COLLAR

LEVEL 8

HYBRID ITEM (Worn) **PRICE** 10,000 **BULK** L

A black iron choker, an *allegiance collar* contains technomagical circuitry that adapts to someone who willingly wears it for 24 hours. It grants such a wearer the benefits and weaknesses of the fire subtype and the solar adaptation universal creature rule. The collar can be removed only with a special key or a successful DC 32 Engineering check.

In addition, this collar contains a self-destruct feature that can be triggered in several ways: via a specific encrypted hybrid electronic signal, if the collar doesn't receive a similar sort of signal (usually with paired encryption) in a specified amount of time, upon certain individuals uttering a command word, or if the wearer simply wills it. The collar also activates if a creature fails the Engineering check to remove it.

Upon activation, the collar illuminates with red light and the device injects the wearer with nanites adapted to the wearer's genetic code. These nanites destroy a wearer's brain in seconds (death is instantaneous), obliterate the head in 1 round, and then disassemble the rest of the body in a number of rounds equal to 1 + the number of steps by which the creature's size category exceeds Small. Once the process is over, the nanites decompose, and all that remains of them and their victim is molecular dust. The nanites are harmless to organisms they aren't adapted to disassemble, and they decompose seconds after being removed from the collar.

After the collar activates, its magic fades, becoming just an ornate piece of iron jewelry worth about 20 credits.

transmitting activated the collar the moment it got within range, and the collar destroyed Tash completely, leaving only dust mixed with treasure (see that section).

A PC who succeeds at a DC 15 Life Science or Mysticism check confirms that the "ash" is the disintegrated remains of a biological creature, possibly the result of magic or deconstruction nanites. Such a thorough disassembly was likely meant to prevent *Speak with Dead* or resurrection magic.

A PC who succeeds at a DC 10 Perception check notices a blinking light on the ship's console. Those who search the area notice the light without a check. It indicates an emergency message left in the captain's log. If the PCs activate the message, read or paraphrase the following.

A hologram sputters into existence in the middle of the room, showing a copper-skinned humanoid man with short, dark horns and slightly luminous flame-red hair that turns blond toward the roots. He's in his mid-thirties, perhaps, with a collar of black metal around his neck. Several wounds bleed through his similarly dark armor. He wavers on his feet, as if woozy, and the recording dissolves into scattered motes of light before cohering again.

The man is an ifrit; in this case, a humanoid with human and efreeti ancestors (Life Science DC 10 to identify).

"My name is Tash," he says. "I was on Noma. I..." The message dissolves, forming again as he says, "...seize the Burning Mother. I was among them, but..." The recording stutters and jerks forward. "Khaim can't be..."

Suddenly, the man stumbles as if struck. He opens his mouth to continue, but the collar around his neck flares with a red light. He looks down toward it. Then he gazes straight ahead, eyes tired, resigned.

"Forgive..." he whispers as a cloud of silver erupts from the collar and flows across his body. It consumes everything it touches, starting with his head, reducing him to dust.

The hologram fades.

The instruments responsible for recording the message have been heavily damaged. Despite anything the PCs might attempt, the message remains broken and disjointed.

Now that the PCs have access to the bridge, it takes only a few minutes and a successful DC 21 Engineering check to patch the one functional engine enough to carefully limp the ship back to Far Portal Station.

Treasure: Tash's armor is black microcord, like kasatha microcord I, with crimson accents. His black-and-red tactical semi-auto pistol is in the dust, along with 27 small arm rounds. The activated *allegiance collar* is nonmagical but still worth 20 credits. The armor's belt contains a credstick (250 credits).

Story Award: If the PCs successfully view Tash's message and return *Breath of Embers* to Far Portal Station, award them 600 XP.

RETURN TO FAR PORTAL STATION

Far Portal Station erupts with excitement as soon as the PCs return with the mysterious ship. Stationmaster Jori meets them at the docks, breathing heavily with excitement as she requests a full report of what the PCs found aboard the *Breath of Embers*. Her eyes widen with shock if it becomes apparent that the PCs have removed items from the ship—in her mind, they're

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all priceless artifacts to be studied—but she manages to quash her objections. If the PCs haven't already explored the entire ship, Stationmaster Jori asks them to do so for the safety of her researchers, though she gives them the option of returning for healing or resupply before finishing. Medics and mystics on the station heal any PCs who are still injured. However, the selling of loot from the starship or any significant resupplying will have to wait until the PCs visit a more populous settlement.

If the PCs claim right of salvage on the ship, however—and if you want the idea to occur to them, a junior tech raises it in passing—Jori squawks in surprised disapproval. A PC who succeeds at a DC 15 Culture check recognizes that while the PCs agreed to bring the ship back to the station for study, their agreement with Jori said nothing about ownership. If the PCs decide to press their claim, Jori can do nothing: the starship is legally theirs. Either way, *Breath of Embers* won't be leaving port until its engines are repaired. Jori decides to cut her losses and offers a compromise—in exchange for uninterrupted research, her station engineers can repair and refit the damaged ship as part of their investigation. This allows the PCs to come away from the situation with a new starship that, while unavailable for the rest of this adventure until you decide it's ready, might provide a handy vessel for future adventures. If the PCs don't want to keep *Breath of Embers*, it can instead be a narrative source of Build Points for future starship upgrades. The PCs can't otherwise benefit from the vessel; it can't be sold for credits.

RESEARCH

From Far Portal Station, the PCs have access to the Burning Archipelago's infosphere and can use it to take 20 while researching a variety of topics.

Allegiance Collar: A PC who succeeds at a DC 20 Engineering check can figure out the basic functions of Tash's *allegiance collar* and recognize that it must have been responding to the fire whale's broadcast. If the PCs thought to record that broadcast, someone can break the encryption on that signal with a successful DC 30 Computers check. However, the trigger command is only a very long string of numbers with no indication of its origin.

Breath of Embers: With a successful DC 15 Computers check, the PCs find (or confirm) what they may have learned when first encountering the ship. It's similar to various efreeti trader ships, but this ship design has never been recorded before, and it is decidedly more militaristic than merchant vessels.

Far Portal, Far Station, and the Sun: Jori is happy to fill the PCs in on any information they want to know about the Far Portal, the Burning Archipelago, or the sun in general. For more information on these subjects, see the *Core Rulebook* and pages 10–16 of *Starfinder Pact Worlds*.

Fire Whale: A PC who succeeds at a DC 10 Computers check learns the information about the fire whale presented in **Event 1**.

Tash's Message: A simple search (or common knowledge among some PCs) reveals that “the Burning Mother” is another name for the Pact Worlds' sun and a direct translation of the Lashunta name, Mataras, used by most scientists. Further research requires a successful DC 20 Computers check. Nothing useful can be found about “Khaim” or “Noma,” but a successful PC manages to find mention of an ifrit mercenary named Tash who lived, years ago, in the Corona neighborhood of the Burning Archipelago. His social media profile and other media show a younger ifrit than the holographic message. He hasn't used his public accounts for years.

FALL OF FAR PORTAL

The PCs should have a little time to heal, research, and meet with Stationmaster Jori. Within hours of their return, however, a new event draws attention. Read or paraphrase the following.

Shouts echo once more, alarms scream, and researches run back and forth. All the station's screens switch to the same image: the Far Portal, its orbit beginning to decay. The structure sinks rapidly down through the sun's corona. Within moments, the portal dips into the sun and disappears both from view and the station's scanners.

At the same moment the Far Portal disappears below the sun's surface, a sudden burst of psychic energy erupts from the depths of the sun.



TASH

Any character who has telepathic ability—PCs and station researchers—is staggered for 1d4 rounds as a sense of alarm and impending danger flows over and through them. Other characters feel a faint, momentary rush of unease. The worst quickly passes, but an unshakable sense of vague dread remains.

A PC who succeeds at a DC 15 Culture check or questions the researchers reveals that the lashuntas of the Burning Archipelago have long reported a similar sense of doom emanating from the sun, giving rise to their reputation for paranoia. (If any PC is from the Burning Archipelago, she knows this fact automatically.) However, no one has ever reported a wave anywhere near this powerful. Regardless, it's clear from the sudden psychic onslaught, the lost portal, and the appearance of the *Breath of Embers* that something unusual is happening.

MEETING TAERESS

Several minutes after the Far Portal sinks into the sun, a broad-shouldered korasha lashunta woman with purple hair, wearing utilitarian gray coveralls with lots of pockets, approaches the PCs. She ideally selects a lashunta, shirren, or other psychic PC, but if the party has none of these, she aims for whoever looks like the party's leader, walking up to them and introducing herself as follows.

"I'm Dr. Taeress Suloro, one of the researchers here. I specialize in magnetospheric monitoring and solar weather prediction, with... well, let's just say I make sure nobody gets cooked." She extends a hand for shaking.

Give the players time to respond, and then Taeress continues.

"You all just felt that, right? Like you're in an opening airlock with no suit?" She points to her antennae.

"Listen, lashuntas on the Burning Archipelago feel similar psychic pressure all the time, but never anywhere near that strong. Combine that with the portal going for a dip—" she grimaces and gestures to one of the screens showing the last known location of the Far Portal, "and it's my *professional* opinion that things have just gotten, well, deeply weird.

"We need everyone to know about this, which is why I'm going to be on your ship when you leave in, say, ten minutes. And you're going to tell me how many organs I have to sell to pay for the privilege. Deal?"

Taeress Suloro (NG female korasha lashunta mechanic) does her best to appeal to the PCs' sense of duty and scientific inquiry, and, as a last resort, greed. She explains that she's already secured the stationmaster's permission to serve as

the station's representative to the scientific community on the Burning Archipelago, carrying all the data about what just happened. Stationmaster Jori is dispatching the data via interplanetary comm units, but given the circumstances, no one wants to rely only on transmission.

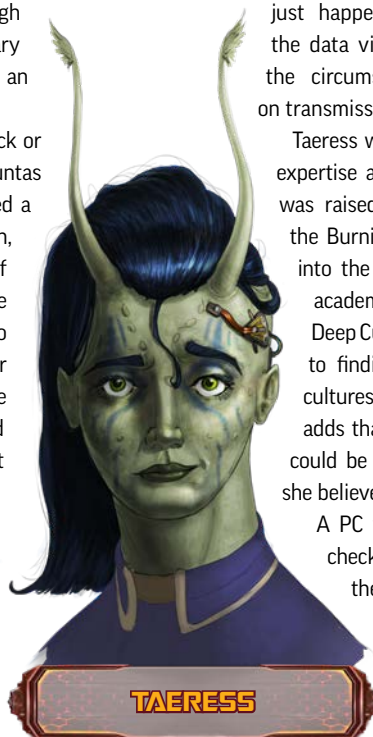
Taeress was chosen to go not only because of her expertise and junior position, but also because she was raised in Asanatown and knows scholars on the Burning Archipelago who might have insights into the psychic assault. In addition to lashunta academics, Taeress has ties to a researcher at the Deep Cultures Institute, an organization dedicated to finding and contacting the theoretical deep cultures that might exist far within the sun. She adds that she has no idea whether such cultures could be responsible for what just happened, but she believes it's important to cast a wide net.

A PC who succeeds at a DC 15 Sense Motive check notices that Taeress flushes slightly at the mention of the Deep Cultures Institute.

If pressed with a successful DC 15 Diplomacy check, she reveals that her contact at the DCI is her ex-wife Nib. Taeress isn't looking forward to the meeting. If the PCs learned that

Tash was from the Burning Archipelago, Taeress immediately latches on to that fact as one more reason to go there. She's polite and friendly, but Taeress refuses to take no for an answer.

Treasure: Taeress has a small budget from her department, and starts out by offering the PCs 300 credits just for the ride. She can raise that total to her maximum of 500.



PART 2: REBELLION DAWN

The only major settlement on the sun's surface, the Burning Archipelago is on the opposite side of the sun from Far Portal Station. The journey takes only a few hours.

The Burning Archipelago is a bizarre place, even by Pact Worlds standards. Floating in mysterious bubbles of force within the sun's plasma seas, the structure is an island of habitability amid astronomic fire, reachable only through special protective tunnels Sarenite explorers discovered a century ago. Several generations of settlers have since turned the structures within the bubbles into bustling hubs of trade and tourism. Dawnshore, the central bubble, generates the Archipelago's primary entrance tunnel, making it the main spaceport, but the other bubble-cities can easily be reached through linecrawlers—ferries that move along the tethers of energy that tie the bubbles together. Despite their interconnection and interdependence, the bubble-cities are not unified under

the same government. Each is its own independent entity, recognized equally in the Archipelago Senate on Dawnshore, alongside representatives from various powerful corporations and nongovernmental organizations.

INTO THE SUN

The outer ends of the magical tunnels leading down into Dawnshore extend well beyond the sun's flames so that normal starships can gain access. Guarding entrance to these passages is Sunrise Station, a Sarenite-controlled military base that closely monitors all traffic in and out of the Burning Archipelago. Access to the sun itself is a right of all Pact Worlds citizens, but the Archipelago is another story. Sarenites control only Dawnshore, so they can refuse only those who lack legitimate business in one of the bubble-cities. This monitoring is intended to make life hard for undesirables who haven't arranged their visit in advance.

Because of Sarenite vigilance, the PCs face a slight challenge entering the Burning Archipelago. As their ship approaches Sunrise Station, read or paraphrase the following.

Sunrise Station comes into view, an ornate monitoring port, adorned to identify it as a Sarenite facility. Rings of dark metal float in the space beyond.

Taeress can tell the PCs they can hail the station or wait to be hailed. When either occurs and the call is answered, continue by reading or paraphrasing the following.

A pleasant-looking human man in gold clothing with blue trim nods a greeting and says, "Blessings of the Dawnflower be upon you, travelers. Please identify yourselves and state your business in the Burning Archipelago."

Have a PC attempt a DC 15 Diplomacy check to talk the patrol into letting the party through. The Dawn Patrol has already run a background check on the PCs' ship transponder—if no information was found or the characters' answers about who they are don't match the registry, the DC of this check increases by 5. Any other lies that the Dawn Patrol agent discerns (Sense Motive +10) increase the DC by an additional 5. If the PCs introduce Taeress and reveal that they're here with important information about the recent psychic event and the loss of the Far Portal, no check is needed unless the PCs did something to increase the DC. In that case, the DC decreases by 10.

If the PCs succeed, the communications agent waves them on to Dawnshore without incident. On a failure, they're refused access. Any aggressive action on the PCs' part triggers the launch of an Aurora Yellow Dwarf starship (see the inside front cover) from Sunrise Station, the crew of which orders the PCs to stand down. Regardless, on a failure, Taeress grumpily asks everyone to wait while she excuses herself to a private portion of the ship to make a call to her DCI contact, returning in a minute looking troubled. Moments later, a formal request from

the DCI reaches the Dawn Patrol, who allow the PCs' vessel to pass (with a warning, if the PCs were belligerent). The PCs make it through either way, but Taeress is upset in the latter situation, as she was hoping to put off talking to Nib for as long as possible. See the Nib and Taeress sidebar on the next page for details about this relationship.

When the PCs enter, read or paraphrase the following.

The mouth of a tunnel swirls into existence as a shimmering vortex in one ring of dark metal near Sunrise Station. It stretches down like a funnel into the stellar atmosphere.

The PCs' ship reaches the Dawnshore spaceport without incident, but soaring through the tunnel of flame is a surreal experience. At the other end, a ring of dark metal similar to the entrance opens on a view of the Burning Archipelago (*Pact Worlds* 10–11). When the PCs touch down, Taeress contacts Nib, much as she might have to acquire passage into the Burning Archipelago earlier. Again, the contact seems to have unpleasant results. She's initially disinclined to talk about it, but anyone who presses (Diplomacy DC 15) learns that her DCI contact is her ex-wife, Nib, with whom she is not on good terms.

EVENT 2: INSPECTION (CR 2)

Dawnshore spaceport is a wide expanse of landing pads and launch pits housing a diverse array of ship types. As the PCs exit their ship, a uniformed shirren and a flying robot greet them. Read or paraphrase the following.

A shirren carrying a tool kit and wearing coveralls with the words "Dawnshore Spaceport" emblazoned on the chest approaches the ship, a four-foot-long, dragonfly-shaped robot hovering over his shoulder. A ratty purple top hat with holes for his antennae rests atop the shirren's head, and he tips it in greeting.

"Welcome to Dawnshore!" he says. "I'm Nikkost, a mechanic for the port authority. Lux, my drone here, and I need to take a quick look at your ship to make sure there are no unshielded reactors, illegal mods—stuff like that. Don't let me get in your way, though! You're welcome to be about your business. I can lock up behind myself and leave a log, or give you a call if I find any issues."

Creatures: This supposed inspector is a con artist named Nikkost, known locally as "Slick Nik." After being barraged by the same psychic blast the PCs experienced, he got spooked and decided it's time to take his operation far away. To do so, however, he needs a ship. He has chosen the PCs' vessel.

Nik is good at his job, with quick, natural talk and an honest face. His uniform is legitimate (stolen from a storage locker), and his trademark top hat is an individual touch. It takes a DC 20 Sense Motive check to realize Nik might not be telling the truth—he seems slightly nervous, which seems out of character with his easygoing charm. A PC who succeeds at a DC 15

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NIIB AND TAERESS

Taeress and her ex-wife Nib have a complicated relationship. Drawn to each other's intelligence and confidence, they had several happy years together before their careers pulled them apart. Nib's research at the Deep Cultures Institute was a point of constant ridicule from Taeress's more conservative scientific colleagues. Combined with Nib's defensiveness, the pressure eventually drove a wedge between them, with Taeress choosing academic politics over love. Anger and guilt still hang over both of them, but they also have deep feelings for each other, and they alternate between sniping at each other and staring longingly when they think the other isn't watching. Learning this story from Taeress in advance requires a successful DC 15 Diplomacy check. Once the two are in the same room, though, the situation becomes obvious. Despite hurling sarcastic barbs at one another, each willingly throws herself into harm's way to defend the other.

Depending on your group's preferences, the conflict between the two can be brief comic relief or a chance for roleplaying as the party counsels them on their relationship. Regardless of whether the party wants to help them heal their relationship or get over each other, the mechanics are the same—a PC must succeed at three DC 15 Diplomacy or Bluff checks to convince one NPC to see things the PC's way. Failure increases the DC of checks using that particular skill against that particular NPC by 5. If the PCs succeed at their goal, award them 400 XP.

Engineering or Culture check recognizes that Nik's "drone" is actually an anacite wingbot from Aballon, a hole in his story. Lux bonded with Nik years ago, and has been half partner and half pet ever since, providing scouting and air support for his scams. If asked about the wingbot, Nik tries explaining the issue away but is more likely to become flustered. This new situation allows the PCs to attempt another Sense Motive check against a lower DC of 15.

If the PCs trust him enough to leave him alone on their ship, they're alerted to their folly moments later by several legitimate port authority workers running toward them, waving and shouting. The PCs then have to fight their way back onto their own ship.

Nikkost is desperate. At any clue that his con isn't working, he shouts for Lux to attack and pulls a gun from his toolbox, trying to fight his way onto the ship. If he succeeds in duping the PCs, he does his best to close the doors and trap several of them outside the ship before attacking whoever's left aboard.

Regardless, use the sound of engines warming up and other preflight routines to create a sense of imminent disaster. However, unless you decide otherwise, Nikkost is incapable

of lifting the ship off the launch pad. He's a fast talker, but a terrible pilot.

For combat, use the map of whatever ship the PCs are flying, surrounded by a flat stretch of launch pad. If the PCs don't already have a ship map, consider using *Starfinder Flip-Mat: Starship*, or *Starfinder Flip-Mat: Sunrise Maiden*, which has a ship exterior and landing pad perfect for this encounter.

NIKKOST

CR 1

XP 400

Male shirren envoy

NE medium humanoid (shirren)

Init +2; **Senses** blindsense (vibration) 30 ft.; **Perception** +5

DEFENSE

HP 17

EAC 11; **KAC** 12

Fort +1; **Ref** +3; **Will** +4

OFFENSE

Speed 30 ft.

Melee tactical baton +4 (1d4+1 B)

Ranged pulsecaster pistol +6 (1d4+1 E) or

smoke grenade 1 +6 (explode [20 ft., smoke cloud 1 minute, DC 12] or

stickybomb grenade 1 +6 (explode [10 ft., entangled 2d4 rounds, DC 12]

Offensive Abilities envoy improvisation (get 'em)

TACTICS

During Combat Nikkost knows that the best way to win a fight is to shoot first and not hold back, but he doesn't really want to kill anyone. He uses get 'em each round and focuses his pulsecaster's nonlethal damage on dropping characters who seem weak to reduce the number of people attacking him. He uses his stickybomb grenade to lock down melee combatants. As he fights, Nikkost shouts his apologies but says "bad times are coming" and "the hotheads over in Asanatown are gearing up, and I don't want to be here when things go down."

Morale Nikkost is desperate to take the ship, but his aim in this attempted theft is to survive. If reduced to 5 Hit Points or fewer, or if Lux is in similar danger, he uses his smoke grenade to impede foes and then flees. If unable to escape, or if Lux risks destruction, he surrenders and pleads for his life. If Lux is destroyed, Nik might angrily fight to the death.

STATISTICS

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

Skills Bluff +10, Diplomacy +5, Disguise +10, Sense Motive +10, Sleight of Hand +5

Languages Common, Shirren; limited telepathy 30 ft.

Other Abilities communalism

Gear flight suit stationwear, pulsecaster pistol with 2 batteries (20 charges each), tactical baton, smoke grenade 1, stickybomb grenade 1, lucky dice (worth 10 credits), credstick (100 credits)

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LUX

CR 1/2

XP 200

Anacite wingbot (*Alien Archive 11*)

HP 13

TACTICS

During Combat If enemies cluster and Lux can avoid catching Nikkost in the area, the wingbot starts by using its trill ability. After that, it focuses on the target of Nikkost's get 'em ability, sticking with ranged attacks. Lux doesn't know better than to use lethal attacks.

Morale Lux is mindlessly loyal to Nikkost. The anacite fights to the death if it lacks orders from him to stop.

Development: If interrogated, Nikkost repeats his apologetic reasoning. He believes that this latest psychic burst is going to cause a tipping point with the lashunta population in Asanatown, and he wants to escape. Nik has heard rumors that the lashuntas have been buying weapons, hiring mercenaries, and cracking down on undesirables such as himself. His claims foreshadow events to come.

LINECRAWLER STATION

Taeress informs the PCs that they'll be meeting Nib near Taeress's apartment in the nearby lashunta bubble of Asanatown. Getting there means taking a linecrawler, one of the train-like ferries that travel along the energy tethers

between bubbles. Catching the appropriate crawler is easy enough, but as the PCs arrive in the station on the Asanatown side, they should each attempt a DC 20 Perception check. Anyone who succeeds notices that a group of armed lashuntas and ifrits moves purposefully through the station.

A few minutes after the PCs exit the station, a public announcement broadcasts to all personal communication devices on the local emergency channel. Read or paraphrase the following, noting the front cover depicts Zeylan Trinipol.

On the screen, a slender, handsome lashunta man wearing elegant dark armor sits in front of a flag bearing the silhouette of a lashunta head atop a yellow sun.

"Citizens of Asanatown," he says, "I am Zeylan Trinipol, commander of the Sunrise Collective. I know many of you are still reeling from the recent psychic assault. You might be frightened or angry, and you're right to be so. For too long, the lashuntas of the Burning Archipelago have suffered under the weight of an assault like this from unknown forces within the sun. Like you, I've lived with this invisible sword hovering over our heads, while our so-called leaders allow outsiders to invade and threaten our city. But no longer!

