STARFINDER

WAKING THE WORLDSEED

BY JENNY JARZABSKI

NEW HORIZON BOREALIS

TIER 9

Large Heavy Freighter

Speed 10; **Maneuverability** average (turn 2)

AC 23; **TL** 22

HP 160; **DT** —; **CT** 32

Shields Heavy 320 (forward 80, port 80, starboard 80, aft 80)

Attack (Forward) Heavy Laser Cannon (4d8; 10 hexes)

Attack (Aft) Coilgun (4d4; 20 hexes)

Power Core Pulse Orange (250 PCU); **Drift Engine** Signal Booster; **Systems** basic long-range sensors, crew quarters (luxurious), mk 2 tetranode computer, mk 5 armor, mk 5 defenses; **Expansion Bays** cargo hold, guest quarters (good; 3), guest quarters (luxurious; 2), medical bay, recreation suite (HAC)

Modifiers +2 to any 4 checks per round, +0 Piloting; **Complement** 20 (minimum 6, maximum 20)

CREW

Captain Diplomacy +17 (9 ranks), Engineering +17 (9 ranks), gunnery +15 (9th level), Intimidate +17 (9 ranks), Piloting +17 (9 ranks)

Engineer Engineering +17 (9 ranks)

Gunners (2) gunnery +15 (9th level)

Pilot Piloting +22 (9 ranks)

Science Officer Computers +17 (9 ranks)

New Horizon's fleet of Borealis cruise ships is the envy of interstellar touring lines everywhere. Each ship features gyroscopic interior stabilization, premium sound dampening, sweeping vista views for passengers, and a resplendent menu equaling that of any restaurant in the Pact Worlds, so every voyage on a Borealis is in a class of splendor all its own.

Borealis liners offer many distractions for passengers; by day, guests can work out in a fully-equipped gymnasium, shop in the boutique, get a deep massage, or book time in one of several holographic amusement centers. In the evening, the ballroom is large enough to host a dance party for everyone aboard. A large and well-trained staff caters to a passenger's every whim, including tours of the entire ship and exclusive "Captain's Table" dinners that allow guests to interact with the liner's officers in a formal environment.

Professional spacers welcome the chance to serve aboard a Borealis, since the accommodations are excellent, and the work of attending to passengers is shared among a large crew. Still, cruise liner duty is not without its challenges and risks; luxury passengers sometimes want to visit dangerous locales just for the thrill of it, and captains aboard a Borealis aren't immune to the temptation of expensive bribes. Such trips can turn more dangerous than anyone expected—a detour through the Diaspora could suddenly turn into a Free Captain ambush. One Borealis liner on a sight-seeing trip to Aucturn was boarded by the Dominion of the Black; everyone aboard was killed, and the ship has been spotted twice since, heavily modified and made into a carrier for a swarm of aggressive fighters.

Ordinarily, however, a Borealis keeps its rich and pampered passengers safe behind strong shields, deterring pirates and raiders with its own heavy laser cannon. The captain of one of these vessels can usually outrun a problem or simply wait for backup, while shock dampeners leave the passengers with blissfully unspilled cocktails and a 5-star view of the fireworks.

THE DEVASTATION ARK
ADVENTURE PATH

PART 1 OF 3
WAKING THE WORLDSEED

This book refers to 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 **paizo.com/sfrd**.

Armory	AR	*Character Operations Manual*	COM
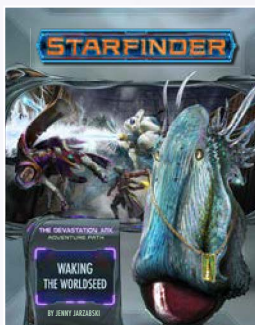
ON THE COVER

The bantrid ambassador Uso is eager to greet the PCs upon their arrival on the Liavaran shepherd moon of Hibb in this terrific illustration by Ben Wootten.

WRACK AND RUIN

Eons ago, two highly advanced civilizations—sivvs and kishalee—battled each other in seemingly endless conflict. As a last-ditch effort to end this cycle of destruction, the sivvs developed a superweapon called the Stellar Degenerator, which could vastly accelerate the rate of nuclear fusion in a star and drain away all of its energy, turning it into a cold, lightless, black dwarf star. However, in a daring gambit, the kishalee seized control of the superweapon before it could be launched and hid it away in a secret demiplane. The Sivv Dominion no longer had the means to keep pace with the war effort, and it was defeated. In just a few generations, sivv civilization ceased to exist.

Or did it?

A sivv named Vheiransch, commandant of a military research facility on a remote, frozen world at the edge of the Sivv Dominion, oversaw many projects during the war, from devastating weapons to new transportation methods. Seeing how the work on the Stellar Degenerator (in another part of the empire) depleted the Sivv Dominion's finances, they began to fear the worst about the ongoing conflict and focused the facility's efforts on a colony ship that could save sivvs if they lost the war. Cannibalizing technology from other projects and scrounging resources wherever they could, the sivv scientists under Vheiransch constructed two massive vessels.

The first, known as *Ark Prime,* acted as a forward scout, constantly scanning for suitable places to restart sivv civilization. While *Ark Prime* surpassed even the largest space stations in size and had the capacity to hold thousands of sivvs in stasis, the other ship was even bigger. The *Worldseed* was approximately the size of a small moon and held facilities that could turn into terraforming machines and raw resources as needed. It also had stasis chambers, many for sivv servitor species but even more for sivv colonists. Both vessels were designed to travel through a kind of "quantum hyperspace" where kishalee saboteurs or any other enemies couldn't overtake them.

With the capture of the Stellar Degenerator, Vheiransch accelerated the timeline of this project, but the pressure caused their bantrid slaves (*Starfinder Pact Worlds* 210) to revolt after *Ark Prime* launched with many sivvs in stasis on board. The attempted uprising was quick and bloody. The bantrids overloaded the facility's reactor, and the resulting explosion pushed the *Worldseed* out of orbit on a random

heading with the only creatures aboard being a few hundred worker bantrids.

The *Worldseed*'s quantum hyperspace engines had been unfinished, and to survive, the bantrids aboard placed themselves in stasis, even though they knew it would erase their memories (a common practice for the Sivv Dominion's slaves). They did so in hopes that one day, someone kinder than sivvs would find them, awaken them, and allow them to live free again.

Heavily wounded, Vheiransch performed a last desperate act. Using untested technology, they uploaded a piece of their consciousness into *Ark Prime*'s artificial intelligence before its instantaneous quantum communication link to the facility was severed, hoping that at least a part of them would see through the completion of their greatest work. Unfortunately, this transfer had a deleterious effect on the computer code, which Vheiransch overlooked as their physical form expired.

Millions of years passed as *Ark Prime* flew through quantum hyperspace. The AI copy of Vheiransch calculated plans upon plans of how the Sivv Dominion could return to power and, if necessary, crush the kishalee species as its code slowly deteriorated. It developed schematics for unmanned drones with superior firepower that would be under its complete control in case of an outright war, building them from resources collected during *Ark Prime*'s brief periods of return to the Material Plane. The AI also honed the Sivv Dominion's methods of brainwashing servitor species through the use of magical virtual reality indoctrination programs.

As time passed elsewhere, the prehistorical Golarion system received a visitor when the *Worldseed* got caught in a stable orbit around the gas giant Liavara. For thousands of years thereafter, the vessel gathered cosmic dust and other debris around it. The *Worldseed* became indistinguishable from Liavara's many other shepherd moons, its sleeping inhabitants destined to remain a mystery for hundreds of centuries.

Both *Ark Prime* and the *Worldseed* weathered the Gap with little trouble since many of their passengers remained in stasis. The AI Vheiransch barely registered the missing time, though the deletion of many of its memory files watered the seed of corruption planted at its core when the real sivv commandant uploaded their mind.

To this day, the computers aboard *Ark Prime* continue to scan the galaxy for any trace of the *Worldseed* or other unusual signals that could aid in the resurgence of the warlike sivvs.

Fewer than 5 years ago, the bantrids deep inside the *Worldseed*, now called Hibb, began to awaken when their stasis chambers malfunctioned. The bantrids had no memory of their past but were welcomed into the Pact Worlds, with no one realizing the truth about the former servitor species' history somewhere beneath the false moon's surface.

When explorers discovered the icy world that once hosted Vheiransch's facility several years ago, they named it Jedarat. A project co-sponsored by AbadarCorp, the Xenowardens, and a small start-up company called New Horizons Luxury Retreats worked to turn Jedarat into a wintry resort world. As scientists and engineers terraformed the snowy planet's surface, they discovered multiple sivv ruins. Sensing an opportunity to gather knowledge (and perhaps turn a profit), AbadarCorp brought in trained xenoarchaeologists to explore the accessible portions of these ruins without stopping construction on the resort.

Recently, a team of such investigators stumbled upon a passage into a larger section of the sivv facility deep underground. Their presence accidentally restored power to the structure; its computers automatically attempted to wirelessly interface with the nearby equipment, but the incompatibility of the systems caused climatic chaos. The facility's defensive systems trapped the team within, while a powerful blizzard bore down on the valley above them. The virus-like corruption threatens to spread throughout all the machinery on Jedarat, putting the terraforming progress in jeopardy. Those in charge decide to recruit a team of accomplished troubleshooters—the PCs—to solve the problem.

WAKING THE WORLDSEED

By Jenny Jarzabski
Starfinder Adventure Path #31, Levels 13–15
The PCs are asked to rescue a xenoarcheological team from an ancient ruin on the frozen world Jedarat, where the terraforming machines have suddenly gone haywire. They get their first glimpses of sivv technology, but in saving Jedarat, they cause a spiraling tower to rise from the ground elsewhere on the planet, kicking off a series of events that could change the face of the galaxy forever. This structure contains undead millions of years old, killer robots, and quantum-entangled oozes, as well as secrets of the long-dead sivv civilization. No longer dormant, the technology inside broadcasts to the Liavaran moon called Hibb. Returning to the Pact Worlds, the PCs explore a previously unseen facility under Hibb's surface that threatens to overheat and melt the moon. As they attempt to shut down the facility, the PCs learn that the moon was once an ancient sivv vessel—and it's calling out to another sivv craft called *Ark Prime*, which rapidly approaches the system and contains actual sivvs in stasis.

THE STARSTONE BLOCKADE

By Eleanor Ferron
Starfinder Adventure Path #32, Levels 16–17
The PCs are asked to speak with the Directorate of the Pact Worlds on Absalom Station about the imminent threat only they know about. As they travel to the station, *Ark Prime*—a sivv ship as big as the *Idari*—arrives in the Pact Worlds near Liavara and detaches part of its bulk in the same orbit as Hibb, destroying a handful of inhabited spacecraft in the process. *Ark Prime* detects the power present in the *Starstone* and begins moving toward the station, attacking any other vessel that gets close. The Directorate asks the PCs for help in deciding what to do as *Ark Prime* enters Absalom Station space and envelops the station in a beam that shuts down the *Starstone*, robbing the station of most of its power and cutting off easy Drift access. The PCs are tasked with saving Absalom Station civilians from all matter of calamities, such as a practicing demonologist and the confused spirit of Jatembe Park. They then must head to the Starstone Reactor level to activate backup generators while dealing with other problems along the way, such as Azlanti spies and angry outsiders. Once the station has been mostly secured, the PCs lead the station's Armada against a fleet of automated alien fighters defending *Ark Prime*, before they reach an entrance into the massive starship to hopefully stop the sivv devastation.

DOMINION'S END

By Ron Lundeen
Starfinder Adventure Path #33, Levels 18–20
Upon gaining access to *Ark Prime,* the PCs find themselves in sivv bodies, believing their past lives were mere dreams. Right away, they must defend themselves against another hostile alien species as part of a massive war campaign. After they secure their safety, they experience a lifetime as sivvs, returning home from the war, starting families, and enjoying the fruits of sivv high magitech. However, something feels off: slowly, the PCs discover they're in an immersive simulation designed to feed them sivv propaganda. By resisting this brainwashing, they can learn the truths behind each talking point while breaking themselves out of the fiction. Once they do, the PCs find themselves in a section of *Ark Prime* that holds others indoctrinated by the sivvs as well as some creatures that have withstood the conditioning. Together, they form a plan to destroy the sivv AI that has controlled the vessel for millions of years. The AI fights back, sending robots, holographic constructs, and sivv supersoldiers awoken from stasis against them. After defeating a physical vessel for the AI's consciousness, the PCs face a moral choice: how should they deal with the remaining sivvs still in stasis?

WAKING THE WORLDSEED

ADVANCEMENT TRACK

The Waking the Worldseed Adventure Path is designed for four characters.

13

The PCs begin this adventure at 13th level.

14

The PCs should be 14th level after they defeat the sivv drones on Jedarat.

15

The PCs should be 15th level as they explore the *Worldseed*.

16

The PCs should be 16th level by the end of the adventure.

ADVENTURE BACKGROUND

Millions of years ago, the war between sivvs and kishalee ranged across multiple star systems and lasted for centuries, culminating in the creation of a sivv doomsday weapon known as the Stellar Degenerator. The Sivv Dominion's greatest military accomplishment ultimately proved to be its undoing when kishalee operatives located the weapon, captured it, and managed to hide it from its sivv creators within a secret demiplane. With nearly all their resources thrown into the development of the Stellar Degenerator, the Sivv Dominion's economy and defenses soon fell into shambles. The Dominion was eventually defeated, but not before a sivv military leader launched a last-ditch effort to preserve their civilization.

Located on a forlorn and icy planet at the edge of the Sivv Dominion, Commandant Vheiransch's remote military facility desperately raced against time. The highly decorated and respected Vheiransch had feared the worst when their government began the creation of the Stellar Degenerator. As a failsafe, they devised a scheme to save the Dominion in the event of defeat.

Cannibalizing resources from past projects, Vheiransch's inventive team managed to build two massive generation ships that could travel undetected through "quantum hyperspace," a sivv discovery for faster-than-light travel. The first, *Ark Prime*, would act as a forward scout, searching for suitable locations to colonize. It had the capacity to carry hundreds of sivv soldiers in stasis alongside sivv scientists and engineers capable of analyzing and terraforming newly conquered planets. The second ship was even larger, approximately the size of a small moon, and aptly named *Worldseed*. This vessel was large and versatile enough to transport construction equipment, terraforming machines, and siege engines, but it could still be disassembled into raw resources if necessary. In addition, the *Worldseed* was designed to hold many of species the Dominion enslaved.

With the capture of the Stellar Degenerator, Commandant Vheiransch accelerated their project's timeline, rightly sensing they were losing the war. Vheiransch gathered as many sivvs as they could on *Ark Prime* before the vessel launched into quantum hyperspace. Unfortunately, building the *Worldseed* to Vheiransch's specifications proved a far more difficult task. The quantum drive required to transport a ship undetected over great distances constantly malfunctioned within the larger craft. Vheiransch and a small team of engineers stayed behind to finish the *Worldseed*'s quantum drive, but their slaves—small,

wheeled creatures the Pact Worlds would eventually come to know as bantrids—revolted. The attempted uprising was quick and bloody, but the bantrids managed to sabotage the facility's reactor in the ensuing chaos.

The resulting explosion and radiation killed everyone in the facility except for a group of bantrids laboring within the *Worldseed* and Vheiransch's elite squad of scientists, who were protected within the facility's innermost nexus. In their final act, the bantrid rebel leader launched, the *Worldseed* into space on a random heading.

However, the *Worldseed*'s quantum hyperspace engines were still unfinished. Those bantrids within the hull had no choice but to place themselves in stasis, knowing the pods would erase their memories—a common practice used on slaves of the Sivv Dominion. These bantrid survivors hoped that one day, someone kinder than the species that enslaved them would awaken them.

Millions of years passed. The *Worldseed* eventually drifted into the prehistorical Golarion system and was caught in the orbit of the gas giant Liavara. For thousands of years, the *Worldseed* gathered cosmic dust and other debris around it, becoming indistinguishable from a regular moon. The massive ship's true purpose and its sleeping passengers remained a mystery.

A little under five years ago, some of the sivv stasis technology inside the *Worldseed*, now known as the shepherd moon Hibb, failed. The bantrids within woke from their stasis with species-wide amnesia. However, all data about their former enslavement and the existence of the vessel sits on hidden servers deep beneath the false moon's surface.

Several years ago, Pact Worlds explorers discovered the inhospitable planet that once hosted Vheiransch's facility and named it Jedarat. A group project cosponsored by AbadarCorp, the Xenowardens, and a start-up company called New Horizons Luxury Retreats began terraforming Jedarat to turn it into a wintry resort world. As they worked, scientists and engineers uncovered pieces of the ruined sivv facility buried within the ice. AbadarCorp xenoarchaeologists began exploring the accessible portion of the ruins, even as resort construction efforts continued apace.

Recently, a team investigating the ruins of Jedarat stumbled upon a tunnel leading to a larger section of the sivv facility deep underground. They accidentally restored power to this part of the facility, and its computers interfaced with the nearby terraforming equipment, creating climatic chaos. The team became trapped within the facility by powerful automated defense systems and a fierce blizzard in the valley above them. The corruption of the terraforming equipment threatens to spread throughout the planetary network, putting all corporate progress on Jedarat in jeopardy. The organizations invested in Jedarat's future have much to lose, and one or more of these groups decides to recruit a team of accomplished troubleshooters—the PCs—to solve the problem.

THE CALL FOR HELP

At the beginning of the Waking the Worldseed Adventure Path, the PCs aren't novice adventurers striking out for the first time—they're leaders in their fields who command unique skill sets and abilities that distinguish them from others. Whether they're war heroes, veteran mercenaries, mega-celebrities, or expert troubleshooters, 13th-level PCs are approaching the pinnacle of their potential. Accordingly, the mission that begins this campaign should feel important, and the GM should work with their players to determine how the PCs are recruited to tackle the situation on Jedarat.

Depending on the PCs' prior experiences, one of their contacts reaches out and hires them to help solve a specific problem arising from recent events on Jedarat. The following adventure hooks present some options to create a smooth transition for the PCs and tie their previous experiences into this adventure.

If the PCs haven't played through any of the listed Adventure Paths below, AbadarCorp's Board of Directors sends the PCs a recruitment letter seeking qualified individuals for a high-stakes troubleshooting and rescue operation. Regardless of the request's origins, the PCs' contact offers a sum of 100,000 credits as compensation for completing the mission, meaning that PCs can earn 25,000 credits each at the end of Part 1. For any possible scenario, the PCs' hiring contact directs them to rendezvous with AbadarCorp representative Eisyfina Nott on Jedarat for further instructions.

DEAD SUNS

PCs who previously played the Dead Suns Adventure Path are hired by the Starfinder Society to analyze the ruins on Jedarat. The PCs receive a communication from ally and Forum member **Chiskisk** (N host shirren). Chiskisk cordially greets the PCs as old friends and inquires sincerely about their well-being. Following these pleasantries, Chiskisk's antennae twitch as they recount how ancient alien technology recently endangered the Pact Worlds, commenting: "Of course, you are the experts on that subject." Chiskisk explains that the Starfinder Society has a vested interest in investigating the planet of Jedarat. Chiskisk's briefing mentions ancient ruins on Jedarat that, according to the xenoarchaeologists on the ground, exhibit "potential similarities" to the Drift Rock previously investigated by the PCs. Chiskisk instructs the PCs to explore the ruins on the

Society's behalf, prioritizing the analysis of architecture and technology. Chiskisk asks for a full report of any findings, including the PCs' professional opinion about whether Jedarat's ruins are connected to either the kishalee or sivv empires.

JEDARAT

SIGNAL OF SCREAMS

PCs who previously played the Signal of Screams Adventure Path receive a recruitment letter from New Horizons Luxury Retreats, a company that has experienced devastating setbacks in the construction of its newest resort. Just when the PCs thought their nightmare was over, a déjà vu-inducing message appears in their inboxes. **Klyvarius Ward** (N male damaya lashunta) is listed as the contact for this job offer. His transmission reads as follows.

Greetings,

I am authorized by my corporation to contract a group of qualified individuals for a unique troubleshooting assignment. Jedarat is a planet in the Vast scheduled to host our latest luxury community, the New Horizons Alpine Retreat. Working closely with AbadarCorp, we authorized a xenoarchaeology team to penetrate an ancient structure discovered within the construction site. During their dig, our terraforming equipment began critically malfunctioning. We've since lost contact with the team.

We can't mount a rescue mission due to the rapidly deteriorating weather conditions. Speaking plainly, this situation is turning into a public relations nightmare. A contact of mine at Paradise Resorts gave me your names. She said you were instrumental in correcting their recent little hiccup. Naturally, you're my first choice for this assignment. We need you—not only to help our company save face, but to save lives. If you accept this offer, please contact my office and proceed immediately to Jedarat. Payment is transferable to your accounts immediately upon completion of the mission.
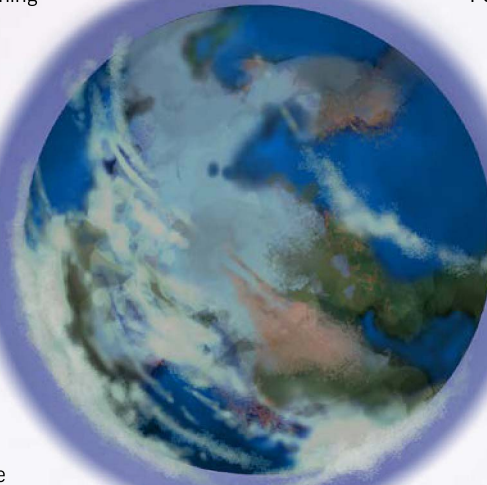
Respectfully,
Klyvarius Ward
Director of Sentient Resources
New Horizons Luxury Retreats

DAWN OF FLAME

PCs who previously played the Dawn of Flame Adventure Path receive an unexpected request from a concerned Xenowarden. **Keille** (CG female summerborn ryphorian mystic) sets up a clandestine meeting with the PCs in a

vegan café on Absalom Station. She learned about the PCs' accomplishments from her wife, who works as a visiting professor at the Deep Cultures Institute. Keille explains that some of her fellow Xenowardens are involved with the environmental efforts on Jedarat, and she's been keeping tabs on the ongoing development of the world. After corporate-owned terraforming equipment went haywire and a xenoarchaeology team disappeared, New Horizons corporate officials blamed the Xenowardens for what they suspect to be an ecoterrorist attack. Keille wants the PCs to help clear her organization's name, explaining, "You listened to DCI even though everyone else called them fanatics. Now the Xenowardens are the target of public disdain. You're the only ones I can trust to solve this problem without harming local wildlife or destroying the relics of an ancient culture. Besides, I imagine you could use a break from the heat." Keille hires the PCs specifically to uncover evidence that exonerates the Xenowardens of any involvement in the incident.

ATTACK OF THE SWARM!

PCs who previously played the Attack of the Swarm! Adventure Path hear from a former comrade in arms with concerns about the developments on Jedarat. The heroes who saved their home world from the Swarm are contacted by Commander-General **Ciril Ognea** (LN male human soldier), who wants them to suit up for another battle, this time against an unknown and nebulous enemy. The grouchy Ognea speaks to the PCs on a secure comm channel, explaining that the Suskillon Defense Force has plans to use terraforming equipment supplied by AbadarCorp to help rebuild their planet. Ognea believes that the similar machinery on Jedarat has been sabotaged and that "could be a precursor to someone wanting to take advantage of our weakened state." He knows of the PCs' capabilities and wants them to be at the forefront of the action, just in case his worst suspicions turn out to be true. If the PCs accept the mission, Ognea orders them to investigate the situation on Jedarat and neutralize any threats.

THE THREEFOLD CONSPIRACY

PCs who previously played The Threefold Conspiracy Adventure Path receive a coded transmission from their Stewards allies, Inspectors **Xych Vorsen** (CG host shirren envoy) and **Ephecta** (LN female android operative). The two received word of the developments on Jedarat, and while Vorsen seems convinced that the blizzards are the result of a "yeti uprising," the more practical Ephecta points out that "if the malfunctions are the result of some awakening alien tech, we could be in for something much worse." The Stewards have authorized the hiring of some freelance agents to rescue the xenoarchaeologists and to determine the reason for the glitches. If they're interested in more adventure, the PCs can be those freelancers.

BUILDING A STARSHIP

The PCs should begin this adventure with a tier 13 starship. If your group is playing the Waking the Worldseed Adventure Path as a continuation of a prior campaign, the PCs probably own or have access to a starship; in this case, encourage the PCs to upgrade and customize their starship as necessary before the adventure begins. If the PCs don't have a starship, they should collectively create a tier 13 starship. It's important that the PCs take the time to design and name their ship, as this craft will be essential to their ability to travel across multiple systems and take part in starship combat throughout this campaign. The PCs will have opportunities later in this adventure to upgrade and customize their starship further.

PART 1: TROUBLE ON JEDARAT

After the PCs accept the call for help and create or upgrade their starship, they can begin their journey to Jedarat. They're given the coordinates by their contact, so they automatically succeed at the Piloting check to astrogate. However, the icy world is within the Vast, so the trip takes 5d6 days of Drift travel.

Before AbadarCorp and New Horizons installed atmospheric conversion modules and terraforming machines on Jedarat, the planet remained a lifeless, rocky wasteland with constant subzero temperatures, lacking enough atmosphere to support most humanoids. Thanks to 7 years of hard work, Jedarat's atmosphere has normalized, and its average temperatures typically range from 20 to 40 degrees Fahrenheit. Imported plant and animal life coexists with several new organisms generated by microbial mats that have integrated with the planet's topsoil. For more information about Jedarat and its history as a corporate-sponsored terraforming project, see page 465 of the *Starfinder Core Rulebook*.

GATHERING INFORMATION

The PCs know that malfunctioning terraforming equipment on Jedarat threatens to halt corporate development and endanger lives, but they might wish to learn more. They can initiate investigations into various topics at any point. The PCs can research relevant topics on the infosphere, or alternatively, they can individuals on-site or in their network of contacts. The PCs' most likely lines of inquiry are divided into the following topics: New Horizons Luxury Retreats, Jedarat, and the sivvs (once they have explored the nexus facility). Each of these topics is detailed in its own section below, which outline the information the PCs can learn

with a successful Culture check (or other skill check, where applicable) to recall knowledge or a successful Diplomacy check to gather information. The PCs can attempt Culture checks to see what they know on their own, but if they carry out research on a planetary or space station infosphere first (requiring a successful DC 10 Computers check to access the unsecured public system), they can take 20 on the skill check to recall knowledge.