"As of today, the Sunrise Collective has taken the mantle of your protectors, working even now to secure our borders. Together with our allies in the Brass Dragons, we have assumed control of the city from our council of do-nothing

ARCHIPELAGO LAW

Events in Asanatown are no doubt deeply troubling to the people of the other Burning Archipelago bubbles, but citizens of other bubbles can do little about these incidents. According to Burning Archipelago law, each bubble-city is an independent state, with its own laws and police. The Archipelago Senate commands some security forces, but these police are dedicated to protecting the Archipelago as a whole from outside threats, and the Senate holds little authority in the affairs of individual bubbles. On those rare occasions when the Senate does have the legal authority or political will to intervene in the civil affairs of an individual bubble, action inevitably comes with so much bureaucracy, infighting, and political grandstanding that the problem is usually resolved by the time the legislature agrees on any concrete action. Moreover, many of the larger guilds and organizations in the Archipelago traditionally handle their own affairs rather than involving civil authorities, creating a culture of quietly sanctioned vigilantism. This loose structure means that, with the Sunrise Collective in effective control of the local government, the PCs can't call in other authorities to solve the problems in Asanatown.

politicians, bureaucrats, and sycophants. We're putting new security procedures in place to protect our homes, our businesses, and our future. As part of these measures, travel to and from Asanatown has been canceled for the duration of the transition. Please comply with instructions from all Collective troops. Thank you for your patience as, together, we build a safer Asanatown."

The man flashes a dazzling smile, then winks out. A few nearby pedestrians express anger or shock, but two or three cheer or otherwise express approval.

PCs who return to the linecrawler station find its doors sealed and a sign indicating the shutdown posted inside the glass. Within the building, a large squad of lashunta and a few ifrit soldiers can be seen setting up defensive barricades. The soldiers won't open the doors, and they ignore entreaties to talk from outside. They attack anyone who manages to break in. PCs who have a combat background realize these soldiers badly outnumber the PCs and have a good defensive position.

Taeress has no idea what's going on. The last time she was here, the Sunrise Collective was a local radical racist group no one took seriously. However, news of the takeover is all over town, making it easy to gather information. If the PCs do so, they can use Diplomacy to learn the following.

Result	Information
10+	The Sunlight Collective is a fringe paramilitary group that has gained momentum lately, under

the charismatic leadership of the man in the announcement, Zeylan Trinipol. Using the psychic assault as an excuse, the Collective has seized and imprisoned some of Asanatown's councilors and declared martial law. They're rounding up non-lashunta "undesirables." People have been injured or killed for resisting.

15+	Despite their message of lashunta isolation, the Collective has brought in a mercenary group called the Brass Dragons, made up of people, notably ifrits, from the nearby bubble of Corona. Citizens have been instructed to treat the mercs as they would lashunta Collective soldiers, like the town's rightful police.
20+	The officer in charge of the Brass Dragons forces in Asanatown is an ifrit woman named Rej Vierna. Mercs in Asanatown are only a portion of the mercenary company's might, and Rej is just an officer in the organization. Even combined, the Brass Dragons and Sunrise Collective are a meager force to control all of Asanatown.
25+	The Sunrise Collective has taken control of Horizon House, the city's capitol building, located in the Asanatown neighborhood of Clearlight, a side bubble. The prisoners, probably city councilors captured in Horizon House, are likely to be inside that building.

NAVIGATING ASANATOWN

With the streets growing dangerous for non-lashuntas, Taeress points out that the group's first priority should be getting to her apartment near Bulwarks Plaza (see page 41) so they can meet up with Nib and try to figure out what to do next. The apartment should be a safe place to hole up and discuss the strange solar phenomena. Given the current state of emergency, however, the streets are empty of public transit. The PCs have to walk.

As the PCs move through Asanatown, however, they find a populace in disarray from the recent coup. Most citizens resent military control and fear what the travel ban means for their lives. An underlying thread of support for the Collective is also apparent—the lashuntas of Asanatown have been living with a sense of dread since before the area's settlement. Many find it gratifying to finally have someone in control willing to take action regarding that problem. Heated discussions among lashuntas with conflicting views, as well as among lashuntas and other species, are common as the PCs make the roughly 1-hour walk from the station to Taeress's apartment.

CIVIL UNREST

As they make their way across the city, the PCs witness several incidents that emphasize Asanatown's civil unrest. Taeress is torn between the need for action and the desire to keep a low profile. Her innate compassion leads her to encourage the PCs to help. She might take action herself in **Event 3**.

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In each of the following events, defusing the situation by convincing the soldiers to leave the citizens alone requires a successful DC 20 Diplomacy or Intimidate check to turn the unfriendly soldiers friendly. Provided they fail by 4 or less, PCs can attempt this check multiple times. If a PC fails a check by 5 or more, or if the PCs attack, the soldiers respond with violence.

If the PCs resolve these events through combat without first taking steps to hide their identities, they take a cumulative -2 penalty per event on Diplomacy and Disguise checks against Sunrise Collective or Brass Dragons soldiers later in the adventure. PCs who succeed at a DC 25 Diplomacy or Intimidation check, or who spare a soldier's life in exchange for information, can learn the Collective's password for the day ("sunspots"), granting them a +4 circumstance bonus to future checks to pass themselves off as Collective agents. Any PC captured in this part of the adventure ends up imprisoned at Checkpoint Laubu (see the next page).

Both of the following events occur out in the open, in the middle of 30-foot-wide streets surrounded by tall buildings with locked doors and anxious residents. Each event involves two lashunta soldiers, their armor marked with the logo of the Sunrise Collective, as well as an ifrit mercenary in dark, unmarked armor. Use the following statistics for both events.

SUNRISE COLLECTIVE SOLDIERS (2) CR 1/2

XP 200 each

Lashunta soldier

NE Medium humanoid (lashunta)

Init +3; Perception +4

DEFENSE HP 13 EACH

EAC 10; KAC 12

Fort +2; Ref +0; Will +2

OFFENSE

Speed 30 ft. (25 ft. in armor)

Melee longsword +5 (1d8+1 S)

Ranged hunting rifle +6 (1d8 P) or
frag grenade I +6 (explode [15 ft., 1d6 P, DC 10])

Offensive Abilities fighting styles (sharpshoot),
sniper's aim

Lashunta Spell-Like Abilities (CL 1st)

1/day—detect thoughts (DC 10)

At will—daze (DC 9), psychokinetic hand

TACTICS

During Combat The soldiers prefer to seek cover and shoot at their foes. If necessary, one takes the fore in melee combat while the other remains at range.

Morale These soldiers are zealous revolutionaries who fight bitterly, especially against non-lashuntas. But they don't expect to die, so they surrender if both are at fewer than half Hit Points or if one is the last person standing.

STATISTICS

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

Skills Acrobatics +4, Athletics +9, Intimidate +4

Languages Common, Lashunta; limited telepathy 30 ft.

Gear lashunta ringwear I, hunting rifle with 24 longarm rounds, longsword, frag grenade I, credstick (50 credits)

BRASS DRAGONS MERC

CR 1/2

XP 200

Ifrit soldier (see page 60)

HP 13

TACTICS

During Combat Like the lashuntas, this merc prefers to stay in cover and fire.

Morale This mercenary surrenders only if the lashuntas decide to do so. If the merc is alive when the soldiers go down, the merc gives up.



SUNRISE SOLDIER

EVENT 3: EVICTION (CR 2)

Across the street, a crowd of lashuntas has gathered. In its center, two armored lashunta soldiers drag a weeping kasatha family—two parents and a child—out of an apartment. The crowd of onlookers seems of mixed opinions—most are shouting in protest, while others are eagerly picking through household items. A third soldier, an ifrit in dark armor, is throwing out the apartment's open door. One adult kasatha attempts to resist, only to be punched in the face. The other adult frantically covers his face as the soldier restraining him tears away his mouth-scarf and laughs. In the center of the madness, the child wails for someone to help.

The kasatha adults, Samas (male) and Haen (female), have been labeled “undesirable” due to their vocal but nonviolent protests of the new regime. They are about to be taken to Checkpoint Laubu for processing, along with their child, Jen (female). If the PCs succeed in defusing the situation using social skills, the soldiers decide the eviction isn't worth the trouble it's causing and let the kasathas go, causing the crowd to disperse. If the PCs rescue the family by any means, they receive full XP for the encounter. (The kasathas aren't happy about any violence, but they're thankful to remain free nonetheless.)

EVENT 4: PUBLIC PROTEST (CR 2)

In an intersection, a few soldiers—two lashuntas and an ifrit—confront a mob of protestors. The protestors are lashuntas, with a few other species mixed in, armed only with holographic signs, reading, “Not Our Collective!” and “Asanatown for Everyone!” The soldiers, outnumbered and irritated, stand with rifles trained on the crowd, giving them a final warning to disperse. From the back of the mob, a bottle sails into the air, smashing at the soldiers' feet.

These soldiers are xenophobic militia and mercs, not professional police, and they have little concept of how to deal with civil resistance except through force. They have orders to avoid killing citizens, but their primary directive is to control the city. When the PCs arrive, the situation is about to explode. If the group does nothing, the soldiers begin firing into the crowd a few moments later, scattering the citizens and leaving several wounded or dead. If the PCs manage to resolve the situation in any way without civilian death, award them full XP for the encounter.

NIIB'S CAPTURE

When the PCs make it to Taeress's apartment, they receive a further surprise: Nib sends Taeress a message. The DCI scholar has been rounded up as an undesirable and taken to a police station dubbed Checkpoint Laubu. Taeress is beside herself with worry, but she knows the “checkpoint” was formerly a

police station called Station Laubu, named after Laubu Mesa on Castrovel. Knowing her ex-wife, Taeress fears that Nib's big mouth and lack of common sense might get her killed. Taeress can't pay for the additional risk, unless she still has the 200 credits of the 500 she could have paid the PCs for the trip to the Burning Archipelago, but she begs the PCs help her break Nib out. Taeress notes that she and Nib are the PCs' best local contacts in a region suddenly hostile to foreigners. Further, the DCI is bound to be grateful for any help the PCs offer Nib. Taeress can direct the PCs to Checkpoint Laubu. It's up to the PCs whether she tags along, but she admits she's of no use in a fight. If the PCs leave her behind, she asks them to keep in touch and let her know when they have Nib.

B. CHECKPOINT LAUBU

In its effort to establish authority, the Sunrise Collective has installed checkpoints along a few major thoroughfares and linecrawler stations, with a goal of cowering citizens into cooperation. Checkpoint guards have orders to make a big show of examining identification and allowing lashuntas through the checkpoints. Members of other species who aren't deferential enough are fair game for extortion, arrest, or both.

This checkpoint is a repurposed local police station whose original denizens have been detained elsewhere. Freshly installed wire fencing runs along either side of the station, forcing all traffic to or from the neighborhood to pass through the gate. It's possible to take a long way around or otherwise avoid the checkpoint, which also makes scouting possible.

Rescuing Nib is the PCs' goal, regardless of which tactics they use to do so. Award the PCs full XP for any foe they avoid fighting while still accomplishing their aim.

SCOUTING

A PC who succeeds at a DC 15 Perception check notices from an inconspicuous distance that cameras watch the rear fenced parking lot at area **B8**. It requires a successful DC 20 Stealth check to approach the checkpoint unnoticed by the cameras. Failing the Stealth check by 5 or more sends an alert to view screens in the guardhouses and area **B2**. A camera can be disabled with a successful DC 20 Engineering check, although disabling one causes screens in the guardhouses (**B1**) and office (**B2**) to go blank. NPCs in the checkpoint notice this fact in 3d6 rounds, at which point one of the Sunrise Collective Soldiers goes to check on the malfunctioning camera.

INTERACTION

The PCs can instead attempt to talk their way into the checkpoint. The Collective is disorganized enough that with the right checks, the PCs could pass themselves off as people with a legitimate reason to be here. The DCs should be based on your judgment about the PCs' approach but should start at 15 to 20. The guards begin with an unfriendly attitude. They also distrust those who attempt bribes, and offering one increases the DCs by 5.

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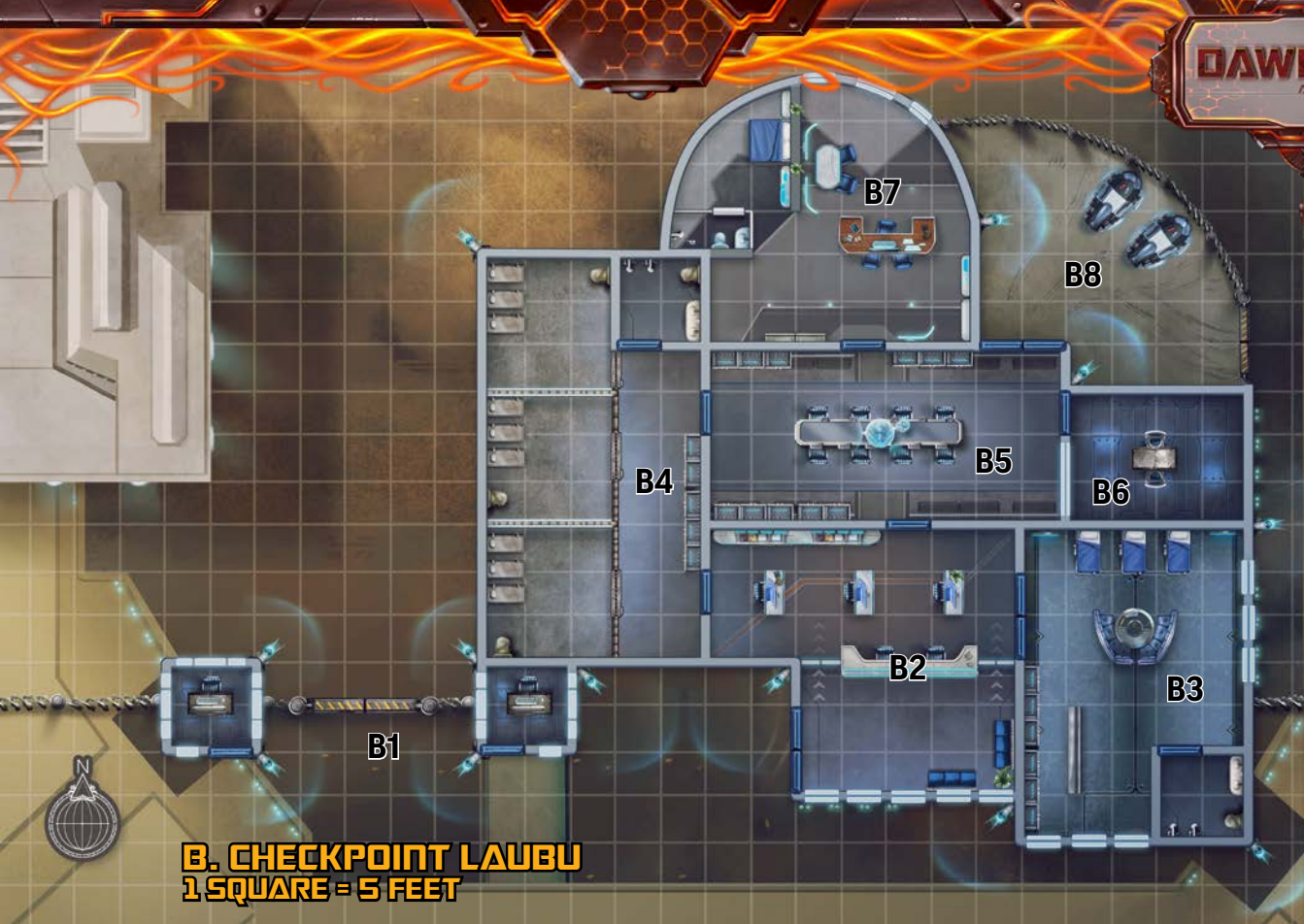
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B. CHECKPOINT LAUBU
1 SQUARE = 5 FEET

CHECKPOINT FEATURES

A few features are consistent within the checkpoint.

Fences and gates are wire. Every 5 feet of fence has hardness 10 and 15 Hit Points, although cutting the fence is easier than destroying it. Doing so requires 1 round, an engineering tool kit, and a successful DC 12 Engineering check. Failure indicates only that more time is needed to cut through, adding to the risk of discovery or being spotted by cameras.

Doors are composite equivalent to 2-inch-thick steel (*Core Rulebook* 408). Locked doors in the checkpoint currently all have the same numeric electronic code, which only Yiwin in **B5** knows. These locks can be hacked (Computers DC 20) or disabled (Engineering DC 20). While a lock is hacked or disabled, a character can determine the current code or reset the code with a successful DC 20 Computers check.

Windows and skylights provide normal light in the building.

B1. ROADBLOCK (CR 2)

To one side of a squat, beige building, a rolling gate and two ramshackle guardhouses block the road north. Flanking the gate, a ten-foot-high fence of steel wire runs east and west down the middle of the intersecting street, dividing the neighborhood in half and forcing all traffic to pass through the gate. A small crowd of people waits to be let through. Guards, one ifrit and one lashunta, check IDs with slow ease, the lashunta laughing while poking fun at a young lashunta man in the line.

Creatures: A Brass Dragon merc and a Sunrise Collective soldier currently work outside the guardhouse. A third lashunta soldier leans against the corner of the eastern guardhouse, watching the show. The guards have seen little resistance so far, so their attitude is initially indifferent, and they usually settle for telling people to “shut up and get back in line.” If insulted or otherwise provoked, they arrest the offending person at gunpoint, roughing up the perpetrator a little for good measure. If physically attacked, they switch immediately to deadly force, killing anyone who seems threatening.

If a fight here lasts more than 2 rounds, Mims from area **B2** emerges to join in.

SUNRISE COLLECTIVE SOLDIERS (2) CR 1/2

XP 200 each

Lashunta soldier (see page 23)

HP 13 each

TACTICS

During Combat The soldier near the gate takes cover in the guardhouse, firing from the safety of the doorway, while the other soldier does the same by stepping just inside the other guardhouse. They avoid using grenades around civilians unless the situation is truly dire.

Morale These soldiers know their hold on the city is tenuous and that any sign of weakness could get them all killed. If any of them is slain, the remaining one attempts a tactical retreat to area **B2**, fighting there until defeated.

BRASS DRAGONS MERC

CR 1/2

XP 200

Ifrit soldier (see page 60)

HP 13

TACTICS

During Combat The ifrit casts *overheat* if he can hit multiple targets. Otherwise, he shoots, attempting to stay out of melee. This merc isn't concerned about civilian casualties.

Morale The merc fights until the Collective soldiers are down. He then tries to surrender.

B2. OFFICE (CR 2)

A counter divides this space into a reception area with a few benches and an office to the north, with chairs and desks covered in work materials and sentimental decorations. A huge flag bearing the silhouette of a lashunta head in profile atop a yellow sun and a white background has been tacked unevenly to the reception area's eastern wall. The northern wall in the office bears inset view screens. In addition to the transparent doors that open into the reception area, glossy blue doors lead away to the north, east, and west.

These desks belonged to the police station's officers. Personal items on them show as much. If all the cameras are functional, the view screens show footage of area **B8**.

Creature: Several years ago, a skittermander became enamored with police life and demanded to help. Unable to discourage him, the chief eventually gave in and let "Honorary Officer" Mims help around the station. When Mims arrived today and found the militia, the change in personnel barely registered. Lieutenant Yiwin put Mims in charge of preparing the station for further Collective use.

Mims is an excitable furball wearing meticulously polished armor. He's loyal to his new friends, and he jumps in to help his allies if needed. If encountered on his own, Mims has a starting attitude of friendly. He helps persuasive PCs as "citizens in need" until he receives a countermanning order from a Collective member or it becomes clear that the PCs are working against the Collective. Mims believes the Collective is the rightful authority, asking rhetorically, "Aren't they in a police station? Didn't they make an announcement?"

To Mims, such evidence is enough for his loyalty. However, if the PCs can alter Mims's attitude to helpful, he can be convinced to take them to Lieutenant Yiwin in area **B5** or to leave the station to find one of his former colleagues.

HONORARY OFFICER MIMS

CR 2

XP 600

Skittermander envoy (*Alien Archive* 106)

HP 23

TACTICS

During Combat Mims leaps into melee with his flame doshko, singing made-up battle hymns. If he has allies, he uses

his get 'em ability each round. If not, he uses it only when doing so won't deprive him of the chance to attack.

Morale As soon as he's wounded, even superficially, Mims shouts his pride in "making the ultimate sacrifice" and loudly imagines his funeral parade. He fights to the death against the PCs, whom he classifies as criminals.

Development: If combat breaks out here, Lieutenant Yiwin in area **B5** hears. At the start of the third round, he stealthily peeks through the doorway. If he can throw a grenade without injuring any of his soldiers, he does so until his grenades are gone, then takes up a defensive position waiting for the PCs to enter his area. Yiwin doesn't care about Mims, and so he might include the skittermander in grenade explosions. In this event, the PCs might be able to use the attack to persuade Mims his new friends aren't friends at all.

Treasure: In addition to Mims's gear, the room contains mostly mundane sentimental items. Atop one desk is a static arc pistol with a full battery (20 charges). On another is a credstick (100 credits).

B3. BARRACKS

This room is lined with neatly made bunk beds, couches, and metal storage lockers. A clearly labeled door to the south hangs open, revealing a small washroom.

This room provided officers with a place to sack out between shifts, as well as temporary lodging for witnesses under protection. The Collective hasn't moved in yet.

Treasure: Inside the unlocked lockers are enough spare clothing items to put together three Asanatown police uniforms. Inside one locked locker (Engineering DC 15 to open) is a basic emotion regulator (*Armory* 99).

B4. DETENTION (CR 2)

The western half of this room is divided into three large holding cells, each with several bunks, a toilet, and walls of close-set bars with transparent material between them. To the north is a small bathroom that has a transparent door, and several small lockers labeled "Evidence" hang open on the eastern wall.

A PC who succeeds at a DC 20 Perception check notices the rewired lock on the northern cell. The door to the northernmost cell is unlocked when the PCs first enter. The other cell doors in this area are locked.

The bathroom has shower stalls, sinks, and toilets. Anyone who knows a bit about law enforcement or succeeds at a DC 10 Culture check knows the transparent outer door is so guards can keep an eye on prisoners using the facilities.

Creature: The northernmost cell holds an ikeshti technomancer named Veke. Only PCs who succeed at DC 16

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Perception checks notice the ikeshti before he attacks. However, a PC aware of the rewired lock gains a +4 circumstance bonus to this check, since the lock is to the cell where this threat hides. Veke is currently crouched in the back of his cell, behind the bunks, ready to attack anyone who enters, believing them to be the ghosts of the ikeshti juveniles he failed to protect.

A brood-minder with a haunted past, Veke turned to drugs to battle his guilt. He was arrested just before the Collective took over, and he's still under the influence of the chemicals in his system, unclear about what's real and what isn't. His state didn't stop him from disabling the electronic lock on his cell and recovering his gear from the evidence lockers. Collective soldiers have yet to realize his cell door is unlocked.

A PC who succeeds at a DC 15 Medicine or DC 20 Sense Motive check while fighting Veke realizes his drug-addled state. It takes a successful DC 25 Bluff or Diplomacy check to slow down his frenzied mind long enough for him to pause his fighting. A PC who succeeds at a subsequent DC 25 Bluff or Diplomacy check, taking 1 minute, can coax him to retreat to his cell. The lock can be re-enabled with a successful DC 20 Engineering check.

VEKE

CR 2

XP 600

Male ikeshti technomancer (*Alien Archive* 64)

HP 21

TACTICS

During Combat Veke gives characters time to enter the room before racing out of his cell to attack with *jolting surge*. He continues to use that ability until it's exhausted, only then shifting to his pistol. He screams that the drugs aren't helping, that it wasn't his fault, and that the PCs "should be dead—I saw you die!"

Morale Unless calmed, Veke fights to the death.

Development: Fighting in this area alerts Lieutenant Yiwin in area B5, who reacts as described in area B2. The ifrit doesn't hesitate to hurt Veke with grenades.

B5. BRIEFING ROOM (CR 2)

This large room has doors on all four sides, with a long conference table running down the center and lockers lining the walls. A hologram projector in the table's center shows a three-dimensional model of Asanatown and its side-bubble, Clearlight, with several locations labeled in red. A window south of the door in the eastern wall looks into a small room.