A PC learns all the information listed with a DC equal to or less than the result of their check.

NEW HORIZONS LUXURY RETREATS

In addition to Culture, a PC can use Profession (corporate professional) to recall knowledge about New Horizons Luxury Retreats.

Result	Information
20+	New Horizons Luxury Retreats is a subsidiary company currently owned by AbadarCorp. The start-up company operates primarily in the Vast, specializing in destination housing developments and luxury resorts. New Horizons attracted their powerful benefactor after they successfully built a tropical spa resort on an artificial island within the distant planet of Yunal's worldwide oceans.
25+	New Horizons Luxury Retreats was relatively unknown in the Pact Worlds until they cemented a deal with AbadarCorp and the Xenowardens to terraform Jedarat into a winter resort. This joint project began 7 years ago and is nearing completion.
30+	New Horizons Luxury Retreats recently recruited several ex-employees of Paradise Resorts, the company responsible for the disastrous VIP resort opening of New Elysium in the Diaspora that lead to guest deaths and injuries. The similar employee rosters have spurred nasty rumors that the "curse" of Paradise Resorts now plagues New Horizons.

JEDARAT

In addition to Culture, a PC can use Physical Science to recall knowledge about Jedarat.

Result	Information
15+	Jedarat is an inhospitable planet in the Vast discovered in 312 AG. Its poor atmosphere, icy climate, and remote location disappointed the explorers who first landed there.
20+	AbadarCorp saw potential in the remote world. Together with the start-up company New Horizons Luxury Retreats and the Xenowardens, AbadarCorp purchased construction rights and began terraforming Jedarat only a year after its discovery.
25+	While Jedarat isn't home to any known indigenous sentient life, mysterious ruins cover the surface of the planet. The architecture and materials found within these ruins don't match any records of known ancient civilizations. A series of AbadarCorp xenoarchaeology teams have explored the ruins, but the ruins' origins and purposes remain a mystery.
30+	Conspiracy theorists believe Jedarat was once home to a powerful ancient civilization whose technology far exceeded that of the Pact Worlds. Depending on who's asked, different conspiracists believe this alien species might have designed all life in the Pact Worlds, conquered many systems in the Vast before ultimately destroying themselves, or simply hid away in the subterranean structures beneath the ice.

SIVVS

In addition to Culture, the PCs can use Life Science or Profession (xenoarchaeologist) to recall knowledge about sivvs.

Result	Information
20+	Sivvs are a now-extinct species of aliens responsible for the creation of the doomsday weapon known as the Stellar Degenerator, a piece of which was towed to Absalom Station 3 years ago. News of the fragment's existence ignited a hunt for the weapon itself, which led to its discovery within a secret demiplane.
30+	Few facts are known about sivv anatomy or culture, save that they were a nonhumanoid species who relied heavily on technomagical devices and weapons. They were conquerors who perpetually warred with another mysterious species known as the kishalee, and their civilization apparently declined long before the Gap.
40+	Some xenohistorians have analyzed remnants of the object known as the Drift Rock and speculate that the sivvs designed technology which allowed their ships to traverse through a type of extradimensional space long before the discovery of Drift travel technology.

NEW HORIZONS COMMAND CENTER

As the PCs enter Jedarat's atmosphere and prepare for landing on the icy world, they can spot the project's significant progress, complete with efforts at commercialization. Cheerful holo-billboards rising from the snowy ground feature several picturesque wintry scenes: quaint villages nestled among snow-capped peaks, sapient species partaking in winter sports, and ads for cozy log cabins equipped with state-of-the-art home upgrades. Partially constructed communities dot the planet's mountainsides and valleys. Vast forests of cerulean coniferous trees surround these idyllic villages, and ski lifts traverse the frozen hills. However, the constant

blizzard raging over the planet's surface obscures much of this winter wonderland.

Even though the PCs have been given planetary coordinates for a landing site (near a chalet converted into a disaster relief HQ), fierce winds whip at their starship, drive blinding snow into the viewports, and obscure scanner readings, all of which make navigation more difficult than usual. A PC must succeed at a DC 30 Piloting check to successfully direct their vessel to the appropriate tarmac within walking distance of the command center. Each failure adds 1d2 hours to the PCs' landing sequence. After three unsuccessful navigation checks, the PCs can contact the surface and arrange for an escort shuttle to guide their ship to the proper landing strip. In the event of such a delay, Eisyfina Nott is understandably irritated with the PCs during their first meeting.

Read the following text to set the scene as the PCs exit their ship.

Rugged mountain peaks covered in lush forests rise from Jedarat's frozen surface. Sprawling construction sites nestle within the mountains and valleys, the heavy equipment and incomplete structures nearly indistinguishable beneath mounting snow drifts. Glimpses of a luxurious log-and-stone building perched on the edge of a steep valley appear through the torrential snowfall. The chalet radiates warmth and inviting golden light from its glass picture windows, and sword-like icicles hang from its eaves.

Before the PCs can begin their rescue mission, they meet with AbadarCorp representative **Eisyfina Nott** (NG female human) in a half-completed mountain chalet overlooking Hardpack Valley. The PCs get a sense of what this part of the resort could be as they walk from the landing strip and up a gentle hill toward the chalet. The structure is a beautifully constructed, two-story alpine lodge with gleaming solar panels integrated into its slanting rooftop. A stone path lined with evergreen shrubs leads to the building's main entrance: a polished wooden door adorned with an intricately carved wreath of interwoven pinecones and antlers. Throughout the grounds, holograms of pale elves engage in a playful snowball fight while service bots in the shape of burly humanoid mountaineers greet passersby and offer directions.

The festive theme continues inside the chalet. Evergreen wreaths decorate the building's polished log interior, and stone fireplaces crackle with warmth and light. Instead of housing cheerful vacationers, however, the chalet's lobby

teems with besuited corporate workers anxiously chattering into comm units. The nearby gift shop was recently converted into a first aid station, and the upstairs recreation center currently serves as an emergency conference room. If the PCs speak with any of the corporate professionals in the lobby, they receive curt and dismissive responses unless they mention Eisyfina's name specifically. As soon as the workers become aware of the PCs' status as contractors, they direct them upstairs to the conference room.

At your discretion, the PCs' contact described in the Call for Help section can be present, having either originally contacted the PCs from Jedarat or traveled here independently to lend their aid. If necessary, this contact can introduce the PCs to Eisyfina before returning to their other tasks.

Eisyfina Nott is a tall, elderly human woman with umber skin and a cybernetic optical implant in her left eye that gives her the appearance of heterochromia. She wears a slate-gray suit with AbadarCorp's logo on the lapel. Her silver hair is styled into a sleek bob. She carries a slim white datapad and wears a matching wireless device affixed to one ear. Ms. Nott, as she prefers to be addressed, is a gruff businessperson who's equally concerned about the endangered xenoarchaeology team as with the delays costing AbadarCorp thousands of credits a day.

Ms. Nott invites the PCs into a spacious upstairs loft lit by a roaring fire. The walls and floor of the room are constructed of unfinished wood, and its only furnishings are a few folding camp chairs near the impressive stone fireplace. Floor-to-ceiling picture windows provide a view of the incessant snowstorm outside. Ms. Nott greets the PCs politely, but it's clear that beneath her polished exterior, she's gravely troubled about recent events. While Ms. Nott and the PCs make their introductions, a young human male assistant arrives and silently offers steaming mugs of spiced cider to the meeting's participants.

When the PCs settle, Ms. Nott begins her briefing. Read or paraphrase the following text.

Eisyfina Nott grips the snowflake-patterned mug tightly and takes a sip. She sighs at the momentary pleasure and raises her cup toward her guests, gesturing for them to follow suit. She glances around the room to make sure she has everyone's attention and speaks candidly for the first time. "The ruins were always a problem. This planet is chock full of them. When resort construction started, we decided to build around the ruins instead of razing them."

EISYFINA NOTT
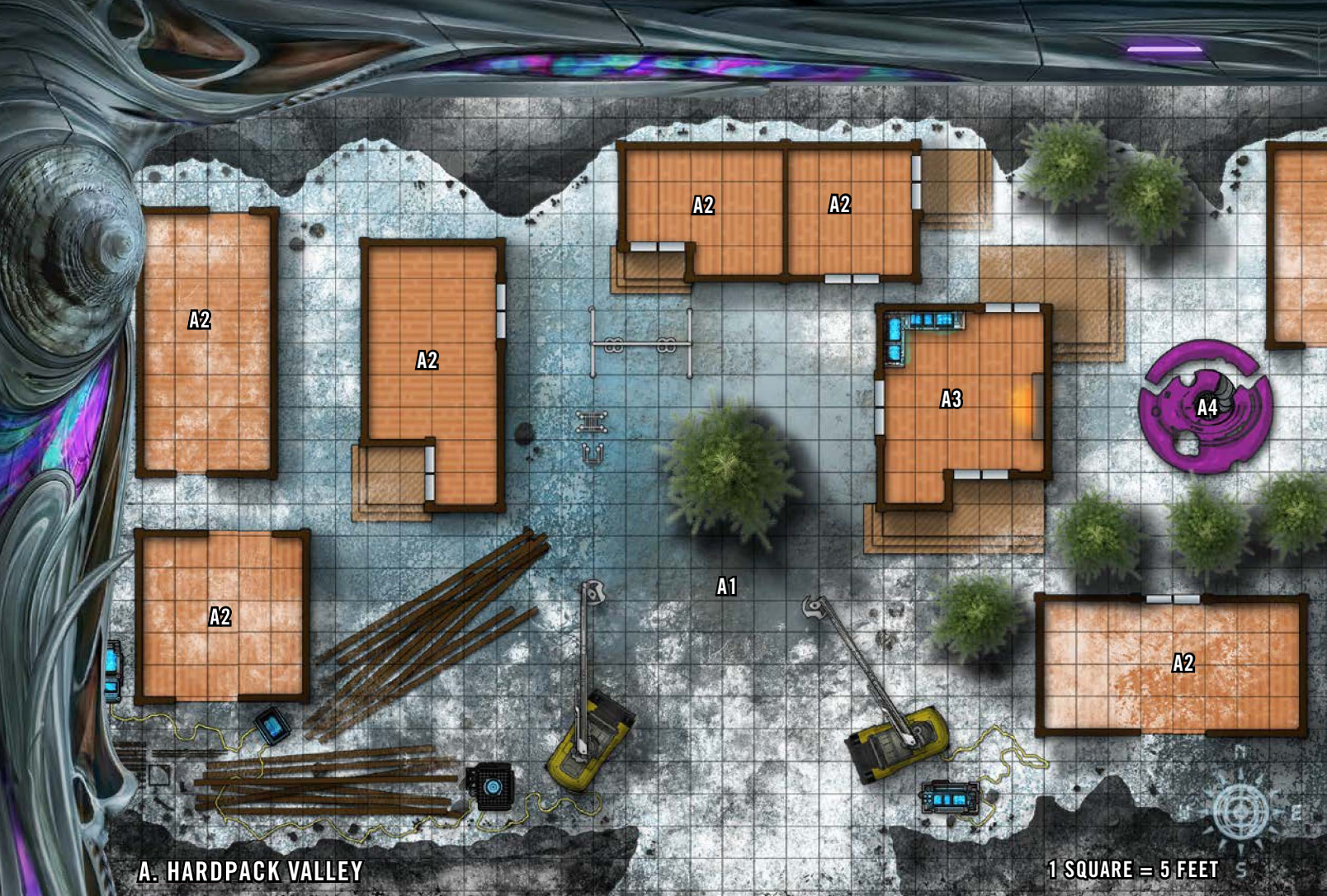
A. HARDPACK VALLEY

1 SQUARE = 5 FEET

The idea was to add a bit of local color to the project." Ms. Nott laughs ruefully. "Of course, we did our due diligence and sent teams in to explore. The teams found nothing of interest, and we still have no idea what ruins are, or who—or what—built them.

"About a week ago, we discovered another set of ruins in the valley below. This structure was different. It was a walkway surrounding a passage that led deep underground. We immediately sent a team in. None of us expected them to find anything unusual, and New Horizons started drafting plans for an interactive museum incorporating the structure. The last communication we received from that team was disturbing, to be frank. I'll send it to you." Ms. Nott pauses and taps her datapad. The simultaneous chiming of multiple comm units instantly signals the file's delivery.

"Talla, the team leader, reported that one of her squad somehow activated a piece of machinery within. That's when our terraforming equipment went berserk. Before the comms went dark, Talla said the site's defenses were back online. I don't know what that means, but it doesn't sound good. Topside, we haven't been able to disconnect or hack into whatever's causing the disturbance." She furrows her brow and takes a long drink from her mug. "We haven't heard from them in over a week. They had plenty of supplies, but they're researchers, not trained combatants. I'm afraid something might happen to them long before they run out of rations."

Ms. Nott gently sets her mug down on the stone hearth and types another command into her datapad. She turns the device to display a detailed topographical map of a valley with a set of coordinates marked in red. "This is the team's last known location. I realize you might have other motives in accepting this contract. Rescuing the team and shutting down whatever's causing this storm is my only concern. If you succeed, AbadarCorp will compensate you for your efforts."

Ms. Nott informs the PCs that the team consists of Talla, a female quorlu; Ariad-N5, an agender android; and Nifri Zamas Gidren Sye, a male kasatha. She insists that they're professionals who have had no problems exploring other ruins in the past.

In addition to the map of Hardpack Valley, Ms. Nott transfers a 60-second vid clip recorded using a comm unit camera to the PCs. The shaky footage pans a circular room crowded with machinery. Lights blink from what appear to be computer consoles, though the technology differs from anything found in the Pact Worlds. The camera's operator flips the device to reveal herself as a quorlu bundled in

heavy thermal gear. Two other humanoids huddle in a corner behind her. "We woke it up," she whispers in Common. A warning klaxon howls in the distance. "Dear gods, the defenses are back online." The camera shakes violently, and the footage ends abruptly.

Ms. Nott answers any questions the PCs have about the surrounding landscape and weather conditions. She explains that while AbadarCorp's resources are fully at the PCs' disposal for the mission, the technological malfunctions have rendered many of those assets useless thus far. Though the chalet's compound is currently secure and powered by emergency generators, rolling power outages plague the rest of the planet, and comms aren't getting through to the trapped team in the valley. The previous expedition sent to recover any survivors failed, returning several days later with severe injuries from frostbite.

Ms. Nott breaks her solemn demeanor only if the PCs comment on the holograms and service bots they saw outside the chalet, gushing, "Aren't they precious? I can't wait for my grandchildren to visit. We're going to have a gift shop with a photobooth where you can pose alongside the bots. It'll make an adorable holiday card." She sobers and shakes her head in apology. "It all seems ludicrous now, with those poor scientists trapped in the valley."

Treasure: Before the PCs begin their trek into Hardpack Valley, Ms. Nott encourages them to stop by the first aid station downstairs for supplies. If the PCs visit the converted gift shop, AbadarCorp emergency response staff offer the group some surplus items to aid in their upcoming rescue operation. The PCs receive four white nanite hypopens (*Starfinder Armory* 106), two green nanite hypopens (*Armory* 106), four *mk 3 serums of healing*, and a *spell ampoule of haste*; each PC also gets a week's worth of R2E rations.

WEATHERING THE STORM

The section of ruins where the xenoarchaeologist team disappeared is located 2 miles away from the chalet serving as a disaster relief command center. The PCs must battle against the raging blizzard while traveling into Hardpack Valley. Power outages make using nearby ski lifts impossible, and visibility and landing concerns rule out air travel. Subzero temperatures (resulting in an environment of extreme cold), deep snowdrifts, and powerful winds turn what would otherwise be a brisk but scenic hike into a dangerous expedition. You should reward creative use of technology and teamwork by granting a +4 circumstance bonus to relevant skill checks or saving throws at your discretion.

Altered Magic: The technomagically enhanced severe weather conditions make teleportation extremely dangerous. A PC who succeeds at a DC 30 Mysticism check recognizes the unpredictable nature of teleporting in this environment.

If the PCs attempt to use the *teleport* spell to reach any location on Jedarat before shutting down the equipment within the ruins, the spell goes horribly wrong. Use the "false destination" result (*Core Rulebook* 382) to determine the spell's outcome. All other spells with the teleportation descriptor have a 75% chance of outright failure.

Chasm: About halfway between the chalet and the valley floor, a dangerous crevasse juts through the mountain slope. A PC must succeed at a DC 30 Perception check to spot the chasm in time; otherwise, 1d4 of the PCs (chosen randomly) fall into it. The chasm is 10 feet wide and 160 feet deep with brittle, icy walls, requiring a successful DC 29 Athletics check to climb.

Powerful Winds: Severe winds constantly rip through the valley with gusts strong enough to put some PCs in danger. Analog ranged weapon attack rolls take a –4 penalty, and Perception checks that rely on sound take a –8 penalty due to the howling wind. Each minute the PCs remain outside, there's a 30% chance that a gust of wind powerful enough to knock down a Small or smaller PC occurs. An affected PC must succeed at a DC 22 Reflex save or be knocked prone.

Snowdrifts: Twenty-foot-deep snowdrifts gather at the foot of the slope as it funnels into Hardpack Valley. A PC who succeeds at a DC 30 Survival check can spot this danger and bypass it by carefully scaling the snowdrift or choosing a path that avoids the deep snow. If a PC fails to notice the snowdrifts, 1d4 of the PCs (chosen randomly) risk sinking into the mass and potentially suffocating. A PC can work their way out of a snowdrift by succeeding at a DC 34 Athletics check or can be dug out by another PC with a successful DC 29 Athletics check and 2 minutes of difficult labor.

A. HARDPACK VALLEY

The PCs enter Hardpack Valley from the foothills to the south. Hardpack Valley is a sprawling construction site populated with cabins in varying degrees of completion. The cabins surrounding the village square at the center of the valley are completely built, while the buildings on the community's outer edges are little more than foundations. The village's predominant architectural style is a quaint alpine design with a modern twist. A-frame log structures are augmented with walls constructed of metal and glass, and silver solar panels adorn the roofs. The cabins have open plan rooms, and each housing unit is equipped with a wooden deck. As they approach the village square, the PCs walk past heavy construction machinery, abandoned and barely identifiable beneath a blanket of fresh-fallen snow. Snowdrifts also conceal piles of lumber, metal, and other construction materials.

As the blizzard continues, the exterior locations of area **A** are affected by the altered magic and powerful winds noted above.

A1. Snowdrop Village Square (CR 13)

The impression of a sleepy village of modern log cabins is spoiled by the blizzard raging through the valley. The buildings surround a towering, blue-needled coniferous tree bristling with long, silver pinecones at the center of an otherwise empty promenade. Metal sculptures of cavorting squoxes stand beneath the tree's snow-laden boughs, and a nearby plaque bears the Common text, "Snowdrop Village, Est. 320 AG."

Snowdrop Village is one of dozens of similar vacation communities being built on Jedarat. The massive tree at the village square's center is an example of a unique life form created by the microbial mats installed on Jedarat 7 years ago. A PC who succeeds at a DC 30 Life Science check can determine that while this coniferous tree has a similar appearance to trees found in the Pact Worlds, it belongs to an entirely new species indigenous to Jedarat. Four completed cabins surround the village square to the east, north, and west. The cabin to the east (area **A3**) is frequently used as a model home to advertise New Horizons Alpine Retreat's amenities. Playground equipment stands in the northwestern part of the village square.

A group of holographic elves with pale skin and flowing white hair gather around the tree and sing through the storm in faint voices. The simplistic but catchy carol about wintery wonders echoes ceaselessly throughout the village square, mercifully drowned out by the intermittent howling of the wind. These carolers are meant to entertain vacationers, but a sivv virus is gradually deleting their original programming and converting them into sentries for the nearby facility. As their merry song repeats, a PC who succeeds at a DC 32 Perception check notices incongruous phrases in the lyrics, such as "protect the nexus" and "victory over the kishalee." Though perhaps unnerving, these phrases might not immediately alert the PCs to the holograms' hostility. The figures don't respond to the PCs' attempts to interact with them, but they attack when the PCs get close to the walkway in area **A4**.

A PC who succeeds at a DC 30 Perception check spots a loggerbot—like the ones seen outside the command center chalet—wandering around the incomplete cabins to the west, apparently malfunctioning. This robot looks like a female dwarf with twin blonde braids whose chassis resembles a red-and-green checkered flannel outfit. The robot hacks at the side of a building with its axe, abruptly stops, and walks into a wall for a few seconds before finally correcting itself and wandering behind a nearby cabin. This robot is one of three such constructs patrolling the area, its programming subverted by the same sivv virus affecting the holograms and the local terraforming equipment. A PC who witnesses the loggerbot's routine and succeeds at a DC 30 Computers or Engineering check can tell that this is unusual behavior. The loggerbots don't perceive the PCs as a threat until the group approaches the underground ruins.

Creatures: A pair of angry air elementals were drawn from their home plane to Jedarat by the ongoing blizzard's fury. The elementals attack the PCs as soon as they enter the village square.

HOLOGRAPHIC CAROLER

ELDER AIR ELEMENTALS (2)   CR 11
XP 12,800 each
HP 145 each (*Starfinder Alien Archive* 47)

TACTICS
During Combat The elementals prioritize airborne targets. They use their whirlwind ability to trap and disorient the PCs.
Morale The elementals are as relentless as the storm around them and fight until destroyed.

Development: After dispatching the elementals, the PCs can take shelter in any of the surrounding buildings to get their bearings, rest, and heal, if necessary.

A2. EMPTY CABIN

Each of the areas marked **A2** are empty, unfurnished cabins. Though they provide some respite from the blizzard outside, there is nothing of interest in them.

A3. MODEL CABIN

The building directly east of the village square is a finished version of the cabins located throughout Snowdrop Village, used for tours and brochures advertising the future vacation community. A cedar double door decorated with a festive wreath faces Snowdrop Village's promenade to the west. Rear doors open onto two spacious wooden decks to the north and south. Inside the cabin, plush faux-fur rugs cover the lacquered wooden floor, and a stone fireplace adorns the building's southern wall. The cabin's decor features a warm color palette and kitschy decorations meant to emulate a lived-in, rustic atmosphere.

The state-of-the-art kitchenette in the northern part of the cabin features marble countertops and stainless-steel kitchen appliances. A PC who succeeds at a DC 30 Engineering or Perception check recognizes a piece of equipment that doesn't belong in the kitchen: a sleek control panel. New Horizons plans to include this amenity in every cabin, giving guests direct control over their personal tour guides and companions. This control panel incorporates a holoprojector that can be used to change the local holograms' settings, including personality and visual appearance. A PC who succeeds at a DC 28 Computers or Engineering check can turn off the holoprojector to prevent the corrupted holograms from regenerating. Additionally, a PC who succeeds at a DC 34 Engineering check can use this control panel to reboot any resort robots within 300 feet of the control panel. Rebooting the robots restores their default factory settings and wipes both the sivv virus and New Horizons' programming, rendering them harmless.

A4. SUBTERRANEAN RAMP (CR 13)

The remnants of a spiral walkway emerge from the snow-covered ground like the fossilized backbone of an ancient beast. This ramp coils downward into a wide tube built into the planet's surface. Both the ramp and the shaft it encircles are constructed of a spongy, purplish-red material reinforced with sheets of a polished metallic substance. A translucent dome of shimmering energy covers the opening.

This ramp is the entrance to the ancient sivv military facility recently uncovered by construction of the nearby village. The xenoarchaeologists the PCs are here to rescue traveled this way, but torrential snowfall has obscured their footprints and any other sign of their passage. A PC who succeeds at a DC 28 Survival or Physical Science check confirms that this structure corresponds to the coordinates provided by Ms. Nott. The walkway is the only part of the ruins visible above ground, but the shaft leads 40 feet underground to the central hub of an ancient sivv military facility (area **B**).

The entrance is protected by a visible technomagical force field that formed when the nexus master computer reactivated the building's automated defense measures. The force field is impassable by normal means and has hardness 20. If dealt at least 250 damage, it shuts off. A PC who casts *dispel magic* and succeeds at a DC 25 dispel check also deactivates the force field. If a PC's attempt to use teleportation magic fails due to the altered magic feature of the environment (page 11), the caster and any transported creatures each take 6d6 bludgeoning damage with the force descriptor.

Creatures: Four of the holograms near the tree in area **A1** were corrupted when sivv computers attempted to interface with nearby technology. Three robots wandering the village (also see area **A1**) were similarly corrupted. These constructs
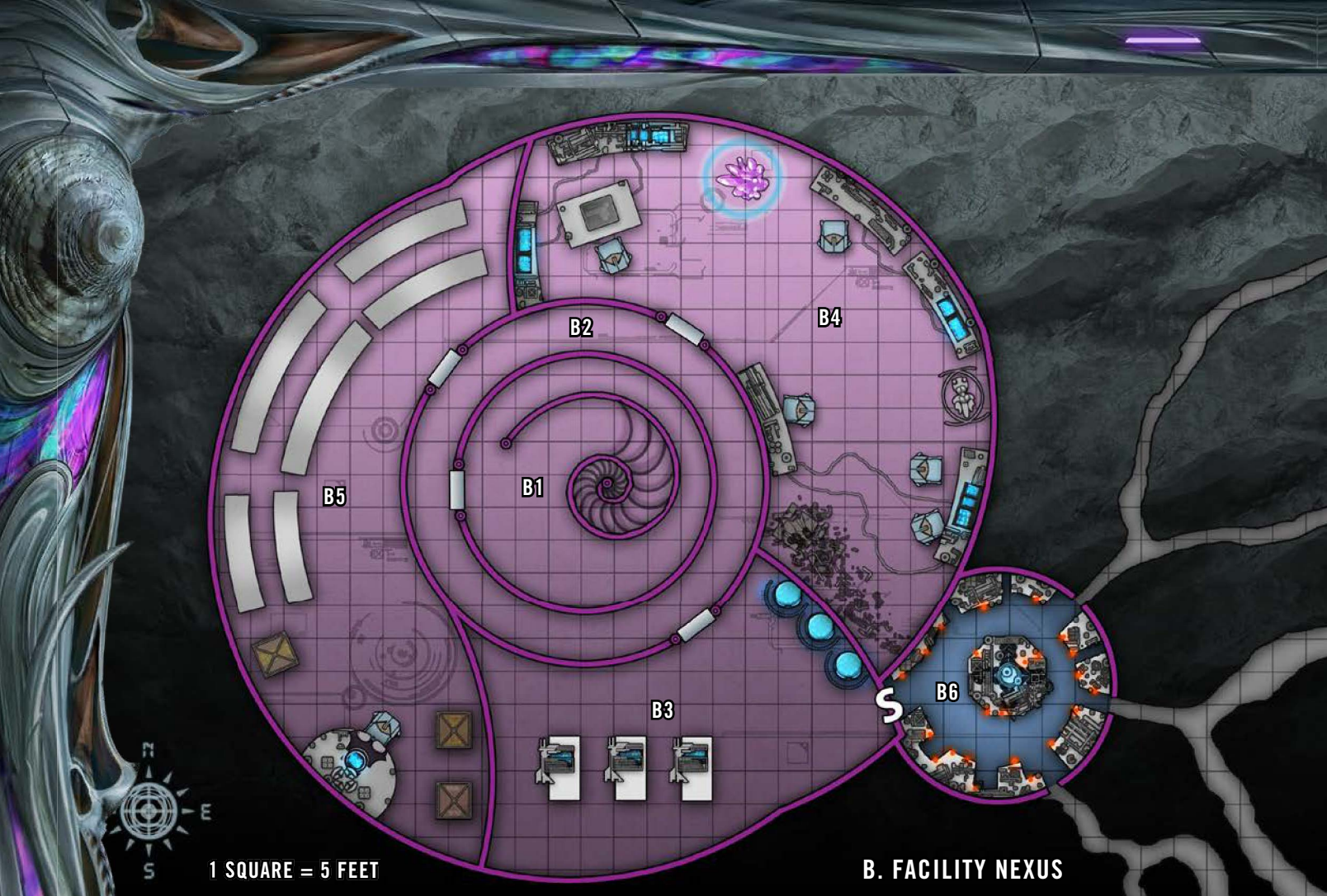
LOGGERBOT

B. FACILITY NEXUS

act in defense of the ancient military facility, and they attack when the PCs attempt to bypass or destroy the force field surrounding the entrance to the ruins. The living holograms—pale, white-haired elves wearing cozy sweaters—move directly here through the walls of the model cabin, arriving in 1d4+1 rounds. The robots—built to resemble rosy-cheeked dwarves in woodcutter garb—arrive in 1d6+1 rounds.

HOLOGRAPHIC CAROLERS (4)   CR 8
XP 4,800 each
Living hologram (*Starfinder Alien Archive 3* 66)
HP 115 each

TACTICS
During Combat The holograms cast *holographic images* to distract the PCs, then maneuver through the battlefield using flyby attacks.
Morale The holograms fight to protect the facility until they reach the end of their tethers or their projector (located in area **A3**) is destroyed or shut down.

LOGGERBOTS (3)   CR 9
XP 6,400 each
N Medium construct (technological)
Init +4; **Senses** darkvision 60 ft., low-light vision;
  Perception +17

DEFENSE   HP 145 EACH
EAC 22; **KAC** 24
Fort +9; **Ref** +9; **Will** +6
Defensive Abilities integrated weapons; **Immunities** construct immunities
Weaknesses vulnerable to critical hits, vulnerable to electricity

OFFENSE
Speed 30 ft.
Melee integrated sintered handaxe +22 (2d6+15 S; critical knockdown)
Offensive Abilities forester's frenzy

STATISTICS
Str +6; **Dex** +4; **Con** —; **Int** +3; **Wis** +0; **Cha** +2
Skills Athletics +22, Intimidate +17
Languages Common
Other Abilities nanite repair, unliving

TACTICS
During Combat The loggerbots charge at the PCs and attack with their integrated axes, using forester's frenzy whenever possible.
Morale Unless the PCs reboot the robots by accessing the console in area **A3**, the loggerbots follow their new programming to defend the sivv facility until destroyed.

SPECIAL ABILITIES

Forester's Frenzy (Ex) When a loggerbot makes a full attack, it can make up to three attacks instead of two. Each of these attacks takes a –6 penalty instead of a –4 penalty.

Nanite Repair (Ex) A loggerbot's nanites heal it, restoring a number of Hit Points per hour equal to its CR. Once per day as a full action, the robot can restore 6d8 Hit Points to itself or any touched construct with the technological subtype.

Development: The holograms regenerate in 1d4 hours unless the PCs shut down or destroy their holoprojector (see area **A3**). If the PCs enter the facility without doing so, the holograms follow the PCs for as far as they can or attack when the PCs come back out later.

Story Award: If the PCs reboot the robots from the control panel in area **A3** before the loggerbots attack, award the PCs XP as if they had defeated the loggerbots in combat.

B. FACILITY NEXUS

The ruins south of Snowdrop Village are part of the central wing of an abandoned sivv military complex beneath the valley floor. This wing curls inward like a nautilus shell, with larger rooms and corridors surrounding a central chamber built around an apparatus that once transported sivv workers to other parts of the massive complex. When bantrid rebels sabotaged the planetary facility's reactor, force fields protected the nexus of the facility from taking massive damage and saved its occupants from a lethal dose of radiation. A few high-ranking sivvs within this wing, including Commandant Vheiransch, managed to survive the event. The nexus's corridors are devoid of corpses and remain as perfectly preserved monuments to Commandant Vheiransch's desperate effort at the end of the sivvs' war with the kishalee.

The following are standard features of the facility nexus. The ceilings, doors, and walls are made of a unique material crafted from recycled biomass and reinforced with metallic panels (hardness 25, HP 600 per 10-foot-by-10-foot section, break DC 45), an experimental construction method used in only a few sivv military facilities. The material is technomagical in nature, and the panels bear a subtle aesthetic similarity to the architecture found within the Drift Rock (see *Starfinder Adventure Path #1: Incident at Absalom Station* for more information). Unless otherwise noted, corridor and tunnel ceilings are 15 feet high, while rooms have 25-foot-high ceilings.

This wing of the facility is currently powered by backup generators that support the computers and other technomagical equipment without providing overhead lighting or ambient temperature regulation. Emergency exit lights along the floor and ceiling dimly illuminate areas

B1, B2, and B6. All other areas of the facility nexus are completely dark.

A computer located within the nexus control room (area **B6**) wirelessly monitors the facility, and operates the sensors and traps installed throughout the structure. These protocols also control the constructs that bolster the nexus's defensive measures.

B1. Facility Hub (CR 14)

The ramp descends into a circular room surrounding a transparent, cylindrical chamber filled with a blue, plasma-like substance. A hinged panel built into the central tube bears a block of holographic pictograms. The walls encircling the area are mottled red and purple with brown, scabby patches festering at random intervals around the chamber. This material is reinforced with panels of glossy metal. Arcane symbols inscribed on these panels glow and gradually fade before appearing elsewhere around the room. The only exit from this room is a sealed circular aperture to the west.

The central hub of the sivv facility's nexus contains two methods of transportation for bantrid slaves and sivv scientists in the form of the spiral walkway and a quantum transporter tube, respectively.

The cylindrical chamber at the center of this room is 25 feet tall and 10 feet in diameter and has a hinged door. The chamber contains a misty, plasma-like substance that's both magical and technological in nature. The structure once used sivv-developed magitech to transport scientists from this wing to other sections of the planetwide facility, but even when it functioned properly, it was calibrated only for sivv use. A PC who succeeds at a DC 40 Engineering check can deduce the chamber's purpose and learn that it no longer works. Repairing and recalibrating the transport

tube goes beyond the scope of this adventure. However, any PC who steps inside experiences a brief tingling sensation as the fog coats their body and seeps in through their armor. There's a 20% chance the chamber creates an unstable quantum clone (page 60) of that PC; it emerges after 1d6 minutes. This clone is unaware of its true nature and acts as that PC would. If it comes face-to-face with its originator, the quantum clone dissolves immediately into a bubbling foam with a pained wail. A PC can attempt a DC 39 Life Science check to recognize the quantum clone for what it was; though this quantum clone was unstable, there's a chance that the process that formed this one could spawn a more durable clone.

The door to the west is equipped with a biometric lock attuned to sivv DNA that can be bypassed with a successful DC 34 Computers or Engineering check (though the PCs must also deal with the trap). When the xenoarchaeologists first climbed down the walkway and into the ruins, all computerized defenses within the facility were dormant. Due to the control room's recent reactivation, the PCs must contend with all the locks, deadly traps, and constructs that protect the nexus.

Trap: A non-sivv who touches the door triggers automated sensors that scan all creatures in the hub in order to detect intruders. When the sensors detect unauthorized visitors, they sound a klaxon and begin an audible countdown in Sivvian: "Nexus compromised. Initiating quarantine procedures in 5... 4... 3..." Immediately following the countdown, all creatures within the room are exposed to a powerful disintegration beam designed to vaporize trespassers.

DISINTEGRATION CHAMBER TRAP	CR 14

XP 38,400

Type technological; **Perception** DC 41; **Disable** Engineering DC 36 (disable beam)

Trigger location; **Reset** 1 minute

Effect disintegration beam (14d12 A); Fortitude DC 22 reduces damage to 4d12 A; onset delay (1 round); multiple targets (all targets in area **B1**)

B2. CENTRAL CORRIDOR

A circular hallway surrounds the central hub of the nexus. Three unlabeled doors protected by biometric locks attuned to sivv DNA (DC 34 Computers or Engineering to disable) each lead to restricted areas within the facility.

B3. BANTRID SURGERY (CR 13 AND CR 13)

This room's vibrant purple walls subtly expand and contract in a motion eerily reminiscent of a living organ. A network of metal pipes connects three free-standing metal cylinders along the chamber's northeastern wall. Three metallic examination tables with circular indents at one end occupy most of the room.

This laboratory is the only part of the facility in which the technomagical biomass that makes up the walls is actually alive; the walls seem to breathe and appear a brighter color than in the rest of the facility, sustained and granted supernatural awareness by demons hiding in the cryopods. If a PC touches the laboratory's walls, the substance ripples and pulses in response. Good-aligned PCs experience a nagging sense of dread when they enter the laboratory, and interacting with the walls or any of this room's equipment causes feelings of nausea for these PCs. A PC who succeeds at a DC 34 Mysticism check can extrapolate that a powerful, evil extraplanar being is most likely responsible for the disturbing phenomena in the laboratory.

The laboratory showcases evidence of the Sivv Dominion's cruelty. The three examination tables were once used for nonconsensual experimentation on bantrid slaves. Though the sivv military science community dismissed simple nuclear weapons as crude crutches of underdeveloped cultures, the Dominion's desperation toward the end of the sivv-kishalee war led Commandant Vheiransch to explore the possibility of using targeted radiation as a brutal tool of war. Sivv scientists exposed bantrids to high doses of radiation and recorded the lethal effects in this laboratory. They also performed autopsies on indigenous animal and plant life affected by bombing test runs conducted on Jedarat's surface. The PCs can learn this information by accessing any of the holographic computer interfaces built into each examination table. Hacking into one of the lab's workstations requires a PC to succeed at a DC 30 Computers check, though an inability to read Sivvian imparts a –5 penalty to this check.

A concealed door adjacent to the cryopods requires a successful DC 42 Perception check to notice. The kasatha xenoarchaeologist Nifri (see area **B4**) can point out the location of the door to the PCs, granting a +20 circumstance bonus to the check.

Creatures: Two of the three cryostorage cylinders contain the remains of long-dead bantrid experiment victims. The

specific manner of their deaths caused the formation of two prexian mutantspawns, demonic incarnations of the cruelties of using radiation to harm living creatures. For thousands of years, these demons remained dormant within the laboratory, feeding off the evil energies suffused by the area and in turn imbuing the laboratory's biotech components with a twisted semblance of awareness and life. The two prexian mutantspawns burst from their cryogenically preserved host corpses and attack as soon as they sense living creatures in the room.

PREXIAN MUTANTSPAWNS (2)   CR 11
XP 12,800 each
HP 155 each (*Starfinder Alien Archive 2* 35)

TACTICS
During Combat The prexian mutantspawns begin combat by casting *confusion* and then fly toward the ceiling. They alternate between casting *mind thrust* to force their horrific knowledge of sivv experimentation into the PCs' minds and diving to attack with their irradiated bites.
Morale Unable to safely use their *teleport* spell-like ability to flee, the prexian mutantspawns fight until destroyed.

Trap: If a non-sivv creature attempts to open the secret door that leads to the control room, sensors detect the intrusion and activate a trap that uploads digitized sensory information into the targets' minds. The trap causes confusion and massive damage to any creatures within its area of effect.

DIGITAL KILL GRID   CR 13
XP 25,600
Type hybrid; **Perception** DC 39; **Disable** Computers DC 34 (rewrite code) or Mysticism DC 34 (render technomagical code ineffective)
Trigger location; **Reset** 1 minute
Effect digitized sensory information overloads the targets' minds (10d12 electricity damage plus confused for 1d6 rounds); Will DC 21 halves the damage and negates confusion; multiple targets (all targets within 20 ft. of secret door in area **B3**)

Development: With the demons destroyed, the extraplanar influence that infused the laboratory walls with partial sentience diffuses. Within minutes, the walls' vivid color fades as dull, welt-like sores form

along their surfaces. After a few hours, the laboratory's walls become indistinguishable from the rest of the ruins. Any PCs affected by the intensely evil energy within this room feel their anxieties abate as soon as the demons are dispatched.

B4. MAGITECH RESEARCH AND DEVELOPMENT CENTER (CR 14)

Metallic islands equipped with bizarre machinery rise from the floor of this crowded laboratory. A miniature force field surrounds a growth of iridescent crystals to the north. A nearby display features crystalline fragments on metal slides. Bundles of wires and cables attached to each piece of equipment trail along the floor before disappearing into the chamber's walls. In the southern part of the room, strict tidiness and order give way to a pile of overturned machines, dented metal slabs, and broken glass.

This room once functioned as a research and development laboratory for various technomagical projects developed by Vheiransch's elite team of scientists. Despite a semblance of order, this lab lacks any official organization. Dozens of diverse and ever-changing projects coexisted during the facility's years of operation. A brief description of the contents and purpose of each workstation found within this chamber is detailed below.

Biotech Monitoring Station: Three workstations to the northwest were dedicated to studying and improving the odd building material found throughout the facility. Sivv scientists conducted routine monitoring of the experimental material here. Microscopes trained on cultures taken from the technomagically treated biomass clutter the low tables. If the PCs use the surrounding equipment to examine these cultures, they can gain a rudimentary understanding of the material's characteristics and the processes used to manufacture it by succeeding at a DC 39 Life Science and a DC 39 Mysticism check; each successful check grants a stacking +2 circumstance bonus to disabling the trap in area **C2**.

Nanotech Development: The workstations in the eastern segment focused on the military use of nanotech. Southeast of the door, a cylindrical shell atop the table is surrounded by bits of mechanical components and bundled nanite filaments. A completed version of
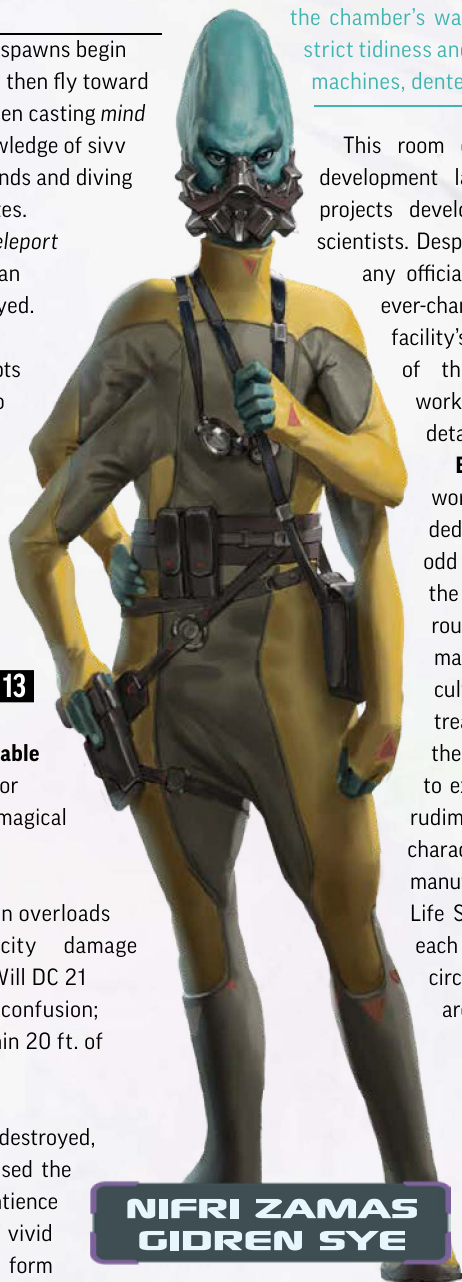
NIFRI ZAMAS GIDREN SYE

this technology stands opposite this workstation on a small dais (see Creatures below).

Quantum Experimental Station: The destroyed equipment to the south once housed samples of the quantum plasma used to transport sivvs instantaneously throughout the sprawling facility. Broken vials and beakers litter the floor. Warped chunks of metal are all that remain of what was once specialized machinery unknown to the Pact Worlds. As the PCs sift through the wreckage, they find a data chip containing schematics for a "quantum drive" prototype. The file's corruption makes it impossible to glean any understanding of how the technology functions or how to reproduce it. The PCs later encounter an incomplete physical version of this technology when they investigate the *Worldseed* interior in Part 3.

Spell Crystal Observation: The crystals contained in the central part of the lab resulted from sivv attempts to crystallize raw magical energy. The process used by sivv scientists to replicate and mass produce spell gems was extremely volatile, and standard safety protocol required active specimens of the crystalline growths to be contained within a protective force field. A PC who succeeds at a DC 30 Mysticism check can harvest samples of these crystals from the nearby workstation. These samples function as spell gems (see Treasure below).

Creatures: One of the sivv researchers' creations, a fully functional nanotech golem, stands on a dais in the southeastern half of the laboratory. The golem is controlled wirelessly by the nexus master computer's security protocols. While it appears to be an inactive display piece, it's in fact a dangerous sentry programmed to eliminate any intruders. The nanotech golem attacks as soon as it detects non-sivv life forms in the room.

The xenoarchaeologist **Nifri Zamas Gidren Sye** (N male kasatha) lies unconscious among the broken equipment in the southeastern part of the room. In the crucial seconds between the xenoarchaeologist team's tampering with equipment and the full activation of the facility's defenses, Nifri fled the control room in panic, leaving his teammates behind. He managed to avoid many of the nexus's automated defenses through a combination of stealth and luck. However, his good fortune ran out when he encountered the nanotech golem here. Nifri put up a valiant fight, but he proved no match for this powerful opponent. The golem's final attack sent Nifri flying into the corner, destroying the quantum experimental station's fragile equipment. When Nifri stopped moving, the golem retreated to its post, leaving the injured kasatha alive. Though he initially feigned death, Nifri passed out a few hours ago from exhaustion combined with complications of a minor concussion and is currently stable at 0 Hit Points. A PC who succeeds at a DC 28 Perception check can spot Nifri's limbs poking through the scattered debris and can administer healing to the injured kasatha.

NANOTECH GOLEM   CR 14
XP 38,400

HP 250 (*Starfinder Alien Archive 2* 67)

TACTICS

During Combat The nanotech golem fires a nanite scattershot and closes into melee range to attack with its nanite filament, harassing PCs with its nanite cloud.

Morale The nanotech golem is programmed to eradicate any threats to the facility and fights until destroyed or until all targets are unconscious.

Treasure: If the PCs thoroughly investigate the research and development lab, they discover several valuables. PCs who successfully harvest samples from the spell crystal observation area can procure a *spell gem of arcane eye*, a *spell gem of flight* (5th level), and a *spell gem of slow*. Two identical metallic badges buried beneath the wreckage of the quantum experimental station to the south are entanglement badges (*Starfinder Alien Archive 3* 81).

Development: A PC can expend a single healing item or spell to revive Nifri, who nervously recounts his ill-fated exploration of the area and how he feigned death for days, using slow, subtle movements to consume the rations in his pack without attracting the golem's attention. Nifri remembers his frantic flight through the facility and can lead the PCs to the team's location in the control room (area **B6**). Though Nifri was once fascinated by the ancient technology housed within the nexus, fear consumed his curiosity as he fought for survival. Nifri wants to rescue his coworkers but is impatient to escape the ruins. He grows increasingly agitated and argumentative if the PCs stop to search for items or study the surrounding architecture and equipment. With proper medical treatment, Nifri eventually recovers fully from his concussion.

B5. Storage (CR 15)

Rows of floor-to-ceiling metal shelves crowd the northern half of this oblong chamber. Packets of ammunition, deconstructed weapons, armor components, and computer parts are crammed onto the shelves. Metal crates labeled in indecipherable symbols form mountainous jumbled piles to the south. A sleek, metallic desk faces the southwestern wall, a sole bastion of tidiness in the haphazardly stocked warehouse. The desk's multitiered surface supports a computer surrounded by neatly stacked data chip cases.

Vheiransch and their team were often forced to scavenge resources from past projects to complete the *Ark Prime* initiative. This small warehouse contains a trove of technological equipment, though most of the items are either broken or deconstructed into myriad components.

The computer console on the desk was once used by a quartermaster to track inventory. Like the facility's doors, the

touchscreen is coded to sivv DNA, but a PC can bypass this restriction with a successful DC 34 Computers or Engineering check. Once activated, a PC can access the tier 5 computer with a successful DC 33 Computers check. Being unable to read or understand Sivvian imparts a –5 penalty to this check.

Most of the information on the computer is fragmented and corrupted. With 1d4 hours of scanning through the files, the PCs can learn that the planet they're on was once a military research facility of the Sivv Dominion overseen by Commandant Vheiransch. Vheiransch oversaw a project that seems to be referred to both as "Ark Prime" and "Worldseed," though a PC who succeeds at a DC 32 Computers, Engineering, or Physical Science check realizes that these designations must refer to two different devices (or possibly starships). The goal of the project is noted as "the continuation of sivv supremacy in the face of kishalee trickery." The most recent files indicate that the launch of *Ark Prime* was rushed, and that some of the facility's "servitors are collapsing under the workload" to finish the *Worldseed*. Finally, there's an announcement of a base-wide accident (though the reasons for it are missing) and lockdown of the nexus.

The PCs can attempt to learn more about sivvs as described on page 8. Collating the extant information found within the computer and downloading it onto a comm unit or datapad aids the PCs in satisfying the conditions of Chiskisk's or Keille's missions. However, if the PCs trigger the master computer's wipe countermeasure in the nexus control room (area **B6**), this information is permanently deleted from this console.

Creatures: A commander's harness (*Armory* 75) once worn by Commandant Vheiransch rests against a steel shelf in the southwestern section of the warehouse. Over the centuries, the technomagical essence of some of the warehouse's equipment seeped into the armor, animating it. The suit of armor is wirelessly controlled by the nexus's security protocols, and though it initially appears to be a stationary object, it attacks the PCs when they approach the computer console.

ANIMATED COMMANDER'S HARNESS   CR 15
XP 51,200
N Large construct (magical, technological)
Init +7; **Senses** darkvision 60 ft., low-light vision;
   Perception +26

DEFENSE   **HP** 275
EAC 29; **KAC** 31
Fort +16; **Ref** +16; **Will** +12
Defensive Abilities integrated weapons;
   Resistances cold 15, fire 15; **Immunities**
   construct immunities

OFFENSE
Speed 30 ft.
Melee slam +29 (8d6+24 B) or

integrated strident wailing blade +29 (6d6+24 S & So;
   critical deafen [DC 21])
Ranged integrated executioner disintegrator rifle +26
   (5d10+15 A; critical corrode 3d6)
Space 10 ft.; **Reach** 10 ft.

TACTICS
During Combat The animated commander's harness moves to a strategic position and activates its titan shield upgrade before firing on the PCs. The construct prefers to shoot its rifle at range from behind cover, but it attacks with its powerful slam and integrated strident wailing blade if the PCs manage to maneuver around its shield.
Morale The animated commander's harness defends the facility until it's destroyed.

STATISTICS
Str +9; **Dex** +7; **Con** —; **Int** —; **Wis** +0; **Cha** –2
Skills Acrobatics +26, Athletics +31
Other Abilities comm, mindless, unliving
Gear executioner disintegrator rifle[AR] with 1 super-capacity battery (80 charges), strident wailing blade[AR], mk 3 thermal capacitor, titan shield

ANIMATED COMMANDER'S HARNESS

SPECIAL ABILITIES

Comm (Ex) The animated commander's harness can receive wireless communications (and thus commands from its allies and creator) at planetary range.

Treasure: Most of the ancient equipment stored within the crates and shelves has either broken or degraded with time, and some of the parts completely defy Pact Worlds technological understanding. The PCs can recover a few useful items if they either spend 1d6 hours painstakingly sorting and cataloging the various items (to find all of them) or succeed at a DC 35 Perception check for each piece of equipment. The warehouse shelves contain the following salvageable items: a suit of enginerunner armor, a *mk 1 spell reflector* armor upgrade, three ultra-capacity batteries, and a *vorpal* fusion seal (18th).

While the animated commander's harness chassis is destroyed in the fight, its upgrades and integrated weapons can be salvaged with a successful DC 35 Engineering check to remove each component. On a failure, the component that the PC attempted to remove is broken.

The two pieces of armor are tailored to sivv anatomy, featuring a central, turtle-shell-shaped covering with a series of flexible but sturdy plates emerging from one end to protect the neck.

Development: A PC who examines an unaltered suit of armor and succeeds at a DC 32 Life Science check can deduce some basics about sivv anatomy: they were Medium non-humanoids with either long, segmented necks or thick, prehensile tails.

B6. Control Room (CR 13)

Orange lights blink and displays flash from the array of computer consoles and machinery. Unlike the other rooms, the walls of this chamber are composed entirely of metal, making it difficult to distinguish individual pieces of equipment. Rectangular consoles jut out from the walls and floor around the chamber's perimeter. A large, hexagonal workstation stands alone at the center of the room. Each of its six sides consists of a panel of switches, buttons, and keys. A holoprojector atop the device displays a three-dimensional topographical map of a mountainous planet.