This was the station briefing room, where officers could give their reports and receive their orders. Soldiers at this post adopted it as the checkpoint's heart. The window in the eastern wall is a one-way mirror looking in on the interrogation room (area B6). If the PCs look through the mirror, they can see Nib in area B6.

Creature: The commander at this checkpoint is Lieutenant Yiwin, an ifrit of lashunta descent with antennae that look like cooling lava and red-and-gold mottling on his skin reminiscent of flames. He's been expecting trouble, and is deeply suspicious of strangers, hence his initial attitude is unfriendly. PCs who have been peaceful inside the checkpoint can improve his attitude to indifferent and influence him to release Nib. If the PCs invade the station violently, he fights.

LIEUTENANT YIWIN

CR 2

XP 600

Male ifrit soldier

LN Medium outsider (native)

Init +4; **Senses** darkvision 60 ft.; **Perception** +7

DEFENSE

HP 25

EAC 13; **KAC** 15**Fort** +4; **Ref** +2; **Will** +3**Resistances** fire 5

OFFENSE

Speed 30 ft. (25 ft. in armor)**Melee** ember flame doshko +8 (1d8+2 F; critical wound)**Ranged** ifrit-class flamethrower +10 (1d6+2 F; critical burn 1d6) or

frag grenade 1 +10 (explode [15 ft., 1d6 P, DC 13])

Offensive Abilities fighting styles (bombard), fire affinity, gear boost (brutal blast), grenade expert**Ifrit Spell-Like Abilities** (CL 2nd)1/day—*overheat* (DC 11)

TACTICS

Before Combat If Yiwin hears combat in other rooms, he joins in as described in other areas. He then takes up a defensive position, waiting for the PCs to enter this area.

During Combat Yiwin takes cover and sprays the room with his *overheat* ability. He then switches to his flamethrower, using his doshko only if he's pinned down and can't safely move away from an enemy.

Morale Yiwin is a mercenary, not a zealot. He surrenders if reduced to 5 Hit Points or fewer, but only if he senses the PCs might treat him honorably. He offers the code to the interrogation room as an incentive to spare him.

STATISTICS

Str +2; **Dex** +4; **Con** +0; **Int** +0; **Wis** +0; **Cha** +1**Skills** Acrobatics +7, Athletics +12, Intimidate +7**Languages** Common, Ignan; limited telepathy 30 ft.

Gear basic iridishell, ember flame doshko with 2 batteries (20 charges each), ifrit-class flamethrower with 2 petrol tanks (20 petrol each), frag grenades 1 (2), credstick (240 credits), key to Nib's manacles (see area B6)

SPECIAL ABILITIES

Fire Affinity (Su) See page 60.

Development: Yiwin, loyal first to the Brass Dragons but also with contacts in Asanatown, is part of the reason the Brass Dragons are working with the Sunrise Collective. The

ifrit knows that the Sunrise Collective is currently holding Asanatown's council members in Horizon House in Clearlight. The PCs can also learn this information by examining the holographic display. Labeled in red are checkpoints except for Horizon House, which is labeled "Sunrise Command."

B6. INTERROGATION ROOM

The door to this room is locked.

This small room contains two chairs and a small table. A large inset mirror takes up the upper portion of the western wall. Other walls depict a cheerful park scene of lashunta children playing on green grass beneath a sun that fills the entire sky.

Mims painted the mural here after reading that soothing imagery can make witnesses more cooperative. The skittermander appears in the image, under the mirror, along with his signature.

Creature: In this room is **Nib** (CG female ysoki technomancer). The brown-furred ysoki wears a pink plaid suit, a tan shawl, and a pair of goggles, and she's currently manacled to a loop built into the table (Yiwin has the key; see area **B5**). If anyone other than Taeress enters the room, she shakes her chair, yelling "this detention is illegal" and demanding a lawyer.

If Taeress enters, she instead bites her lip, then acidly says, "Oh, it's you. Glad you checked your messages for once."

The two set to bickering. Taeress says it's no wonder Nib got arrested since she never knows when to keep her snout shut. Nib replies that she's shocked Taeress would stop working for something as petty as civil war. It goes on from there.

Development: Nib admits she mouthed off to an ifrit merc at the checkpoint, calling him a "flame-brained carbuncle." After being arrested, while being dragged through the checkpoint, she heard the soldiers talking about having the "councilors locked up in Horizon House," where the Collective has a command center.

Nib is a passionate intellectual. She's quick to speak her mind, but she loves just as fiercely. If the PCs rescue her, she praises them, comparing them to heroes historical and mythological. ("You're like Old-Mage Jatembel! Like Iomedae herself!")

B7. COMMANDER'S QUARTERS

This rounded room rises to a half-dome twenty feet above, ringed by large frosted windows that let in the light. A ten-foot-high half wall divides one portion of the ground level into a sleeping area with a bed and washroom. The other portion is a large office and study with an ornate desk, stuffed chairs, and shelves displaying photos and mementos.

This room was the office and living quarters of the station commander, Chief Shavri Maneon (see page 42), who was required to live onsite. Lieutenant Yiwin took the area as his own quarters, but he hasn't yet redecorated. An image on the hologram of the chief's command assignment certificate shows her to be a scarred korasha lashunta woman on the young side of middle age. Photographs show her to be a tall, fit officer not given to smiling.

Inside the desk are two key fobs, which activate the patrol cruisers in area **B8**.

B8. VEHICLE PARKING

This parking lot, surrounded by a high fence, contains two police cruisers.

Police cruisers here can be hot-wired (DC 25 Engineering or Computers) or activated with the key fobs from area **B7**. These local police vehicles are conspicuous and impossible to sell without several days of Engineering work to remove the identification. They're also too large to transport via linecrawler, meaning they can't be transported to Horizon House or back to the PCs' ship without special arrangements. The PCs know taking these cars is a criminal act.

PART 3: PRISONERS OF THE SUN

Once the PCs free Nib, they most likely go back to Taeress's apartment. Ignoring frowns from Taeress, Nib offers the PCs a job working for the Deep Cultures Institute, helping unravel the secrets of the sun. When Taeress points out that Nib can't reach the Deep Cultures Institute until the current crisis is over—its campus is in Stellacuna on the other side of the Archipelago—Nib reluctantly concedes that the PCs probably have to "fix the local situation" before she can officially offer them a job. Still, she desists with her proposal only if the PCs promise to at least consider it. (The PCs will work for the DCI later in this Adventure Path.)

Nib also wants to know everything she can about the Far Portal incident, the fire whale, and everything else that has happened. As the PCs fill her in, she grows increasingly excited, convinced everything is tied to the deep cultures in the sun.

She's happy to tell the PCs about the current "proof" of the deep cultures' existence, mostly garbled signals and other coincidences. A PC who succeeds at a DC 15 Life Science or Physical Science check realizes this "evidence" isn't enough to



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support, say, publication in a conventional scientific journal. She reiterates her desire for the PCs to act as contractors for the institute once Asanatown is free.

Freeing Asanatown isn't going to be easy. Taeress and Nib are convinced that the local police won't throw off the Sunrise Collective, especially since evidence is ample that the police aren't doing so now. In the two women's minds, Asanatown's rightful leaders need to be released from captivity for things to be set right. The PCs look like just the folks for that job.

If the PCs have yet to discover that the councilors are being held in Horizon House, Nib can convey this information now, which she learned while being held at Checkpoint Laubu. Taeress can direct the PCs to Horizon House. PCs can also find the location from the infosphere, along with a map of Asanatown and Clearlight.

A similar infosphere check shows that the linecrawlers between the two bubbles are still running. An alert warns the public of a Sunrise Collective checkpoint at Clearlight Station, requesting civilians leave all private armaments at home until the all clear is given.

Taeress begs the PCs to take the job, but whether she and Nib go with the group is optional. If you're eager to roleplay their relationship, she and Nib are willing to accompany the party. Both lack combat savvy, and in battle, they spend their time avoiding danger and shielding each other. Otherwise, the two remain in Taeress's apartment. They aren't thrilled about being cooped up together, but neither can stand the thought of the other being in danger. If left behind, both implore the PCs to communicate regularly, especially when the trouble is over.

EVENT 5: REACHING CLEARLIGHT (CR 2)

The PCs have no trouble making it to the linecrawler to Clearlight. The vehicle is smaller than the one from Dawnshore and crammed with people. Since the Collective runs its operations from Clearlight, the group's leaders have an interest in keeping local businesses going and, in turn, keeping Collective troops comfortable. Collective soldiers try not to hassle anyone going from Asanatown to Clearlight. Nevertheless, Clearlight Station is guarded.

Creatures: Three lashunta guards at the station wear armor with the Sunrise Collective logo. All are harried and exhausted, waving people through with only cursory checks. They have used their *detect thoughts* ability for the day, and provided PCs aren't obviously armed (if they have concealed gear in luggage, for example), the group gains a +4 circumstance bonus to Bluff, Diplomacy, and Disguise checks to talk their way out of the station without difficulty. If PCs instead attack the guards or fail to talk their way past and have to fight, one soldier shouts a warning into a comm unit as the fight proceeds.

SUNRISE COLLECTIVE SOLDIERS (3)

CR 1/2

XP 200 each

HP 13 each (see page 23)

Development: This encounter can lead to a couple outcomes. If a fight broke out and the guards managed to send a warning, forces within Horizon House are on high alert. Conversely, if the PCs talk their way past the guards, the party still receives XP as if they had defeated the guards in combat.

C. HORIZON HOUSE

Asanatown's capitol building, Horizon House, stands in a park at the center of Clearlight, its manicured grounds separating it from the shops and homes of the rest of the neighborhood. The structure is a mystery even to its users. Already standing empty and ancient when the lashuntas arrived, the building's rotunda seemed like a majestic spot for the government to convene. The settlers promptly adopted it as such.

Under normal circumstances, portions of the building are open to tourists and citizens who wish to watch the proceedings, but the city council is no longer in session. Instead, the Sunrise Collective has corralled several councilors into the building's central chamber and barricaded the entrances, turning the structure into a fortress. Civilians have been instructed to keep their distance unless summoned on official business. Guards attack anyone inside the building who isn't a member of the Sunrise Collective or Brass Dragons.

The building has the following common features except where noted. It has one floor and 20-foot-high ceilings except the dome of area **C12**, which rises to 40 feet. The ceilings, floors, and walls are of an opalescent white composite, smooth and seamless, that looks delicate but is as strong as 3-inch-thick steel. Touching an exterior wall for a full round calls up an electronic console that allows the wall to become transparent to allow outside views. In addition, a dispersed golden glow emanates from the ceiling, providing normal light in every room. These combined features seem to be why much of the building lacks windows, which can be found only in area **C9**.

Doors are made of composite with an appearance like white wood but as strong as plastic. However, the Sunrise Collective welded reinforcements across those doors noted as thoroughly barricaded. Such doors are inoperable and considered to be walls. Most doors are unlocked.

C1. PORTICO (CR 2)

Sparkling steps lead up to a columned portico shading several doors. To the east and west, the glimmering white building sprawls out in two asymmetric wings. The west one is shaped to accommodate a massive orrery that stands amid a circle of low benches.

Creature: The Collective's technomancer, Quefoliah (see area **C10**), left her imp, Melkobaz, here to stand guard. The devil hides invisibly near the ceiling. If rebels from **Event 5** sent a warning, she ambushes the PCs. Otherwise, as the PCs approach, she says in her most intimidating voice, "This area is closed by order of the Sunrise Collective. Trespassers will be shot. This is your only warning."

MELKOBAZ

CR 2

XP 600

Female imp (see page 56)

HP 18

OFFENSE

Ranged azimuth laser pistol +6 (1d4+2 F; critical burn 1d4) or frag grenade I +6 (explode [15 ft., 1d6 P, DC 13])

TACTICS

During Combat Melkobaz starts by dropping her grenade.

She's fond of poisoning mortals, resorting to her pistol only if she can't close safely to sting.

Morale If Melkobaz drops to 5 Hit Points or fewer, she turns invisible and flees to heal. Once she's healed, she returns to vex the PCs again while they're distracted by a different encounter. Knowing her master's temper, she repeats this process until slain, but if the PCs come close to area **C10**, Melkobaz warns Quefoliah and joins her there.

STATISTICS

Gear azimuth laser pistol with 1 battery (20 charges), frag grenade I, 2 gold horn extensions (25 credits each)

C2. HALL OF REFLECTION

This windowless hallway has doors to the north, east, and west. The south wall is lined with small alcoves surrounded by gleaming silver arches.

This chamber stands as a paean to political transparency. The three alcoves on the south wall contain magitech hologram generators. Each creature in the room must succeed at a DC 15 Will save or have its current thoughts or a memory near the forefront of its mind played out in hologram form in one of the alcoves, as per the spell *hologram memory*. If more than three creatures fail the save, the alcoves rotate through glimpses from the various targets every round. Although the generators prefer political thoughts, if Nib or Taeress is present, one or more alcoves show images of the two engaged in shows of affection, much to their dismay.

C3. COURTYARD (CR 3)

This grassy courtyard has a paved and columned breezeway to the west and an arc of decorative ponds to the east along a similarly curved wall. Stairs rise to a door in the north, while another door opens at ground level to the south. Two ornate doors stand in the curved wall of the compound's domed central building at the northern end of the breezeway. Statues of lashuntas in majestic poses flank the northern doorway.

Doors to **C12** have been thoroughly barricaded from the other side.

Creatures: The Collective has one member trained as one of Castrovel's lashunta cavalry. This grim woman has an acid-scarred cheek and stays mounted on her shotalashu steed.

SUNRISE COLLECTIVE SOLDIER

CR 1/2

XP 200

HP 13 (see page 23)

FIRE STARTERS

CAMPAIGN OUTLINE

PART 1: WAKING THE FIRE

PART 2: REBELLION DAWN

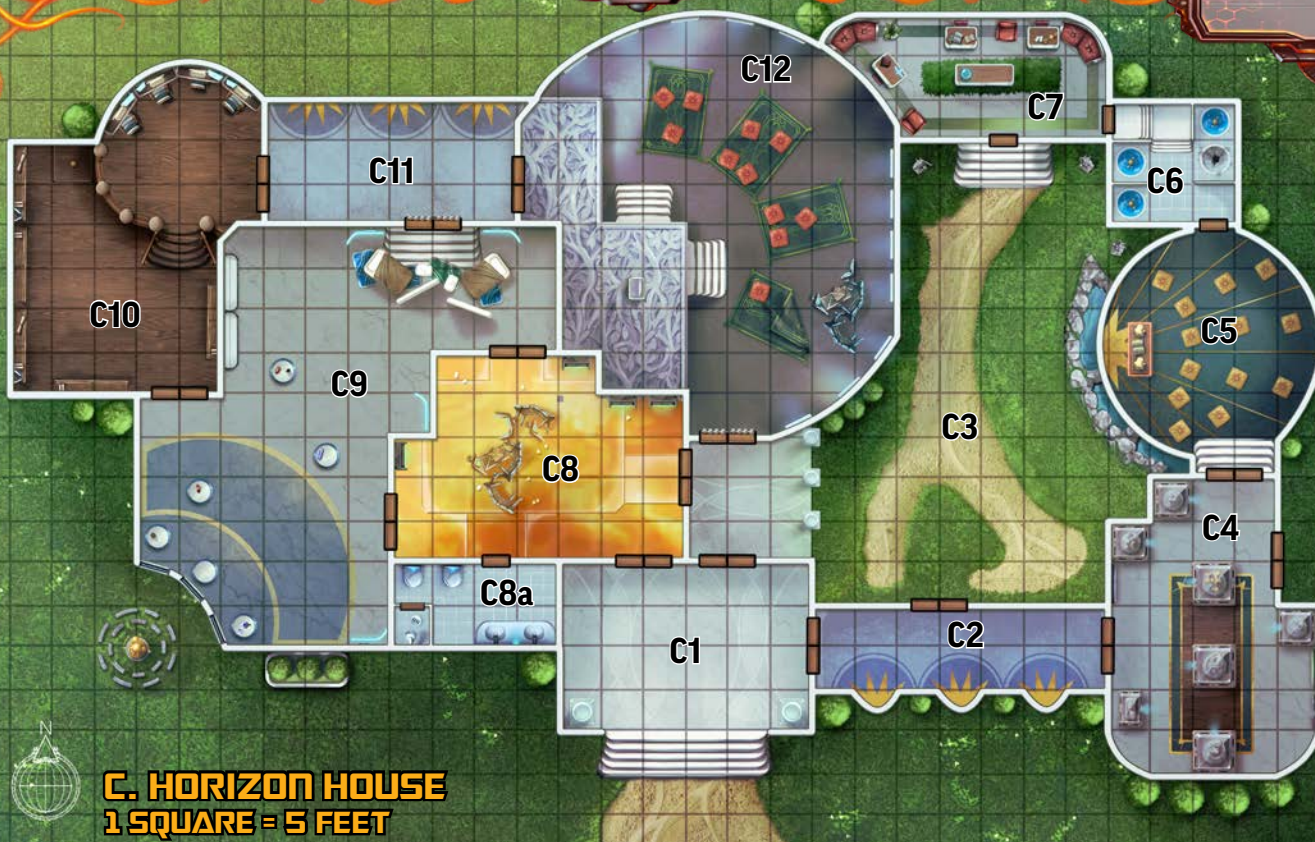
PART 3: PRISONERS OF THE SUN

ASANATOWN

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C. HORIZON HOUSE

1 SQUARE = 5 FEET

OFFENSE

Melee tactical spear +6 (1d6+2 P)

Ranged tactical semi-auto pistol +6 (1d6 P)

TACTICS

During Combat The soldier makes mounted charges as she can. Her shotalashu is combat-trained, so she can guide it while still attacking. Both attack each round.

Morale The pair fights to the death.

STATISTICS

Skills Athletics +4, Intimidate +4, Survival +9

Gear lashunta ringwear I, tactical semi-auto pistol with 27 small arm rounds, tactical spear, frag grenade I, credstick (50 credits)

SHOTALASHU

CR 2

XP 600

HP 25 (*Starfinder Alien Archive* 2 114)

C4. MUSEUM (C2)

The western doors to the outside are locked (break DC 24, Engineering DC 20 to disable).

Paintings depicting the discovery, exploration, and settlement of the Burning Archipelago, with a focus on critical moments essential to the development of Asanatown, line the walls of this chamber. Doors engraved with similar scenes stand to the north, east, and west. Transparent display cases in the room, most freestanding but a few along the walls, hold curious items.

Creatures: Programmed to stay here and attack anyone except Rej or Zeylan, two observer-class security robots confront intruders. A functional robot patrols the room, and a bot broken in the original coup has been set up at the southern end, where it can cover the room with its pulsecaster.

OBSERVER-CLASS SECURITY ROBOT

CR 1

XP 400

HP 21 (*Alien Archive* 94)

TACTICS

During Combat The robot uses its stickybomb to immobilize enemies, then moves in to use its slam attack for maximum damage.

Morale The robot is programmed to fight until destroyed.

BROKEN SECURITY BOT

CR 1/2

XP 200

Variant observer-class security robot (*Alien Archive* 94)

HP 12

OFFENSE

Speed 0 ft.

TACTICS

During Combat The bot has used its exigency special ability for the day, and it less ammo and no grenades. It prefers to target foes that lack cover. Unable to move, the bot uses its manipulator limbs to reposition itself in its space.

Morale The bot attacks intruders until destroyed.

STATISTICS

Gear pulsecaster pistol with 1 battery (20 charges)

Development: The items in the display cases are examples of mysterious, nonmagical relics the Burning Archipelago's builders left behind. These displays also project verbal or written pieces of scholars speculating on each object's function and what they might reveal about the nature of the Archipelago's architects.

C5. SUN SHRINE

A set of stairs at this room's southern end descends five feet into an open circular area. Murals of blazing angels and a golden sun decorate the small dome overhead. A door on the northern wall bears a handwritten sign reading, "KEEP OUT!"

A PC who succeeds at a DC 10 Culture or Mysticism check recognizes this chapel as devoted to Sarenrae.

C6. BATHS (CR 2)

Large, inset circular tubs about three feet deep cover much of the floor, each with a brass spigot and separated from the other tubs by thin walls five feet high. In the room's northwestern corner, stairs curve up ten feet to a door, while another door stands at tub level in the southern wall. One of the eastern tubs has a ragged, two-foot-wide hole in its bottom where the spigot should be, and the whole chamber looks gnawed on.

Spigots function at a touch, dispensing warm water. The tunnel from the eastern tub (which the khefaks used to dig into the chamber) ends in a collapse a few feet in.

Creatures: A few days ago, khefaks followed water pipes to burrow into this chamber. Officials opted to seal the chamber until someone could be found to deal with the pests.

KHEFAKS (4)

CR 1/3

XP 135 each

HP 6 each (*Alien Archive* 2 78)

TACTICS

During Combat The khefaks initially start in the tubs, with cover from the walls, but they try to move out of the room. They attack anyone, but they focus on androids or PCs who have the most metal gear.

Morale Cornered, the khefaks fight to the death unless they can escape into another area.

Treasure: A khefak carapace is easy to hollow out with 1 minute of work. The five carapaces are worth 30 credits each.

Development: The southwestern tub has a sealed secret hatch. A character searching the area can find this door with a successful DC 20 Perception check, noticing the tub's drain isn't in the center like the others. The lever that seals the drain can be rotated to open the hatch. It leads to a dusty, 5-foot-wide tunnel that slopes down underneath Horizon House,

ending up at a 5-foot ladder to a trapdoor in the floor of area **C10**. That hatch can be simply pushed open from within the secret passage.

C7. LOUNGE

This room has been decorated with overstuffed armchairs, wooden desks, bookshelves, a thick green carpet of actual moss, and a replica of a classical lashunta ice fan blowing cool air. On the western side of the room, a camera attached to a datapad has been set up to film a currently empty desk and chair in front of a large Sunrise Collective flag. At the eastern end, a door bears a handwritten sign reading, "KEEP OUT!"

A PC who succeeds at a DC 15 Culture check, or someone with a background in lashunta academia, recognizes the room's decoration as the style of a classic Castrovelian university lounge. (The moss is maintained with magic.) PCs also recognize the room from Zeylan Trinipol's earlier broadcast. The Sunrise Collective has been using this room for its propaganda broadcasts, hence the camera equipment. The gear can be activated with a successful DC 15 Computers check, allowing the PCs to broadcast a message to the entirety of Asanatown on the city's emergency broadcast network, as well as to other bubble-cities in the Archipelago.

Treasure: The room contains a scanner video camera and scanner shotgun microphone (*Armory* 107), as well as a datapad. The latter is locked with Zeylan Trinipol's biometrics. The biometrics can be bypassed with a successful DC 23 Computers check. (Using Zeylan's body, alive or dead, also works to access the datapad.) Little of the data is useful. However, Zeylan's records show what he paid to gain the assistance of the Brass Dragons. Anyone who finds these records and succeeds at a DC 20 Culture check or a DC 15 Profession (mercenary or similar profession) check realizes the asking price for the force Zeylan employed was very low. See *Concluding the Adventure* on page 37 for more.

C8. CAFETERIA (CR 2)

The floor and ceiling of this wide room appear to be transparent, dimly revealing seas of roiling flame and plasma beyond, as if this chamber were somehow floating within the sun itself. Doors stud the white walls on all sides of the room, while small round tables and plastic chairs have been heaped together into a long pile in the center of the room.

This room served as an eating and meeting space. People brought food in from vendors in the park outside Horizon House. Area **C8a** is a public bathroom. Collective soldiers have piled all the furniture into the center of the room to create a defensive emplacement. The pile is a low obstacle. It provides cover up to improved cover to someone ducking behind it, but it can't provide total cover. The barrier has hardness 5, and

FIRE STARTERS

CAMPAIGN OUTLINE

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each 5-foot square of it has 50 Hit Points. However, the loose structure takes double damage from area effects that might scatter the pieces of furniture away from one another (such as a frag grenade).

The window-like appearance of the floors and ceilings is an illusion, but a PC who succeeds at a DC 10 Mysticism or Physical Science check recognizes that it presents a realistic—if softer—view of solar conditions.