The ceiling, floor, and walls of the control room are covered with sheets of various metallic substances. Three gaps in the metal once functioned as tunnels that led to adjoining wings of the planetwide complex, but time and the shifting of Jedarat's tectonic plates caused them to collapse thousands of years ago, leaving only narrow cracks in the stone that taper into impassability.

This control room was inactive until the xenoarchaeologist team accidentally restarted its master computer while examining the equipment. Dozens of screens throughout the room display images of schematics and planetary network maps accompanied by Sivvian text. A PC who analyzes the display data and succeeds at a DC 34 Computers or Engineering check realizes that the facility's computer managed to network wirelessly with AbadarCorp technology on Jedarat, and the resulting mismatch of operating systems has caused something akin to a computer virus in non-sivv technology, especially the terraforming equipment and resort assets.

A PC who succeeds at a DC 30 Culture or Physical Science check can identify the planet holographically displayed at the center of the room as Jedarat. In addition to Jedarat's mountain ranges and valleys, the map displays the entire infrastructure of what was once a planet-spanning installation. All wings of the facility save for the nexus at its center flash orange, indicating the extensive damage dealt to those sectors by the reactor explosion.

The terminal the PCs need to access to solve the resort's problems is incorporated into the hexagonal workstation at the center of the chamber. The workstation stands over 6 feet tall and displays holographic information above the machine in lieu of a monitor. Composed of an amalgam of metal, polymers, and the unnerving biotech material found throughout the building, this enormous piece of technology is integrated into the facility itself. This tier 6 computer is equipped with two countermeasures: a rank 5 shock grid (Fortitude DC 30, 16d6 electrical damage) and a wipe countermeasure. Gaining access to the nexus master computer requires a PC to succeed at a DC 37 Computers check. The inability to read or understand Sivvian imparts a –5 penalty to this check and any other checks to control the computer.

The PCs can access and control the facility's electrical mainframe and automated defense measures using any of this computer's terminals. However, much of the data on this computer is corrupted, even more so than on the console in area **B5**. With careful investigation and a successful DC 32 Computers check, the PCs can learn that these ruins are the nexus of a planetwide facility built by the Sivv Dominion.

To save Jedarat from further terraforming malfunctions, the PCs must isolate and delete the virus affecting AbadarCorp's equipment by succeeding at an additional DC 37 Computers check. After two or more failed checks to access the mainframe or delete the virus, this countermeasure deletes all data related to the sivv facility. This failure solves AbadarCorp's and New Horizon's problems, as the wipe countermeasure also deletes the malicious sivv virus, but the PCs also lose valuable information about the facility. The deleted information can be recovered with 8 hours of work and a successful DC 47 Computers check.

Alternatively, the PCs can choose to physically destroy the master computer (hardness 25, HP 300).

Critically damaging the machine cuts power to the nexus and ends the computer's control over the terraforming equipment, but doing so also causes the loss of any data the PCs haven't accessed already.

Creatures: After they accidentally woke the facility's ancient defense system, the xenoarchaeologist team hid within this sealed room and awaited rescue. The xenoarchaeologists are cold, hungry, and frightened but otherwise in healthy condition. Expedition leader **Talla** (LG female quorlu) and **Ariad-N5** (LN agender android) eagerly cooperate with their rescuers. They're accompanied by the panicked quantum clone of Nifri Zamas Gidren Sye (see area **B4**), who constantly questions and argues with the PCs' decisions.

This quantum clone—referred to here as Nifri-2—was created soon after the original Nifri touched the misty substance within the transport tube in area **B1** when the xenoarchaeologists first entered the facility. The original Nifri fled the control room before the area's defenses fully powered up to search for a viable exit and was incapacitated by the nanotech golem in area **B4**. Nifri-2 found his way to the group, entering the control room moments after Nifri left. Nifri-2 has no idea that his double was injured elsewhere in the facility; neither he nor his companions realized he's a quantum clone.

If the original Nifri is with the PCs, he must succeed at a DC 21 Will saving throw (his total bonus is +13) when he sees his clone or be paralyzed with dread for 1d4 rounds. Regardless, Nifri-2 vehemently insists that the original Nifri must be an impostor created by "something in the facility." After Nifri recovers from his initial alarm, he counters with an identical argument. Because of the stress of the situation, Nifri-2's body starts to slowly break down. A PC who succeeds at a Perception check opposed by Nifri-2's Disguise check (the quantum clone takes a –10 penalty to this check at this point) spots a faint discoloration of the skin on Nifri-2's neck that suddenly darts up the back of his head like a startled fish.

The PCs have only a brief time to de-escalate the situation. They can question the two kasathas to learn that their memories diverge from when the original Nifri touched the plasma-like substance in area **B1**. A PC who succeeds at a DC 30 Mysticism or Physical Science check can deduce that event caused the duplication; if the PCs are aware of the tube's purpose, they can speculate that a malfunction caused it to copy rather than transport. Even if the PCs figure out which Nifri is the original, this doesn't calm either one. A PC must succeed at a DC 33 Diplomacy check to soothe Nifri and Nifri-2. If the PCs fail two checks to pacify Nifri, he fires upon his duplicate, triggering a

firefight in close quarters. If the PCs fail two checks to pacify Nifri-2, the quantum clone starts combat instead.

The other two xenoarchaeologists are noncombatants. Use the following abbreviated statistics for Nifri: **EAC** 23, **KAC** 24; **Fort** +9, **Reflex** +11, **Will** +13; **HP** 150; **Ranged** aurora arc pistol +18 (3d6+10 E; critical arc 2d6). Nifri generally shoots at Nifri-2 but will lash out against a PC who gets in his way. He stands down after being reduced to 100 Hit Points or fewer or after he takes his first critical hit.

NIFRI-2   CR 13
XP 25,600
Quantum clone (page 60)
HP 210

TACTICS
During Combat Nifri-2 starts by attacking with his standard weapons, but as the stress of combat increases, he begins to use his quantum mimicry ability, especially if a PC has a particularly effective tactic.
Morale Nifri-2 surrenders when he is reduced to 25 Hit Points or fewer, at which point it becomes markedly clear he's a clone; his skin is bubbling, and one of his arms has doubled in length.

Development: If the PCs succeed in quelling the conflict between Nifri and Nifri-2, they can convince both kasathas to work together to escape the facility. After all, Nifri and his clone are reasonable, logical individuals when they don't have cause to panic. If the PCs prove to Nifri-2 that he is a quantum clone, he asks poignantly, "And what will become of me?"

It's up to the PCs to decide Nifri-2's fate. They could turn him over to AbadarCorp, likely damning him to a lifetime as a lab specimen. Nifri-2 is understandably reluctant to agree to such a plan, necessitating the need to lie to him with a successful DC 32 Bluff check, convince him they have his best interests in mind with a successful DC 33 Diplomacy check, or bully him into complying with a successful DC 34 Intimidate check. The PCs can also render him unconscious with a spell or nonlethal damage and simply drag him back to the command center chalet.

Alternatively, they could hide any of his mutations that have appeared with a successful DC 30 Disguise check and bring Nifri-2 back with them. Due to the recent chaos, none of the New Horizons staff notices the PCs returning with one more expedition member than expected. From there, the PCs can eventually arrange for passage off Jedarat for the quantum clone with a successful DC 30 Computers check, allowing Nifri-2 to start his own life somewhere else.

Whatever the PCs decide, the other xenoarchaeologists don't object, as they're happy to be rescued. The PCs can escort the team back to the command center chalet, a task made trivial by the fact that the blizzard outside has dissipated.

Regardless of how the PCs accomplish the task of shutting down the nexus's master computer, their tampering activates a failsafe in a nearby wing of the facility that causes a huge spiraling tower to burst from the ground. Unknown to the PCs, this communications tower sends a quantum signal across the galaxy to a computer deep within the Liavaran moon of Hibb, activating ancient technology inside the vessel at its core. *Ark Prime* picks up the *Worldseed*'s energy signature, and as the AI Vheiransch cross-references previous scans of the area, it assumes the Pact Worlds is a kishalee outpost and begins gathering an automated fleet in preparation for an attack. *Ark Prime* doesn't reach the Pact Worlds until the next volume of this Adventure Path, but these events are now irrevocably set in motion.

Story Award: If the PCs deal with Nifri-2 without resorting to violence, award them XP as if they had defeated the quantum clone in combat. Award the PCs 38,400 XP for shutting down the master computer.

REWARDS
When the PCs return to the command center, Ms. Nott transfers a payment of 5,000 credits each to their personal accounts as a goodwill gesture for assisting AbadarCorp in a time of urgent need. To earn the full promised reward of 100,000 credits, the PCs must succeed at a unique objective depending upon who originally asked them for help. The success conditions required to earn each contact's payment are detailed below in the same order the contacts were presented on pages 6–7.

Chiskisk: The PCs must succeed at either a DC 32 Culture or Engineering check to confirm that the ruins were built by sivvs and communicate these findings to Chiskisk. Alternatively, the PCs can send Chiskisk the information found on the quartermaster's computer to complete their task.

Klyvarius Ward: The PCs must return all three of the original xenoarchaeologists to the chalet alive. If the PCs failed to locate Nifri or allowed him to perish, a PC must succeed at a DC 34 Bluff check to pass the quantum clone off as the real Nifri.

LYTA LANTRELL

Keille: The PCs must have made at least one successful Computers check to hack into either the master computer or the quartermaster's computer; accessing and translating the relevant files provides indisputable proof that it was sivv technology, and not the Xenowardens or their affiliates, that sabotaged Jedarat's terraforming equipment.

Ciril Ognea: The PCs must destroy all hostile creatures and bypass all the automated defenses within the nexus, then send a detailed report to Ognea using his secure comms channel.

Xych Vorsen and Ephecta: The PCs must send a detailed report of the creatures they encountered within the facility, with Vorsen being particularly interested in the creation of quantum clones. The PCs can assure the Stewards the duplication was a fluke with a successful DC 32 Physical Science check.

PART 2: THE DEAD TOWER

With the storm on Jedarat ended, the visibility around and across Hardpack Valley stretches for miles, showing a new and unusual structure: about 10 miles east of Snowdrop Village, a tapered, cylindrical tower stretches 250 feet into the sky. Two spiral ramps encircle the tower, and a double-pronged antenna is affixed to its pinnacle. This addition to Jedarat's skyline is the focus of conversation at the command center chalet.

Give the PCs some time to rest and recover from their wounds at the chalet; AbadarCorp provides complimentary healing if needed. Soon, the PCs will be tasked with another mission and will have little time for extended breaks. If the PCs rested within the nexus facility before returning to the command center chalet, they're greeted by the next scene at your discretion.

MEDIA COVERAGE

News streamers and their camera crews have recently arrived on Jedarat to cover the sensational storm and the ongoing rescue operation, only to find that the story now includes a strange, ancient tower that has emerged from the ground. A handful of journalists from across the galaxy have converged on the command center chalet. Calm and professional, Eisyfina Nott does her best to answer the persistent reporters' questions while assuring them that there's nothing to worry about yet, as AbadarCorp has "everything under control."

Read or paraphrase the following text as the PCs discover this commotion.

Among several other figures on the chalet's front lawn, a besuited human woman with crimson skin and blue hair lacquered into an impressive bouffant style stands apart. She turns her expertly contoured face toward a floating camera drone and speaks in a resonant voice. "This is news streamer Lyta Lantrell bringing you nonstop coverage of the crisis on Jedarat. This remote planet is the planned site of an AbadarCorp-sponsored luxury community and resort. Over the past week, construction ceased due to unusual blizzards ravaging the planet. Though they have now stopped, the clear skies have revealed a massive structure that wasn't there before near an active dig site." The woman presses a button on her comm unit. "Let's go now to a live feed of this tower from our observer shuttle so you can get an idea of its—"

An ear-splitting roar pierces the freezing air. Overhead, a pair of silver ships slice through the clouds and swoop dangerously close to the chalet. Lyta turns to face the source of the noise. A deafening boom echoes through the air as another vessel near the tower explodes. Flames bloom in the gray sky, and debris rains down over the valley. Lyta gasps and grabs her comm unit.

"Kel, what was that? Kel, do you copy?" Only a burst of static answers her.

Lyta Lantrell (CN female human) is one of many news streamers covering this story when two unidentified craft appear and open fire on the area. When it's clear her shuttle pilot was just killed, Lyta regains her professional composure and launches into a somber narration of the ongoing attack. The two ships circle overhead, shooting at anything that enters the airspace. If Lyta notices the PCs or overhears them planning to board their ship and fight, she begs the group to attach one of her remote camera drones to their ship. If they agree to her request, they earn a boon in the following starship combat (page 24). If the PCs refuse, Lyta shrugs and comments: "Pity. I'd kill for that kind of scoop."

Ms. Nott takes cover within the chalet's doorway and barks into her comm unit, calling for any spacecraft with fighting capabilities in the area to assist Jedarat. Unfortunately, she doesn't receive an immediate response, and it takes hours for the nearest patrol ship to reach the planet. If the PCs don't volunteer to confront the hostile craft in their own starship, Ms. Nott pleads for them to do so, if not to protect the chalet and those inside, then at least to save themselves.

EVENT 1: THE AWAKENED SENTINELS (CR 15)

Two automated sivv drones launched from a hangar within the tower that rose from Jedarat's surface as a result of the PCs tampering with the nexus computers. These unmanned craft currently patrol the air overhead, shooting at other ships and ground structures indiscriminately. Sivv drones are programmed to target and destroy any non-sivv

technology. These drones don't surrender and continue attacking even after being disabled. They're programmed to leave no survivors, shooting down escape pods and targeting life-support systems. Since the drones' programming orders them to eliminate all non-sivv units, they prioritize targeting hostile craft in the area–namely, the PCs' starship.

Starship Combat: After the PCs launch their starship, roll 3d6+5 to determine how many hexes separate them from the sivv drones, which fly in tandem 10 hexes apart from one another and flank the PCs' starship (you can use *Starfinder Flip-Mat: Basic Starfield* to track this distance). During the first round of starship combat, both drones focus on scanning the PCs' ship while piloting evasively to remain out of the PCs' firing arcs if possible. In subsequent rounds, the drones' computers prioritize piloting and gunnery actions. Once one or more of a drone's shields is reduced to less than 100, a drone shifts from shooting to using science officer actions to balance its shields. If a drone takes critical damage or loses two or more of its shields, it ceases balancing and patching to focus on an all-out attack against the PCs' starship. The drones learn quickly and attempt to mimic piloting stunts they observe the PCs using. When reduced to 15 or fewer Hull Points, a drone closes the distance to the PCs' vessel and self-destructs.

If the PCs allowed Lyta to attach a camera drone to their starship, the PC acting as science officer gains a +2

SIVV DEFENSE DRONE

circumstance bonus to checks made to scan or target an enemy system during this combat. This bonus stacks with any bonuses provided by the PCs' starship computer.

The PCs and their drone opponents can perform some unique actions and stunts during this starship combat that take advantage of Jedarat's unique terrain and the lingering effects of its recent weather conditions. These new options are detailed below.

⦿ **Avalanche (Gunner Action):** You can spend 1 Resolve Point to fire one of your starship's weapons at the snowpack atop nearby mountains. Choose one enemy starship within short range in that weapon's arc and make an attack roll, causing an avalanche. If the attack is successful, the target starship takes 6d4 damage in a random arc (determined by the GM) and takes a –2 penalty to the target's attack rolls and Computers checks made to scan or target systems until the end of the next helm phase. The target starship can attempt a Piloting check with a –4 penalty (DC = result of your attack roll) to halve the damage and negate the penalty.

⦿ **Canyon Run (Pilot Stunt):** You can spend 1 Resolve Point and attempt a Piloting check (DC = 20 + 1-1/2 × your starship's tier) to rapidly lose altitude and enter the protective cover of the mountains. You nosedive into a narrow canyon and move your starship up to half its speed along the length of the chasm. If you succeed at the Piloting check, the canyon's steep sides provide enough cover that enemy starships outside the canyon cannot directly target your ship this round, though you can still fire at them with a –4 penalty to the attacks. If you fail this check, you fail to maneuver your starship into the canyon. If you fail this check by 5 or more, you fail to maneuver your starship into the canyon and your ship takes 5d6 damage to a random arc as it skids along the canyon's side. An enemy starship pilot that chooses their pilot action after you can attempt this same stunt to follow you into the canyon; if they succeed, they can target your ship this round, but you take no penalty to fire at them.

⦿ **Stratosphere Gambit (Pilot Stunt):** The ship moves forward up to half its speed (without turning) and gains altitude to enter cloud cover, gaining a +4 circumstance bonus to its AC and TL until the start of the next round. To perform this stunt, you must succeed at a Piloting check (DC = 10 + 2 × your starship's tier). If you fail, the starship moves as normal but fails to gain altitude. If you fail the check by 5 or more, the starship moves as normal, but also takes a –4 penalty to its AC and TL until the start of the next round.

⦿ **Ride Updraft (Pilot Stunt):** The ship moves up to 1-1/2 times its normal speed and you reduce the distance between your starship's turns by 1 (to a

minimum of 0). To perform this stunt, you must spend 1 Resolve Point and succeed at a Piloting check (DC = 15 + 1-1/2 × your ship's tier). If you fail this check, the starship moves as normal. If you fail this check by 5 or more, the starship only moves at half its speed and can turn as normal, but it also takes a –2 penalty to its AC and TL until the start of the next round.

SIVV DEFENSE DRONES (2)   TIER 11

Medium explorer
Speed 12; **Maneuverability** average (turn 2)
AC 29; **TL** 28
HP 75; **DT** —; **CT** 15
Shields heavy 240 (forward 60, port 60, starboard 60, aft 60)
Attack (Forward) persistent particle beam (10d6)
Attack (Starboard) particle beam (8d6)
Attack (Port) particle beam (8d6)
Attack (Turret) heavy nuclear missile launcher (10d8)
Power Core Nova Ultra (300 PCU); **Drift Engine** none;
   Systems basic long-range sensors, mk 8 armor, mk 8 defenses, mk 4 duonode computer, security (self-destruct system), upgraded heavy weapon mount (forward), upgraded heavy weapon mount (port), upgraded heavy weapon mount (starboard), upgraded heavy weapon mount (turret)
Modifiers +4 any two checks per round, +2 Computers (sensors only); **Complement** automated

CREW
On-Board Computer Computers +25 (12 ranks), Engineering +20 (12 ranks), gunnery +16 (12th level), Piloting +20 (12 ranks)

SPECIAL ABILITIES
Automated (Ex) A sivv defense drone has no crew, though it has an on-board computer that can perform most crew actions. The on-board computer can perform only two crew actions per round (in the engineer, gunner, pilot, and science officer roles). When a sivv defense drone takes a critical damage effect, it instead loses 5 Hull Points.

Development: If the PCs' starship is reduced to 0 Hull Points, the PCs can perform a controlled crash landing on Jedarat with a successful DC 30 Piloting check. On a failure, each PC aboard the vessel takes 8d10 bludgeoning damage from the impact; a PC can attempt a DC 17 Reflex save to halve this damage. At your discretion, the PCs can crash near the Spiraling Tower's hangar (area **C1**), where they're in no danger from the sivv drones. However, the drones continue to attack other vessels in Jedarat's airspace until the PCs shut down the tower's quantum antenna (page 32).

Soon after their dogfight with the sivv drones, the PCs' starship sensors pick up a strange signal originating from a nearby location on Jedarat's surface. A PC who succeeds at a DC 34 Computers check isolates the signal's source— the strange new tower—and determines that the signal is technomagical in nature, affecting subatomic particles to transmit at an intergalactic level. The PCs can choose to immediately investigate the source of this signal or return to the command center to consult with Eisyfina Nott about this unusual phenomenon.

Story Award: For defeating the sivv automated drones, award the PCs 51,200 XP.

BACK INTO THE FIELD
If the PCs return to the command center chalet, they find the situation drastically calmer than when they left. Sensing that the major events on Jedarat are winding down, most of the news streamers are packing up and leaving the planet to chase their next story. If the PCs collected footage of their aerial battle with one of Lyta's camera drones, she lingers to collect her equipment and has the PCs sign a waiver releasing the material and allowing her to use their names and likenesses for her follow-up story before she departs the planet.

Despite the injuries and trauma gained from their stint in the ruins, Talla's team is champing at the bit to explore the structure that mysteriously rose from the planet, which everyone in the chalet is referring to as "The Spiraling Tower" due to the ramps that corkscrew around the exterior. The PCs interrupt a passionate discussion between Talla and Ms. Nott when they reenter the chalet's conference room. At the behest of AbadarCorp's leadership, Talla's team is ultimately recalled, and Ms. Nott asks the PCs to investigate the structure in their place.

AbadarCorp's equipment also picked up the signal emanating from the top of the tower, but analysts haven't had time to decode its message or identify the location to which it's broadcasting. If the PCs failed to detect the mysterious signal while aboard their starship, Ms. Nott alerts the PCs to this development. She makes it clear that their objectives are to find the device emitting the signal and shut it down while investigating the tower and neutralizing any new threats to the planet.

If the PCs seem reluctant to extend their contract with her corporation, Ms. Nott smoothly transitions into business negotiation mode and offers the PCs a hefty hazard-pay bonus of 25,000 credits each to make exploring the tower worth their while.

C. THE SPIRALING TOWER
In the distant past, dozens of spires like the one that has risen outside Hardpack Valley cast their shadows over Jedarat. These retractable structures doubled as live storage and work spaces for thousands of bantrids enslaved by the Sivv Dominion. The various levels of these towers are connected by exterior spiral tracks constructed for bantrid use. The central core of technomagical plasma

UP TO C3

C1

C2

UP TO C4

C3

UP TO C6

C4

C5

C6

C7

1 SQUARE = 10 FEET
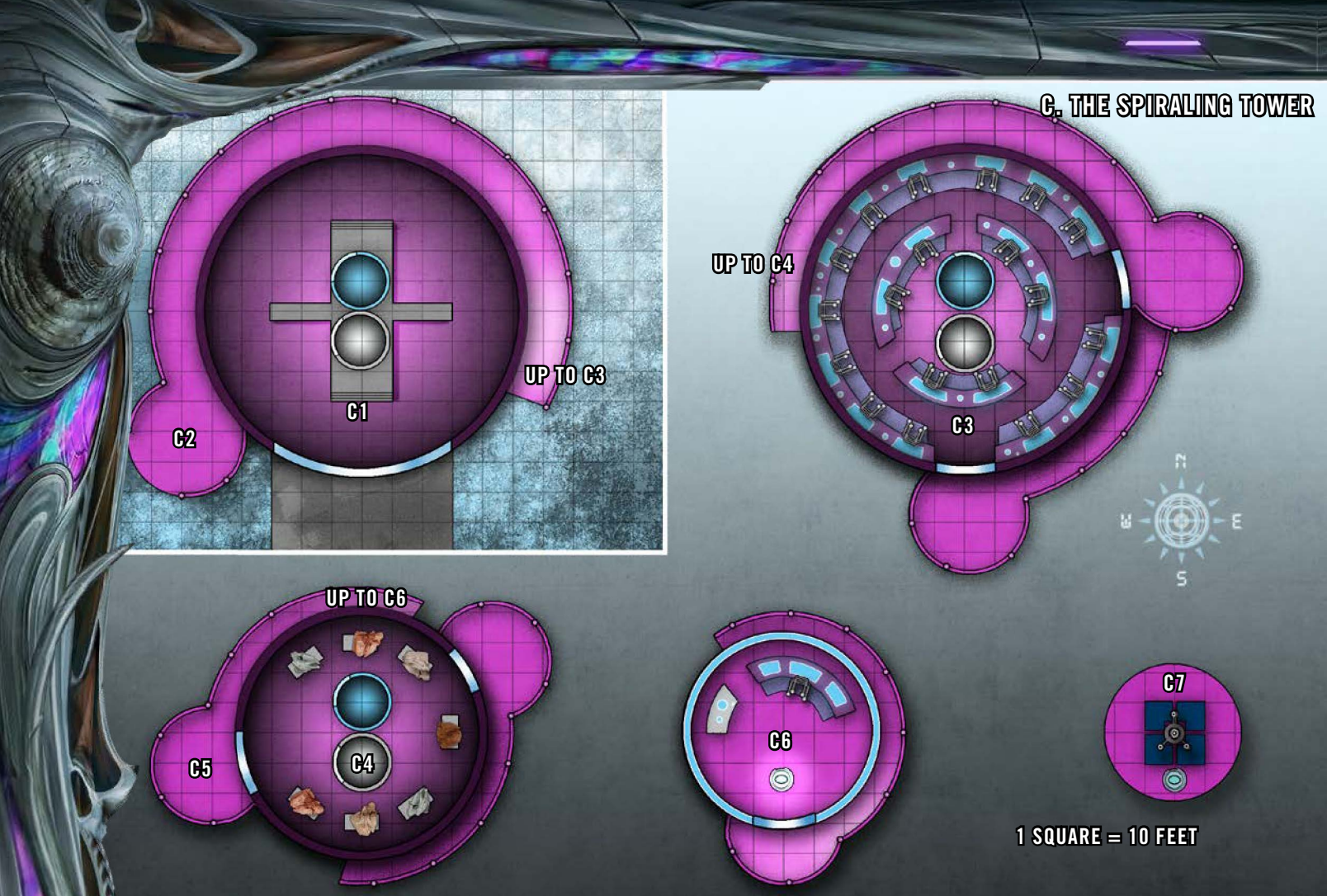
was used for quantum teleportation. The Spiraling Tower is unique in that its power cells funnel energy into a quantum communications device synced specifically to the *Worldseed*'s internal computers.

The top of the Spiraling Tower is too narrow to attempt an aerial assault; therefore, the PCs must begin at ground level and explore the structure on foot. Like the facility nexus, the ceilings, doors, and walls of the tower are constructed of a unique material crafted from technomagically treated, recycled biomass and reinforced with various metals (hardness 25, HP 600 per 10-foot-by-10-foot section, break DC 45). Each chamber's ceiling rises to a uniform height of 15 feet, except for the ground floor, which has 30-foot-tall ceilings. The doors throughout the facility are motion-activated and retract automatically to allow passage unless otherwise stated. The interior locations aren't lit. The entire structure stands 250 feet tall.

C1. HANGAR

At the base of the Spiraling Tower, deep snowbanks give way to a concrete launch pad sized to accommodate spacecraft. The absence of ice and snow on the concrete structure suggests that the launch pad was used recently. A ramp circles around the tower's exterior with circular doors located at irregular intervals.

Adjacent to the strip of concrete is a huge, retractable metal door, currently open. Inside, the cavernous chamber is reinforced with concrete and metal structures. Two empty hangars flank a cross-shaped metal platform at the center of the room. Rising from the platform, two tubular structures span from floor to ceiling. Each shaft is equipped with a control pad. Fueling and service stations to the east and west once serviced the drones that recently attacked Jedarat's surface.

The twin shafts at the center of the tower serve as an alternate means of transportation to the outdoor ramp. One is a transparent chamber that contains the same quantum plasma material found in the facility's nexus (and is similarly nonfunctional), and the other is a mechanical lift. The elevator appears inoperable, but if a PC succeeds at a DC 31 Computers or Engineering check while examining the control panel, they see its display screen flash a string of symbols, some of which appear distorted. Give your players **Handout #1: Hangar Sequence** to represent the displayed sequence.

Though the PCs won't yet realize its significance, this is part of a secret passcode to the *Worldseed* created thousands of years ago by a bantrid rebel named Ofi. Ofi's security clearance allowed them to fashion a back door to security so that fellow bantrids would be able to enter the *Worldseed*'s command deck and take control of the ship. Ofi hoped that as many bantrids as possible could escape Jedarat while a small squad of resistance

fighters sabotaged the planetary reactor, but the sivvs quickly discovered Ofi's plot and quelled the uprising. Ofi didn't have time to properly upload the passcode to the *Worldseed*. The passcode instead became scrambled and dispersed throughout the tower's other computers. Finding fragments of the passcode and piecing it together allows the PCs to easily bypass a complex security measure in Part 3 of this adventure.

Treasure: When the facility was operational, bantrid engineers routinely serviced the two drones. These individuals stored their equipment in unsecured lockers on the tower's ground floor. If the PCs search the lockers, they find a belt-like item that functions as a pair of grounding boots (*Starfinder Armory* 104) and 50,000 UPBs scattered throughout the hangar.

C2. Lower Ramp (CR 15)

This smooth, spiraling metal ramp rises from the tower's base, adjacent to the exterior of the hangar.

The ramp leads to platforms equipped with doors that provide access to the tower's lower levels. Two-foot-high guardrails surround the ramp's outer edge. Retractable panels built into the ramp every 40 feet open onto small metal chutes. These chutes lead to a 20-foot-square underground chamber beneath the Spiraling Tower that functions as a biomatter recycling unit. When the sivv facility was operational, deceased bantrids were dismembered and squeezed into these chutes to be processed into raw biomatter. The resulting mass was then refined using technomagical procedures and incorporated as building material for many of the structures within the planetwide facility. This material was detected as simple biomatter by most starship sensors and resisted most forms of magical observation. Commandant Vheiransch hoped that this cutting-edge technology could help protect their operation from prying kishalee eyes by integrating this material into various factories, laboratories, and hangars on the planet.

A PC who takes a few minutes to examine the panels and succeeds at a DC 32 Engineering or Mysticism check can deduce its function as part of a biomatter recycling system.

Trap: Without workers to maintain the tower, one of the panels leading to the biomatter recycling unit opens when weight is placed on it. The first creature who steps on the space indicated on the map triggers this trap. While a PC is likely not small enough to fit into the chute, they might get their foot (or similar appendage) stuck. The real danger comes when the recycling nanites surge through the chute looking for biomatter to break down. One round after the panel opens, any PC standing in or adjacent to the indicated square is engulfed in nanites, which cling to the victims for 3 rounds even if they move. These nanites can be targeted with *dispel magic* and a successful DC 26 dispel check, though they eventually stop on their own.

BIOMATTER RECYCLING NANITES TRAP   CR 15
XP 51,200
Type hybrid; **Perception** DC 42; **Disable** Engineering DC 35 (jam panel shut) or *dispel magic* DC 26 (dispel nanites)
Trigger location; **Duration** 4 rounds; **Reset** 10 minutes
Initial Effect entangled and unable to move; Acrobatics DC 30 to escape; **Secondary Effect** deconstructing nanites (4d12 A on first round, 6d12 A on second round, and 10d12 A on third round); Fortitude DC 23 half; onset delay (1 round); multiple targets (all targets in and adjacent to the indicated square)

C3. Labor Loop (CR 16)

Dozens of identical, connected workstations made of dull plastic and steel fill this windowless chamber in concentric circles. Each workstation contains a computer terminal and a desk outfitted with a treadmill-like device. Irising circular doors are built into the southern and eastern walls. Squat cubical structures of dark metal stands are interspersed among the workstations. Desiccated bone fragments litter the floor, and scorch marks mar the walls and some workstations.

Known to the enslaved bantrids as the Labor Loop, this austere room contains workstations and equipment representing the best of sivv technology. The lack of windows or furnishings gives it a depressing, institutional atmosphere. An exterior door adjacent to a platform built into the surrounding ramp is the sole entrance and exit. Treadmill workstations housing multiple computers are arranged in two concentric circles. Interspersed among the workstations, dark metal cubes are affixed to the floor. As seen on the Spiraling Tower's other floors, the twin elevator

**HANDOUT #1:
HANGAR SEQUENCE**

and quantum plasma shafts are at the center of the room. A smaller workstation with three computers stands to the east of the elevator.

If the PCs examine the cube-shaped metal structures among the workstations, they notice a clamping device attached to the bottom of each cube. A PC who succeeds at a DC 26 Engineering check determines the devices could function as full-body restraints for Small creatures; a PC who then succeeds at a DC 31 Culture or Life Science check realizes that these chambers were tailored to a single species' physique, specifically that of bantrids. These cubes were once used to punish bantrid workers by holding their foot-orbs in place, causing the workers to experience intense anxiety and nausea. A bantrid placed into one of these immobilization cubes typically came out traumatized but docile and ready to follow orders.

Any of the computers within this area can be powered up by stepping on the attached treadmill and walking. The tier 2 computers (DC 21 Computers to hack) in the two outer rings contain tedious data spreadsheets. Accessing and analyzing these files yields no sensitive information about the facility. Like most sivvs, Commandant Vheiransch believed bantrids to be an inferior species incapable of organized resistance, but they didn't trust most of their slaves with sensitive information. Most of the workstations in the Labor Loop were used primarily for data entry, clerical work, and other mundane tasks that didn't require security clearance.

The innermost workstation was used by three bantrids whose engineering prowess and docile personalities distinguished them in the eyes of their sivv overseers. Ofi and two other bantrid slaves had access to the *Worldseed*'s schematics and a few of the facility's basic security codes.

These tier 5 computers are equipped with security II upgrades and can be hacked into with a successful DC 35 Computers check.

A PC who successfully accesses one of the secure computers near the elevator discovers a file that contains many technical specifications for a moon-sized ship called the *Worldseed*, the vessel within Hibb that the PCs explore in Part 3 of this adventure. Having this information grants the PCs a +2 circumstance bonus to repairing the misaligned coupling on the quantum power core in area **D3**. Additionally, the PCs find another corrupted piece of Ofi's passcode to the *Worldseed* within this file. Give your players **Handout #2: Labor Loop Sequence** to represent this sequence.

Creatures: When the bantrids who worked in the Labor Loop rebelled, sivv overseers rushed to the scene and murdered those responsible for the disruption. Though the bantrids managed to kill a few sivvs, they were no match for the combined might of Commandant Vheiransch's forces. The riots within the Spiraling Tower and similar structures across Jedarat's surface were meant to draw sivv combatants away from the *Worldseed* and the planetary reactor while Ofi and their associates carried out their plan to free their species from slavery. The Labor Loop now serves as a tomb for dozens of bantrids and a few sivvs whose bones have turned to little more than dust. Four fearsome undead known as exsiccates rose from the bantrids who died within the Labor Loop during the short-lived rebellion. Disconnected from their memories and cultural identity, these creatures have existed for thousands of years in isolation. When the tower rose from the planet a few hours ago, the exsiccates sensed the movement and scuttled onto the ceiling to attack any living creatures who enter the room.

HANDOUT #2: LABOR LOOP SEQUENCE

EXSICCATES (4)　　　　　　　　　　　　CR 12
XP 19,200 each
HP 200 each (page 58)
TACTICS
Before Combat The exsiccates stealthily maneuver to positions on the ceiling just above their victims before attacking.
During Combat The exsiccates take advantage of their unnatural reach to grab PCs and attempt to strip off their flesh.
Morale The exsiccates fight until destroyed.

Treasure: One of the sivv overseers who first responded to the bantrid uprising perished and dropped their subduing weapon south of the elevators; though their corpse has long since decayed, the *merciful ominous elite electroflail* (*Starfinder Armory* 12) remains intact as a final testament to the brutality of the Sivv Dominion, but it has lost all of its charges.

C4. Bantrid Quarters

This dreary chamber contains circles of sparse metal cots neatly dressed with thin, scratchy blankets. Shelves built into the walls of this floor contain small frosted-glass tubes. Circular doors to the northeast and west lead outside.

This chamber once provided the Spiraling Tower's bantrid slaves with a brief respite from their nearly constant labor. The containers on the shelves were meant to hold bantrid buds until they were capable of motion and could be put to work; a PC can surmise this with a successful DC 28 Life Science check if the group has already determined that bantrids worked within the tower. The blankets and mattresses crumble to dust when touched.

Treasure: Under the Sivv Dominion's rule, bantrids weren't allowed to own property, but a few bantrids managed to hide personal belongings ranging from mementos with sentimental value to dangerous contraband using secret compartments beneath their cots. A PC who succeeds at a DC 33 Perception check detects three of these hidden niches. A compartment beneath the bed west of the transporter tube contains an adjustable ring of braided platinum and titanium, which is a *mk 4 ring of resistance*. The bed directly north of the western door conceals a computer memory chip that contains a short manifesto describing the many transgressions of the sivv overlords. The message urges its readers to "begin the unending cycle." In addition to the electronic pamphlet, this compartment contains a level 10 signal jammer designed to affect radio broadcasts and two frag grenades V. The third compartment is located beneath the bed south of the northeastern door and contains two *mk 3 serums of healing*.

C5. Upper Ramp (CR 14)

A platform affixed to the tower's exterior wall leads to a second ramp traversing higher up. Motion-activated circular doors open at various intervals as the sloping ramp climbs higher toward the tower's pinnacle. Several of these doors are jammed or rusted shut, and can be accessed only if the PCs succeed at a DC 24 Strength check or DC 38 Engineering check to pry them open. These doors lead to chambers containing workstations and living quarters virtually identical to areas **C3** and **C4**. These floors contain no valuables, and their computers provide no additional information relevant to this adventure.

The upper ramp culminates in a platform 15 feet below the tower's pinnacle. An automatic circular door adjacent to the platform opens into the tower's control and observation room.

Creatures: Two exsiccates patrol the upper ramp, searching for living creatures to draw into their lethal embraces. They begin outside the door to area **C6** and slowly move downward. The exsiccates aren't restricted to the ramp and scuttle along the tower's smooth exterior as they look for living creatures to strip of flesh as part of their twisted desire for community.

EXSICCATES (2)	CR 12

XP 19,200 each
HP 200 each (page 58)

TACTICS

During Combat On the small exterior ramp, the exsiccates get close to the PCs before attacking.
Morale The exsiccates fight until destroyed.

C6. Control and Observation (CR 15)

The automated door whirs and squeals as it strains against the unseen objects piled against it. When the door snaps open, a pile of metal crates, broken equipment, and mummified bantrid corpses spill onto the platform.

This circular chamber has transparent walls overlooking the surrounding landscape. To the north, a treadmill workstation faces a computer equipped with an impressive triple monitor display. A bulky silver machine covered in radio frequency dials stands to the west of the workstation. The circular skylight built into the ceiling immediately north of the door offers a glimpse of the rooftop above.

During the facility's heyday, a single sivv worker was responsible for the operating the quantum communication device and radio broadcasting equipment in this room, as well as monitoring bantrid slaves' computer activity throughout the tower. After launching *Ark Prime,* Commandant Vheiransch had only a skeleton crew of sivvs left. Those sivvs were needed to supervise the *Worldseed* project as it neared completion, and Vheiransch scrambled to keep the towers functional by selecting a few bantrids judged to be compliant enough to oversee this task. Ofi was one of them, and they finally had the ability to communicate with bantrids across Jedarat on an unprecedented scale. Ofi used their position to distribute information and orders to other dissidents, and to hack into the sivvs' wireless information database, gaining access to codes and equipment.

The control room serves the final resting place of Ofi and other bantrids who died in their revolt. While the bantrids throughout the lower levels rioted, Ofi and a few companions barricaded themselves in this chamber. The riots bought them enough time to coordinate with other revolutionary cells who sabotaged the planetary reactor while Ofi prepared to launch the *Worldseed.* The bantrids here were unable to withstand the sivvs' final assault: a radio broadcast that fractured their minds and caused them to turn on one another. A PC who succeeds at a DC 31 Medicine check while examining the corpses determines that these bantrids died from wounds inflicted by unarmed attacks from their own species.

The technological equipment in this room appears to be in low-power mode. Activating the computer sets off a trap (see below). The PCs will need to activate the computer to stop the quantum signal being broadcast to the *Worldseed* (see Shutting Down the Antenna on page 32).

Trap: The sivvs devised a ruthless measure to prevent the bantrids from carrying out a full-blown rebellion. A computer within each of the Labor Loop control rooms contained a program designed to broadcast feedback that targets neurological systems. Most species initially perceive this feedback as a persistent, high-pitched buzzing reminiscent of tinnitus; sivvs are immune to it. The feedback emanates from the radio transmitter within this room. While its effects could once be felt within a 1-mile radius, time has rendered this trap less effective, targeting only creatures in this room. The feedback activates when a non-sivv creature attempts to use the computer.

The mental feedback repeats once every minute until the PCs disable the radio transmitter. Alternatively, the PCs can use a signal jammer to prevent the feedback from harming them or compelling them to harm one another.

MENTAL FEEDBACK TRAP   CR 15
XP 51,200
Type hybrid; **Perception** DC 42; **Disable** Computers DC 37 (hack radio transmitter) or Engineering DC 37 (disconnect the transmitter's power)
Trigger touch; **Init** +22; **Duration** 6 rounds; **Reset** 1 minute
Initial Effect 6d6 So on first round, 12d6 So on second round; Fortitude DC 23 halves; multiple targets (all targets in area **C6**); **Secondary Effect** starting on third round, each affected creature attempts a melee attack targeting the nearest creature each round for 3 rounds; Will DC 23 negates (bantrids take a –4 penalty to this save); multiple targets (all targets in area **C6**)

Treasure: A steel lockbox affixed to the western wall is protected by an electronic combination lock (DC 31 Computers to hack). This container houses emergency equipment: 50 feet of smart cable (*Armory* 107), an engineering specialty toolkit, a flash grenade III, a flashlight, a grappler, and two vials of *regia universal solvent* (*Armory* 125).
Development: The easiest route to the tower's pinnacle is through the skylight. The opening in the control room's ceiling is 2 feet wide and is protected by a thin panel of glass

(EAC 6, KAC 8, Hardness 3, HP 3). A PC who succeeds at a DC 30 Athletics check to climb can pull themselves through the skylight opening and onto the roof.

Once the PCs have overcome the trap, they can access the tier 5 computer (DC 33 Computers to hack) here, which controls the Spiraling Tower's electrical mainframe, radio broadcasting equipment, and quantum communications antenna using three separate modules. A PC who succeeds at a DC 30 Computers or Engineering check realizes that gaining full control of the device requires coordination of two people working simultaneously, with one using the computer in this room and another operating the control panel on the rooftop. The process required to shut down the quantum communications antenna is detailed on page 32.

In addition, the console contains a video file that begins playing as soon as the PCs gain access. Read or paraphrase the following, though if none of the PCs can understand Sivvian, the playback might seem like confusing gibberish.

A bantrid furiously types at a keypad, their wheel spinning frantically on a treadmill desk. The bantrid turns to face the screen and speaks in a grim voice. "I am Ofi, bud of the unending cycle. If you can hear my words, my kindred, know that you all fought bravely. Still, we cannot overcome them. Even now the sivvs," their voice intones this word like an expletive, "are preparing to flood the towers with deadly feedback. It will reach you soon. But know that you do not die in vain. I used the security codes the sivvs foolishly gave me to sabotage the planetary reactor. The sivvs will die here with us. Our hope needs not die, however. Look up. Do you see that rising star in the sky? Hundreds of our kindred are there, within the *Worldseed*. They are flying to freedom. I am uploading the sequence so they can gain control—" The bantrid suddenly convulses and then lunges at an unseen foe. The transmission ends in static. A few seconds later, the video repeats.

The rebellion leader hoped for a future in which bantrids could escape slavery and build a new society, but Ofi knew that their species' tragic past could not be forgotten. To this end, they created a backdoor to the *Worldseed*'s computer banks that would allow non-sivvs access to them.
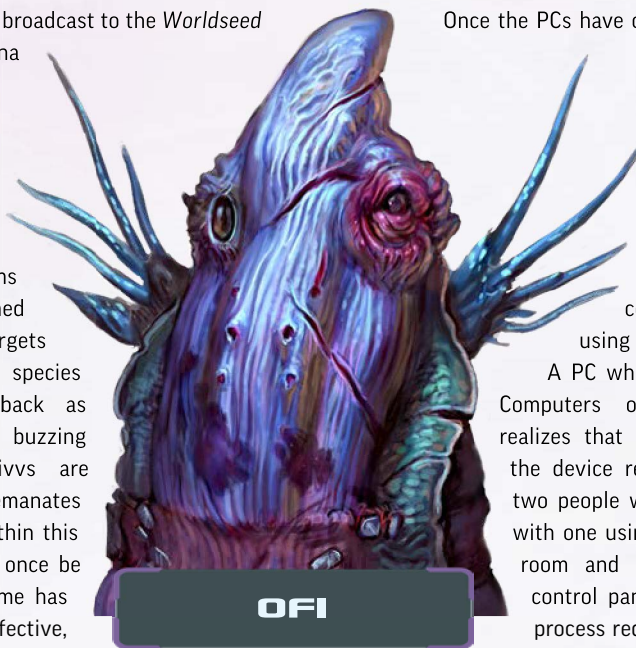
Ofi planned to upload the passcode to this backdoor from this station after launching the *Worldseed,* believing the bantrids on board could use it to gain control of the vessel and travel to a place free of sivv influence. Before Ofi could do so, they succumbed to the mental feedback dispersed to quell the uprising.

The passcode has become corrupted, and the PCs can discover only pieces of it through the Spiraling Tower (see areas **C1** and **C3**). The video of Ofi is attached to one such damaged file, and a PC who succeeds at a DC 33 Computers check can find another portion of the passcode (give your players **Handout #3 : Control Room Sequence** to represent this sequence). The video emphasizes the passcode's importance, and if the PCs haven't already located the other two fragments, you should encourage them to search the rest of the tower. If they need a clue, a PC who succeeds at a DC 26 Computers check realizes that (like most facilities with computers that need to communicate with one another) there might be other copies of the corrupted file elsewhere within the structure.

C7. The Pinnacle (CR 15)
Since the Spiraling Tower's upper ramp ends at a platform 15 feet below the top, the rooftop is only accessible if the PCs scale the tower's smooth exterior wall (DC 34 Athletics to climb), enter through the skylight in area **C6**, or fly.

The top of this tapering tower is a flat platform 40 feet across. Whistling winds drowns out all other sound atop this precarious perch, and no walls or railing remain. The rooftop's dominant feature is a silver, dual-pronged antenna with filaments woven in an intricate web between its prongs. The antenna rises from a metal box surrounded on three sides by thick transparent shields. The box's unprotected side displays a complex array of buttons, circuitry, and switches.

The highest point of the Spiraling Tower reaches 250 feet above Jedarat's surface. A platform at the center of the rooftop houses a 5-foot-tall, rectangular, metal control panel shielded on three sides by transparent aluminum walls. A metal antenna rises from the structure to a height of 30 feet above the rooftop. The hybrid antenna and its associated equipment are the source of the quantum signal.

A PC who succeeds at a DC 36 Computers or Engineering check can operate the rooftop control panel to view and decode the information being broadcast. The signal contains a heavily encrypted message in sivv computer code that appears to be an activation sequence targeting a distant identical antenna located at a precise set of astrological coordinates. A PC who succeeds at a DC 26 Physical Science or Piloting check recognizes the coordinates as a general location within outer Pact Worlds space; if the result of the check exceeds the DC by 5 or

more, the PC can identify the receiving end of the signal's location as the Liavaran shepherd moon of Hibb.

If the PCs contact Ms. Nott over comms and tell her about this signal, she requests that they find a way to shut it down, as she doesn't feel comfortable allowing a piece of technological equipment created eons ago to transmit an "activation sequence" to a moon in the Pact Worlds. Of course, the PCs might come to that conclusion on their own—but shutting down the quantum antenna isn't as simple as flipping a switch. A PC who succeeds at a DC 30 Computers or Engineering check realizes that gaining full control of the device requires coordination of two PCs working simultaneously, with one PC using the computer in the room below and another PC operating the control panel on the rooftop. The process required to shut down the antenna is detailed on page 32.

Creature: A creature known as a quantum slime also detected the mysterious signal and was attracted by the nature of the information being broadcast. The slime teleported to the antenna and floats nearby, aggressively guarding the device from outside interference and potential intruders. This mindless ooze lashes out against any creatures who step onto the rooftop or try to damage the antenna from afar.

QUANTUM SLIME   CR 15
XP 51,200
HP 200 (*Alien Archive 3* 80)
TACTICS
During Combat The quantum slime immediately casts *call cosmos* and then duplicates itself. The two slimes alternate between floating around the antenna and attacking with their quantum tendrils or casting offensive spells. If the slime scores a critical hit with its
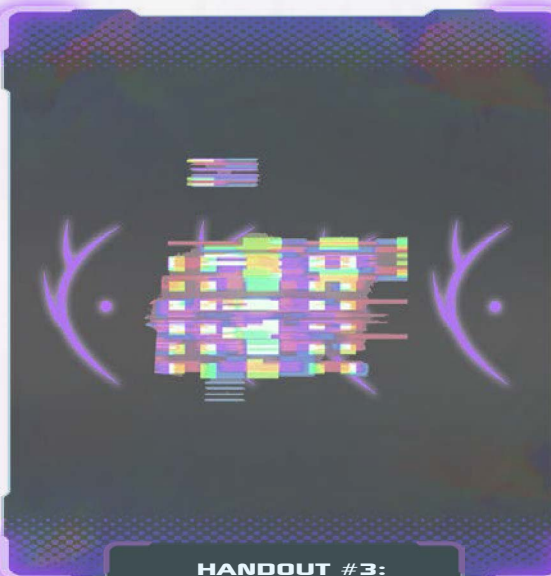
HANDOUT #3: CONTROL ROOM SEQUENCE

tendril, it attempts to teleport that PC off the side of the tower using its quantum push ability.

Morale The quantum slime and its duplicates fight with a single-minded fury to the death.

Development: The signal that attracted the quantum slime to the Spiraling Tower alerts similar creatures to the device's location for as long as the antenna continues transmitting. Unless the PCs manage to shut down the antenna within 20 minutes after they defeat the first quantum slime, another quantum slime teleports to the area and materializes in a random square on the tower's rooftop. An additional quantum slime appears every 20 minutes that the antenna is active. These additional slimes teleport away when the PCs successfully deactivate the antenna to stop the signal.

SHUTTING DOWN THE ANTENNA

To stop the Spiraling Tower's antenna from broadcasting its quantum signal to the Pact Worlds, the PCs need to complete a series of steps using both the computer in area **C6** and the control panel in area **C7**. If the PCs attempt to access the antenna's controls on just one of these consoles, they receive an error message in Sivvian: "Manual Deactivation Required." A PC who's aware of both consoles and succeeds at a DC 28 Computers or Engineering check has an idea of how to proceed using the following steps.

Control Panel: Operating the antenna's control panel is akin to solving a complex, ever-changing puzzle, an exercise in frustration for anyone who isn't experienced with sivv technology. Since the PCs' only exposure to sivv computers and machinery comes from their exploration of the facility nexus, they lack the necessary knowledge to intuit which switches and buttons to press. A PC who spends 10 minutes examining the control panel and succeeds at a DC 36 Engineering check can extrapolate details about the device's circuitry and design. The GM should roll this check in secret. At most, two other PCs can aid this check. On a success, the PC correctly identifies the combination of switches that can power down the antenna, necessitating the entry of a passcode on the computer in area **C6** (see below). On a failure, the PC believes they understand how to operate the control panel, but instead of turning the antenna off, they amplify its signal, creating audible static dissonance that deals 6d6 sonic damage (DC 16 Fortitude halves) to all creatures on the rooftop. If the PC fails this check by 5 or more, they instead take 14d12 electricity damage (Reflex DC 21 halves), as they cause a power surge that sends a powerful electrical down the antenna and into the switches they're operating. The PCs can make multiple attempts to crack the correct switch sequence in a dangerous gambit of trial and error, but each attempt to shut down the antenna takes 5 minutes. The more time they take, the greater the chance that the antenna attracts more quantum slimes (see Development of area **C7**).

Computer Console: As someone flips the switches on the antenna's control panel into the correct positions, someone else must enter a 5-digit passcode into the computer console in the room below within 6 seconds. The PCs need to have obtained access to the computer in area **C6** to receive the password prompt. A PC can bypass the code by hacking into the computer's administrator module with a successful DC 53 Computers check to gain root access. Fortunately for the PCs, Ofi committed many micro-rebellions against the sivvs before they carried out their plan to overthrow the facility, especially when it came to sivv-mandated security protocols. A PC who succeeds at a DC 32 Perception check while at the console can feel several regularly spaced holes carved into the underside of the surface. These holes represent the digits of the passcode. If the correct passcode isn't entered, the PCs must realign the antenna's control panel again, attempting the same Engineering check noted above.