Creatures: Three Sunrise Collective soldiers stand watch here, two armed with hunting rifles and one with an autotarget rifle. If they have warning of trouble (such as a fight with Melkobaz in **C1** or a report from the linecrawler guards), they crouch behind the defensive barrier, training their weapons on the doors to **C1** and **C3**. If a commotion comes from area **C9**, they reverse this formation.

If a noisy combat occurs here, Chamas and his squox, Chelomi, hear the disturbance from area **C9**. Chamas peers into the area and then chooses one of the double doors to launch an attack on intruders. His care in setting up aid to his fellow soldiers means Chamas and Chelomi don't join the battle until the third or fourth round. If the fight is over before then, they might set up an ambush in **C9** instead of joining in here. This combined battle is of epic difficulty for the PCs, so if you think that might be too hard, you can opt for Chamas and Chelomi to prepare for intruders in their own area rather than making the combat here tougher.

SUNRISE COLLECTIVE SOLDIERS (3) CR 1/2

XP 200 each

HP 13 each (see page 23)

TACTICS

During Combat These soldiers do their best to take advantage of their cover, relying on grenades and rifle fire to take out intruders.

Morale The soldiers fight to hold the room. Believing they'll be in big trouble with either their leaders or the rightful authorities, they won't back down.

STATISTICS

Gear lashunta ringwear I, two hunting rifles and one autotarget rifle (see above) with 10 longarm rounds each, longsword, frag grenade I, credstick (50 credits)

C9. CONCOURSE (CR 3)

The ceiling of this vast chamber is an artistic model of a solar system, with the sun and the planets hanging like chandeliers from the ceiling on thin cables of a clear substance. Where a southeastern corner would be is an inwardly curving wall, with windows overlooking an orrery sculpture on the grounds outside. Several tall tables for standing are scattered throughout the room, but only one plush armchair is here. The room has four doors, including a double door atop a short staircase to the north—its access blocked by rows of cots.

Politicians met with their constituents here, holding court in gatherings or at small communal tables rather than private offices. The Collective uses this room as a barracks. Doors to **C11** have been thoroughly barricaded from the other side.

The ceiling depicts the Pact Worlds, but it shows Golarion instead of Absalom Station, the *Idari* is missing, Eox appears healthy, and two unknown planets have replaced the Diaspora. A PC who succeeds at a DC 15 Culture or Physical Science check realizes that, rather than being fanciful, this sculpture depicts the Pact Worlds as they were millennia ago, long before the Gap.

Creatures: A mystic named Chamas, often called "the Squoxmaster" due to his companion, keeps watch here. The squox, Chelomi, knows the scent of everyone in the Collective. If anyone with an unrecognized scent enters, he barks a warning to Chamas and they both attack.

CHAMAS CR 1

XP 400

Male korasha lashunta mystic
CN Medium humanoid (lashunta)

Init +0; **Perception** +5

DEFENSE HP 16

EAC 10; **KAC** 11

Fort +1; **Ref** +3; **Will** +4

OFFENSE

Speed 30 ft.

Melee cestus battleglove +4 (1d4+1 B)

Ranged pulsecaster pistol +2 (1d4+1 E)

Lashunta Spell-Like Abilities (CL 1st)

1/day—*detect thoughts* (DC 14)

At will—*daze* (DC 13), *psychokinetic hand*

Mystic Spells Known (CL 1st; melee +4, ranged +4)

1st (3/day)—*life bubble*, *mind thrust* (DC 14)

0 (at will)—*fatigue* (DC 13), *telekinetic projectile*

Connection xenodruid

TACTICS

During Combat Chamas orders Chelomi to attack intruders, hanging back to cast *mind thrust* or fling telekinetic projectiles. (He carries several small stone spheres for this purpose.) If significantly damaged, he uses his *serum of healing*, provided doing so won't provoke an attack of opportunity.

Morale Chamas and Chelomi fight to the death—at first out of duty, and then to avenge whichever of them falls first.

STATISTICS

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

Skills Life Science +5, Mysticism +10, Survival +10

Languages Common, Lashunta; limited telepathy 30 ft., speak with animals

Gear freebooter armor I, pulsecaster pistol with 2 batteries (20 charges each), cestus battleglove, *mk 1 serum of healing*, bag of squox treats (worth 5 credits), stone spheres (5), credstick (250 credits)

CHELOMI**CR 1****XP 400**Trained squox (*Alien Archive 2* 118)**HP 20**

Treasure: Among the cots is a thunderstrike pulse gauntlet, four hunting rifles, and 36 longarm rounds.

Development: If creatures remain in **C8** or **C10** when a fight occurs here, they react by preparing for intruders. See those areas' descriptions for details. Guards from area **C8** might check on Chamas if a battle ends here and it remains quiet for a few minutes.

C10. LIBRARY (CR 3)

Stairs at the north end of this split-level room rise to a circular overlook with an ornate railing. Bookshelves holding a variety of ancient-looking tomes line the walls of the lower level, and tables bearing terminals and digital storage take up floor space, each with several chairs. A double door exits east from the overlook, and another to the south.

Creatures: Three lashuntas are here. One is Quefoliah, the Sunrise Collective's head technomancer. She searches the library for interesting books or other media about magic or tech. She has two personal guards with her—twin korasha lashuntas named Moya and Nalahi. If the PCs manage to reach here without a commotion, Quefoliah stands on the overlook, perusing a tome and gesturing dismissively while the twins read off titles of other works from different positions in the room. If they hear enemies, the twins take up defensive positions at the bottom of the overlook stairs, with Quefoliah on the overlook behind them, so foes have to go through them to get to her.

Quefoliah dislikes Chamas and his squox, so she doesn't come to his aid, rationalizing that it's better for her to ambush intruders here than to enter an unknown situation in the concourse. Chamas returns the sentiment and does nothing to aid Quefoliah (see the Development section).

**CHAMAS****QUEFOLIAH****CR 1****XP 600**

Female damaya lashunta technomancer

LE Medium humanoid (lashunta)

Init +2; **Perception** +5**DEFENSE****HP 16****EAC** 10; **KAC** 11**Fort** +1; **Ref** +3; **Will** +4**OFFENSE****Speed** 30 ft.**Melee** survival knife +4 (1d4+1 S)**Ranged** tactical semi-auto pistol +4 (1d6 P)**Lashunta Spell-Like Abilities** (CL 1st)1/day—*detect thoughts* (DC 14)At will—*daze* (DC 13), *psychokinetic hand***Technomancer Spells Known** (CL 1st; **melee** +4, **ranged** +4)1st (3/day)—*jolting surge*, *magic missile*0 (at will)—*detect magic*, *energy ray***TACTICS**

During Combat Quefoliah hangs back and casts *magic missile* while the twins hold off her foes. She uses *jolting surge* on anyone who approaches too close.

Morale If reduced to 5 Hit Points or fewer, Quefoliah flees to area **C12**.

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

Skills Computers +10, Mysticism +10, Physical Science +5

Languages Common, Ignan, Infernal, Lashunta, Shirren; limited telepathy 30 ft.

Offensive Abilities spell cache (personal comm unit)

Gear flight suit stationwear, survival knife, tactical semi-auto pistol with 18 small arm rounds, *mk I serum of healing*, personal comm unit, magical theory tome (100 credits), credstick (200 credits)

MOYA AND NALAH**CR 1/2****XP 200 each**

Female korasha lashunta soldier

LE Medium humanoid (lashunta)

Init +6; **Perception** +4**DEFENSE****HP 16 EACH****EAC** 10; **KAC** 12**Fort** +2; **Ref** +0; **Will** +2**OFFENSE****Speed** 35 ft.

Melee longsword +6 (1d8+1 S)

Ranged tactical acid dart rifle +5 (1d8 A & P; corrode 1d4) or stickybomb grenade I +5 (explode [10 ft., entangled 2d4 rounds, DC 11])

Offensive Abilities fighting styles (sharpshoot), sniper's aim

Lashunta Spell-Like Abilities (CL 1st)

1/day—detect thoughts (DC 10)

At will—daze (DC 9), psychokinetic hand

TACTICS

During Combat The twins use stickybomb grenades, then open fire if the PCs can't approach them. They engage in melee to block enemies from reaching Quefoliah, working together to flank and take out opponents.

Morale The twins know their commanders, Quefoliah especially, aren't the forgiving sort. They fight to the death, especially to cover Quefoliah's retreat.

STATISTICS

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

Skills Acrobatics +4, Athletics +9, Intimidate +4

Languages Common, Lashunta; limited telepathy 30 ft.

Gear lashunta ringwear I, longsword, tactical acid dart rifle with 30 darts, stickybomb grenade I, credstick (50 credits)

Treasure: This room holds copies of scholarly works concerning Asanatown's discovery and settlement, as well as many related to lashunta and Burning Archipelago history. Most are traditional paper books, but a few works from alien scholars appear in their native media. At your discretion, a perusal of this collection could provide PCs with interesting clues and foreshadowing of deep cultures revealed in later adventures. Unless you assign a market value to these scholarly works, they have none.

Development: Combat here alerts Chamas and his squox in area **C9**, if they're still present. Chamas retreats to **C8**, leaving Chelomi to draw enemies away from area **C12**. Chelomi waits for noise to die down, and then, as instructed, whines loudly. If the PCs come to investigate, Chamas and the soldiers from area **C8** ambush them while they're distracted by the adorable squox. This situation is an epic battle for the PCs, which you can alter if you suspect it might be too difficult for the party.

A character who succeeds at a DC 20 Perception check while searching the area and finds a hidden trapdoor in the northwestern portion of the room. A metal stud on the floor pulls out to form a rodlike handle, allowing the hatch to be opened. It leads 5 feet down a ladder to a 5-foot-wide tunnel under Horizon House, sloping up at the end to another secret hatch in area **C6**. That hatch has an opening lever inside the secret passage.

C11. HALL OF TRUTH

This hallway has a double door to the east and another to the west. To the south, heavy steel bars welded in place

and anchored to the frame seal a third double door. To the north, a tapestry stretching the length of the wall shows a lashunta with a halo of golden light standing at a podium and addressing a room full of other lashuntas, over a line of text.

Any creature that enters this hall must succeed at a DC 16 Will save or a golden halo appears around its head. This magical light acts as a lie detector, similar to *discern lies*. The light remains still while an affected creature speaks what it believes to be the truth. Intentionally speaking a falsehood causes the light to ripple until the next time the subject speaks a true statement, returning the light to normal. This effect lasts indefinitely within the room and for 5 rounds afterward.

Text on the tapestry is in Lashunta and reads, "...and the truth shall light our way." A PC who succeeds at a DC 20 Culture check recognizes the quote as one from *The Principles of Reason*, a well-known lashunta scientific text. However, the image and its figures bear no relation to the work.

The double door to **C9** has been thoroughly barricaded.

C12. ROTUNDA (CR 4)

This large, roughly circular room has walls inset with mirrors at regular intervals, reflecting the light of a miniature golden sun that almost fills the dome forty feet overhead. A five-foot-tall metal stage wrought to look like dense silver leaves and branches dominates the western side of the room, accessible by twin staircases or the double door set at stage height. A podium stands on the stage, and ornate carpets and cushions radiate in neat lines across the floor below it. A double door to the south has been welded shut with thick steel bars, and metal chairs have been piled up into a jumbled barrier at the eastern edge of the room.

Asanatown politicians gave speeches and took votes in this chamber. Councilors and audience members sat in a semicircle around whoever was speaking on the stage. The doors to **C3** have been thoroughly barricaded.

The chair barrier, Zeylan's "sniper blind," is a low obstacle made of chairs. It works like the furniture barrier in area **C8**.

Creatures: Six Asanatown councilors are held here, manacled and lined up, sitting along the northern wall. If Zeylan and Rej are unaware of threats, they're deep in conversation in the center of the room, discussing how to further secure Asanatown. If they've had warning or heard the sounds of combat, see the tactics in their stat blocks.

Zeylan Trinipol is the face and the mastermind of the Sunrise Collective's rebellion. He has always felt that he deserved fame and glory but lacked the courage and motivation to pursue the life of the adventurers he idolized. Instead, made paranoid by the constant psychic signal affecting the lashuntas, he pinned blame for his lack of success on the non-lashuntas in his hometown. He used his charm and wit to rally other malcontents to his cause, forming the Sunrise Collective.

FIRE
STARTERSCAMPAIGN
OUTLINEPART 1:
WAKING THE
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Rej Vierna, in contrast to Zeylan, has earned her position. A native of Corona, she recently rose to prominence in the Brass Dragons due to her fearlessness in combat. Rej sees her solarian powers as a blessing from the Burning Mother, and she sees herself as an avatar of the sun's wrath. As a mercenary, she has no interest in Zeylan's screeds about birthrights and lashunta unity. She's interested only in fulfilling her contract with Zeylan.

ZEYLAN TRINIPOL

CR 2

XP 600

Male damaya lashunta operative
NE Medium humanoid (lashunta)

Init +5; **Perception** +8

DEFENSE

HP 23

EAC 13; **KAC** 14

Fort +1; **Ref** +4; **Will** +5

Defensive Abilities evasion

OFFENSE

Speed 30 ft.

Melee tactical baton +8 (1d4+2 B)

Ranged *ominous series-21 plasma guide*^{AR} +8 (1d8+1 E & F; critical intimidation) or
tactical semi-auto pistol +8 (1d6+2 P)

Offensive Abilities trick attack +1d4

Lashunta Spell-Like Abilities (CL 2nd)

1/day—*detect thoughts* (DC 13)

At will—*daze* (DC 12), *psychokinetic hand*

TACTICS

Before Combat Zeylan takes cover behind his sniper's blind and activates his holographic clone ability.

During Combat Zeylan snipes, making trick attacks with his plasma guide. If that tactic doesn't work or an enemy comes too close, he switches to moving around and making trick attacks, preferring ranged attacks to melee.

Morale Zeylan likes the ideas of glory and sacrifice, but he's not brave enough to die for them. He surrenders, ordering Rej to do so, too, if he drops to 5 Hit Points or fewer.

STATISTICS

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

Skills Acrobatics +13, Intimidate +13, Stealth +13

Languages Common, Lashunta; limited telepathy 30 ft.

Other Abilities holographic clone (2 minutes), operative specialization (ghost)

Gear regimental dress ^{1AR}, *ominous series-21 plasma guide* with 3 batteries (20 charges each), tactical baton, tactical semi-auto pistol with 27 small arm rounds, key to manacles, credstick (250 credits)

REJ VIERNA

CR 2

XP 600

Female ifrit solarian
LN Medium outsider (native)

Init +2; **Senses** darkvision 60 ft.; **Perception** +7

DEFENSE

HP 25

EAC 14; **KAC** 16

Fort +4; **Ref** +2; **Will** +3

Resistances cold 5, fire 5

OFFENSE

Speed 30 ft.

Melee ember flame doshko +10 (1d8+4 F; critical wound)

Ranged static arc pistol +7 (1d6+2 E; critical arc 2)

Offensive Abilities fire affinity, stellar rush (2d6 F, DC 12),
supernova (10-ft. radius, 3d6 F, DC 12)

Ifrit Spell-Like Abilities (CL 2nd)

1/day—*overheat* (DC 11)

TACTICS

Before Combat Rej waits near the stage door to ambush the first people through with her *overheat* ability.

During Combat Rej focuses on melee, trying to stay close to as many enemies as possible to make maximum use of her revelations. She helps keep Zeylan out of melee.

Morale Rej is a professional, not a zealot. If reduced to 7 Hit Points or fewer, or if Zeylan orders her to stand down, she surrenders, giving the Collective leader a bemused shrug.

STATISTICS

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

Skills Acrobatics +12, Mysticism +7, Intimidate +7

Feats Improved Combat Maneuver (bull rush)

Languages Common, Ignan, Lashunta

Other Abilities solar manifestation (solar armor), stellar alignment (photon)

Gear graphite carbon skin, ember flame doshko with 1 battery (20 charges), static arc pistol with 2 batteries (20 charges each), credstick (360 credits)

SPECIAL ABILITIES

Fire Affinity (Su) See page 60.

Development: If PCs question Rej and Zeylan, they find Zeylan's aim was a lashunta ethnic state with himself as the dictator. He hired Rej's forces to assist. Rej and Zeylan acknowledge that the Sunrise Collective shouldn't have been able to afford such a large Brass Dragons force. Neither knows why the mercs' leader, Commander Meiji Jalusann, agreed to a fraction of normal rates. Such decisions are over Rej's head, and Zeylan didn't question his good fortune. Both suspect the commander had ulterior motives. The datapad from area **C7** has similar information without the opinions of Zeylan and Rej.

Politicians held captive here include councilors who were on the premises when the Sunrise Collective took power. Zeylan was unwilling to keep apolitical civilians as prisoners, and he has treated his captives well. Prominent and admired among these lashunta politicians is a populist named Inona Norivahr (female korasha), but the others include Lehau Coros (male korasha), Vorik "Vo" Tanahseh (male korasha), Klayar Nasmahkal (female damaya), Ebuday Inya (male korasha), and Maurahn Jash (male damaya). Even the hardliners among these officials are quite pleased with PCs who successfully end the coup.

FIRE STARTERS

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CONCLUDING THE ADVENTURE

With Rej and Zeylan defeated and the government officials freed, any remaining Collective combatants in Horizon House can be convinced to stand down with only a successful DC 15 Intimidate or Diplomacy check. If the PCs don't handle the robots area **C4** and the khefaks in area **C6**, local police eventually deal with them. At this point, the PCs should all be 3rd level, but if they managed to bypass enough encounters that they haven't reached this point, grant them a story award for freeing Asanatown's councilors to bring them to 3rd level.

Informed of the PCs' success, by local broadcasts if not personal contact, Nib and Taeress show up at Horizon House. They reveal the PCs' presence at the sinking of Far Portal. Since they have firsthand information about the incident and obvious capability in a crisis, the councilors entreat the PCs to investigate and put an end to the psychic resonance that plagues the lashuntas. Nib reminds the PCs that her offer of a contract job from the Deep Cultures Institute is a good way to start, and she beams as officials who once mocked her institute now offer more support. Nib extends the group an offer to stay the guest quarters of the DCI compound's famous museum wing, a location detailed in the next adventure, "Soldiers of Brass."

Once the capitol building has been retaken, the councilors reopen Asanatown and can call out to other bubbles for reinforcements. This event, combined with local broadcasts showing Rej or Zeylan in custody, is enough to convince the rest of the disheartened rebels and mercenaries in Asanatown to stand down or flee. Most of the Collective soldiers face arrest and prosecution, eventually ending up banished or in penal facilities away from the sun. If he survives, Zeylan Trinipol suffers a similar fate, including permanent banishment from the Burning Archipelago. Mercenaries who participated in the coup, including Rej Vierna, get off with a hefty fine and lasting exile from the Burning Archipelago. Rej doesn't hold this setback against the PCs, but Zeylan might. He could show up to plague them later.

A few of Asanatown's leaders, such as General Malonio Kam (see page 39) and Vo Tanahseh (also a soldier in Kam's militia), express approval of the Collective's decision to close Asanatown's borders. This approval offers one explanation why the general and his loyalists didn't initially oppose the coup. Other politicians and civic pillars, such as the priestess Ada Belel (also on page 39) and Inona Norivahr, along with an angry majority of the populace, quickly shout down such sentiments. Even in the unusual psychic environment of Asanatown, lashuntas favor political solutions over military ones. All the leaders agree, however, that blame for the current conflict can be placed squarely on an irrational reaction to that sense of unease emanating from the sun and the recent, overwhelming telepathic burst.



ASANATOWN

"Are you ready? You! Yes, you with the doshko. Are you ready? For what? Why, for the end of the Pact Worlds! The end of the galaxy as we know it! Why, the end of life as we know it! You are? I'm glad, because soon, sooner than you think, you shall stand in the light of the Burning Mother. What might that light reveal, I wonder? A soul who was honest and true? One who put the needs of others at the fore? Or a selfish, shameful child who lived only for fleeting moments? Moments that, we shall soon see, meant nothing!"

—Jenaelyn, lashunta street preacher

ASANATOWN

N bubble-city

Population 5,292 (83% lashunta, 5% human, 4% android, 3% ysoki, 2% half-elf, 3% other)

Government elected council

Qualities academic, devout, insular, paramilitary

Maximum Item Level 20th

HISTORY

On the grand scale of the Pact Worlds, where history goes back thousands of years before the Gap, Asanatown and the Burning Archipelago are new settlements, only two or three generations old. While the Archipelago's founding is the result of exploration and, some say, a divine miracle, Asanatown's unique character as a lashunta enclave is the product of two intersecting factors: social unrest caused by psychic signals from within the sun, and a wave of veterans seeking purpose after the end of the lashunta-formian wars.

In the early decades after the Archipelago was founded, lashuntas were scarce in the community. Those who did make the trek to the sun came to help establish centers of higher learning in Stellacuna. Although it would surprise many students and visitors now, Solar University once counted many distinguished lashuntas among its faculty—before shirren diplomats negotiated an end to the long conflict with the formians, before the coming of the Swarm, and before the university riots.

The peace treaty with the formians was signed in 287 AG, and in the years after, thousands of lashunta soldiers were released from duty. Countless veterans traded that confrontation for the Silent War, but others sought to use the technical and physical skills they had developed in service for a civilian purpose on the frontier, and no frontier was more dangerous than the edge of the sun.

Devotion to Sarenrae is strong among military personnel, and these lashunta veterans were no exception. Therefore, numerous people among these new arrivals to the Archipelago were followers of Mataras, the Burning Mother. This community of ex-soldiers found a spokesperson in retired General **Malonio Kam** (LN male korasha lashunta soldier), whose taciturn and practical leadership made him a counterpoint to the more cerebral leaders of lashunta society in Stellacuna.

Lashunta faculty, students, and veterans were friendly rivals in the Archipelago for years, until a wave of mass anxiety and panic took hold among them in 296 AG. Virtually overnight, lashuntas from different backgrounds and diverse upbringings came together out of fear over some unnameable threat only they could sense. Putting aside their jobs and pastimes, the lashuntas reached out to the other citizens of the Archipelago, warning them of coming disaster. Unfortunately, to many of these residents these warnings sounded incomprehensible and unlikely, and were largely disbelieved.

Whatever the lashuntas were feeling was telepathic in nature, but even the brightest minds could not determine its cause, and other telepathic species, such as shirrens, remained unaffected. The more passionate and outspoken the lashuntas became, the more unreasonable they appeared, and the less willing anyone was to listen. Finally, in 299 AG, anxiety, frustration, and telepathic instability erupted into a series of riots on the campus of Solar University. There were no fatalities, but several people were seriously injured. Popular opinion turned against the Archipelago's lashuntas.

During this time, little urban growth and development had occurred within the bubble that would become Asanatown. Several corporations had weak claims and conflicting interests in the bubble, and no linecrawler had yet been built into it, though explorers had mapped out the area's massive dome and the monolithic structures it towered over. As time wore on, lashuntas of the Burning Archipelago developed a paranoid siege mentality. General Kam led them to begin the work, through influence and actual labor, to establish a lashunta enclave. The Archipelago Senate supported this plan, since by then lashuntas had come to be seen as disruptive troublemakers. Castrovel's government settled some of the competing corporate claims on the empty bubble-city by offering lucrative contracts back on the lashunta home world, but it was the influence of the church of Sarenrae that proved decisive. General Kam welcomed the assistance of a handpicked disciple of the Burning Mother, **Ada Belel** (LG female damaya lashunta mystic), and a charge to consecrate a new church to Sarenrae in the lashunta enclave. He helped found the secular government facility in Clearlight, centered on Horizon House, a preexisting Archipelago structure the lashuntas co-opted for their purposes. (The name Clearlight derived from General Kam's childhood home and Horizon House was named after that town's council building on Castrovel.) With all these forces paving the way, many of the Burning Archipelago's lashuntas quit their jobs in other bubbles, packed up their belongings, and migrated to what soon became known as Asanatown.

It has been fewer than 20 years since Asanatown's founding, and although General Kam has, despite his widespread popularity, largely retired from public life, Ada Belel remains the high priestess of the Church of the Burning Mother. Academics, scientists, soldiers, and others continue to visit Asanatown and its subsidiary bubble, Clearlight, but most choose only to visit rather than emigrate, as the psychic weight of living in the Archipelago is too overpowering. Other species are allowed into Asanatown provided they have business there, but the lashuntas welcome few who wish to reside within the settlement unless they have lashunta sponsors. Most visitors find themselves eager to leave anyway, perceiving the lashuntas here to be bellicose, grim, insular, pessimistic, and suspicious. These observations are fair, though, rooted in the mysterious psychic stress that could disappear as quickly as it came.

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SOCIETY

Culture in Asanatown has been shaped by more than 20 years of psychic noise. Every lashunta in the Archipelago has been subjected to unspoken but keenly felt warnings that something awful is about to happen. The result is a culture with a siege mentality. People here are cynical. Outsiders typically have to prove they're not a threat. Ordinary citizens vacillate between sullen silence and passionate outbursts. Everyone assumes the worst outcome in any enterprise.

Few children reside in Asanatown. Those who do grow up here find the stresses contribute to a bias toward korasha genetics. This kind of pressure is very unusual for the otherwise enlightened lashuntas, and it's one of the most telling examples of the degree to which this psychic stress has distorted Asanatown's culture.

Meetings take place regularly in Horizon House, in closed form between only members of the council and in open form with council members' various constituents. Korasha lashuntas, who are traditionally considered to be better suited to military conflict, dominate Asanatown's council positions. This majority maintains a strong conservative stance, calling upon their fellow lashuntas to preserve a traditional way of life that values courage, honor, and physical prowess. Intellectual and artistic pursuits, as well as integration with other species, are often sidelined as luxuries Asanatown cannot afford.

Because of these factors, visitors to Asanatown may find themselves surprised by the city's atmosphere. Much of the technology favors telepathic operation, leaving non-telepaths at a disadvantage in some cases. Streets are thick with dour locals, many clad in all-black clothing or military gear—or both. Some carry holographic signs proclaiming different ways the world might end, such as the sun becoming a nova or imploding into a black hole, the domes of the Burning Archipelago collapsing, or the Swarm returning in an invasion to consume all life. Street-corner debates are common, and brawls and similar disturbances are not unheard of.

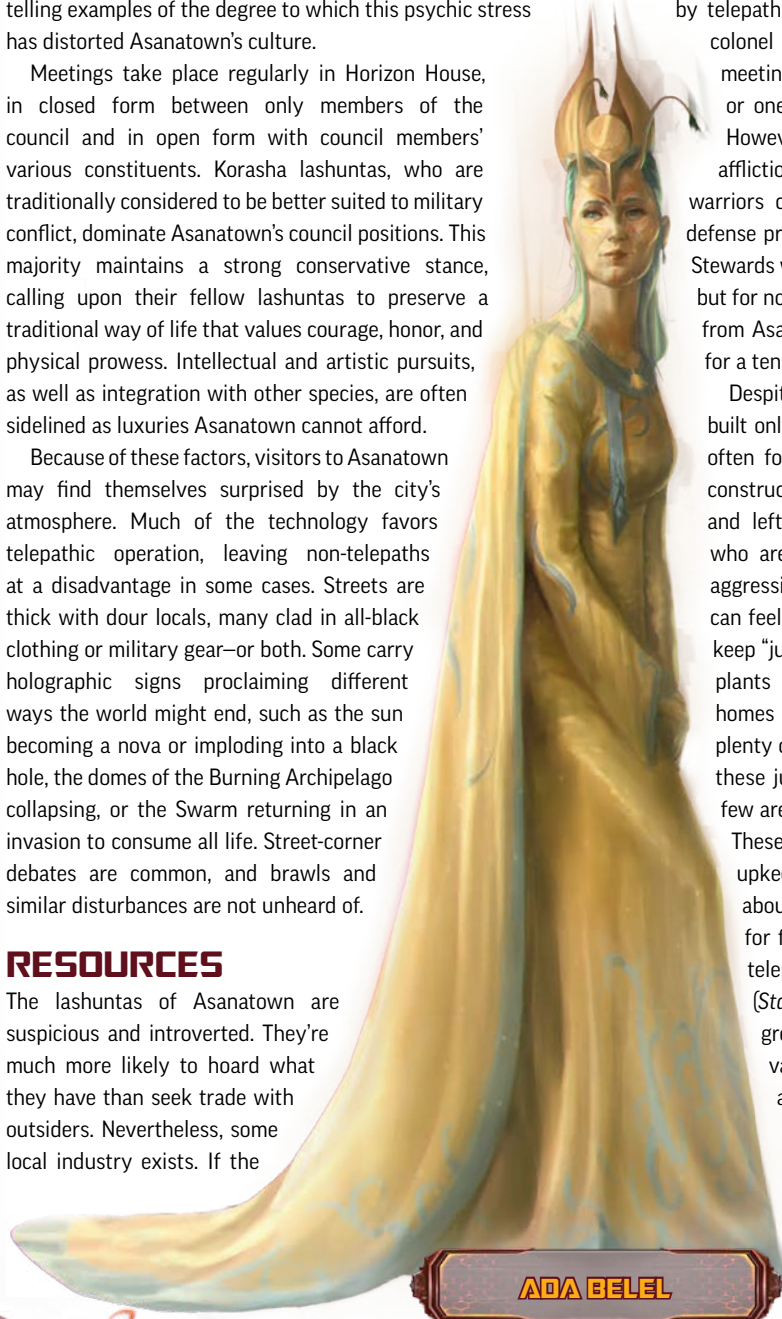
RESOURCES

The lashuntas of Asanatown are suspicious and introverted. They're much more likely to hoard what they have than seek trade with outsiders. Nevertheless, some local industry exists. If the

residents of Asanatown are ever able to look outward again, they could offer much to the Burning Archipelago.

In Asanatown, it's relatively easy to locate military equipment, trained soldiers, and residents that have combat experience. Lashunta soldiers, in particular, are unique due to their integration of telepathy into the facets of military life, including training, daily operations, intelligence analysis, and logistics. Veterans residing in Asanatown often find themselves caught in mysterious plots and paranoia regarding outsiders, so their military expertise is exported only in small amounts and for mercenary missions near the sun. Those seeking psychic warriors for covert missions within the Pact Worlds, military hardware designed for use by telepaths, or the expertise of a retired lashunta colonel must come to Asanatown and arrange a meeting in the Seeker Shelter, the Last Laugh, or one of the settlement's other dark corners. However, if the lashuntas' strange psychic affliction ended, thousands of veteran lashunta warriors could have the opportunity to serve as defense professionals all over the Pact Worlds. The Stewards would celebrate such a change in attitude, but for now, anyone who wants to hire mercenaries from Asanatown must travel to the city prepared for a tense negotiation.

Despite their introverted stance, lashuntas have built only a little of Asanatown and Clearlight. It's often forgotten, but the entire Archipelago was constructed by mysterious engineers who came and left, perhaps millennia ago. For lashuntas, who are accustomed to the verdant lands and aggressive life forms of Castrovel, Asanatown can feel cold. As a response, it is custom here to keep "jungle boxes"—enclosed terrariums housing plants and animals from Castrovel—adjoining homes and other buildings. Asanatown has plenty of space and ample water, and so many of these jungle boxes are full-size greenhouses. A few are expansive parks, especially in Clearlight. These arrangements can require considerable upkeep and care, but few lashuntas complain about tending their colorful plants or caring for familiar Castrovelian creatures, especially telepathic companions such as shotalashus (*Starfinder Alien Archive 2* 114). Indeed, green spaces of Asanatown have become a valuable source of food, pharmaceuticals, and raw materials that would otherwise be quite rare in the Burning Archipelago. A craftsperson seeking Jabaskian lumber or an herbalist in need of fungus from the Ikal Expanse just might be able to find it here and avoid expensive transport from Castrovel.



ADA BELEL

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CONFLICTS AND THREATS

Asanatown is a settlement poised on the brink of conflict—not just with outsiders, but also with itself. The leadership of Asanatown is precarious. While the community has an elected representative to the Archipelago Senate, which governs the entire Burning Archipelago, the military culture of Asanatown has been conditioned by 20 years of psychic dread into preparations for war against an unknown threat. Gathering such a tremendous stockpile of armaments has made it difficult to keep these weapons from being used. It's only a matter of time before one of Asanatown's militias, many of which are led by retired veterans and trained combatants, rises up and seizes control of the bubble-city from the elected council. These militias' moral righteousness and tacit support from civic leaders, often including General Kam, make them very hard to reason with. Such warriors aren't motivated by anything as reprehensible as greed or lust for power: they honestly believe the entire Archipelago is in critical danger and someone has to do something about it. They might even be right.

Until such an uprising takes place, Asanatown's militias maintain tight secrecy, and they're willing to strike back at anyone who threatens that confidentiality. Asanatown is a proverbial hornet's nest, and anyone who pokes it is going to get stung. Several organizations have tried to investigate, infiltrate, or set up shop in Asanatown, only to face harm resulting from a variety of reasons, ranging from mysterious


accidents to violent raids. A radical paramilitary force known by its membership as the Sunrise Collective often claims responsibility for these acts.

Considerable tension exists even within the more peaceful aspects of Asanatown's society. Worship of Mataras has taken on a strident tone at odds with Sarenrae's traditional worship. This difference threatens a schism among those in the Burning Archipelago who revere Sarenrae. Many of the Burning Mother's worshipers have also turned to Pharasma in their pessimism, changing their sun worship or separating from it altogether.

NOTABLE LOCATIONS

The following areas of interest can be found in Asanatown.

Bulwarks Plaza: A public space, Bulwarks Plaza is very green but has few trees. Canals filled with cool, clear water break it into islands like its namesake on Castrovel. At any given hour, dozens of lashuntas can be found relaxing from their work, exercising, or gathering for events or to listen to speakers. Bulwarks Plaza has become an arena for sharing apocalyptic fears. Citizens offer passersby hand-printed leaflets of warning, while others hold holographic signs aloft that proclaim "The End is Nigh" in rainbow colors with illustrative animations. The most notorious rabble-rouser here is **Jenaelyn** (CN female korasha lashunta mystic), who never leaves the park, even to sleep, having only a blanket and a plastic box for a home. Jenaelyn's zealous haranguing



of all who come within earshot has won her a few enemies, but her compassion and willingness to put others ahead of her own comfort has won her far more friends. More than once, a gang of malcontents has attacked the street preacher, however, and it seems someone wants to get rid of her.

Center for Eschatological Research: Known colloquially as the Eschatologium or CER, this institute of higher learning proves that even when their society is under enormous strain, the lashuntas can't resist building a school. Founded by former faculty from Solar University, the CER is devoted to the study of deep future, entropy, and the end of the universe. It is located in the depths of Asanatown, in a network of spacious halls and tunnels crafted by the species that created the bubble-cities. Aware that few lashuntas willingly endure life in the Archipelago for long, the Eschatologium depends heavily on visiting faculty from Castrovel and other lashunta communities, who stay for a semester or year and then return home, often much worse for wear. A small cadre of tenured faculty, led by distinguished professor **Vanya Blekona** (NE female damaya lashunta technomancer), works full time on a secret research project devoted not to studying or predicting the end of the universe, but rather finding a way to make it happen. Blekona is convinced that if the universe is going to end in a cruel and drawn-out way that involves the suffering of trillions, the only ethical solution is to end it early in a quick and painless fashion. As a result, Blekona devotes herself to finding a way to make that happen.

Checkpoint Laubu: A police post typical of Asanatown, Laubu Station temporarily becomes Checkpoint Laubu during the events of "Fire Starters." Situated on a major thoroughfare, the station provides police easy access to other parts of the city and citizens easy access to the police. Normally, Chief **Shavri Maneon** (LN female korasha lashunta soldier) runs the station, which is named after Laubu Mesa on Castrovel. Chief Maneon has ties to and beliefs sympathetic with the Sunrise Collective.

Church of the Burning Mother: Founded in the first few weeks of the lashunta migration into Asanatown, the Burning Mother's church occupies the top floors of a massive structure. It is presided over by Ada Bebel, whose interpretation of Mataras's will has become increasingly energetic, outspoken, and critical as she has aged. Much of the lashunta population attends Bebel's weekly sermons, and she reminds them in eloquent but certain terms that each of them is going to come face to face with Sarenrae sooner rather than later. Bebel exhorts the people of her congregation to look inward and examine themselves, while also putting their beliefs into practice in day-to-day life. Recently, operatives from the Radiant Cathedral have been eavesdropping on Bebel's services and investigating her activities. Bebel hasn't done anything illegal, but the leaders of Sarenrae's mainstream faith are concerned about

the possibility of a schism. When the warriors who make up parts of her congregation find out about this covert investigation, it's unlikely to have good or peaceful results.

Convent of the Eternal Sun: Within Clearlight, before Asanatown was officially founded, a solarian named **Aluru** (LG female kasatha solarian) started a cosmonastery she called the Convent of the Eternal Sun. Aluru broke with traditional observations of the Cycle and led her followers here from the *Idari*. Her teachings forsake graviton revelations in favor of dedication to photon revelations and the sun. Her pupils, who go out into the world with the title of "conventurers," accept this one-sided stance and make it a symbol of their dedication. However, some students gossip that Aluru has a brother who has founded a rival cosmonastery in the depths of the void. The rumors say this rival school orbits a black hole and its students master only the most powerful graviton revelations.

Over the years, the Convent of the Eternal Sun has drawn adherents from many species. It is among the largest enclaves of non-lashuntas under Asanatown's auspices. The current head instructor, **Bryce Patton** (LG female human solarian), is the first non-kasatha to rise to that esteemed position. Bryce and Aluru are concerned about whether and how peace can continue within Asanatown, but the solarians try to keep a low profile given the city's political climate.

Crematorium: Funeral services in Asanatown have been centralized in the Crematorium—a facility in Asanatown's lower tiers—for 2 decades. When the staff recently knocked down a wall as part of an expansion effort, they discovered a tiny but ornate shrine to Pharasma. The tenor of the facility changed. The Crematorium and its attached shrine have become a center of worship for a growing congregation of lashuntas clad in black garments who have turned away from Mataras. The constant weight of psychic doom that burdens all lashuntas in Asanatown has convinced many that fate and death are inescapable, and only Pharasma—who sees and knows the future of all living beings—can truly protect them.

Ada Bebel has noticed more of her parishioners absent every week as Pharasma's temple becomes more crowded. The priestess has discerned still others among her flock who have taken to revering Pharasma and Sarenrae in tandem, focusing on Pharasma's fate aspect alongside the redemption and light Sarenrae offers. Ada knows about the Crematorium but considers it to be no threat to her or those who find comfort there.

Horizon House: The government center of Asanatown, Horizon House stands amid a wide green space in Clearlight. Elected officials meet here, town-hall style, to decide matters for Asanatown. Citizens can easily meet with their representatives here, as well. Horizon House is further detailed in this volume's adventure.

Last Laugh: Every evening the Last Laugh, a small nightclub, is packed with patrons, mostly in part due to

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the performances of **Chaz Bilgart** (N male reptoid envoy). Chaz was assigned to infiltrate the Burning Archipelago, but having become enamored of comedy, he instead found he simply wanted to make people laugh. He adopted the identity of a lashunta comedian and went on tour, claiming an uncorrectable birth defect that left him with stunted antennae and no telepathy. He uses this appearance to explain his lack of psychic power and as part of his act, which focuses on dark, cynical humor. Until he came to Asanatown, Chaz had thought he just wasn't funny enough. However, his arsenal of gallows humor was exactly what the lashuntas of Asanatown wanted, and he was an instant hit. After a long stint of successful shows, the Last Laugh signed Chaz to a long-term contract. His reptoid masters demand regular reports, and while he's been able to satisfy them by concocting various rumors and stories of his own imagination, he's afraid one of his deceptions may be detected. Either his grim fans could realize he's a shapechanging alien from the Vast, or his reptoid masters might recognize he has been shirking his duties and send assassins to kill him. Chaz remains loyal to the reptoid cause in that he's unwilling to divulge what he knows, but he no longer wants anything to do with those machinations.

Outer Lodge: Positioned near the entrance to Dawnshore, this boarding house is maintained by an android couple, **Roz** (NG agender android operative) and **Gil** (LN agender android envoy), who cater to non-lashunta visitors. The androids have lived and worked together so long that they complete each other's sentences. Numerous Asanatown councilors distrust Roz and Gil, and the androids know the Lodge is under constant surveillance. However, individuals with business in Asanatown, people who want to come and go without drawing too much attention, and those who refuse to be dissuaded by Asanatown's reputation, find the Outer Lodge to be the safest and most secure facility in the bubble-city. Asanatown's council taxes the business heavily for providing services to outsiders, so it's not cheap to stay here. However, Roz is an excellent chef who specializes in fusion cuisine and Gil mixes a mean cocktail, so guests seldom leave unsatisfied.

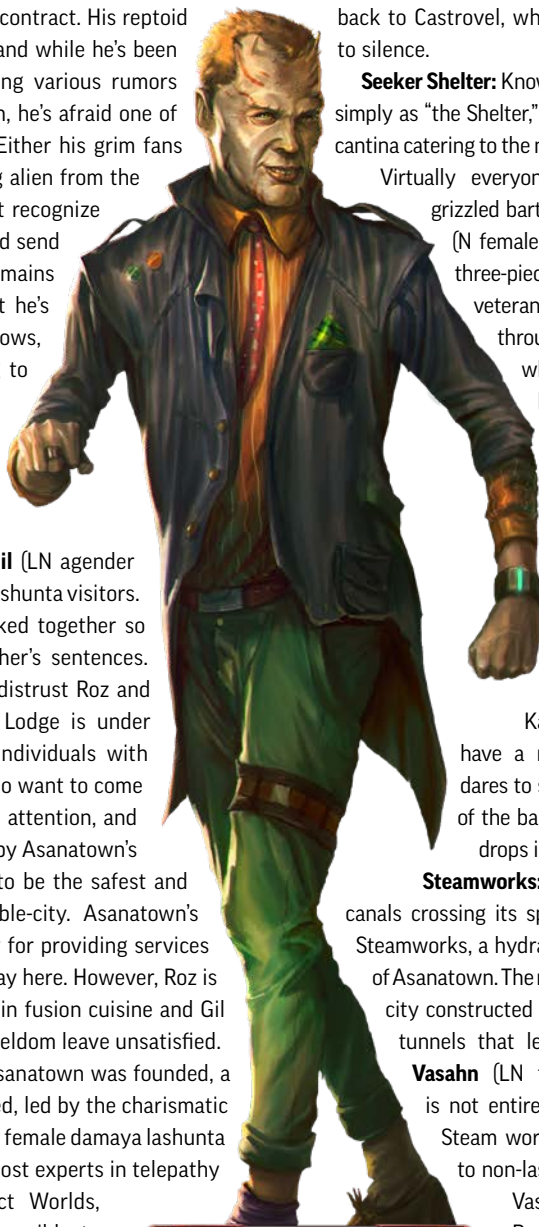
Psolarium: A few years after Asanatown was founded, a research team from Qabarat arrived, led by the charismatic and driven genius **Tefya Flocana** (N female damaya lashunta mechanic). Tefya, one of the foremost experts in telepathy and psychic powers in the Pact Worlds, has theorized that it might be possible to use solar radiation as a carrier wave for telepathic signals. Early experiments bore

out her theory, and moving the project to the sun was the next logical step. She and her team commandeered part of the enormous dome that envelops Asanatown and turned the structure into a massive experimental apparatus. If she's right, a single individual with telepathy could broadcast her thoughts at the speed of light to anywhere Mataras is visible. But Tefya has too easily disregarded the military and sinister applications of such technology, which could also allow a single individual with the ability to influence minds to extend that effect over vast distances. Some of her lab assistants and technicians have tried to point out the dangers inherent in her research, but after they did so, Tefya dismissed the most vocal researchers to return back to Castrovel, while the others have been cowed to silence.

Seeker Shelter: Known to most of its lashunta patrons simply as "the Shelter," Seeker Shelter is a lashunta-only cantina catering to the military community of Asanatown.

Virtually everyone who works here, from the grizzled bartender and owner "**Onesie**" **Laloo** (N female korasha lashunta soldier) to the three-piece band and the wait staff, are veterans with long careers of conflict throughout the Pact Worlds. Onesie, who earned her nickname after losing an antenna to the Swarm, chooses to wear her scar as a badge of honor rather than receiving a prosthesis. She knows mercenaries and arms dealers cut shady deals in the alcoves and booths of the Shelter every night, but she's loyal to her customers and the lifestyle she once led. General Kam is a regular here. He doesn't have a reserved seat, but anyone who dares to sit on his favorite stool at the end of the bar is quick to yield it whenever he drops in for a drink.

Steamworks: Asanatown has several beautiful canals crossing its spacious plazas, most fed by the Steamworks, a hydraulic system beneath the surface of Asanatown. The mysterious creators of the bubble-city constructed the facility and the maintenance tunnels that lead here, and even Chief **Sahn Vasahn** (LN female verthani technomancer) is not entirely sure how the system works. Steam work is one of the few trades open to non-lashuntas in Asanatown, and Chief Vasahn—herself one of Vercite's Pure Ones—supervises an eclectic mix of species, most of whom also live in the tunnels and pipes.



CHAZ BILGART

She even counts a few shirrrens among her staff, who have been the target of violence perpetrated by paranoid lashuntas on the upper levels. The families of these shirrrens live elsewhere in the Burning Archipelago and might be persuaded to hire investigators to track down the truth about what happened. A few might pay extra for appropriate retaliation.

The Warrens: Here in the so-called Warrens, Asanatown's military conducts drills and wargames reminiscent of assaults on formian colonies. General Kam constructed this training facility years ago, soon after arriving in the bubble. Soldiers need to train constantly to maintain their skills, but the lashuntas of Asanatown are obsessed with secrecy. Located in the lowest sections of the settlement, this facility is a maze of hot pipes, twisting tunnels, narrow maintenance hatches, and several open rooms. At least once a month, General Kam holds a hunt in the Warrens, in which warriors who train here vie for the right to participate. The general releases an animal of some type—perhaps aggressive, perhaps merely quick and canny—into the tunnels, and the highest performers in the month's drills are sent to stalk and slay it. Kam spends much of his free time arranging for the secret acquisition and delivery of challenging quarry. He never breaks the law in these pursuits, but he's an expert in circumventing pesky regulations that might prevent him from importing dangerous or endangered creatures.

Whiskerhouse: The Linecrawler Operators Union maintains Whiskerhouse, a spacious apartment building and mercantile area atop one end of the linecrawler stations on the energy tether heading from Clearlight toward one of Corona's sub-bubbles. **Bey Whiskerhouse** (CN male ysoki mechanic), an elected union representative, runs the facility and the attached linecrawler station. Bey helped construct the linecrawlers that connect Asanatown to its neighbors, and whenever anything goes wrong with them, he or his team are the ones to call. The ysoki is valuable enough to Asanatown's councilors and well known enough among locals that he has been allowed to stay in Asanatown along with anyone he sanctions.

A few months ago, on a whim, Bey bugged the local linecrawlers with advanced and nearly invisible surveillance devices. When he's bored, he likes to snoop. So far, this spying has gone unnoticed, and Bey has yet to overhear anything significant or dangerous. However, it's only a matter of time before he accidentally learns something he shouldn't know, and trouble is likely to follow. In the meantime, Bey opens Whiskerhouse to traders from Corona who are eager to buy

and sell with the lashuntas, but who don't want to venture far into Asanatown. As a result, Bey has an eclectic collection of technological, hybrid, and magical gear stowed away in the nooks and crannies of the house that he is willing to sell for the right price.

PSYCHIC OPTIONS

Telepathy can have a profound effect on culture, as the society of the lashuntas shows all across the Pact Worlds. This psychic ability affects everything from science and exploration to art and creation. Further, characters who have telepathy already have a useful edge. That edge can be honed with feats that improve telepathy's uses and gear that employs or amplifies telepathy. Several such options appear here.