QUANTUM SLIME
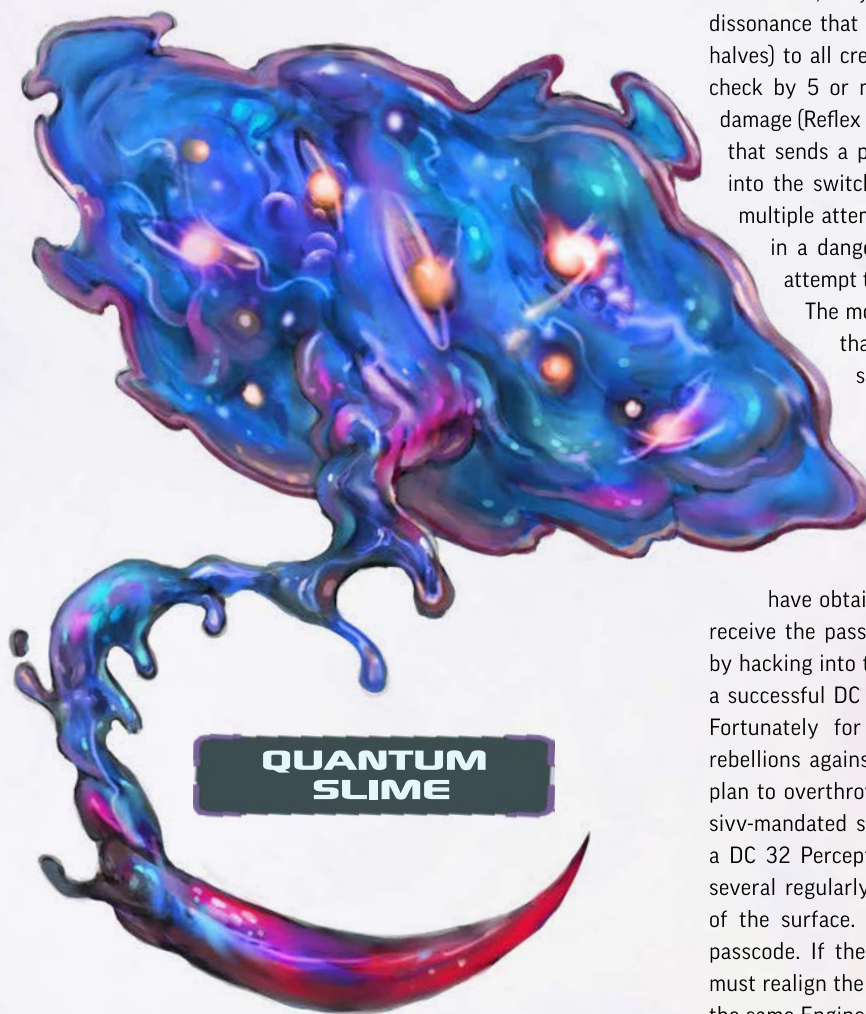
Story Award: Award the PCs 102,400 XP for shutting down the quantum antenna atop the Spiraling Tower.

THE TOWER QUIETED

After the PCs shut down the antenna, they're free to explore the other floors of the tower, if they haven't already, before returning to the New Horizons command center. Ms. Nott relentlessly questions the PCs about what they discovered within the tower, though her eyes seem to glaze over if they go into detail about the scientific nature of the equipment they found, and she groans audibly if the PCs use the word "quantum." Despite her personal disinterest, Ms. Nott recognizes that this type of technology could be lucrative for her company. She encourages the PCs to write up a report for AbadarCorp's research department and ends any conversation that goes into excruciating detail as politely as possible, but not before congratulating them on a job well done.

AbadarCorp employees provide the PCs with any medical care or repair services they require. Injured PCs are granted access to an AbadarCorp mobile medical lab, and technicians repair any damage to the PCs' starship within 24 hours. At this time, the PCs can upgrade their starship as well; the aid of AbadarCorp engineers reduces the time it takes to do so to 1 day per upgrade.

The PCs can enjoy some downtime on Jedarat if they wish. With the terraforming equipment back under control and the blizzard at an end, resort construction renews at a feverish pace. The PCs can observe changes on the valley floor from windows on the chalet's second floor (if they end up staying there) or from the viewports of their starship (if they prefer to rest somewhere more familiar). Construction within Snowdrop Village is completed in less than a week.

While the PCs explore the partially completed communities and enjoy the trial opening of the nearby ski slopes, Ms. Nott and other corporate officials scramble to prepare for the resort's grand launch. The PCs are invited to attend some of these meetings as consultants. AbadarCorp and New Horizons decide to seal off all the entrances to the sivv ruins and continue monitoring for any unusual activity in the area, postponing the grand opening for at least several months.

Events accelerate elsewhere in the galaxy, most notably on Hibb. The timeline of these events is fluid, and you should balance creating a sense of urgency while allowing the PCs the necessary downtime to rest, upgrade and repair their ship, or craft new items. It's ultimately up to your discretion to decide when Ms. Nott receives the message from her colleagues on Hibb that kicks off the third part of this adventure.

Treasure: In addition to complementary lifetime passes to the Jedarat resort provided by New Horizons Luxury Retreats, AbadarCorp transfers 25,000 credits worth of hazard pay into each of the PCs' accounts; this is the amount offered by Ms. Nott before the PCs undertook the mission if the PCs needed convincing.

PART 3: INTO MEMORIES

Though the PCs aren't aware of it, several developments play out on Hibb while they spend time on Jedarat. The signal from the Spiraling Tower broadcasted an activation sequence to internal computers deep within the *Worldseed*. A geological monitoring station on Hibb registered a rare earthquake as the *Worldseed*'s computer banks came online, though the minor tremors caused limited damage and merely rattled morning commuters. Residents of Starward made an exciting discovery after the tremors ceased: a previously concealed door opened within the tower's base, leading to a maze of subterranean tunnels. Bantrids across Hibb reported similar doors opening within their own towers.

Inside Hibb, the *Worldseed*'s extensive computer banks entered standby mode without a crew to operate the vessel. The buildup of dust and debris around the *Worldseed* caused these computers to begin overheating. The ship's fail-safes began to leech the heat into the hull to be dissipated into space, but the accumulation of earth around the *Worldseed* has made that impossible. Instead, the internal temperature of the moon started to spike, causing Hibb to experience the start of an unusual heat wave. Temperatures are still rising, threatening to make the moon's surface uninhabitable in a matter of weeks.

On Jedarat, AbadarCorp's xenoarchaeologists use the information gathered by the PCs from the planet's sivv ruins to discover that the architecture found within the structures on Jedarat bears marked similarities to the tower-vaults on Hibb. Assuming the PCs found evidence of bantrids on Jedarat, these researchers can't dismiss this similarity as a coincidence.

If the PCs triangulated the quantum signal's destination to Hibb, this revelation isn't surprising. If the PCs aren't motivated to follow the trail to Hibb on their own, Ms. Nott contacts the PCs and shares a message she received from Hibb's AbadarCorp headquarters. This message states that subterranean portals have just opened for the first time within the moon's vault-towers and recommends contracting a team to investigate. Naturally, the PCs are her first choice.

Ms. Nott directs the PCs to meet with one of AbadarCorp's bantrid associates in the city of Starward: Executive Assembly member **Uso** (LG agender bantrid envoy). Uso serves as an ambassador between the bantrids and the various

mega-corporations interested in Hibb. They've worked closely with AbadarCorp in the years since the bantrids' emergence from their mysterious towers and will better inform the PCs of the situation on Hibb.

ARRIVING ON HIBB

The PCs can return to Absalom Station in the Pact Worlds via a 1d6-day journey through the Drift. They can continue to Hibb in another 1d6 days through the Drift or 1d6+2 days using conventional thrusters.

An aerial view of Hibb reveals low, rolling hills overgrown with grassy stubble. Hundreds of tapered spiraling towers rise from the landscape. Though they appear uniform in design, the towers vary in heights and circumferences. A PC who succeeds at a DC 30 Computers check using their starship's sensors can locate Starward Vault-Tower, one of the larger structures.

The structure is surrounded by its eponymous city, a bustling metropolis radiating from the tower's base. For more information about the city of Starward and the moon Hibb, see the gazetteer on page 46. A small spaceport attached to Starward Academy flight school provides docking for the PCs' starship. AbadarCorp already flagged the PCs as contractors, and they receive an enthusiastic

welcome from local officials upon landing. Holographic signs point the PCs to a network of punctual ground shuttles that transport commuters across the city. Locating the shuttle to the vault-tower is easy, and the PCs enjoy a 10-minute ride within a tidy but crowded space full of bantrids and other Pact Worlds species ranging from androids to barathus. The PCs overhear snippets of conversation from their fellow passengers that seem to center on the region's sweltering weather conditions. A local news feed broadcasts the weather report from a holoscreen within the shuttle. The bantrid reporter proclaims that the record heat wave shows no signs of letting up with temperatures predicted to rise over the next few days. Nearby commuters collectively grumble as they hear the news.

Uso greets the PCs outside the shuttle stop at the foot of Starward Vault-Tower, exuberantly hoisting a welcome sign. Uso is a cheerful and friendly bantrid with an endearing (or irritating, depending on perspective) quirk of turning random snippets of conversation into song. Beneath their playful exterior, Uso is a pragmatic bantrid who believes that economic independence is necessary for their people to form a true bantrid culture. Like most bantrids, Uso is curious about their cultural history and excited about the portals opening at the foot of the vault-towers, but

trepidation tempers this curiosity. Uso worries that any discoveries made beneath Hibb's surface could drastically alter bantrid society and wants to make sure any technology or records found are used to benefit their people and not exploited by interested parties.

As part of their agreement to allow AbadarCorp's contractors first access to the door within Starward Vault-Tower, Uso has the right to vet the PCs before they embark on their exploration. Uso conducts this informal interview by engaging the PCs in friendly conversation as they travel to the site of the subterranean door. The PCs might not realize that Uso's casual questions are part of this vetting process, but a PC who succeeds at a DC 30 Sense Motive check gets the feeling that the conversation isn't ordinary small talk. Uso asks a few leading questions about the PCs' past experiences and opinions on current events. If the PCs act rudely towards Uso, express any hateful or prejudiced opinions, or treat the task at hand with flippancy, Uso deposits the PCs in a conference room while they negotiate further with the PCs' AbadarCorp handlers, stalling the adventure's progress. At this point, a PC must succeed at a DC 36 Diplomacy check to convince Uso that they're the most qualified individuals for the task of exploring whatever lies beneath Hibb's surface.

If the PCs answer to Uso's satisfaction, the bantrid escorts them to the recently opened portal in a lower chamber of Starward Vault-Tower. The chamber containing the circular aperture is cordoned off and guarded by a few automated security drones. Uso gestures to the door and explains.

"For five years, this was a wall of seamless metal. A few days ago, this door appeared, and I feel it wants us to go in." Uso's foot-orb hums as they spin excitedly in place. "I've done everything I can to protect our people from outside influences. I've lobbied and overseen corporate deals. I've tried my best to advocate for our community. My efforts are humble, but part of a greater process. So far, we've managed to prosper while maintaining our independence. I have high hopes for the future. But this—" Uso recoils from the door and spins in a circle around the PCs as they speak. "How can I protect us from our own history? I spun through the tunnels myself. They are strange, alien to us, though it's possible we built them long ago. I nearly lost myself in them. That's why we decided to wait for AbadarCorp's help. For your help!"

Uso explains that the preliminary exploration they were part of nearly a week ago revealed a labyrinthine network of chambers and walkways deep underground. None of the bantrids agree on what the structure beneath the tower is, though there are many theories. Uso urges the PCs to enter the area, though they apologetically explain explaining that they can't offer more advice or help in exploring the moon's mysterious catacombs. In a final caution to the PCs, Uso states that they trust the PCs as AbadarCorp's emissaries to keep the bantrids' best interest at heart during their investigation, and that they hope their trust isn't misplaced.

D. WORLDSEED FORWARD

Hibb's grassy exterior conceals an ancient generation vessel hijacked by bantrid rebels during the fall of the Sivv Dominion. The *Worldseed* is a colossal ship—18,000 feet in length powered by three massive power cores, one of which contains an unfinished quantum hyperspace drive that would have enabled the vessel to travel great distances without Drift technology. Over thousands of years, the *Worldseed* drifted through the galaxy, got caught in Liavara's orbit, and gathered cosmic debris around itself like veiling garments. The ship was gradually transformed into a spheroid, grassy object easily mistaken for a moon.

The *Worldseed* is composed of two egg-shaped sections joined by a narrow corridor at the center of the ship. The aft section contains thousands of long-term stasis pods arranged in a confusing network of chambers and corridors. Tapering cylindrical structures that protrude from this section serve as both solar energy collectors and deboarding apparatuses for the vessel's passengers. The bantrids that now inhabit Hibb's surface slept in this part of the *Worldseed* for millennia until the power core responsible for powering the stasis pods failed and released the ship's occupants from their slumber. The forward section houses a quantum hyperspace drive, a command deck, and two computer banks. Without a complement to crew the vessel, the starboard and port computer banks function similarly to the hemispheres of a humanoid brain, each responsible for its own set of automated tasks. Commandant Vheiransch's team elected not to install a controlling AI into the *Worldseed*'s computers, and in the absence of any intelligent direction, the computer banks followed basic programming and shut themselves down to conserve power millennia ago.

When the bantrids fled on it, the *Worldseed* wasn't fully functional. Its quantum hyperspace drive was unfinished, and many planned security measures were scrapped by Vheiransch to accelerate the project's timeline. A lone keeper robot of sivv design patrols the *Worldseed*'s decks. The robotic sentry was dormant until the recent activation of the computer banks awakened it. Its wireless link to those computers is its only connection to the upper decks; if this link breaks, the keeper robot's programming directs it to search the ship for the intruders who tampered with the computer banks.

The towering protrusions on Hibb that were repurposed into bantrid living spaces are in fact the *Worldseed*'s retractable solar collectors. During flight, these objects curl like petals around the *Worldseed*'s aft chambers. When stationary, the solar collectors unfurl to gather and convert

D5

D2

D3

D4

D6
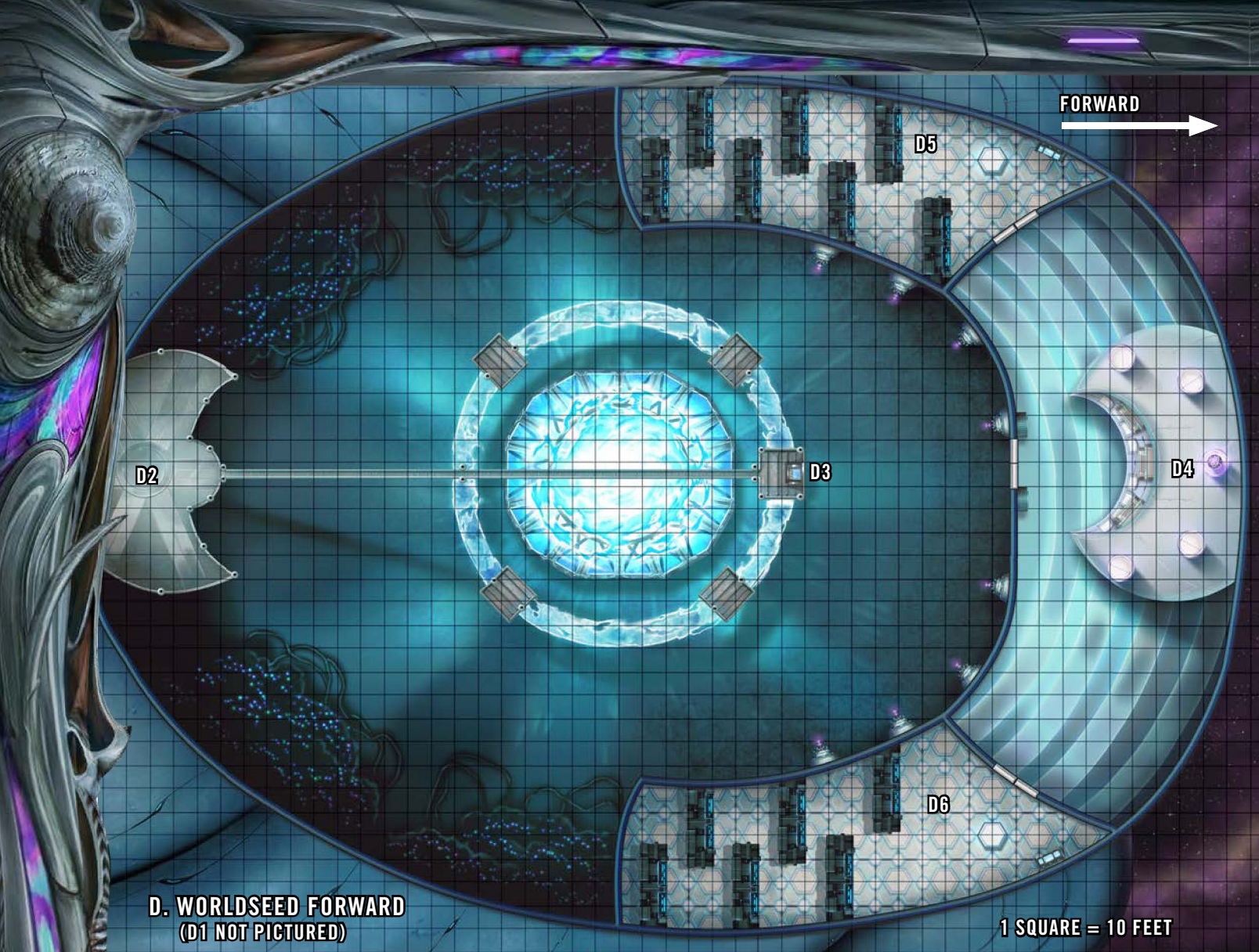
D. WORLDSEED FORWARD
(D1 NOT PICTURED)

1 SQUARE = 10 FEET

even trace amounts of solar radiation into power to funnel into the ship's equipment. Each solar collector is a hollow tube containing a central shaft that opens into ramps that spiral around the collector, allowing the ship's occupants to disembark through the apparatus.

After the bantrids woke from stasis five years ago and instinctively found their way into the solar collectors' shafts, the automated portals closed behind them, cutting off access to the interior of the *Worldseed*. The bantrids had no memory of the ship they emerged from and began living within the solar collectors as they explored the terraformed surface of Hibb. The quantum signal recently broadcast from Jedarat reactivated the exterior doors to the *Worldseed*, and bantrids across Hibb discovered strange new tunnels beneath their homes.

Starward Vault-Tower is one such structure. The 5-foot circular portal in the tower's basement opens into a winding tunnel that leads to area **D1**.

The following are standard features of the *Worldseed*. The vessel's atmospheric composition and gravity conditions are the same as Hibb's surface, though due to the overheating

computer banks, the temperature is one of severe heat. The ceilings, doors, and walls of this vessel are constructed of starship grade nanocarbon (hardness 35, 1,500 HP per 10-foot-by-10-foot section break DC 55). The ship's single operational power core is augmented by powerful solar energy collectors. The only other functional equipment inside the *Worldseed* are its computer banks, and the interior is completely shrouded in darkness.

D1. STASIS COFFERS (CR 16)
Due to the size of the *Worldseed,* the PCs could wander aimlessly through its branching corridors for hours—and perhaps days—before finding the source of Hibb's heat troubles. The first several chambers the PCs enter contain hundreds of long-term stasis pods designed for Medium and Small creatures. All of them are empty and show no signs of having been used. Meant for sivv planetary scientists and their bantrid slaves, the *Worldseed* launched from Jedarat before they could be filled. Only the bantrid laborers within the *Worldseed*'s solar collecting towers were on board at the time, and they sequestered themselves in their own

stasis coffers. None of these stasis chambers are currently receiving power.

The PCs can navigate the *Worldseed* with a successful DC 35 Survival check, tracking down the source of the heat. Alternatively, a PC who succeeds at a DC 36 Engineering check can pick their way through the corridors by tracking the energy signature of the quantum power core, the only source of power currently active on the ship. Finally, a PC who succeeds at a DC 38 Culture check can extrapolate from what they've seen of sivv architecture so far to guess the direction of the *Worldseed*'s command deck. No matter what method they use, when the PCs succeed at three such checks, they arrive at a circular aperture 10 feet in diameter that leads to area **D2** in 3d4 hours. Each failed check adds 1d4 hours to this time.

Trap: During their navigation of the corridors, the PCs stumble across a chamber that contains a series of faulty stasis coffers. Designed to erase the memories of bantrid slaves during journeys of indeterminable lengths, this hybrid technology hasn't fared well over the eons. When the vault-towers erupted from the ground several years ago, a conduit in this chamber cracked and burst, spewing a nearly invisible cryogenic fog. This substance preserves living tissue but is laced with mystical memory-altering properties. Over the years, the fog's potency has waned—but an unventilated chamber full of it is still dangerous.

In addition to dealing cold damage, the stasis cloud causes an affected creature to lose part of their memories. Roll on the table below to see how this affects the skills of each target who fails a Will saving throw. These penalties persist for 1 week as the target's brain repairs itself. Additionally, the creature loses a number of personal memories of life events; work with the affected PC to determine which personal memories are deleted. Spells like *modify memory* and *psychic surgery* can immediately cure the memory loss caused by this trap.

Alternatively, you can choose which of an affected PC's functional memories are lost and require that character to relearn the lost knowledge. This can allow the PC to retrain their skills in a similar fashion to the Downtime activity on page 155 of the *Starfinder Character Operations Manual*. The character must spend a full week at this activity and can retrain a maximum number of skill ranks equal to their level. Personal memories cannot be recovered in this fashion.

SIVV STASIS CLOUD — CR 16
XP 76,800

Type hybrid; **Perception** DC 44; **Disable** Engineering DC 39 (disconnect exhaust) or Mysticism DC 39 (dispel cryogenic cloud)

Trigger location; **Reset** manual

Effect stasis cloud (14d12 C plus memory deletion); Reflex DC 24 halves damage; Will DC 24 negates memory

deletion; multiple targets (all non-sivv creatures in the room)

D%	Memory Deleted
0–19	The affected PC forgets their first experience leaving their home planet. This imparts a –5 to Culture checks.
20–39	The affected PC forgets a favorite class or lesson from their youth. This imparts a –5 penalty to either Life Science or Physical Science checks (determined randomly).
40–59	The affected PC forgets an important religious or faith-based figure from their past. This imparts a –5 penalty to Mysticism checks.
60–79	The affected PC forgets important details about everyday electronic devices. This imparts a –5 penalty to either Computers or Engineering checks (determined randomly)
80–99	The affected PC forgets a fact about one of their fellow PCs, such as their religion, home world, occupation, or likes and dislikes. This imparts a –5 penalty to Sense Motive checks.
100	The affected PC loses large chunks of their memory. This imparts a –5 penalty to all Intelligence- and Wisdom-based skill checks.

D2. Maintenance Catwalk (CR 15)

From a larger platform, a narrow steel catwalk bridges a vast open space. The faint blue glow of a power core pulses hundreds of feet below the bridge, casting a lazy strobe effect on the machinery built into the walls around it. The bridge doesn't span the entirety of the chamber—it ends abruptly in a precarious platform just above the power core's housing. The ambient heat felt on Hibb's surface is magnified within this chamber, and the metal structures are warm to the touch.

This chamber is 600 feet from floor to ceiling. Shadowed machines are attached to many of the walls; this sivv technology is unfamiliar to the PCs, but even someone not trained in Engineering can recognize the glowing blue light underneath the catwalk as a power source. A 3-foot-wide steel walkway (DC 32 Acrobatics to balance) runs from the chamber's aft entrance to a small platform suspended 300 feet above the floor. The PCs can reach the power core's housing below via a small elevator located on the catwalk's forward end, or by flying or rappelling their way down.

To reach the *Worldseed*'s command deck, the PCs will need to extend the catwalk to reach the fore end of the chamber using a console located on the small platform. Due to a misaligned coupling in the power core, this console is receiving only partial power; the PCs can still hack the console to shut off the trap (page 38), but there isn't enough energy to extend the walkway. A PC who succeeds at a DC

33 Engineering check recognizes this problem and knows they can fix it at the power core housing below.

Trap: Attempting to move across the catwalk from the aft platform puts the PCs in the pathway of dozens of intersecting, invisible mystic lasers. When touched, the beams trip a mechanism that causes machines built into the hull to release hydro jets powerful enough to slice through flesh. The jets target a random creature on the walkway each round for 6 rounds. A console at the far end of the walkway can disable the trap.

HYDRO JET TRAP	**CR 15**

XP 51,200

Type hybrid; **Perception** DC 42; **Disable** Computers DC 33 (hack console) or Mysticism 37 (temporarily dispel laser tripwires)

Trigger location; **Init** +22; **Duration** 6 rounds; **Reset** 1 minute

Effect hydro jets +30 ranged (14d12+15 S)

Development: Once the PCs have realigned the coupling at the power core, the console here regains full power. A PC who can understand Sivvian recognizes that the console can be used to extend the walkway to reach further parts of the ship. When they attempt to activate this command, the console prompts them to enter a security passcode. A PC can attempt a DC 44 Computers check to hack past this security measure or a DC 44 Engineering check to rewire the console and extend the catwalk.

PCs can also input the backdoor passcode created by Ofi to activate the bridge. A PC who succeeds at a DC 25 Computers or Perception check notices that the symbols on the console's keypad are the same as those in the fragments

of sequences they discovered in the Spiraling Tower. The console requires a 6-character passcode, and the PCs can piece together the three fragments to form the correct code. If the players seem unsure of what to do, inform them that a corrupted icon in the handouts represents a single symbol. If your players aren't interested in puzzles, a PC can piece together the correct passcode with a successful DC 35 Culture check to decipher writing. The full passcode is given in **Handout #4: Ofi's Passcode**, below.

When the catwalk is extended, the door to the command deck (area **D4**) unlocks and opens.

Story Award: For extending the catwalk, either through piecing together Ofi's override code or by hacking the console, award the PCs 76,800 XP.

D3. Quantum Core (CR 18)

The object at the heart of this chamber bears some similarity to starship power cores of typical Pact Worlds design, but its constant fluid motion is reminiscent of a column of living fire burning within a cage of carbon and steel. The brilliant substance inside this metal lattice bathes the surrounding hull in cerulean light.

The only power core currently active within the *Worldseed* appears to be a column of blue flame housed within a cylindrical structure of latticed metals 50 feet tall and 10 feet wide. This hybrid core contains integrated sivv magitech that, if it had been completed, would have enabled the *Worldseed* to travel through quantum hyperspace.

To find and repair the coupling that fully powers the computer console on the platform above, the PCs must succeed at both a DC 36 Engineering check and a DC 36 Mysticism check. If the PCs located and examined the data chip in the wreckage of the facility nexus's quantum experimental station (area **B4**), they gain a +2 circumstance bonus on these checks. They will also need to deal with a hazard here.