PSYCHIC FEATS

These feats can be useful to characters who have telepathy.

PSYCHIC INSIGHT

Telepathic contact gives you social insight.

Prerequisites: Limited telepathy or telepathy.

Benefit: You gain a +2 insight bonus to Bluff, Diplomacy, Intimidation, and Sense Motive checks against creatures you are successfully communicating with using your limited telepathy or telepathy.

PSYCHIC SENSE

You can sense nearby creatures using your telepathy.

Prerequisites: Limited telepathy or telepathy.

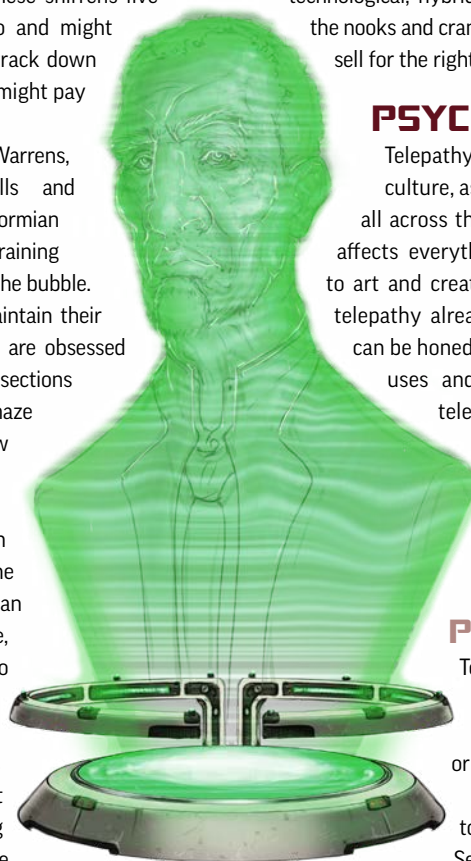
Benefit: You have blindsense (thought) with a range equal to the range of your limited telepathy or telepathy.

TELEPATHIC SPY

Your telepathy is sensitive enough to detect similar psychic communication nearby.

Prerequisites: Limited telepathy or telepathy.

Benefit: When a creature within range of your telepathy uses telepathy, receives telepathic communication (such as *telepathic message*), or employs a mind-reading effect (such as the *detect thoughts* spell), you notice the attempt with a successful DC 20 Sense Motive check. If you succeed by 5 or more, you glean three pieces of information about the communication, such as the identity of its source, its general nature, the emotional state of the sender or the recipient, and so on. If you succeed by 10 or more, you can listen in on the communication by concentrating each round (a standard action) to maintain your eavesdropping. However, although



unaware of your spying, the subject can attempt a saving throw (DC = 10 + half your level + your Charisma modifier) to prevent it. Succeeding by 5 or more at this save also alerts the subject to your snooping.

PSYCHIC EQUIPMENT

Lashuntas have had countless centuries to develop magic and technology that amplify, enhance, or otherwise use telepathic signals. All this equipment can be found anywhere sizable enclaves of lashuntas exist, including in Asanatown. Other species that have telepathy might have similar devices or, like the shirrens, could have adapted lashunta tech.

EMPATHIC DEPICTION

LEVELS 2-6

HYBRID ITEM

MODEL	LEVEL	PRICE	BULK
Portrait	2	750	—
Bust	4	2,200	1
Statue	6	4,500	2

Lashunta artists have techniques to collect emotions and memories associated with an individual and imprint them onto a representative piece of art lashuntas call an *empathic depiction*. To collect such memories, a telepathic artist interviews the subject along with those who know or have strong memories of the subject. This process takes at least a week. In the past, these objects were magical, and some still are, but most modern *empathic depictions* are hybrid items that use advanced holography to create realistic memorials. Creating such an *empathic depiction* is a crafting task that uses the Engineering skill (*Starfinder Core Rulebook* 235) or an appropriate artistic Profession skill in a similar way. (A wholly magical version uses Mysticism instead.)

Creatures within range of an *empathic depiction* (based on its model) can feel the emotions and recall the memories placed within it. A creature can attempt a Will saving throw (DC based on the model) to resist these experiences, which cause no damage or harmful effect. These hybrid items utilize magic and psychic energy, remaining active while an observer is in range. They can also be plugged into a power grid and operate continuously while such power flows.

- **Empathic Portrait (Level 2):** An *empathic portrait* is a handheld item that provides up to a 6-inch depiction. It must be touched to have an effect and has a DC of 12.
- **Empathic Bust (Level 4):** An *empathic bust* depicts an individual's head and shoulders in actual size, or a whole body at no more than 2 to 3 feet tall. It has a range of 10 feet and a DC of 14.
- **Empathic Statue (Level 6):** An *empathic statue* depicts an individual's body in actual size, up to 12 feet tall. Larger individuals are depicted in miniature to the point necessary. An *empathic statue* has a range of 30 feet and a DC of 16.

INSIGHT DUST

LEVEL 3

DRUG	PRICE 500	DOSE 1
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Insight dust is manufactured by lashuntas who use the spores of the titanic mushrooms that grow in the Ikal Expanse on Castrovel's Ukulam. The drug increases telepathic empathy and heightens other mind-affecting effects.

Type drug (ingested or injury); **Save** Fortitude DC 14; **Addiction** DC 14 (physical)

Track Dexterity; **Effect** Act as if you have the Psychic Insight feat and gain a +2 morale bonus to your effective caster level for mind-affecting effects for 1 hour.

TELELOCATOR

LEVEL 10

HYBRID ITEM	PRICE 20,000	BULK L
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A *telelocator* is a hybrid scanner that you can hold in one hand and activate as a move action if you have limited telepathy or telepathy. Each round, you use a move action to combine your telepathic ability with the scanner. The scanner operates by using blindsense (thought) with a range equal to the range of your limited telepathy or telepathy, as well as sense through (thought) at half that range. Targets appear on the scanner showing their distance and direction from you. A *telelocator* works on an internal energy source that can power it for 10 minutes per day. Each use, no matter how short, consumes 1 minute of this time. However, a creature that has limited telepathy or telepathy can spend 1 Resolve Point to use personal psychic power to fully recharge the *telelocator*. The psychic link created by using a given *telelocator* prevents you from using a different one for 24 hours.

TELESPECTRUM CIRCLET

LEVELS 4-16

HYBRID ITEM

MODEL	LEVEL	PRICE	BULK
Mk 1	4	2,400	L
Mk 2	10	20,000	L
Mk 3	16	160,000	L

A *telespectrum circlet* is a hybrid item that counts as a worn magic item unless you install it in armor, taking up one upgrade slot. The circlet increases the range of your limited telepathy based on the item's model number. In addition, the circlet has a number of charges per day based on its model number. As a move action, you can expend one of these charges to use your limited telepathy on any creature that knows a language rather than only those that share a language with you. This effect lasts for 10 minutes. Once the circlet's charges are expended, you can spend 1 Resolve Point in place of a charge to power the effect. The psychic link created by using a given circlet prevents you from using a different one for 24 hours.

- **Mk 1 (Level 4):** Your limited telepathy range increases by 30 feet. The circlet has 3 charges.
- **Mk 2 (Level 10):** Your limited telepathy range increases by 60 feet. The circlet has 9 charges.
- **Mk 3 (Level 16):** Your limited telepathy range increases by 90 feet. The circlet has 15 charges.

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THE CHURCH OF SARENRAE

Our calculations said the shields would hold, but a radiation spike from a solar flare knocked out the engine, and we began to plummet toward the plasma. Our ship's lights faded, and we huddled in the cargo bay in our darkest hour, waiting to be consumed. It was there the seven of us gathered in prayer, and it was there the Dawnflower answered. The ship corrected to a stable flight pattern, as if an unseen hand slowly lifted it. We sprinted to the observation deck. We were the first in the galaxy to lay eyes on Sarenrae's gift—the Burning Archipelago.

—From the personal logs of Sister Broadbeam

Sarenrae, otherwise known as the Dawnflower, is the neutral good goddess of healing, redemption, and the sun. She was once a powerful angel, leading charges against evil beings and championing the causes of honesty, truth, and light. Her faith is almost as old and as widespread as the stars themselves. She ascended to godhood during an ancient battle with a mighty destructive force. While her courage allowed her to vanquish that entity, she is usually considered a deity of boundless love and compassion, ready to heal the sick and redeem the wicked. Only when evil refuses to accept her mercy does she turn to wrath, striking quickly.

Sarenrae accepts all worshippers who believe strongly in redemption and performing acts of virtue, such as caring for others or providing the necessary resources for others to do so. The Dawnflower is often portrayed as human, with bronze skin and hair of dancing flame, and as such is claimed by many humans as a goddess of their species. Though Sarenrae does have a long, important history on Golarion, she is worshipped by thousands of other societies in the Pact Worlds and beyond. After humans, shirrens are perhaps the most interested in the religion's messages of redemption, because of their past as part of the mindless, hungry Swarm.

The worship of Sarenrae is thousands of years old and has retained its focus on healing and redemption, despite countless changes in the various mortal realms where her religion flourishes. Sarenite philosophies can be adopted by those of any social standing and all levels of technology. In those rare places with little to no sunlight, the worship of Sarenrae is nearly nonexistent and, conversely, the brighter a star shines upon a world, the greater chance to find the Dawnflower's devoted.

In the Pact Worlds, Sarenrae is considered the deity of the system's sun, which is sometimes referred to as the Dawnflower's Star. Almost 100 years ago, a group of Sarenite priests and scientists in a station dedicated to studying the sun and its connection to the Dawnflower made a startling discovery: a series of impossible structures within the star's burning plasma tethered to one other with bright lines of energy, and seemingly protected from the flaming seas by magical shielding bubbles. This city immediately attracted the attention of Sarenites within the system.

One such among the faithful was an elven woman who grew up in a Sarenite-run orphanage in the city of Komena on Castrovel. Given the name Imryll Novaheart, she was inducted into the order that ran the orphanage and the attached temple when she came of age, becoming a true and devoted follower of the Dawnflower. The community came to know her as a skilled healer and selflessly generous of spirit, aiding those citizens affected by the fallout of the war that had raged between lashuntas and formians until only decades before. Shortly after news of the discovery of

cities within the sun, Sister Novaheart had a vision of herself walking the streets of one of these bubble-cities and knew Sarenrae was calling her to journey there.

Novaheart traveled to Sunrise Station (which soon became the protector of the gateway into the Burning Archipelago) to speak with priests and scientists there. She soon convinced a few operating on the station that it was Sarenrae's will that they travel to the bubble-cities. This small group set out together in a starship bound for the Burning Archipelago, first plotting a course toward the largest bubble-city and bolstering the starship's shields against extreme heat as best they could.

Unfortunately, the vessel couldn't withstand the high temperature and crushing gravity of the sun and began to fail. After several terrifying moments when it seemed like the explorers had flown to their deaths, a tunnel opened up in the plasma that allowed them to pass safely into the bubble-city that came to be known as Dawnshore. There the crew discovered the megastructure that Sister Novaheart christened the Radiant Cathedral in her now-famous "Speech Under the Prominence," which was recorded by another priest in the group and broadcast throughout the Pact Worlds (and eventually, beyond).

The speech ignited both a renaissance within the church of Sarenrae and a mass migration to occupy the various bubble-cities of the Burning Archipelago. While Sarenites control access to the mystical tunnel that leads into the sun's corona, they are fairly permissive, denying entry to only the most suspicious of travelers. The Burning Archipelago is now bustling with people, both worshippers of Sarenrae and not, and it sees hundreds of thousands of tourists and pilgrims yearly. No one is certain who built the structures within each bubble-city and for what purpose. Many of them have been repurposed by their current occupants as storefronts and domiciles, but many more still remain unexplored and unoccupied.

However, the Radiant Cathedral required very little in the way of renovations to make it a center of Sarenite worship, further convincing the faithful that it was made for them by their goddess. It features several open plazas as well as a central spire that reaches up to nearly the top of Dawnshore's bubble. Windows of unusual glass emblazoned with unknown symbols can be found up and down the spire, and several aeries near the top have been added for the storage and maintenance of the church's proprietary sunskimmer vessels.

Since its discovery and dedication, the Radiant Cathedral has served as a central point for the Sarenite religion within the Pact Worlds and its allied systems and colonies. The cathedral's priests dwell on questions of the faith and other spiritual matters, which get disseminated throughout the



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THE AGE OF THE ETERNAL DAWN

The church of Sarenrae is currently in a phase that scholars and worshippers alike call the Age of the Eternal Dawn, a period that began with the founding of the Radiant Cathedral in the Burning Archipelago and has persisted for nearly a hundred years. In that time the church has refocused its efforts on connecting hundreds of its temples across the galaxy and uniting its followers and resources in a grand mission to bring hope, aid, and protection to those who need it. According to statements made by Grand Cleric Novaheart, this current age will last until the last light of the Pact Worlds' sun is extinguished, when the goddess Sarenrae will return to relight the atomic fire with a single stroke from her scimitar.

galaxy, though most local churches of Sarenrae are allowed to make their own daily decisions. Imryll Novaheart, now known as the Grand Cleric and de facto leader of the church, oversees how information is distributed throughout the clergy. However, Novaheart hasn't stepped outside the Radiant Cathedral since its founding, since she believes she is waiting to receive another vision from Sarenrae that will lead her elsewhere. In recent years, the Grand Cleric has allowed a coterie of high clerics to manage the organization, as she has been content to isolate herself and study the strange symbols in the windows and etched into the metal walls of the cathedral, hoping to translate them and gain insight into Sarenrae's plans for the future.

THE SCRIPTURES OF THE DAWNFLOWER

The scriptural basis for the church of Sarenrae remains its original sacred book, *The Birth of Truth and Light*. Scholarly research on the text continues to this day, scrutinizing the life of the Dawnflower, her deeds, and her motivations. These studies take the form of existential discussions of the allegories presented within the book and examinations of the historical records they represent. As an electronic book, it has been translated into over a thousand different languages and dialects, and it is given away for free on most infospheres.

While the parables and tales contained within *The Birth of Light and Truth* are still taught in the modern era, much of the book has been edited into a collection of maxims, poems, and popular songs. Known as the *Essences of Sarenrae*, these writings and meditations encapsulate much of what is expected of the Dawnflower's faithful. The most popular mantra, "The Edicts of Illumination," reads: "Shed light, act true, embody good, give charitably, shun intolerance, know patience, expose lies, and redeem evil." Many of these

excerpts are used as modern prayers for Sarenites, serving as a reminder of their goddess's most important virtues and as a guide for how to live each day.

Beyond the study of ancient texts, modern-day priests and Sarenite computer engineers have crafted a vast electronic database of church records and religious doctrine at the behest of Grand Cleric Novaheart. Anyone can wirelessly access this archive of videos, writings, and historic documents, curated by an AI named PRISM (Primary Repository Intelligent Silicon Mainframe). The two-story-tall PRISM, built from crystalline microprocessors and encased in glass, stands in the center of an area of the Radiant Cathedral called the Refractory. It is illuminated by the sun from below using mirrors that channel and reflect the light into a rainbow of colors that dance throughout the high-ceilinged chamber.

PRISM also edits and broadcasts informative programs on the sun's infosphere, which include historical lessons, philosophical discussions, scientific discoveries, and well-researched journalism created by followers of the faith. Anyone can watch the feed and any Sarenite can contribute to it; these contributions then get copied and transmitted throughout the Pact Worlds and beyond. While most programs are considered dry or preachy to those outside the faith, PRISM has discovered a few personalities that are now iconic—from Melano DuBussiarch, the star of several historical re-enactments, to the foremost child-friendly sun scholar, Dr. Daystar.

TEMPLES AND STATIONS

For the last century, the greatest boon to the Sarenite religion has been the discovery of the Burning Archipelago, which provided the ability to visit the Dawnflower's Star for the first time in history. Before the Age of the Eternal Dawn, the churches of Sarenrae were spread out, and there was little to no association between the various chapters. Now with the Radiant Cathedral as an organizing body, the faithful of the Dawnflower have quadrupled in number over the last century and have concentrated their outreach and spiritual missions.

The Radiant Cathedral is a massive, ancient structure located in the middle of the Burning Archipelago. It serves as a home and a site of worship for thousands of clerics, attendants, and laypeople. It is estimated that nearly five million visitors pass through its doors every standard year. While it serves as the center of the faith of Sarenrae, many of the Radiant Cathedral's plazas serve as a public meeting spaces for citizens of the bubble-city of Dawnshore. Transplanted to the Burning Archipelago decades ago and cared for as sacred animals by Sarenite priests, hundreds of doves call the Radiant Cathedral's plazas home. The flocks of birds are a constant draw for tourists and pilgrims.

While nowhere near the same size and scope as the Radiant Cathedral, the Holy Angel of Flame was the largest center of Sarenite worship before the discovery of the Burning Archipelago. Located in the Congregation

neighborhood of Absalom Station's Ring, this church features a large holographic image of the Dawnflower in all her splendor projected near the ceiling to watch over her worshippers. At least once a month, High Cleric **Jall Indarnu** (NG male human envoy) takes the pulpit at the Holy Angel of Flame to give a rousing, fervent speech to a packed church that never fails to leave the audience eager to tackle injustice head-on.

High on the peaks of the Sunteeth on Verces's Fullbright, where the sun never stops shining, stands the Basking Monastery. Little more than several stone slabs engraved with the holy symbol of Sarenrae and several small lean-tos, the monastery is difficult to reach and offers a test of both body and spirit to those who visit. Instead of sermons and ceremonies, High Cleric **Heirzai** (NG female strix^{PM} mystic) instructs visitors to simply sit or lie on the sunbaked slabs and contemplate their pasts. Heirzai and her fellow monks believe that by calling forth the darkness within, it can be burnt away by the constant light of the sun. The monks keep a close eye on their visitors, ensuring that no one becomes too sunburned or dies of heat stroke.

Beacon is a small chapel in Pact Port on Eox that was established to help soothe the minds and souls of those who find the moral relativity of the undead planet too much for them. Beacon is open around the clock, and visitors are encouraged to light a candle and spend several minutes in silent prayer. High Cleric **Luxotroskin** (NG female feychild gnome mystic) takes her duties seriously, and she and her priests are always ready to counsel any visitors on the verge of doing something violent. Beacon also serves as a medical center for any travelers whose new necrografts cause them distress and a welcoming space for any undead who want to accept the light of Sarenrae.

Though the worship of Damoritosh is the most popular religion within the Veskarium, vesk are no strangers to the worship of Sarenrae. After all, Vesk Prime is that systems' closest planet to the sun. Vesk illustrations of Sarenrae depict her as having a circle of crimson scales around her head and leathery wings similar to those of a dragon. Colloquially known as the Firescale instead of the Dawnflower, this version of Sarenrae embodies the righteousness of honorable combat to the vesk, focusing less on her aspect of healing. There are several shrines to Sarenrae throughout the Veskarium, but Vesk Prime's largest cathedral to the Firescale stands in the middle of the Vaaranas Desert. Crafted of basalt painted blue and gold, the Church of the Flamewalker is surrounded by half a dozen large mirrors that reflect the sunlight inward, heating the building to an almost unbearable degree.

Pilgrims to the Church of the Flamewalker are expected to march through the surrounding desert on foot. When

they reach the cathedral, they are met by High Cleric **Darvorinoz Jurapikoshe** (NG male vesk solarian), who leads them in extended prayer. A pilgrim seeking atonement or a blessing from Sarenrae must then undergo a ritual wherein their feet are anointed with oil and they must cross over a bed of flaming coals while reciting edicts of the faith. The High Cleric provides healing after the ceremony, even if the petitioner is unable to complete it.

Sarenite temples on other planets are often open-air structures crafted of white and gold marble or durable steel alloys. The style of architecture varies from system to system, but newly constructed temples are often designed to mimic the Radiant Cathedral. They are situated geographically to




IMRYLL NOVAHEART

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catch as much sunlight as possible through large stained-glass windows set high in the structures' ceilings. These churches often strive to be community centers for the local populaces (which tend toward lower socioeconomic sections of cities), providing knowledge and assistance to any who seek asylum within their walls.

Elsewhere in the galaxy, the church of Sarenrae has established solar installations in close orbit around other stars. Known to most as Sarenite stations, these installations are used as places of worship, academies of knowledge, and trading posts in some systems. By harnessing the radioactive power of stars, the space stations also provide refueling services for ships in exchange for small donations to the church or local causes. Additionally, the bounty of the stations' hydroponic gardens are available to any traveler in need of sustenance.

A SARENITE'S DUTIES

Worshippers of Sarenrae come from all walks of life. The church accepts all members who wish to lead virtuous lives, even those who have struggled with morality in the past. A Sarenite is expected to be kind, honest, patient, and moved to swift retribution only when diplomacy has failed. Other than that, specific traditions of worship differ throughout the galaxy, something the church encourages as a whole. A few of the many paths a devotee can follow range from academic to purely artistic pursuits. Still other Sarenites dedicate themselves to bringing the Dawnflower's light to far corners of the Vast by becoming members of the Stewards or the Dawn Patrol, or honing their skills as traveling adventurers.

While the clergy recommends all Sarenites read the ancient text of *The Birth of Light and Truth*, many followers base their actions on the modern interpretations of those writings. The average Sarenite extols truth and aims to shield the innocent, all while trying their best to not only listen, but to actually hear and respond to the suffering of their neighbors. While there is no mandate for donations, the faithful are typically extremely charitable, actively seeking new ways to donate their credits and time to worthy causes that have little support.

Duties for sanctioned priests of the church are more defined, though they vary depending on the individuals' strengths and locations. Those stationed at physical churches work closely with congregants in the surrounding community for the betterment of all. They guide their flock with wise and gentle words, provide healing when it is needed, and grant forgiveness for minor misdeeds to those who request it. When the heads of local branches of the church, known as high clerics, see injustices being done, they put out the call to other devotees of the Dawnflower to mobilize and put an end to the wrongdoing.

Traveling Sarenites, priests, and missionaries are expected to send reports back to the Radiant Cathedral on the well-

being of the people they meet. Where poverty is found, the church sends aid; where there is disease, the church sends doctors and mystic healers; and where totalitarian dictators and marauders reign, the church establishes relationships with groups working to overcome those evils and supports such benevolent rebels through nonviolent means when possible (though sometimes eventually aiding them with martial backing). Many Sarenites study journalism as a profession, learning the ethics of relating all sides of a story, and come to understand that the truth is sometimes the most dangerous weapon in their arsenals.

The few old celebrations still observed in the modern church of Sarenrae—including dances that use burning weapons, fireworks, and the exchange of handcrafted gifts—were combined into a month-long festival during the month of Sarenith. In addition, the discovery of the Burning Archipelago is celebrated during a jubilee in Dawnshore known as Radiant's Founding that includes a large feast shared between residents of the bubble-city and visitors. During this holiday, the streets surrounding the Radiant Cathedral become nearly impassible with the throngs of celebrants, some wearing makeshift angel wings and wreathing themselves in holographic fire.

Besides the brief edicts from the *Essences of Sarenrae* that are often used as greetings, a Sarenite may also welcome those outside the church with the blessing "May her light guide you," and make pledges by exclaiming "By her light I swear" and placing a hand over their heart or other vital organ.

The everyday clothes of a Sarenite tend to be flowing and loose-fitting, mostly for comfort in the hot environments that the religion has been most associated with. Such robes, shifts, and skirts also give the wearer a high degree of freedom of movement should it be needed. Those who wish to advertise their faith have sunburst symbols emblazoned on their clothes or wear the angelic ank that is Sarenrae's holy symbol around their necks. A Sarenite prepared for adventuring or battle will often have this same symbol etched somewhere on their armor. Blades shaped like scimitars, the Dawnflower's holy weapon, are popular among Sarenites with martial prowess, especially those with the *holy* or *flaming* fusion. In addition, traveling Sarenites ensure that they always carry a potent light source with them, especially if they themselves are unable to see in the dark.

Sarenites typically work well with members of other religions. Their mission of charity and defense of the innocent often calls for alliances with similarly aligned religions, especially the Iomedaeans. Sarenites and Desnans sometimes get into friendly debates about the differences between stars and suns, and whose god has the most influence over them. The faiths of Sarenrae and Pharasma are sometimes seen as two sides of the same coin by many religious scholars, and while Sarenites strive to keep people

alive, they understand that death shouldn't be feared or avoided and usually don't delve into the necromantic activities that are looked down upon by Pharasmins.

However, Sarenites don't mindlessly clash with those who worship evil deities (or whose very existence some might see as evil, such as undead). Many in the modern church believe these individuals can be redeemed and even brought over to worship Sarenrae. Cultists of the Devourer are often seen as the toughest, but most rewarding, potential converts. Several worshippers of Sarenrae have made it their lives' goals to seek out such wicked individuals and offer them the chance to change their ways. However, these missionaries try not to force their religion onto others and tend to physically confront evil cultists only when they harm and terrorize the innocent.

WORSHIP

Nearly every advanced culture known to the Pact Worlds practiced a form of sun worship at some point in its history. While not all of these forms are technically religions of Sarenrae, scholars of the church have found several written instances from other civilizations describing the nearby star as a goddess who manifested as a being with blazing wings and a curved blade. The similarities in traditions to these ancient myths have made the work of Sarenite missionaries easier as they ventured forth in the years after the discovery of Drift travel.

Because of this, worship of Sarenrae is extremely diverse, having evolved into a hundred different traditions as the religion spread across the galaxy. Almost all faithful to Sarenrae hold services during the day, when their church or shrine is bathed in full sunlight, though some areas in the Vast hold services at dawn and dusk, symbolizing the birth and death of their system's home star. Many of these services include studying holy texts, breaking bread in fellowship with new friends, and reading missives from congregants who have traveled to far-off locations. However, there are no set guidelines on personal worship set forth by the church itself.

Many of the Dawnflower's faithful endeavor to make at least one pilgrimage to the Burning Archipelago during their lifetime, beholding the ancient architectural wonder of the Radiant Cathedral and musing on Sarenrae's plans for her followers. Sometimes a local congregation will take up a collection to send an old or ailing member of the church who could not otherwise afford to go. Most pilgrims return with a renewed

SARENITE CHARACTERS

No one theme or character class is representative of a character who worships Sarenrae. Of course, a character that is an active member of the church likely has the priest theme, while a layperson devoted to the Dawnflower might have the solar disciple theme (*Starfinder Pact Worlds* 17). Sarenite envoys usually focus on diplomacy and improvisations that aid their allies. Sarenite mystics tend to have the healer connection, and focus on restorative magic. Sarenite solarians often manifest either a solar weapon that resembles a flaming scimitar or solar armor with decorative wings to protect from fire damage. Sarenite soldiers tend to fight with weapons of flame and light, including the new equipment found on pages 52–53.

devotion, and their tales of the mystery and beauty of the bubble-cities inspire their friends and families to make the same trip. Even those who live outside of the Pact Worlds are aware of the Radiant Cathedral's majesty and importance to the faith, thanks to tireless efforts by the church's effective public relations arm.

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SARENITE GEAR

Followers of Sarenrae are just as likely to rely on magical items as they are to use technological devices, and many holy warriors equip themselves with both in their quests to banish darkness from the universe. Presented below are weapons and other magic and technological items for characters who follow the Dawnflower or who want to equip themselves like those who do. Many of these items are created on the Burning Archipelago by harnessing the raw energy of the sun and turning it toward accomplishing a worthy goal.

WEAPONS

Over the past few decades, devotees of Sarenrae have labored tirelessly in church-owned weapons factories in the bubble-city of Fireside, producing armaments for the Dawn Patrol. However, many of these weapons can be purchased on the open market; the most common types include flame weapons and ones that produce a burn effect on a critical hit to mimic the cleansing fire of the Dawnflower.

BLAZE SCIMITAR

Known far and wide for their fighting prowess, Sarenites who delve into the darkest corners of the universe often take the holy weapon of their goddess with them. A blaze scimitar is made of a metallic alloy that can be heated to blistering temperatures again and again through use of an induction magnet. These golden blades glow bright orange when activated and shed light in a wide area when they strike a blow. Due to their weight and the power required to follow through with attacks, they must be wielded with two hands.

CINDER RIFLE

Designed for the fighting elite of Sarenrae, cinder rifles are similar to most jacketed rifles, but within the framework of the gun, the ammunition becomes superheated. The result is a bullet exiting the gun while white hot, tracing its path through the air with a bright trail.

EMBER PISTOL

Lighter and more mobile versions of cinder rifles, these pistols are standard issue to the Dawn Patrol and many Sarenite authorities across the galaxy. The piercing rounds are shot from the bulky pistol at white-hot temperatures and can set their targets on fire. They are still thought of as a humane weapon by some, as the searing bullets often cauterize the wounds that they make.

MERCY PISTOL

Mercy pistols are the nonlethal firearms of choice for many guardians of Sarenite temples (including the Radiant Cathedral).

The weapon fires a concentrated blast of light waves at a target, delivering an intense thrust of heat that eaves little to no mark or permanent damage.

TECHNOLOGICAL ITEMS

In addition to medical gear such as medkits and medpatches, followers of Sarenrae often carry the following technological items that harness the power of the sun.

HEATSINK CRAVAT

LEVEL 2

TECHNOLOGICAL ITEM	PRICE 300	BULK –
--------------------	-----------	--------

This garment is worn over the exterior of armor, often around the neck or head. Woven from golden nanotubes, a heatsink cravat converts heat energy into cold. It functions like a set of heat climate environmental clothing (*Starfinder Core Rulebook* 230) without consuming any charges. If you gain the burning condition while wearing the cravat, it activates automatically, reducing the amount of damage you take from the burning condition each round by 1 (minimum 0) for as long as it is active. In addition, while a heatsink cravat is active, you gain a +2 circumstance bonus to Reflex saving throws to end the burning condition, which stacks with any bonus from previously failed attempts to end the burning condition.

A heatsink cravat uses a battery, and each round of use consumes 1 charge.

MINIATURE SUN

LEVEL 3

TECHNOLOGICAL ITEM	PRICE 1,200	BULK 1
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A photonic inducer set in a brass-frame inset with glass similar to a lantern, a miniature sun is a portable light that exudes an area of bright light in a 30-foot radius. Thanks to a comfortable insulated handle, it requires only one hand to hold. After 1 minute of use, the exterior of a miniature sun becomes incredibly hot to the touch. When it is this hot, you can use a miniature sun as an improvised melee weapon that deals 1d3 fire damage, but each successful attack made in this way deals twice as much damage to the item, ignoring hardness.

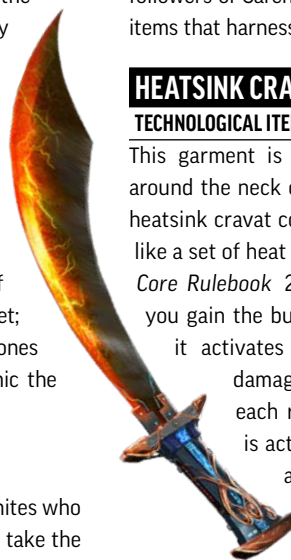
A miniature sun requires only one hand to operate, uses a battery, and consumes 1 charge per each hour of use (or fraction thereof).

SCORCH SUTURE

LEVEL 1

TECHNOLOGICAL ITEM	PRICE 200	BULK 1
--------------------	-----------	--------

This small, handheld medical device looks similar to a soldering iron. You can use it to end the bleeding condition for a target within reach as a standard action, melting the flesh on a cellular level to stanch further blood loss.



Unfortunately, the target takes 1 fire damage as a result. A target with any form of fire resistance can't benefit from a scorch suture.

A scorch suture requires only one hand to operate. It uses a battery, and each use consumes 2 charges.

MAGIC ITEMS

Magic items produced by the church of Sarenrae can be either defensive or destructive.

DAWNFLOWER MELANGE

LEVEL 5
MAGIC ITEM **PRICE** 475 **BULK** –

This warm tea infused with magical spices functions like a serum (*Starfinder Core Rulebook* 225) and fortifies the mind and spirit when imbibed. Cafes near the Radiant Cathedral are often filled daily with Sarenite clerics enjoying this beverage while talking about the confluence of science and religion. Drinking this brew grants you a +2 insight bonus to Diplomacy, Mysticism, and Physical Science checks for 1 hour, and during that time you can attempt checks to recall knowledge with Mysticism and Physical Science untrained.

FLAME SHIELD GAUNTLET

LEVEL 4
MAGIC ITEM (WORN) **PRICE** 1,900 **BULK** 1

Worn over existing armor, this nanofiber mesh gauntlet cradles a blood-red gem that glows faintly and gives off

a small amount of warmth. This item must be worn on a free hand. You can activate the gauntlet as a reaction when you are struck by an attack or effect that deals cold damage. When you do so, until the end of your next turn, you reduce any cold damage dealt to you by half, and if an effect allows a Reflex saving throw for half damage, you take no damage on a successful save. This resistance does not stack with other forms of cold resistance. Once used, the gem's glow fades and you can't use this item again until you've rested for 10 minutes to regain Stamina Points, though you can spend 1 Resolve Point at any point to recharge it immediately.

PLASMA SCABBARD

LEVEL 6
MAGIC ITEM **PRICE** 4,250 **BULK** L

This thin metallic band can be affixed either to an existing scabbard that holds a melee weapon that deals kinetic damage or directly to the hilt of a melee weapon that deals kinetic damage. You can activate the device as a swift action when you draw the weapon, coating the weapon with a corona of plasma. The first successful attack you make with that weapon deals an additional 1d10 electricity and fire damage. Once you've used the *plasma scabbard*, you can't use it again until you've rested for 10 minutes to regain Stamina Points, though you can spend 1 Resolve Point at any point to charge it immediately.

TABLE 1: ADVANCED MELEE WEAPONS

TWO-HANDED WEAPONS	LEVEL	PRICE	DAMAGE	CRITICAL	BULK	SPECIAL
FLAME						
Blaze scimitar, acolyte	2	740	1d6 F	Burn 1d6	1	Bright, powered (capacity 20, usage 1)
Blaze scimitar, disciple	18	9,200	2d6 F	Burn 1d8	1	Bright, powered (capacity 20, usage 1)
Blaze scimitar, cleric	12	34,600	4d6 F	Burn 2d6	1	Bright, powered (capacity 40, usage 2)
Blaze scimitar, divine	16	162,000	8d6 F	Burn 2d8	1	Bright, powered (capacity 40, usage 2)

TABLE 2: SMALL ARMS

ONE-HANDED WEAPONS	LEVEL	PRICE	DAMAGE	RANGE	CRITICAL	CAPACITY	USAGE	BULK	SPECIAL
PROJECTILE									
Ember pistol, truth-sequence	2	525	1d6 P	30 ft.	Burn 1d4	8 rounds	1	L	–
Ember pistol, salvation-sequence	7	5,700	2d6 P	30 ft.	Burn 1d4	10 rounds	1	L	–
Ember pistol, valor-sequence	11	23,400	3d6 P	40 ft.	Burn 2d4	12 rounds	1	L	–
Ember pistol, glory-sequence	14	65,800	4d6 P	40 ft.	Burn 2d6	16 rounds	1	L	–
FLAME									
Mercy pistol, illuminator	1	275	1d6 F	20 ft.	–	20 charges	2	L	Nonlethal
Mercy pistol, infrared	6	4,300	2d6 F	20 ft.	–	20 charges	2	L	Nonlethal
Mercy pistol, ultraviolet	11	25,000	4d6 F	30 ft.	–	20 charges	2	L	Nonlethal

TABLE 3: LONGARMS

ONE-HANDED WEAPONS	LEVEL	PRICE	DAMAGE	RANGE	CRITICAL	CAPACITY	USAGE	BULK	SPECIAL
PROJECTILE									
Cinder rifle, truth-sequence	2	700	1d8 P	60 ft.	Burn 1d6	10 rounds	1	2	–
Cinder rifle, salvation-sequence	7	6,000	2d8 P	60 ft.	Burn 1d6	14 rounds	1	2	–
Cinder rifle, valor-sequence	11	23,700	3d8 P	80 ft.	Burn 2d6	20 rounds	1	2	–
Cinder rifle, glory-sequence	15	102,200	6d8 P	80 ft.	Burn 2d6	24 rounds	1	2	–

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ALIEN ARCHIVES

"Listen, I like you. I do. You are not born of flame, and more is the pity, because you have a fire in your heart. But what you ask for, you cannot afford. My kind knows secrets of the stars you cannot fathom because, unlike us, you have yet to go there. Cannot go there. Those secrets are ours to keep, for now. Were my kith and kin to find I had sold you such information for mere credits or even an array of favors, well, I would lose more than I could possibly have gained. For now, be content that I might consider your future requests for my knowledge, if you prove yourself to be worthy."

—Shabhizar, efreeti sage

AZER

CR
2

XP
600



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Azer mechanic

LN Medium outsider (extraplanar, fire)

Init +1; **Senses** darkvision 60 ft.; **Perception** +7

DEFENSE

HP 23

EAC 13; **KAC** 14

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

Immunities fire; **SR** 13

Weaknesses vulnerable to cold

OFFENSE

Speed 30 ft.

Melee assault hammer +7 (1d6+1 B; critical burn 1d4)

Ranged wave modulator I +7 (1d4+2 F or So; critical burn 1d4)

Offensive Abilities elemental fire, target tracking

STATISTICS

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

Skills Athletics +7, Computers +12, Engineering +12, Physical Science +7, Piloting +7

Languages Common, Ignan

Other Abilities artificial intelligence (exocortex), custom rig (cerebral implant with standard datajack), mechanic tricks (neural shunt)

Gear freebooter armor, assault hammer, wave modulator I^{AR} with 2 batteries (20 charges each)

ECOLOGY

Environment any (Plane of Fire)

Organization solitary, pair, order (3-6), guild (11-20), and union (30-100)

SPECIAL ABILITIES

Elemental Fire (Su) Azers can cause any weapon they wield to deal half its damage as fire damage, becoming lethal and non-archaic if it is not already. If the weapon already deals two damage types, this effect replaces one with fire. In addition, azers can grant weapons they wield the burn critical hit effect (1d4, 2d4 at CR 6, 3d4 at CR 11, and 3d4 at CR 16+). If the weapon has any other critical hit effects, the azer chooses only one to apply on a critical hit.

Azers maintain regimented societies whose members are born into a caste reflecting the trade practiced by their ancestors. Caste determines how azers participate in their society. Members of the brass caste are often noble-born ambassadors or politicians. Bronze-caste azers work as merchants or artisans. Members of the copper caste work as mechanics and crafters who build the starships, weapons, and armor regulated or sold by other castes. While most azers prefer order, discipline, and hard work, a few choose to spurn tradition, opting for mercenary work or other venturesome vocations.

Independent azers build settlements on the Plane of Fire and some fiery Material Plane worlds. They are also part of other societies, including that of Corona on the Burning Archipelago. In the City of Brass and other efreet-ruled domains, azers are second-class citizens or worse. Free azers dislike efreet, but azers raised among those genies are proud servants upholding a hierarchy not their own.

An azer is 4 feet tall and weighs 200 pounds.



DEVIL, IMP

CR
2

XP
600



LE Tiny outsider (devil, evil, extraplanar, lawful)
Init +4; **Senses** darkvision 60 ft., *detect magic*, see in darkness; **Perception** +7

DEFENSE

EAC 12; **KAC** 13

Fort +1; **Ref** +5; **Will** +3

Defensive Abilities fast healing 2; **DR** 5/good or silver;

Immunities fire, poison; **Resistances** acid 10, cold 10

OFFENSE

Speed 20 ft., fly 50 ft. (Ex, perfect)

Melee sting +6 (1d4+2 P plus imp poison)

HP 18

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

Spell-Like Abilities (CL 2nd)

1/week—*contact other plane* (devils only)

1/day—*augury*, *suggestion* (DC 17)

At will—*invisibility* (self only)

Constant—*detect magic*

STATISTICS

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

Skills Acrobatics +7 (+15 to fly), Bluff +12, Mysticism +7

Languages Common, Infernal; limited telepathy 30 ft.

Other Abilities change shape (animal)

ECOLOGY

Environment any (Hell)

Organization solitary, pair, or murder (3-10)

SPECIAL ABILITIES

Change Shape (Su) An imp can assume the appearance of a Tiny beast, such as a rat, raven, or spider. From this form, in addition to normal benefits of this ability, the imp can gain a climb speed of up to 30 feet. While in its new form, the imp can have a different sort of natural attack. Damage from that attack might be of another kinetic type but retains the dice and poison of the imp's sting.

IMP POISON

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

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

Cure 1 save

Imps are among the lowest-ranked of the fiends of Hell. However, they serve an important role in corrupting mortals. Easy to summon to the Material Plane, imps willingly form bonds with spellcasters who call them. While on the Material Plane, an imp influences anyone it can to perform diabolical deeds. If serving a mortal master, the imp plays the part of a loyal servant, offering advice, infernal foresight, and even mystic tutelage. The imp's true goal, however, is the delivery of as many souls as possible into damnation.

An imp is also the devil most likely to be found freely roaming the Material Plane. Without help, an imp has no means of returning to Hell. Therefore, a masterless imp remains and continues its Hell-bound duties. The creature insinuates itself into a new situation, either with a different master or a group of wicked mortals. Among weaker creatures, an imp might rise to a leadership role. But such a fiend is more likely to be a dark influence on a stronger leader. In this way, the imp can direct a group toward depravity but take no blame for any failings.

An imp is about 2 feet tall and weighs nearly 13 pounds.



ELEMENTALS

CR
VARIESXP
VARIES

Unusual elementals arise from interactions among the forces of the Elemental Planes. Statistics for these bizarre creatures can be generated using stat blocks found on pages 46–47 of the *Starfinder Alien Archive* and the following grafts.

Required Creature Type and Subtype: Outsider (elemental, extraplanar).

ICE ELEMENTAL GRAFT

Made of frozen water, ice elementals form in the borderlands between the Elemental Planes of Air and Water.

Traits: Air subtype, cold subtype, water subtype, sense through (vision [fog and precipitation only]) 60 ft.; immunity to cold, vulnerability to fire, burrow (ice and snow only) speed of 20 feet, swim speed of 60 feet, ice glide (see below), icewalking (see below), numbing cold (see below); **Languages:** Aquan.

Ice Glide (Su): As the earth glide special ability, except an ice elemental can pass through only nonmagical ice and snow.

Icwalking (Ex): An ice elemental can move across icy surfaces without penalty and doesn't need to attempt Acrobatics checks to run or charge on ice. In addition, an ice elemental can climb icy surfaces as if under the effects of *spider climb*.

Numbing Cold (Ex): An ice elemental's slam has the staggered critical hit effect.

LIGHTNING ELEMENTAL GRAFT

Beings of thunderstorms, lightning elementals are aggressive, smell of ozone, and are attracted to metal.

Traits: Air subtype, immunity to electricity, supernatural fly speed of 100 feet (perfect), jolting surge (see below), lightning strikes (see below), power siphon (see below); **Feats:** Improved Initiative, Flyby Attack; **Languages:** Auran.

Jolting Surge (Sp): Once per day, a lightning elemental can cast *jolting surge* as a spell-like ability.

Lightning Strikes (Ex): A lightning elemental's slams deal half electricity damage and half bludgeoning damage.

Power Siphon (Ex): Whenever a lightning elemental scores a critical hit against a technological construct or a creature wearing or wielding technological gear, the elemental siphons power and recharges its jolting surge ability immediately.

MAGMA ELEMENTAL GRAFT

Magma elementals are fiery stone creatures that look like cooling lava, containing a red-hot heart.

Traits: Earth subtype, fire subtype, immunity to fire, vulnerability to cold, burrow 20 feet, burning strikes (*Alien Archive* 47), lava burst (see below), earth glide; **Languages:** Ignan.

Lava Burst (Ex): Once per day as a full action, a magma elemental can discharge a pool of lava that covers its space and spaces

within its reach to a depth of 3 inches. Covered spaces are difficult terrain, and creatures that move through a space or that occupy a space at the time of the burst take fire damage and gain the burning condition. The fire damage equals that of the elemental's slam and the condition deals the same amount as the elemental's burning strikes ability. An affected creature can attempt a Reflex save to halve the damage and negate the burning condition. The lava cools after a number of rounds equal to the elemental's CR, causing the spaces to revert to normal terrain. At the GM's discretion, this lava can start fires.

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FIRE WHALE

CR
16

XP
76,800



N Colossal magical beast (extraplanar)

Init +3; **Senses** blindsense (sound) 60 ft., darkvision 60 ft., low-light vision; **Perception** +28

DEFENSE

EAC 29; **KAC** 30

Fort +20; **Ref** +16; **Will** +18

Defensive Abilities scorching body, solar adaptation, void adaptation; **DR** 15/adamantine; **Immunities** fire, paralysis, poison, sleep; **Resistances** cold 15

Weaknesses vulnerable to sonic

OFFENSE

Speed burrow 20 ft., fly 120 ft. (Su, average), swim 120 ft.

Melee bite +30 (6d10+26 B & F;

critical burn 4d4) or

tail slap +30 (5d12+26 B & F; critical burn 4d4 or knockdown)

Space 30 ft.; **Reach** 30 ft.

Offensive Abilities breath weapon (90-ft. cone, 16d6 B & F, Reflex DC 22 half, usable every 1d4 rounds), crush (5d12+26 B & F)

Spell-Like Abilities (CL 16th)

1/day—*plane shift* (self only; Elemental Planes or Material Plane only)

STATISTICS

Str +10; **Dex** +3; **Con** +7; **Int** -3; **Wis** +5; **Cha** +0

Skills Acrobatics +28

Languages Ignan, Terran (can't speak any language)

ECOLOGY

Environment any

Organization solitary, pair, or pod (3–8)

SPECIAL ABILITIES

Scorching Body (Su) A creature that touches the fire whale takes 2d6 fire damage. A creature in contact with a fire whale takes 6d6 fire damage each round the contact persists.

FIRE WHALE

TIER 1/4

N Small starship magical beast (extraplanar)

Speed 6; **Maneuverability** good (turn 1)

AC 11; **TL** 11

HP 40; **DT** —; **CT** 8

Shields basic 20 (forward 5, port 5, starboard 5, aft 5)

Attack (Forward) breath weapon (2d4)

Power Core heart (75 PCU); **Drift Engine** none;

Systems none; **Expansion Bays** none

Other Abilities bite, fire affinity, living starship, solar adaptation, void adaptation

CREW ACTIONS

Engineer (1 action) Engineering +5 (1 rank)

Gunner (1 action) gunnery +4

Pilot (1 action) Piloting +10 (1 rank)

SPECIAL ABILITIES

Bite (Ex) See page 7.

Breath Weapon (Ex) See page 7.

Fire Affinity (Su) See page 7.

Living Starship (Ex) See page 7.

Titanic natives of the Plane of Fire, fire whales can be found swimming in the atmosphere of Material Plane stars or in space searching for food, from biological matter to inorganic material such as Tiny starships. Their innards refine this fodder into metals and gems. Deceased fire whales can be refitted and used as frames for Small starships.