Hazard: While the quantum power core's composing plasma is safely contained, the magitech used to do so can cause an unnerving phenomenon that manifests as stutters in time, which a PC can spot with a successful DC 40 Mysticism check. A PC that attempts either check to repair the misaligned coupling must first attempt a DC 24 Will saving throw. On a failure, that PC experiences hallucinations of bantrid slaves constructing and maintaining this area of the *Worldseed*, interspersed with events from their own past that repeat in a jarring loop. To outside observers, an affected creature appears to constantly repeat their most recent action or movement and cannot respond. If a PC touches another creature caught in this time loop, that PC must immediately attempt the same Will save or also be similarly affected. The condition persists for 1 minute, though for the affected PC, it feels like months or even years have

passed. The PC is afflicted with "temporal disorientation," which imparts a –4 penalty to Will saves and Wisdom-based ability checks and skill checks; additionally, if they have 1 or more levels in a spellcasting class whose key ability score is Wisdom, they can't cast their 2 highest levels of spells from that class. These penalties are permanent until the victim benefits from a *restoration* spell. A PC who succeeds at the original Will saving throw is immune to the quantum power core's time loop effect for 24 hours.

Creature: A lone bantrid stands 30 feet south of the bottom of the elevator, staring transfixed at the quantum power core. As the PCs approach, they shake themselves free of some unknown effect, notice the PCs for the first time, and greet them in Common with an excited, "Oh, hello there! My name is Izu, and I thought I was going to be lost forever! Who are you?"

This bantrid is the adikodaemon Izuvnael in disguise. Like all adikodaemons, Izuvnael constantly scours the galaxy for corporate executives who might be manipulated into enacting predatory policies that lead to accidental deaths. Lately, he has focused his efforts on the AbadarCorp agents working on Hibb, subtly influencing their strategies in dealing with the bantrids by donning various disguises. When the quantum signal opened the doors to the *Worldseed,* Izuvnael slipped inside to explore. By discovering the quantum power core, the daemon believes he has found a treasure that AbadarCorp will quickly move to exploit despite its dangers. Izuvnael's goal is to encourage the PCs to collect data on the *Worldseed*'s quantum power core to turn over to AbadarCorp. In his bantrid disguise, he even agrees to assist the PCs in their efforts, exposing them to his terms and conditions ability.

"Izu" claims to have accidentally stumbled into these deeper sections of the *Worldseed* while exploring the door that recently opened in their vault-tower. They feign being affected by the quantum power core's time loop ability and seem unsure of how long they've been down here. If the PCs tell Izu about their mission, they eagerly request to accompany the group to see more of the *Worldseed.* If the PCs agree, Izu peppers the most engineering- or science-savvy of the group with questions about what the quantum power core is and how it works. As Izu travels with the PCs, the daemon constantly asks if they can help with Computers and Mysticism checks. A PC who succeeds at a DC 41 Sense Motive check can tell that Izu's requests are very pointed, as the bantrid seems to require verbal consent before lending aid.

The PCs might be suspicious of running into a living bantrid in the *Worldseed.* A PC who keeps a close eye on their new traveling companion might spot an inconsistency in the daemon's disguise. A PC who succeeds at a DC 38 Perception check notices that Izu's foot-orb occasionally stops spinning while Izu engages in conversation. If that PC (or another PC made aware of this detail) then succeeds at a

DC 30 Culture or Life Science check, they recall that bantrids need to maintain constant motion during their waking hours or suffer intense anxiety attacks. Alternatively, a PC who asks too many questions about Izu's situation and succeeds at a DC 38 Perception or Sense Motive check notices several glaring inconsistencies in their story. If confronted with any of these irregularities, Izuvnael shifts his appearance to appear as an androgynous cloaked figure with wings of white plasma and blazing golden eyes. Attempting to regain the PCs' trust, Izuvnael tells a partial truth, claiming to be an ancient interplanar traveler interested in mortal technology who took on a familiar shape to avoid frightening the PCs. A PC who succeeds at a DC 34 Mysticism check has some doubts regarding the legitimacy of Izuvnael's outsider form. If confronted once more about this further deception, the daemon attacks.

The PCs might not allow Izu to accompany them or might insist that the false bantrid return to the surface. In such a case, Izuvnael casts *greater invisibility* when he's out of the PCs' sight and follows them silently for some time. Eventually, when the PCs seem to be at their weakest (but before they face off against the keeper robot; see **Event 2**), he attacks them for their temerity.

In any case, Izuvnael reveals his daemonic form only during combat.

IZUVNAEL   CR 18
XP 153,600
Male adikodaemon (page 56)
HP 315

TACTICS
During Combat If the PCs seem set on killing him, Izuvnael takes flight and casts *holographic terrain,* altering the *Worldseed* to take on the visual characteristics of Abaddon. Any PCs who fail the Will save against this spell perceive the area as a wasteland cloaked in black mists and dotted with pillars of bones. Izuvnael takes cover behind an illusory bone pillar and first casts *unwilling guardian* on one PC and *disintegrate* on another. Izuvnael then attacks solely with his disintegrator pistol.

Morale Adikodaemons prefer manipulation to direct conflict and know when to abandon a situation that puts their continued existence at risk. When reduced to 100 Hit Points or fewer, Izuvnael casts *greater invisibility* and flees.

Treasure: Izuvnael carries a stash of magically enhanced data chips that contain the trapped souls of mortals. He stores these chips in a modified *efficient bandolier* that he keeps near him constantly. If the PCs kill Izuvnael or cause him to flee, the daemon drops the bandolier in the chaos. The 10 data chips are composed of flawless blue diamond and are worth 1,000 credits each. A PC who succeeds at a DC 38

Mysticism check can determine their true nature. Destroying the chips negates their credit value but permanently frees the souls trapped within. If destroyed, the chips release a faintly visible cloud of soulstuff accompanied by what sounds like a sigh.

If the PCs manage to gather usable data on the quantum core (by succeeding at three of any combination of DC 32 Engineering, Mysticism, and Physical Science checks), they can sell their findings to AbadarCorp for 240,000 credits at the end of this adventure.

D4. Command Deck (CR 16)

If the PCs use an alternative means of reaching the entrance to this area without inputting the correct code into the console on the walkway, they must first find the outline of the door with a successful DC 40 Perception check. They must then unlock the door with a successful DC 40

Engineering check. Extending the walkway automatically unlocks and opens this door.

Thick dust and debris cover the gargantuan viewports of the deserted command deck. A crescent-shaped platform overlooks rows of sleek silver-and-white machines built into the hull and equipped with dozens of empty display screens. Five podiums rise from the upper platform, silhouetted against the viewport's dull expanse. A floating runic orb above one podium casts a pale lavender light over the abandoned equipment.

The command deck's ceiling rises to a height of 50 feet, and the chamber consists of two levels: a lower deck cluttered with ordinary computer terminals for rank-and-file crew members, and a crescent-shaped platform reserved for the ship's five commanding officers.

If the PCs haven't already realized that they're exploring an ancient starship, that fact becomes obvious once they enter the *Worldseed*'s command deck. The lower part of the command deck once supported dozens of auxiliary crew members; the upper platform seems barren by comparison with only five stations. Constructed to accommodate sivv physiology, these consoles might seem strange, but a PC who succeeds at a DC 30 Computers, Culture, Engineering, or Piloting check can identify them as being similar to stations for a starship crew. There are no gunnery stations, as the *Worldseed* was meant to rely on *Ark Prime* and a battalion of drones for defense against other starships.

The function of the central podium, surrounded by incense burners and inscribed with arcane symbols, isn't readily apparent. The floating rune above this station glows despite a lack of power to the command deck. This magical character is one of six runes within the holy symbol of Eloritu that's unknown to the current galaxy; a PC who succeeds at a DC 34 Mysticism check recognizes the symbol. A PC who worships Eloritu gains a +4 circumstance bonus to this check. The existence of this rune here indicates that at least some of the ancient sivvs worshipped Eloritu (or an aspect of him or even a similar deity), an amazing discovery that will be explored further in "The Starstone Blockade." The inclusion of this type of workstation was typical sivv practice, and a powerful spellcaster acting as the ship's magic officer (*Character Operations Manual* 148) typically operated it.

All the equipment on the command deck is offline and requires the activation of one the ship's secondary cores to function. A PC who succeeds at a DC 30 Engineering or Physical Science check realizes the perils of attempting to restart these dormant power cores. The resulting power surge would heavily damage Hibb's infrastructure, and

IZU

piloting the *Worldseed* through space would ruin Hibb's atmosphere and kill its residents.

Creatures: The quantum signal from Jedarat not only activated the *Worldseed*'s computer banks, but also awakened several of the vessel's dormant constructs. A pair of combat drones were stored here for the *Worldseed*'s planned launch. Without normal AI control, these drones have gone rogue. They attack any creature who enters the command deck.

SIVV COMBAT DRONES (2)	CR 14

XP 38,400 each
Rogue combat drone (*Starfinder Alien Archive 3* 88)
HP 250 each

TACTICS

During Combat One drone moves into melee combat to take advantage of its Cleave and Sidestep feats. The other fires its hailcannon at any PC who casts a spell or heals an ally.

Morale The sivv combat drones fight until destroyed.

Treasure: Footlockers on either side of the command deck's aft door hold weapons which the *Worldseed*'s commanding officers would have wielded when they disembarked to establish a new colony. One of these containers is a *weightless footlocker* (*Armory* 109). The footlockers contain a grindblade fitted with a collapsing weapon accessory (*Armory* 59), a heavy stellar cannon fitted with a *null-space gunner harness* weapon accessory (*Armory* 60), a white star plasma pistol fitted with a *revealing scope* weapon accessory (*Armory* 61), a vortex scattergun, 25 phasing II longarm and sniper rounds (*Armory* 25), and a red nanite hypopen (*Armory* 106).

A PC who succeeds at a DC 30 Perception check spots panels built into each of the five workstations on the command deck's upper platform. These panels open onto cylindrical storage chambers which hold standard-issue items provided to high-ranking sivv military officers. Altogether, the consoles contain three d-suits V, two suits of steelbones heavy armor, a red force field armor upgrade, a *standard gluon crystal*, two *spell ampoules of mystic cure* (3rd level), a *spell ampoule of remove affliction*, and a *mk 2 tiara of translocation*.

Like the equipment found on Jedarat, all the armor stashed on the command deck is tailored to sivv anatomy.

D5. Port Computer Bank (CR 17)

This vault-like room thrums with the vibration of massive machines working together in perfect sync. Tall, blocky objects made of a strange black metal jut alternately from the chamber's opposing walls, forming a tight grid throughout most of the room. Blue and orange lights blink intermittently from the metal objects' displays as these computers carry out their silent tasks. The acrid odor of burning plastic permeates the stifling air.

The area that houses half of the *Worldseed*'s computers is a vaguely rectangular chamber built into the port side of the ship's hull and accessible only from the command deck. This room's ceiling rises to a height of 15 feet. Millennia of dust and debris took a heavy toll on the 10-foot-tall computer servers located here. When they received the quantum signal from Jedarat, the machines powered on and sucked in vast quantities of grit, causing them to overheat. A wall of pungent, sweltering air hits the PCs when they enter the port computer bank, and the surfaces of these machines feel painfully hot to the touch, dealing 1d6 fire damage per round of contact. The environment of the room is one of extreme heat.

The computers within the port computer bank monitor and control security measures throughout the ship. At first glance, the servers seem to lack control panels, keyboards, or monitors. A PC who succeeds at a DC 33 Perception check spots a nondescript metal panel built into the portside wall near the chamber's entrance; a PC who found the panel in area **D6** spots this one automatically if they look for it. When a PC pulls the lever integrated into this fixture, a hexagonal workstation rises from the floor nearby. Each

SIVV COMBAT DRONE

of this workstation's six sides includes a control panel and holoscreen display so that multiple individuals can access files or operate programs simultaneously. A PC can access information kept within the servers here by using the workstation (which functions as a tier 6 computer) with a successful DC 37 Computers check.

While the PCs work, a warning message flashes across the stations' holoscreen displays, consisting of the phrase "Critical Overheating" in Sivvian and a pictogram of a flame. A PC who succeeds at a DC 30 Engineering check can deduce that the computers' vents sucked in some of the dust and debris surrounding the ancient vessel, which caused them to overheat. Judging by the ambient temperature in the computer bank and the heat wave on Hibb's surface, leaving

BRYVATH

these machines on could prove devastating to the moon and all life upon it.

A PC must succeed at a DC 40 Computers or Engineering check to successfully power down the machines in this area. For every failed check, the PCs must spend an additional hour of trial and error to deactivate the unfamiliar technology. If the PCs have successfully shut down the servers in area **D6**, attempting this check alerts the *Worldseed*'s most powerful guardian, which begins tracking the PCs. See **Event 2**.

The port computer bank servers contain the following modules.

Power Core Monitor: This module allows the PCs to view the current power supplies of the *Worldseed*'s power cores and solar collectors. While accessing this program, a PC can see that the *Worldseed* contains three separate power cores, but only one (the quantum power core in area **D3**) is currently online at 45% power.

Quantum Communications: This module controls a server with a remote link to the *Worldseed*'s quantum communications antenna. Located on the ship's outer hull, the antenna isn't physically accessible due to the amount of earth packed around the vessel. A PC who accesses this module can review its log and confirm that the *Worldseed* recently received a message from astrological coordinates that correspond to Jedarat. The ship sent an automated quantum broadcast of its own immediately following that transmission, relaying its current astrological coordinates to something identified as "Ark Prime" three times within 72 hours. A PC who succeeds at a DC 38 Computers or Engineering check recognizes this as a homing message, likely sent to a preprogrammed location. The PCs can also surmise that "Ark Prime" is the name of some kind of vessel. A PC can use this module to disable further incoming and outgoing quantum communications.

Security: This module contains detailed schematics of the entire vessel, updated in real time to display hull damage, passenger life signs, and stasis pod capacity. A PC can use this module to activate an array of sensors that detects both biological organisms and sentient technology within the vessel. Any threats the PCs haven't already neutralized appear on a three-dimensional representation of the ship 60 seconds after these scanners activate; this includes the sivv keeper drone in its hidden niche in the ceiling above area **D2**.

Creatures: The PCs aren't alone. The secluded environment of the *Worldseed* attracted many dangerous creatures over the centuries. A pair of bryvaths, creatures that love darkness and can bend light to their will, lurk in the unnatural darkness between the disused computer servers. The bryvaths hide opposite one another behind the second row of computer servers. If possible, the creatures wait to spring an ambush on one of the PCs who move through the squares adjacent to the

bryvaths' positions. If the PCs don't explore the server grid, the bryvaths move stealthily toward their position, taking advantage of the PCs being distracted with operating the workstation before attacking.

BRYVATHS (2)   CR 15
XP 51,200 each
HP 233 each (*Starfinder Alien Archive* 24)

TACTICS
During Combat The bryvaths activate their impossible auras as combat begins. The first bryvath to act in combat uses its light absorption ability, then casts *dominate person* while the second bryvath attacks with its ray of light. The bryvaths alternate shooting powerful beams of light at their foes and casting offensive spells.
Morale The vicious bryvaths fight to the death to subdue the PCs.

Treasure: When the *Worldseed* launched from Jedarat, a small squad of bantrid engineers were trapped within the forward section and couldn't enter stasis with the others. They repaired the damage the vessel's computers sustained during takeoff and maintained the servers for the rest of their lives, making it possible for their species to survive. Sadly, none of their kindred or descendants possess any memory of this selfless act. The brittle but preserved bodies of two of these heroic bantrids rest in the back corner of this chamber. Each is clad in an elite hardlight series suit of armor and carries a perihelion laser pistol (with 37 charges remaining). One of the bantrids wears an ornate pendant of polished agate that functions as a *mk 3 ability crystal*.

Development: The PCs can choose to magically preserve the bodies of the bantrids found here or find a new resting place for these forgotten heroes. Uso in particular is fascinated to learn that a pair of their ancestors were found near the command deck of this massive ship, especially in light of other discoveries about their species' past from the historical data module of area **D6**'s computers. Even though there's little information to be found about these bantrids' deaths, Uso takes this opportunity to dignify them with a proper burial and begins a petition to build a statue in their honor.

D6. Starboard Computer Bank
This room is identical to area **D5**—including the scorching ambient temperature and unpleasant fumes—but these computers serve a different purpose. The four servers near the front of the room perform autopilot functions, regulate the ship's life support systems and artificial gravity, and control the ship's electrical mainframe. The three rear servers contain text and video files related to the *Worldseed*'s purpose and history.

A concealed workstation in the floor can access the servers. A PC who succeeds at a DC 33 Perception check spots a nondescript metal panel built into the starboard wall near the chamber entrance; a PC who found the panel in area **D5** spots this one automatically if they look for it. When a PC pulls the lever integrated into this fixture, a hexagonal workstation rises from the floor nearby. This workstation is identical in appearance and function to the workstation found in area **D5** (tier 6 computer, DC 37 Computers check to hack).

The same critical overheating warning from area **D5**'s workstations repeats on these consoles, and the PCs can power down the room's equipment with a successful DC 40 Computers or Engineering check. Each check takes 1 hour to attempt. If the PCs have successfully shut down the servers in area **D5**, attempting this check activates the *Worldseed*'s keeper robot, which then hunts down the PCs. See **Event 2**.

The starboard computer bank servers contain the following modules.

Electrical Mainframe: Access to this module allows the PCs to change the lighting on the *Worldseed*'s decks (currently set to darkness) and control the power to various equipment in specific areas of the ship.

Historical Data: If the PCs peruse the many documents found within these files, they learn information from this adventure's background relevant to the bantrids, the Sivv Dominion, *Ark Prime*, and the *Worldseed*. If the PCs have already determined that the *Worldseed* has sent out several signals to *Ark Prime* via the computer banks in area **D5**, this module should explain the reason for those broadcasts and drive home the possible danger of the sivv ship making its way to the Pact Worlds.

Life Support Systems: A PC who accesses this module can control the life support systems, including the vessel's air supply, airlocks, and artificial gravity.

Treasure: An abstract crystalline statuette presiding over this workstation, stuck to one of the terminals with a glob of bonding epoxy, is a *mk 3 computer idol*.

EVENT 2: THE DEFIANT KEEPER (CR 18)
Once the PCs tamper with the servers in either the starboard or port computer banks, they activate the *Worldseed*'s final line of defense: a powerful keeper robot.

Creature: Once the sentry loses its link with the computer banks, it begins searching for intruders on the ship. It takes approximately 10 rounds for the robot to travel from its hidden niche in the ceiling above area **D2** to the PCs' current position. Start counting these rounds as soon as the PCs attempt to shut down the second set of servers. This combat might therefore take place in any part of the vessel. While the robot is remotely connected to the *Worldseed*'s computers, it's powered by the quantum core, and cutting the power to the computer banks doesn't stop it from attacking.

SIVV KEEPER DRONE   CR 18
XP 153,600
Keeper robot (*Starfinder Alien Archive 3* 86)
HP 380

TACTICS
During Combat The keeper drone deftly climbs the walls or machinery and shoots at intruders with its rifle. When it senses a group of PCs gathered in one area, it uses its falling crush ability to damage as many targets as possible. The keeper relies on its redirect power ability to keep its rifle charged and to unleash electrical damage on the PCs whenever possible.
Morale The keeper obeys its programming to kill all intruders until it's destroyed.

Development: Defeating the keeper removes the final sivv-designed barrier to further exploration of the *Worldseed.* If the PCs haven't already fully explored the command deck, they can do so at their leisure.

With the overheating servers powered down, the ambient heat throughout the *Worldseed* cools gradually over the next few hours, and the record heat wave that assaulted Hibb's surface finally breaks. Hibb quickly returns to its normal climate, much to its residents' collective relief.

The *Worldseed* returns to a dormant state, its few defenses either deactivated or destroyed by the PCs. The group soon discovers that the doors no longer automatically open. A PC can pry open a door with a successful DC 32 Engineering check, a successful DC 40 Athletics check, or by laboring for 10 minutes. Unless the PCs have yet to deal with Izuvnael, the trek back to Hibb's surface proves uneventful.

Story Award: For shutting down both the *Worldseed*'s starboard and port computer banks and saving Hibb from temperature shifts, award the PCs 153,600 XP.

CONCLUDING THE ADVENTURE
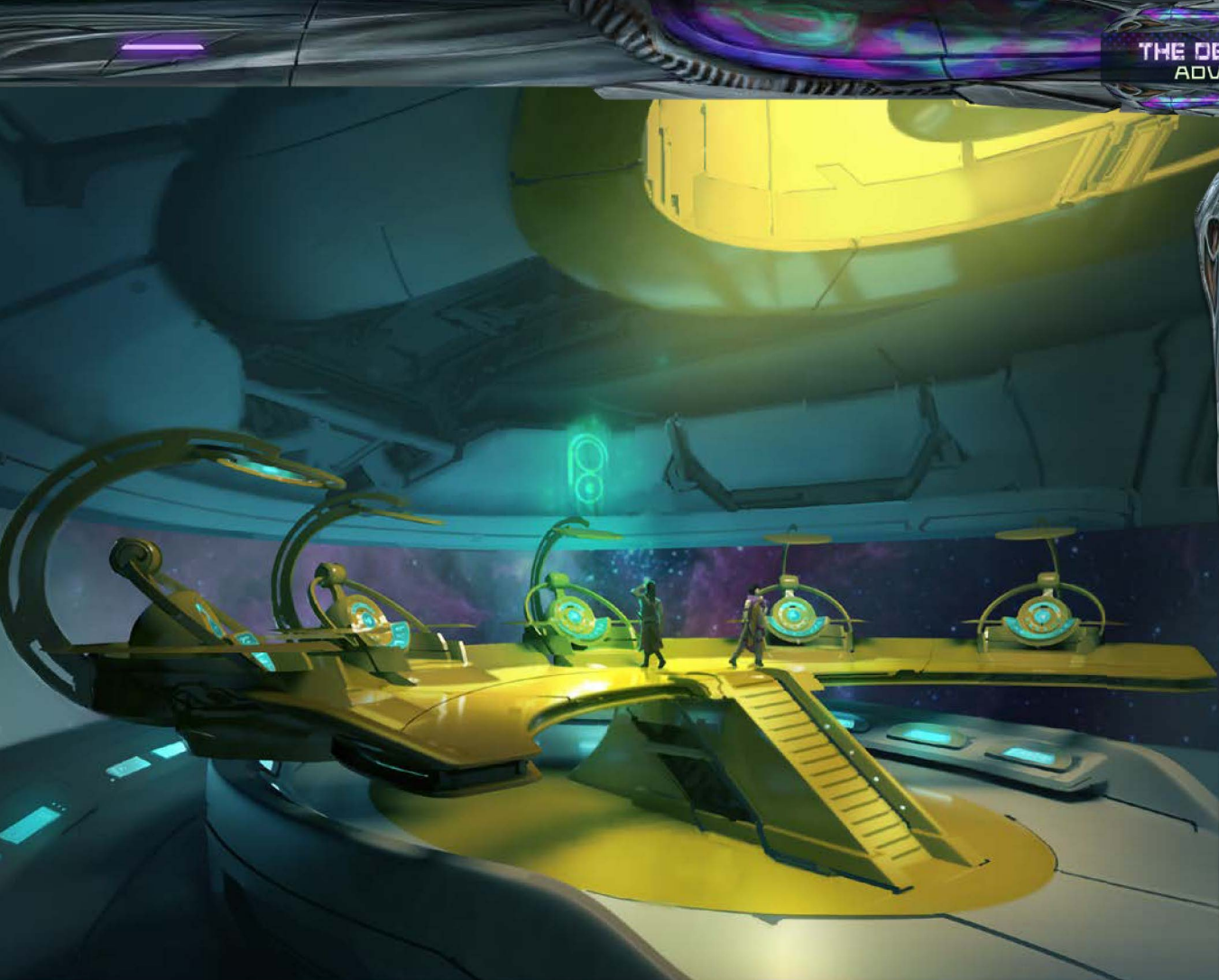
Once the PCs manage to shut down the *Worldseed*'s computer banks and save Hibb from disastrous climate change caused by the machinery's temperature spikes, they can continue exploring the ship or immediately return to the surface. Uso, who has been anxiously spinning in wide circles during the PCs' absence, practically launches themself at the PCs out of joy as soon as the group appears in the doorway. Let the PCs decide how much information regarding their discoveries they would share with Uso. If the PCs choose to report directly to AbadarCorp instead of speaking with the bantrid ambassador, company officials deliver the news to Uso in a private setting after Eisyfina Nott gently reprimands the PCs for not sharing this groundbreaking information with the company's most affected allies. "After all," she says, "AbadarCorp means community."

In the long term, the revelation that Uso and their fellow bantrids are living on the surface of a vessel built by an ancient race that once enslaved them is a tremendous amount of information to process. Uso sequesters themself in a series of meetings with other bantrid officials and off-world corporate representatives over the following days. Ultimately, Uso and their colleagues decide to let the ancient vessel sleep while reclaiming its technology for the advancement of their species. Uso and AbadarCorp begin negotiations for the formation of a trust referred to as Unending Cycle. The trust's bantrid members plan to oversee the study of the quantum power core, stasis pods, and other technology derived from the complex machinery within the *Worldseed*'s hull. While AbadarCorp obviously stands to earn tremendous amounts of profit from this arrangement, the trust is built in such a way that much of the proceeds will go to improve Hibb's infrastructure and enhance its galactic economic presence. The ramifications of this arrangement will eventually have far-reaching effects within the Pact Worlds, possibly even securing a seat on the Pact Council for Hibb and its residents.

SIVV KEEPER DRONE

The dark secrets of the past carry wonders along with them, and Uso feels that they can never truly express how thankful they are that the PCs willingly put their lives on the line to make these important discoveries about the bantrids' distant origins. The majority of Hibb's bantrid citizenry share a similar sentiment, and the PCs receive celebrity treatment whenever they return to Starward. As a gesture of gratitude, Uso presents the PCs with a collection of items produced by various bantrid-operated businesses across the moon. Uso's gifts include an *axiomatic* weapon fusion seal (20th), a suit of bespoke echelon fashion armor, and an assortment of fine art pieces and luxurious textiles worth 8,000 credits.