GENIE, EFREETI

CR
8XP
4,800

LE Large outsider (extraplanar, fire)

Init +2; **Senses** darkvision 60 ft.; **Perception** +16**DEFENSE**

HP 125

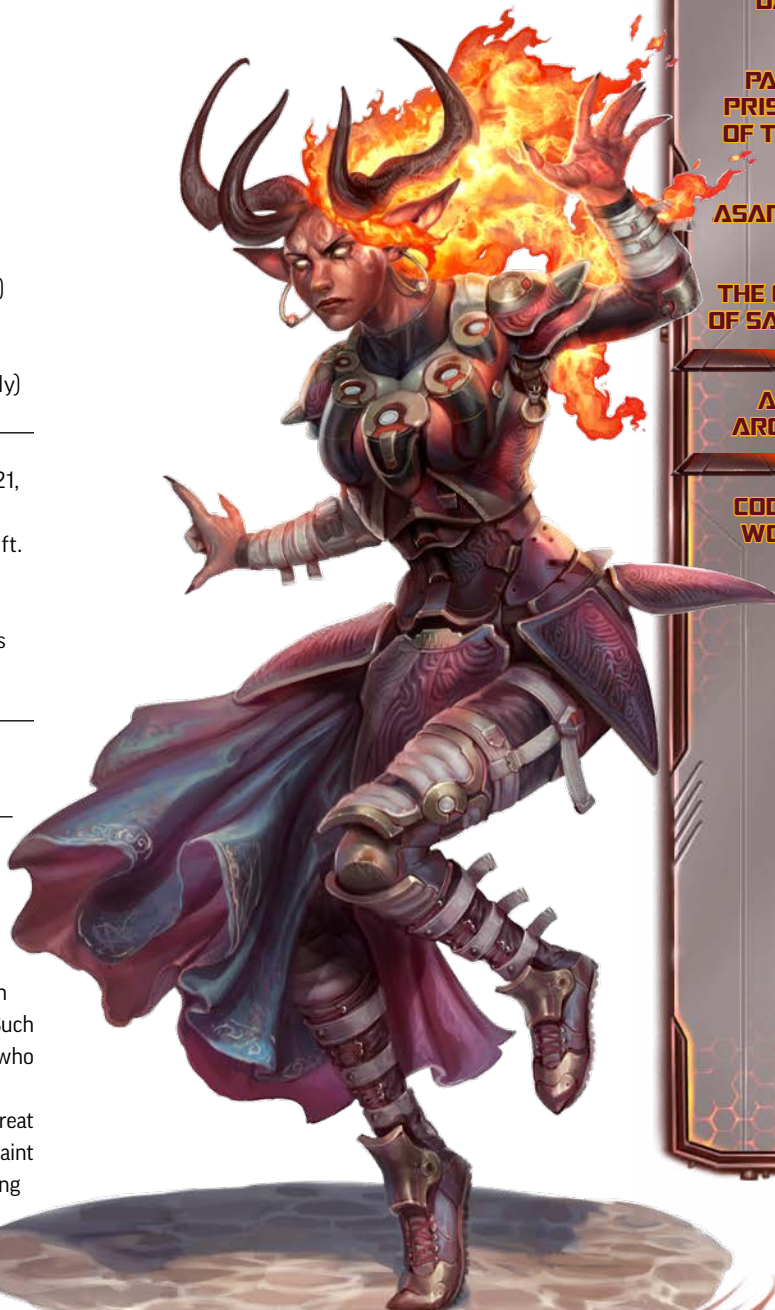
EAC 21; **KAC** 21**Fort** +10; **Ref** +10; **Will** +9**Immunities** fire**Weaknesses** vulnerable to cold**OFFENSE****Speed** 30 ft., fly 30 ft. (Su, perfect)**Melee** wrack devastation blade +20 (2d8+14 S; critical burn 2d4) or
slam +20 (3d4+14 B; critical burn 2d4)**Ranged** hailstorm-class zero rifle +17 (2d8+8 C; critical staggered)**Space** 10 ft.; **Reach** 10 ft.**Offensive Abilities** elemental fire**Spell-Like Abilities** (CL 8th)1/day—*explosive blast* (DC 16), *holographic image* (4th level, DC 17)3/day—*invisibility*, *wall of fire*, *wish* (for non-genies only)At will—*detect magic*, *energy ray* (fire only), *overheat* (DC 14), *plane shift* (willing targets to Elemental Planes, Astral Plane, or Material Plane only)**STATISTICS****Str** +6; **Dex** +2; **Con** +4; **Int** +1; **Wis** +2; **Cha** +2**Skills** Bluff +21, Diplomacy +16, Disguise +16, Intimidate +21, Mysticism +16, Sense Motive +16**Languages** Common, Ignan, up to 3 others; telepathy 100 ft.**Other Abilities** change shape (humanoid)**Gear** efreeti armor (functions as ysoki refractor suit), hailstorm-class zero rifle with 2 high-capacity batteries (40 charges each), wrack devastation blade**ECOLOGY****Environment** any (Plane of Fire)**Organization** solitary, pair, company (3–6), or band (7–12)**SPECIAL ABILITIES****Elemental Fire (Su)** See the azer's ability on page 55.

Efreet are genies native to the Elemental Plane of Fire, where they build totalitarian, militaristic societies. Although they hate djinn and consider themselves to be a superior species, efreet do make alliances with earth genies, called shaitans, and other powerful creatures. Such unions last only until they no longer serve the efreet who made them.

Infused with magic that can alter reality, efreet take great pride in their ability to grant wishes. To do so without restraint or for personal gain is considered to be shameful among genies, however, and some genies and other outsiders, such as aeons, seek out such power abusers for retribution. Therefore, an efreeti grants wishes

for only those creatures the genie views as deserving or to which the efreeti owes a debt. Mortals who gain power over a genie can also make use of this ability; however, all genies are infamous for twisting the wishes of such masters against them, and efreet are especially devious and cruel.

An efreeti is a 12-foot-tall humanoid, weighing 2,000 pounds with a fit build. The genie's dark horns and crimson skin occasionally give off flame and smoke. Efreet use change shape to become smaller in situations where space is a premium, such as aboard starships or space stations.

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PLANAR SCION, IFRIT

CR
1/2

XP
200



Ifrit soldier
N Medium outsider (native)
Init +3; **Senses** darkvision 60 ft.; **Perception** +4

DEFENSE HP 11

EAC 11; **KAC** 13

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

Resistances fire 5

OFFENSE

Speed 30 ft.

Melee longsword +5 (1d8+1 S)



RACIAL TRAITS

Ability Adjustments: +2 Dex, +2 Cha, -2 Wis

Hit Points: 4

Size and Type: Ifrits are Medium outsiders with the native subtype.

Darkvision: Ifrits have darkvision with a range of 60 feet.

Fire Affinity: Ifrits have an instinctive affinity for fire, subtly bending it to their will. Once per day, an ifrit making an attack that deals fire damage can roll a single attack roll twice and use the higher result.

Fire Resistance: The supernatural fire in ifrit blood grants them resistance 5 to fire.

Spell-Like Ability: Once per day, an ifrit can cast *overheat* as a spell-like ability. At 8th level, he can use this ability one additional time per day, and he gains a third use per day at 16th level. His caster level equals his level, and the save DC is equal to 11 + his Charisma modifier.

Ranged azimuth laser rifle +6 (1d8 F; critical burn 1d6) or frag grenade I +6 (explode [15 ft., 1d6 P, DC 11])

Offensive Abilities fighting styles (sharpshoot), fire affinity, sniper's aim

Ifrit Spell-Like Abilities (CL 1st)

1/day—*overheat* (DC 10)

STATISTICS

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

Skills Acrobatics +9, Athletics +4, Intimidate +4

Languages Common, Ignan

Gear second skin, azimuth laser rifle with 2 batteries (20 charges each), longsword, frag grenade I

ECOLOGY

Environment any

Organization solitary, pair, or gang (3–6)

SPECIAL ABILITIES

Fire Affinity (Su): See Racial Traits.

Ifrits are the descendants of mortal species and creatures from the Plane of Fire, usually efreet (see page 59). These native outsiders are fiercely independent and many see even their friends as tools to be used.

IFRIT TEMPLATE GRAFT

An ifrit has ancestry tracing back to the Plane of Fire.

Required Creature Type and Subtype: Outsider (native).

Traits: Darkvision 60 ft.; resistance 5 to fire, fire affinity (see Racial Traits), spell-like abilities (*overheat* 1/day; CR 8+, 2/day; CR 16+, 3/day).

Suggested Ability Score Modifiers: Dexterity, Charisma.

PROTEAN, RIFTI

CR
1XP
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PRISONERS
OF THE SUN

ASANATOWN

THE CHURCH
OF SARENRAEALIEN
ARCHIVESCODEX OF
WORLDS

CN Tiny outsider (chaotic, extraplanar, protean, shapechanger)

Init +4; **Senses** blindsense (vibration) 30 ft., darkvision 60 ft.; **Perception** +5

DEFENSE

EAC 12; **KAC** 12

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

Defensive Abilities amorphous; **Immunities** random energy

HP 16

OFFENSE

Speed 20 ft., fly 40 ft. (Su, perfect)

Melee bite +5 (1d4 plus confusion)

Ranged random energy ray +5 (1d4+1 random type)

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

Spell-Like Abilities (CL 1st)

1/day—*mind thrust* (DC 14)

3/day—*holographic image* (DC 14)

At will—*ghost sound* (DC 13), *psychokinetic hand*, *token spell*

STATISTICS

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

Skills Acrobatics +10 (+18 to fly), Bluff +5

Languages Common, Protean

Other Abilities fleeting, shifting form

ECOLOGY

Environment any (Maelstrom)

Organization solitary, pair, or muddle (3-13)

SPECIAL ABILITIES

Confusion (Su) A creature damaged by the rifti's bite attack must succeed at a DC 12 Will save (14 on a critical hit) or become confused for 1 round.

Fleeting (Ex) The chaotic energies that create a rifti degrade, and most riftis cease to exist within 1d100 hours of forming. However, some individuals live much longer.

Random Energy (Su) A rifti's unstable shape grants it fluctuating energy attacks and immunities. Each round, to determine which energy applies, roll 1d8: 1-2 acid, 3-4 electricity, 5-6 sonic, 7 cold, 8 fire.

Shifting Form (Su) A rifti's shape shifts each time it takes a turn. The rifti might look like other Tiny creatures, but it can resemble objects, abstract energies, or shards of matter. These changes don't affect the rifti's statistics.

Riftis arise from entropic energies released in the Maelstrom or by planar travel, such as the *plane shift* spell or faulty interplanar portals. They usually exist only briefly and form groups, most often with other riftis born at the same time. Drift engines are shielded against releasing energies that birth riftis, but a

defective or damaged engine can cause a starship passing between the Drift and the Material Plane to become home to cackling, cavorting riftis.

A rifti's "normal" body is like a four-armed serpent. However, riftis shift form without control. The chaotic little creatures revel in this novelty, enhancing changes with illusions, strange noises, and *token spell* effects to make their surroundings more surreal. A typical rifti's body pops like a bubble after mere days.

Equally unstable is a rifti's personality. A rifti that meets other creatures might do anything, changing its mind from moment to moment. It's possible to reason with a rifti, but any agreements rarely last long.



CODEX OF WORLDS

ZERES

Tropical, watery planet hosting a luxury resort

Diameter: $\times 3/4$; **Mass:** $\times 1/2$

Gravity: $\times 1$

Location: Near Space

Atmosphere: Normal

Day: 28 hours; **Year:** 1 year

One of only three planets orbiting a yellow star, Zeres is covered almost entirely in placid, crystal-blue oceans that connect to the Plane of Water via approximately 200 stable portals. These passageways formed millennia ago and are scattered intermittently across the planet, both high in the sky and deep below the surface of the oceans. Tepid seawater from the Elemental Plane pours in from the sky portals while simultaneously draining into the vortices below the surface of Zeres's oceans, creating a constant circulation between the two locations. Though the underwater portals are rarely seen by anyone other than explorers and scientists, the high-altitude portals form the planet's hallmark skyline of colossal, glimmering waterfalls that cascade—seemingly sourceless—from the air. No one has yet to discover how these planar gateways manifested, but most scholars believe they predate the Gap.

The little land that exists on Zeres takes the form of thousands of variously sized islands (the largest being only

about 5 miles across) clustered together in hundreds of archipelagos across the planet. Most of the islands' beaches are covered in soft, pearlescent sand that shimmers in a spectrum of pastels, but some beaches consist of craggy, deep-black volcanic glass. There are no records of any native intelligent species ever existing on Zeres, and the islands contain mostly docile, and sometimes even friendly, fauna. However, while the ocean waters are pleasant, they contain all manner of creatures both timid and monstrous—most of which were inadvertently transported to the Material Plane via one of the various portals to the Plane of Water. Those who visit Zeres try to steer clear of the more hostile species, but accidental run-ins do occasionally occur.

Due to Zeres's exquisite vistas, balmy weather, and lack of substantially threatening terrestrial fauna, it was not left unsettled for long. Glasswater Realty, a staggeringly wealthy real-estate organization that rumors suggest is secretly operated by marids, purchased all claims to Zeres and converted it into a luxurious planetwide resort and water park called Pearlhaven. The five largest islands on Zeres now hold the resort's five major facilities: the main port where private and charter starships ferrying resort clientele land, the flagship hotel, the resort's central hub where patrons can purchase souvenirs or elicit help from the information desk, the main shopping center, and a staff housing complex.

Since Zeres was settled, its skyline has evolved immensely.

Though still tranquil and rife with natural beauty, the planet's vistas now consist of not only glittering beaches and suspended waterfalls dotting the horizon, but also airborne cruise ships drifting serenely; minimalist, skyscraping hotels and shopping centers; and hundreds of miles of glass waterslides suspended in the air, offering riders heart-pounding views of the seas below.

Thousands of wealthy vacationers come and go from Pearlhaven year round, the only permanent residents being the resort staff—which consists almost entirely of water-breathing species who can quietly slip in and out of the various shops, restaurants, and other facilities through channels of water that connect most of the structures. A stay in Pearlhaven is at least 500 credits a night, with additional charges levied for specialty drinks, gourmet meals, and the many water-based activities, such as deep-sea diving, yachting, and kitesurfing.

Every year, for approximately 1 week, a section of Pearlhaven called Celebration Lagoon—a series of flumes and slides attached to a central pool—is open to the public, with tickets offered in a lottery system. Those who win are given a free day in the lagoon, but must provide their own transportation to Zeres.

NEXT MONTH

SOLDIERS OF BRASS

By Crystal Frasier

Now employees of the Deep Cultures Institute, the heroes are set to investigate what's happening in the sun. Burglars in the DCI museum throw that plan askew by facilitating the theft of DCI data. The missing files are cross-referenced rumors about potential intelligent life inside the Pact Worlds star, none of them substantiated. Who might want such speculations, and why? Following the robbers' path takes the characters to the bubble-city of Corona and the infamous, unstable Brass Bazaar. It turns out the thieves weren't the only ones interested in the DCI's guesswork. The heroes must uncover who has the stolen data, find out where it's stored, and extract it. In the process, they'll discover more than they bargained for!

MERCHANTS OF THE BRASS BAZAAR

By Adrian Ng

Corona's Brass Bazaar is a riot of businesses, some on platforms that bob up and down in the heat and radiation

leaking through the city's weak outer bubble. This article details some of the traders of this seedy market, along with what they sell. This chaotic marketplace is sure to provide quite the shopping experience!

TOURING THE ARCHIPELAGO

By Kate Baker

The Burning Archipelago provides a unique travel destination: the surface of a living star. With this travel guide, you'll know where to stay, where to find refreshment and entertainment, what to see, how to do business, and what you need to look out for within the sun's fabulous bubble-cities.

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FIRE
STARTERS

CAMPAIGN
OUTLINE

PART 1:
WAKING THE
FIRE

PART 2:
REBELLION
DAWN

PART 3:
PRISONERS OF
THE SUN

ASANATOWN

THE CHURCH
OF SARENRAE

ALIEN
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CODEX OF
WORLDS

ALL SYSTEMS ARE GO!

STARFINDER

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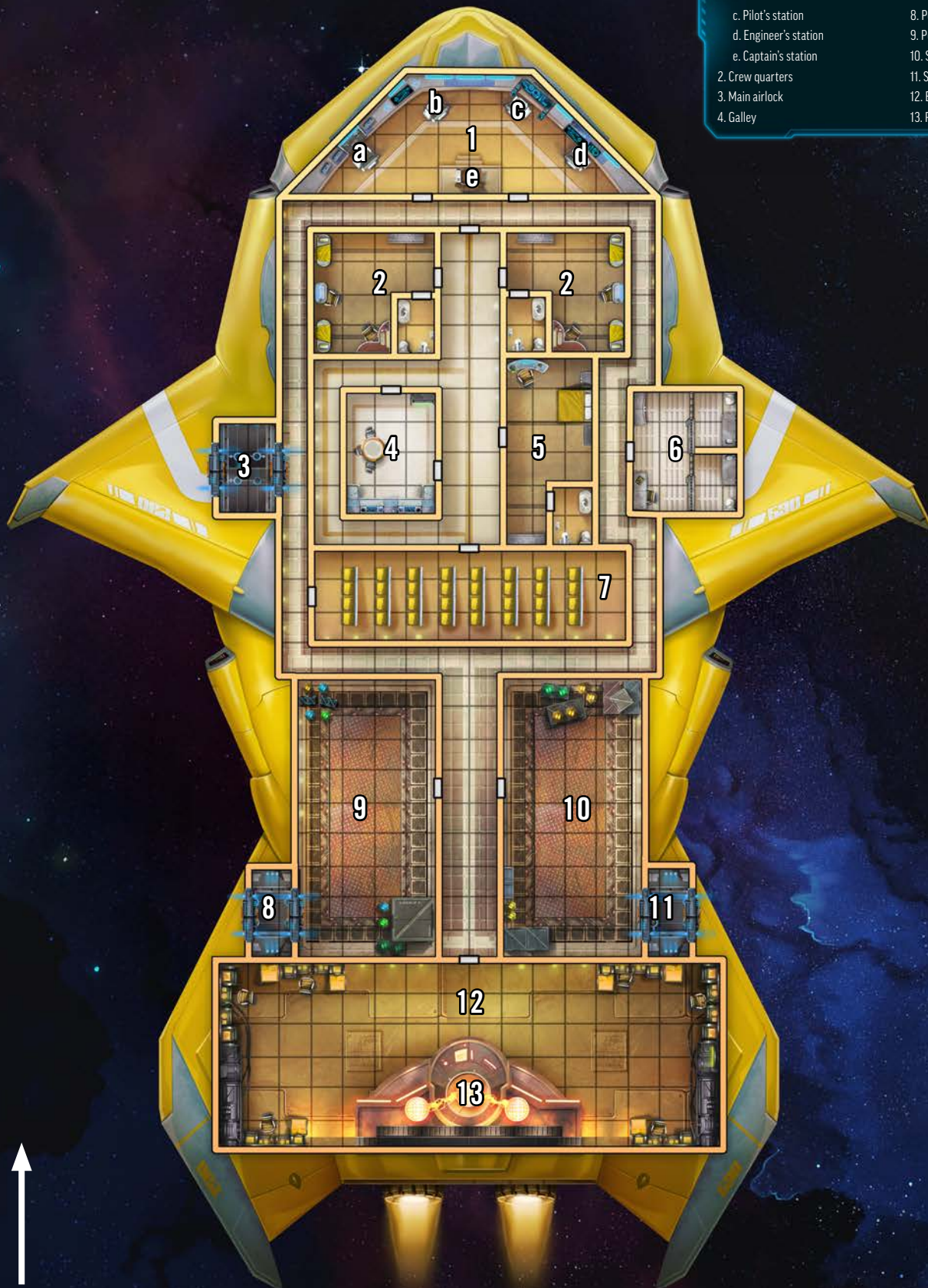
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AURORA YELLOW DWARF

1 SQUARE = 5 FEET

MAP KEY

- | | |
|------------------------------|-----------------------------|
| 1. Bridge | 5. Captain's quarters |
| a. Gunner's station | 6. Brig |
| b. Science officer's station | 7. Passenger seating |
| c. Pilot's station | 8. Port cargo airlock |
| d. Engineer's station | 9. Port cargo hold |
| e. Captain's station | 10. Starboard cargo hold |
| 2. Crew quarters | 11. Starboard cargo airlock |
| 3. Main airlock | 12. Engineering |
| 4. Galley | 13. Power core |



FORWARD

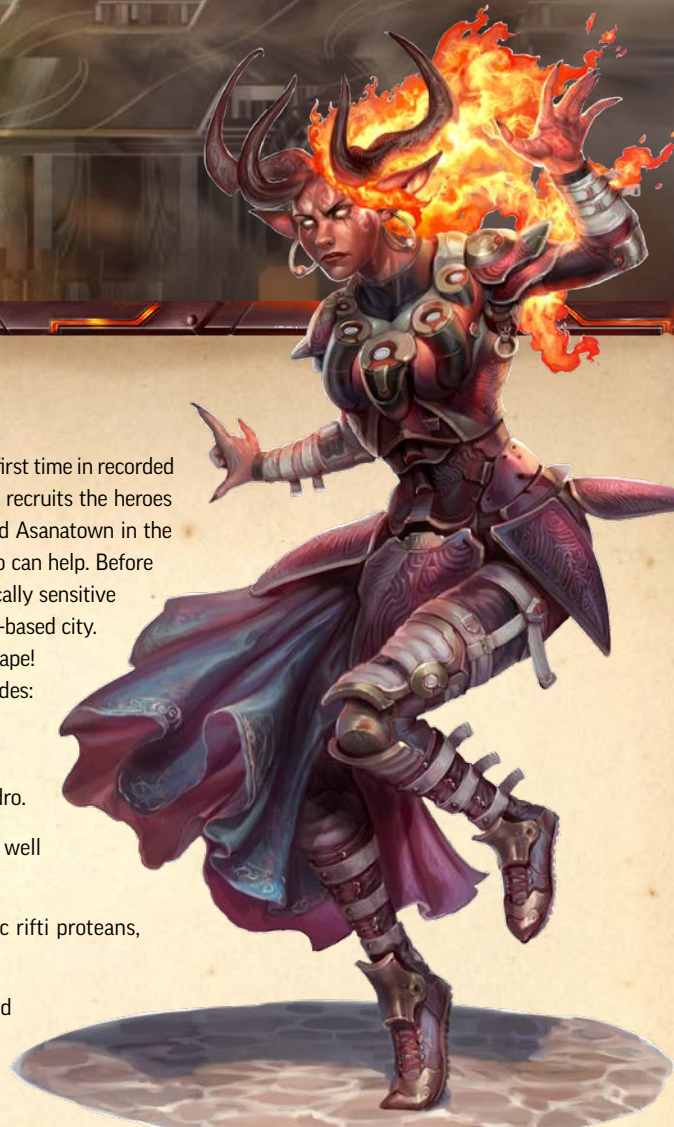


IT TAKES ONE SPARK

A magical portal to the Plane of Fire disappears into the sun just after something exits it for the first time in recorded history. An overwhelming telepathic burst from within the star quickly follows, and a scientist recruits the heroes to help her find out what's going on. The mission takes the heroes to a lashunta enclave called Asanatown in the Burning Archipelago, a bubble-city in the sun's atmosphere, to meet with another scientist who can help. Before that meeting can happen, however, the psychic disturbance leads radicals among the telepathically sensitive lashuntas to take matters into their own hands, closing Asanatown off from the rest of the sun-based city. Trapped, the heroes must rescue their contact and return power to the proper authorities to escape!

This volume of Starfinder Adventure Path begins the Dawn of Flame Adventure Path and includes:

- "Fire Starters," a Starfinder adventure for 1st-level characters, by James L. Sutter.
- A survey of Asanatown, the lashunta enclave within the Burning Archipelago, by Jason Tondro.
- A look at the Church of Sarenrae and its worshippers from the Pact Worlds and beyond, as well as new equipment for those devoted to the Dawnflower, by Patrick Brennan.
- An archive of extraplanar threats, from ifrits touched by the Plane of Fire to the chaotic rifti proteans, by Leo Glass, Owen K.C. Stephens, and James L. Sutter.
- Deck plans and statistics for a Sarenite vessel that patrols near the sun, by Jason Keeley, and a look at a beautiful resort planet with ties to the Plane of Water, by Lacy Pellazar.

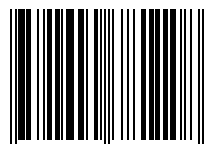


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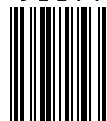
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