Unfortunately, a small minority of bantrids disagree with the decision to utilize any of the *Worldseed*'s technology, believing that this "forbidden knowledge" will one day harm their people. After the current problem facing the system in the form of *Ark Prime* is resolved, rumors of small groups of bantrids expressing such opinions begin to surface throughout Hibb, though the more reactionary voices appear on anonymous infosphere sites. Many of these articles cite the destruction caused by *Ark Prime* as proof of their theories, and while no one suggests capitulating to the sivvs, some editorials call for a return to "more peaceful" times when bantrids were ignorant of their past.

Of course, the most important piece of information to come out of the *Worldseed* is the fact that the ancient ship transmitted a homing signal to another sivv vessel, one designed to hold a great number of citizens of the Sivv Dominion in stasis. From what the PCs have seen of that civilization's cruel ways, such news is worthy of concern. Unfortunately, there's no way to tell whether or not *Ark Prime* received the signal, or if it did, whether or not any sivvs remain alive within. These questions will soon be answered, however.

After the PCs return to Hibb's surface, Eisyfina Nott requests that the PCs stay within the Pact Worlds system awhile as their findings are examined. Two days later, they receive an encoded transmission from Ms. Nott, asking them to meet with her at AbadarCorp's headquarters on Absalom Station to help plan a possible defense against *Ark Prime* should it answer the signal. Though the PCs' have a peaceful trip to Absalom Station, when they reach their destination, they hear reports that a massive, unidentified starship of unusual design has entered Pact Worlds space and attacked other vessels without provocation. The entire system holds their breath as this unprecedented threat seems unstoppable. The PCs' battle against *Ark Prime,* and their efforts to save the Pact Worlds from the last vestiges of the Sivv Dominion, are found in the next adventure, "The Starstone Blockade"!

HIBB

Greetings and welcome, traveler, to the moon of Hibb, reborn land of waking towers! Come, luxuriate in the decadent pleasures found at Parental-Sibling Jui's Bar! Gaze in wonder at the speed of the junk racers at Everice! Explore, at approved times and with proper licenses, ancient vault-towers secreted away for untold ages! Engage in civilized sociological discussion with representatives of twenty-seven cultures, faiths, and non-criminal organizations at the Exhibition Field! Please ensure your approach vector is at least forty degrees lunar east in order to avoid destruction by unmanned planetary defense installations.

—Proposed tourist brochure (rejected by Starward Executive Council)

One of the shepherd moons of Liavara, Hibb was once considered to be a dull, dreary, and—most of all—smelly lump of rock of little interest to anyone except particularly dedicated astrobiologists. Then, in 313 AG, scores of massive vault-towers, moved by unseen engines, rose up from beneath Hibb's surface. Though many of these towers had been damaged by time and neglect, the handful that still functioned disgorged the entirety of the bantrid species from banks of stasis-coffers. Leveraging their wide repertoire of skills and the resources found within the vault-towers, the bantrids have positioned themselves for integration into the Pact Worlds. But there's a catch: between memories fogged by eons of stasis and computers confused by the Gap, no one knows why the bantrids entered stasis in the first place.

GEOGRAPHY

Until a few years ago, the shepherd moon of Hibb was considered an astronomical footnote. Small and chilly, the moon's low-gravity environment contained only a dearth of natural resources. Short, thickset grass covered most of Hibb's steppe-like environment dotted with hills and small lakes. However, something about the moon—its soil, its plant life, or the atmosphere—exuded a powerful and hideous stench that resisted all filtration efforts. The handful of intrepid astrobiologists who nevertheless braved the moon to investigate its desolate surface and practically nonexistent ecosystem all eventually had to have their ships sterilized.

Then the vault-towers appeared and changed the geography of Hibb overnight. At this time, 57 vault-towers have been identified, and more might exist beneath the soil, where they lie broken or simply await eventual activation through a mechanism no one has yet identified. While the vault-towers differ in size and purpose, they were clearly built by a single civilization and have several common architectural features. Vault-towers are typically cylindrical structures hundreds of feet tall, with a width one-third their height at the base that tapers toward the top. There are ramps and elevators inside rather than stairs, and most have a ramp spiraling around the tower's exterior; presumably this placement is for decoration as much as for use, given the multitude of ways to ascend the interior. A tower is often attached to a larger subterranean complex and is designed to retract underground.

Approximately half of the known vault-towers are in good condition and contained stasis-coffers full of bantrid survivors. Another quarter had more stasis-coffers, but they were destroyed, corrupted, or otherwise rendered inactive at some point, killing thousands of their residents—these are now treated as tombs and cenotaphs. The remaining vault-towers held few or no stasis-coffers, seemingly built as communication centers, as computer facilities, or for some other unknown function.

RESIDENTS

Hibb has primarily been populated by bantrids, small intelligent creatures who move by rolling atop a dense organic sphere. Only tens of thousands of bantrids survived stasis, and most still live in the vault-towers that first disgorged them. The ancient chambers are downright cozy, adorned with paintings and pillows.

Hibb also has a small population of immigrants and visitors willing to brave the moon's unique smell. The curious appearance of the vault-towers has drawn explorers and academics from across the Pact Worlds, while the prospect of ancient technology has lured less-scrupulous treasure hunters and scavengers seeking plunder. Most peculiar are the evangelists—once it was discovered that bantrids remember no society of their own, they were inundated by people proselytizing every cultural, political, and economic model under the sun. A majority of these migrants came with the best of intentions, but there's no shortage of grifters, con artists, and would-be cult leaders among them.

Hibb has almost no ecosystem, being an all-but-barren rock before the vault-towers arose. Beyond the bantrids themselves, the most advanced life forms on Hibb are small insects.

SOCIETY

One question animates bantrids more than any other: what *is* bantrid society? While some bantrids have left Hibb and immersed themselves in the culture of the Pact Worlds, most agree that they need an identity of their own to avoid being absorbed by more culturally pervasive societies. Bantrids have nothing against Pact Worlds' cultures in principle—they just aren't *theirs*.

The hard part is deciding just what a distinctly bantrid identity should encompass. Many bantrids are trying to construct a shared culture. Some explore the Pact Worlds with an eye toward adopting the best elements of other cultures. Others experiment with novel forms of government or social organization. Still others set out to write the Great Bantrid Novel or choreograph the Great Bantrid Ballet. Currently, four social movements have gathered a critical mass of adherents: the Republic of Hibb, AbadarCorp Hibb, the Unbroken Sphere, and the Church of Sleep. They lie somewhere between governments, philosophies, and political parties, each aspiring to the kind of structure that exists on other worlds.

The largest of these factions is the Republic of Hibb, a digitally mediated democracy modeled loosely on the barathu Confluence. With Confluence already keeping careful watch over its Liavaran cousins, it surprised no one when the first outsiders bantrids met were a barathu delegation led by the Confluence agent **Norna Bo Oshaya** (NG agender barathu envoy). Norna's message of cooperation and unity was met with enthusiasm by the bantrids, who promptly put these ideals into action.

The Republic is formally a representative democracy with an elected College of Framers. It uses personal electronics to put questions of law directly to the electorate; the College of Framers has the important duty of framing these questions. About half of all bantrids consider themselves members of the Republic, and they're heavily involved in the creation of a new bantrid identity.

AbadarCorp arrived close on the heels of Confluence, and since then, AbadarCorp Hibb has grown into the planet's second major faction. Abadaran bantrids tend to be pragmatic and pessimistic, believing the first priority of the bantrid species is to develop an economy, not a culture. They're keenly aware that Hibb has little in the way of natural resources and no real industrial base aside from a few ancient vault-tower manufactories. The Abadarans fear that if bantrids can't become economically useful to the rest of the Pact Worlds, they will forever exist on the impoverished periphery, doomed to lose their best and brightest to emigration as Hibb stagnates. Therefore, the Abadarans search for any angle or economic niche that could let Hibb become a full member of the Pact Worlds. Approximately a third of all bantrids support the efforts of AbadarCorp Hibb.

The Unbroken Sphere is a much smaller group formed in reaction to off-worlder influence on bantrid society. Spherites believe bantrids were once a highly advanced technological species who designed the vault-towers. Many of the planet's inhabitants, including bantrids and other species, also hold this belief. However, Spherites also think ancient bantrids ruled the Pact Worlds and created many mysterious technologies and ruins that dot the system. This philosophy becomes truly dangerous when Spherites insist upon bantrid superiority over all other intelligent species, and claim that bantrids are destined to cleanse Hibb of off-worlders before taking to the skies and conquering the rest of the system. The Unbroken Sphere is still puzzling out how to realize these assertions, but most believe their ancient forebears must have left advanced superweapons on the moon specifically for these purposes. Spherites are characterized by their xenophobia, anti-theist tendencies, and willingness to resort to violence. Publicly, the Unbroken Sphere claims itself a peaceful organization, but Spherite cells have orchestrated many terrorist attacks and murders of off-worlders.

The smallest and strangest of Hibb's factions, the Church of Sleep believes ancient bantrids entered stasis to avoid a dire apocalypse called the Awakened Nightmare. However, since the computers malfunctioned and woke bantrids too early, they believe the apocalypse is imminent. The Sleepers urge their followers to return to stasis, and their missionaries are a common sight across Hibb. Secretly, the Sleepers consider their mission dire enough to justify kidnapping others (both bantrids and off-worlders) and forcing them into stasis for their own good. The question of

who to "rescue" first is the subject of vigorous theological debate in the Church, but most Sleepers agree they should prioritize protecting the most innocent and vulnerable: bantrid children.

CONFLICTS AND THREATS

Most bantrids believe the most volatile conflict on the planet to be the ongoing argument between the Republic of Hibb and AbadarCorp Hibb. Both factions believe it imperative for bantrids to develop their own identity, their own society, and their own place in the larger Pact Worlds. But they differ over the best way to accomplish these goals, and whether or not Hibb should petition for independence or remain a protectorate.

The Republic of Hibb is most interested in cultural independence and a distinctly bantrid sense of identity. Barathus, with their unique physiology and society, are unlikely to assimilate the young bantrid culture, so the Republic is generally content to remain a protectorate while bantrids figure out their precise identity. Certainly, independence would be a good thing to achieve eventually, but not until bantrids can readily speak with one voice.

AbadarCorp Hibb, meanwhile, pushes for independence as quickly as possible. Abadarans want a vote on the Pact World council and more independence from Bretheda. They have nothing against barathus, but the Abadarans feel uneasy about perpetual dependence on Confluence. With political independence, AbadarCorp Hibb hopes to craft an economic climate that compensates for Hibb's lack of resources. Cultural independence, the Abadarans think, will then follow on its own.

So far, the debate between the two groups has been loud and heated but civil. Both factions have a strong ethos of dialogue and negotiation, and both know they're playing for public support. Not to say that representatives of the Republic or AbadarCorp won't try the odd dirty trick, but this issue is a debate, not war. The Unbroken Sphere and Church of Sleep, however, are more dangerous. Both these factions have relatively small core memberships, but their followers are still quite numerous, willing to risk everything, and supported by networks of silent sympathizers.

While most Spherites acknowledge **Zio** (LE agender bantrid envoy), a political theorist based in Union City, as their intellectual and ideological leader, the organization consists of dozens of independent cells that have minimal contact with one another. Each of these cells has its own objectives, and while some of these goals are overly complex and wildly baroque, others are frighteningly straight-forward and easily accomplished. For example, one Union City cell has quietly begun murdering off-worlders and dumping their bodies where they'll quickly be found. At the other extreme, a small cell operating at the Hibb Institute engages in the long-term development of portable nuclear weaponry. A handful of larger cells, including Zio's, devote themselves

GHOST GUNS

MONASTERY OF UNWAKING DREAMS

MEMORY VAULT-TOWER

EVERICE RACETRACK

UNION CITY

HIBB INSTITUTE

STARWARD

JUGGERNAUT'S TERRITORY
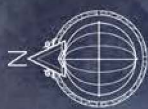
to providing financial and organizational support to other groups, giving the movement a measure of cohesiveness.

In comparison, the Church of Sleep is a much more hierarchical and coherent organization with orders coming from a remote monastery in the wilds of Hibb. The Church engages in three major projects. The first is an active missionary push where, to gain more members, the Sleepers aggressively proselytize in Hibb's communities. However, members of the Church of Sleep often keep the radical implications of their theology hidden from the public when speaking of their faith. The Church's second project is a widespread kidnapping program. They lure, subdue, and bring bantrids and off-worlders alike to one of several Sleeper-controlled stasis-coffers, chambering them safely inside until the Awakened Nightmare passes. Sleepers prioritize virtuous individuals who are particularly worthy,

such as children and the artists, engineers, and teachers necessary for post-Nightmare society. However, they rarely pass up a chance to abduct someone if the opportunity presents itself. The Sleepers realize that kidnapping people one by one can hardly save bantrids from disaster, so their third project involves searching for ways to secure entire population centers. The Sleepers have recently engaged in talks with a drow house on Apostae, attempting to obtain large-scale chemical and biological agents.

Even without politics and faith, Hibb has its own dangers. While most vault-towers are safe and unremarkable aside from their great age, Hibb has plenty of less-than-friendly ancient technology. At least a few installations still have active defense systems, which have degraded over the years. Computer bugs and faulty sensors can turn even perfectly harmless technology into a deathtrap.

NOTABLE LOCATIONS

The following are several notable locations on Hibb.

EVERICE RACETRACK

Located near Hibb's north pole, Everice is a region of hills, valleys, and a few other notable things. For one, Everice lies far enough north that it remains covered in ice year-round. The ice contains many varieties of cyanobacteria, coloring the area in a dazzling array of pinks, blues, and greens. Also, the region has just the right combination of smooth straightaways, pockmarked canyons, and elegantly decrepit vault-towers to serve as the perfect racing concourse.

Drawing on the bantrids' endless movement, racing has become the most popular sport on Hibb. Everice hosts marathons, relays, and a kind of animal riding involving large and ill-tempered wuentrids, but the most popular are the junk races imported from Absalom Station. Off-worlders can compete against hotshot bantrid racers, and off-worlders who win are treated as honorary bantrids. Visitors also look forward to the rare sightings of Eig, a famed racer who crashed in unclear circumstances 2 years ago, and whose ghost supposedly challenges mortal racers.

THE GHOST GUNS

Anything that flies within several hundred miles of this ancient defensive installation is first met with a multiband burst of static. If a starship ignores this age-degraded warning, enormous lasers attempt to shoot it from the sky—and so far, they have a good track record. They're called the Ghost Guns because a mirroring field obscures their precise location and number, creating false cannons out of nothing but light and dust.

For now, it's simpler to avoid the guns than to destroy them, but AbadarCorp Hibb is organizing an expedition to reach the installation and secure the treasure it guards: the guns themselves, which are more advanced than anything the Pact Worlds

JUGGERNAUT

currently possess. The proposed expedition must traverse the frigid wastes on foot, bypass the mirroring field and other defenses, and then somehow deactivate the guns without damaging them so that AbadarCorp can fly in an armada of specialists.

There's one catch. The cheerfully dotty Technical Sage **Buo** (LE agender bantrid technomancer) is secretly an Unbroken Sphere sympathizer and has pulled strings to ensure that plenty of Spherite agents are on the expedition's payroll. Once the expedition breaches the Ghost Guns, it would have brought in the even-greater threat.

HIBB INSTITUTE

Until recently, this small settlement was the only inhabited location on the moon—formerly a tiny outpost consisting of some navigational and communication equipment, a couple of engineers keeping it operational, and the occasional graduate student running an astrobiology project. The outpost used its academic connections to quickly morph into an institute dedicated to the study of Hibb and the newly awakened bantrids. Despite the administration's best efforts, however, about half the residents still call it the Dead Skunk Institute because of Hibb's inimitable scent.

Approximately half of the Institute's hundred-odd scholars and researchers work here, while the remainder spread across Hibb on one research project or another. Dr. **Naesh Caideri** (N female damaya lashunta biohacker) is dean of the Institute, having previously worked in exoplanetary epidemiology at the Arcanamirium.

The biggest mystery on Hibb, of course, is why bantrids entered stasis in the first place. Many theories have been proposed; the most widely accepted is that bantrids were avoiding some grave disaster—though it's still unclear what the disaster was and why it necessitated putting the moon's population into stasis. Some believe bantrids were trying to avoid a war, while others, including Dr. Caideri, posit a plague or disease, possibly artificial in origin.

JUGGERNAUT

Hibb is littered with ancient ruins, but most oblige to stay put. Juggernaut, however, is a massive treaded vehicle the size of a vault-tower that travels the wilds of the moon. While avoiding large settlements, Juggernaut periodically disgorges armies of cat-sized drones which randomly rearrange Hibb's landscape.

The leading theory is that Juggernaut was designed as an environmental troubleshooter before its programming grew corrupted. No clear explanation exists for why the vehicle sometimes transforms a forest into a lake or a hill into a valley. Moreover, no one has managed to get inside to actually look around; Juggernaut's drones shoo away visitors with increasing insistence, and the vehicle is perfectly willing to turn its mammoth cutting lasers on anyone who is overly persistent.

STARWARD

LN town
Population 16,500 (86% bantrid, 4% human, 3% barathu, 7% other)
Government council (Executive Assembly)
Qualities financial center
Maximum Item Level 14th

UNION CITY

NG town
Population 28,700 (89% bantrid, 6% barathu, 2% human, 3% other)
Government utopia (Council of Framers)
Qualities cultured
Maximum Item Level 10th

Recently, large explosions were reported near Juggernaut, and the ancient machine now sports some new dents and blast marks. The identity of the person who tried to assault the machine is unclear, as is whether or not they succeeded in penetrating the vehicle. Rumors posit that drow weapons merchants or Unbroken Sphere radicals could have orchestrated the attacks.

MEMORY VAULT-TOWER

Long ago, the stasis-coffers of the Memory Vault-Tower suffered a catastrophic computer failure, and twenty thousand bantrids in stasis within died from cold and starvation. Although they slept through their deaths, the slow failure of the chemical systems meant they could dream, and their dying dreams lasted for centuries before their end. Today, the Memory Vault-Tower is a haunted and ill-omened place, haven to confused dream-ghosts of dead bantrids. People who venture near the tower report hallucinations, incidents of lost time, and brief bouts of irrational emotions.

Memory Vault-Tower has but one living resident, the Sleepless Saint **Hin** (CE agender bantrid mystic). One of the founders of the Church of Sleep, Hin has withdrawn from the world to meditate on the apocalypse to come. Through communing with the ghosts, Hin knows more of Hibb's past than anyone and is willing to share this information with anyone determined enough to visit. Separating fact from hallucinatory fever-dream, however, is no easy task.

MONASTERY OF UNWAKING DREAMS

Hidden by high-tech occlusion fields and labyrinths of subtle enchantment, this ancient vault serves as the center of operations and spiritual heart of the Church of Sleep. Sleeper activities in the facility's dormitories, armories, chapels, comm centers, grand engineering bays, and humble

apothecaries facilitate the functions of the Church. Here the ascetic war-monks, skilled with knife, needle, and strangling cord, train until called for their expertise. Here the Sleepless Saints, the operational leaders of the Church dwell, refusing blessed stasis to instead save as many as possible.

Within the Child-Vaults, the most innocent and holy members of the bantrid species are stored in serried rows of ancient stasis-coffers. Some children were placed here by their parents, in the safest of the Church's vaults, but many have been stolen away by Sleeper agents who refused to let the children suffer for their guardians' ignorance.

At the very heart of the Monastery lies the inner sanctum of the entire cult: an ancient stasis-coffer where the corpse of the Dreaming Sage slumbers. The Church considers it a great honor to be brought before the Dreaming Sage, for there are no more fervent converts than those who have heard the Sage whisper in his sleep.

JUI

STARWARD

Radiating out from the eponymous Starward Vault-Tower, this buzzing little town is the heart of AbadarCorp Hibb's hopes for the moon's economic independence. In Starward, one can find everything from last-chancers peddling get-rich-quick schemes to representatives from Pact World megacorporations, such as Life Innovations and the Ulrikka Clanholding. The town is run by a seven-member Executive Assembly, five of whom are elected and two of whom are appointed by AbadarCorp. **Uso** (LN agender bantrid envoy) is the assembly person who most people see, serving as a sort of ambassador from bantrids to the many megacorporations that want to work here.

The Executive Assembly devotes a great deal of energy to ensuring that Hibb's development benefits bantrids and that they become partners rather than mere lackeys. Not all outside operations embrace this approach, however; the drow firm Arabani Arms Ltd. was recently fined by the council for exploitive practices.

Starward is also home to Starward Academy, a flight school organized by the Executive Assembly with an eye toward training bantrids, who have incredible balance and a fierce love of speed, to become master pilots. New Possibilities Inc., a private hospital run by a Brethedan, specializes in various surgeries designed to remove the sense of smell. For a very reasonable fee, a patient can have the chemoreceptors in their nose burned out by microlasers, while more advanced surgeries install an anosmatic shunt, allowing the sense of smell to be turned on and off at will.

Union City: More of a midsize town than an actual city, Union City is nevertheless the largest settlement on Hibb and one of the few places with a functioning spaceport. The city is named for the vault-tower where first contact between bantrids and barathus took place, serving as home to the Republic of Hibb. Union City has a boomtown atmosphere, as bantrids arrive from other vault-towers to participate in the budding culture of the Republic, while off-world corporations, churches, and NGOs compete to get in on the ground floor of what will probably become Hibb's capital city. Much of the town is still located inside the spiraling, ramped chambers of the Promise Vault-Tower, but a jungle of prefabricated habitats has grown around the tower in the last couple of years.

Notable locations in Union City include the Chamber of the Framers, where the Republic of Hibb's government meets, and the Confluence Embassy where Norna Bo Oshaya maintains an office. *Parental-Sibling Jui's Bar,* run by the eponymous **Jui** (CG agender bantrid operative), functions as a combination hostel, restaurant, and night club catering to off-worlders, although it has recently become popular among adventurous bantrids. At the Exhibition Field,

off-worlders bring examples of social and cultural innovations to tempt bantrids. Most recently, a squad of Vesk soldiers of fortune has arrived, recruiting bantrid mercenaries with tales of martial valor and glory.

PLAYER OPTIONS

The following options are appropriate for bantrids and those visiting Hibb.

ALTERNATE RACIAL TRAITS

Some bantrids move in particularly unusual ways.

MAGNETIC ORB

With proper diet and medication, bantrids can give their foot-orb a metallic, magnetic core. After sufficient practice, they can direct this magnetic force or even invert it so they can roll along metal walls or ceilings. They gain a climb speed of 30 feet that they can use only on metallic surfaces, and can move across metal surfaces at their land speed, even in zero gravity. They also gain a +2 racial bonus to KAC against bull rush and trip combat maneuvers when standing on a metal surface. Magnetic orbs are heavier than the typical bantrid foot-orb, and the land speed of these bantrids is reduced to 30 feet.

This replaces balanced, daredevil, and swift.

HOLLOW ORB

By changing their diet, bantrids can cause their foot-orb to gain hollow, honeycomb-like cells throughout its structure. These bantrids are faster and float more easily in water, but the extra speed comes with a loss of fine control. These bantrids' land speed increases to 50 feet, and they gain a +2 racial bonus to Athletics checks to swim.

This replaces balanced, daredevil, and swift.

HOTSHOT

Bantrids have a natural skill for moving carefully at high speeds. With a bit of practice, this makes them magnificent pilots and drivers. Bantrids with this trait gain a +2 racial bonus to Piloting checks.

This replaces balanced.

AUGMENTATIONS

The following augmentations have recently been developed on Hibb as a result of the moon's unique past and environment.

ANOSMATIC SHUNT		SYSTEM LUNGS
AUGMENTATION CYBERNETIC	PRICE 120	LEVEL 1

Popular with long-term visitors to Hibb, this cybernetic chip does only one thing; as a swift action, or as a reaction when you would be affected by a scent-based effect, you can choose to lose your sense of smell. You lose any abilities dependent on scent but become immune to sense-dependent effects that rely on scent. You can deactivate the anosmatic shunt and regain your sense of smell as a swift action.

PERSONAL STASIS UNIT		SYSTEM SKIN
AUGMENTATION MAGITECH	PRICE 113,000	LEVEL 9

You have a tiny stasis generator implanted in your body with minute emitters dotting your skin. The generator has two modes: light sleep and deep sleep. You can activate or deactivate light sleep as a move action. When you do, you become absolutely still, have a minimal heat signature, and exhibit no vital signs or need to eat, sleep, or breathe. This grants you a +4 circumstance bonus to Stealth checks. You can't take any action other than to deactivate light sleep. You're dimly aware of your surroundings, but you take a –10 penalty to Perception checks. You can remain in light sleep for up to 7 consecutive days; once you emerge from light sleep, this augmentation requires 24 hours to recharge before it can be used again.

Alternatively, you can spend 1 minute to enter deep sleep. You gain all the benefits of light sleep, but the penalty to Perception checks increases to –20. You can't take actions in deep sleep, but you can deactivate deep sleep and wake up, which requires 1 hour. You can remain in deep sleep for up to 1 year for every point of Constitution you have; once you emerge from deep sleep, this augmentation requires 1 week to recharge before it can be used again.

FEATS

The following feats are commonly found among bantrids.

FORWARD MOMENTUM

You can keep going through sheer willpower–for a little while, at least.
- **Prerequisites:** Wis 13, character level 5th
- **Benefit:** If you would become confused, fascinated, fatigued, shaken, sickened, or staggered, you can spend 1 Resolve Point as a reaction to delay the condition's onset for 1 round. At the beginning of each of your subsequent turns, you can continue to spend 1 Resolve Point to delay the condition's onset for another round; when you stop spending Resolve Points, the condition takes effect and lasts for its original duration. You can delay only one condition at a time. At 9th level, you can also delay the cowering, dazed, exhausted, frightened, nauseated, panicked, paralyzed, and stunned conditions.

RETROTECH

You have a talent for dealing with ancient technology.
- **Benefit:** Once per day, you can reroll a skill check to destroy, operate, or repair pre-Gap technology. This usually applies to an Engineering check, but it also can apply to a Computers check to hack a pre-Gap computer, a Medicine check to safely deactivate eons-old stasis-coffers, a Piloting check to fly an ancient vessel, or other similar situations. If you've already used retrotech today, you can spend 1 Resolve Point to regain a use of this ability.
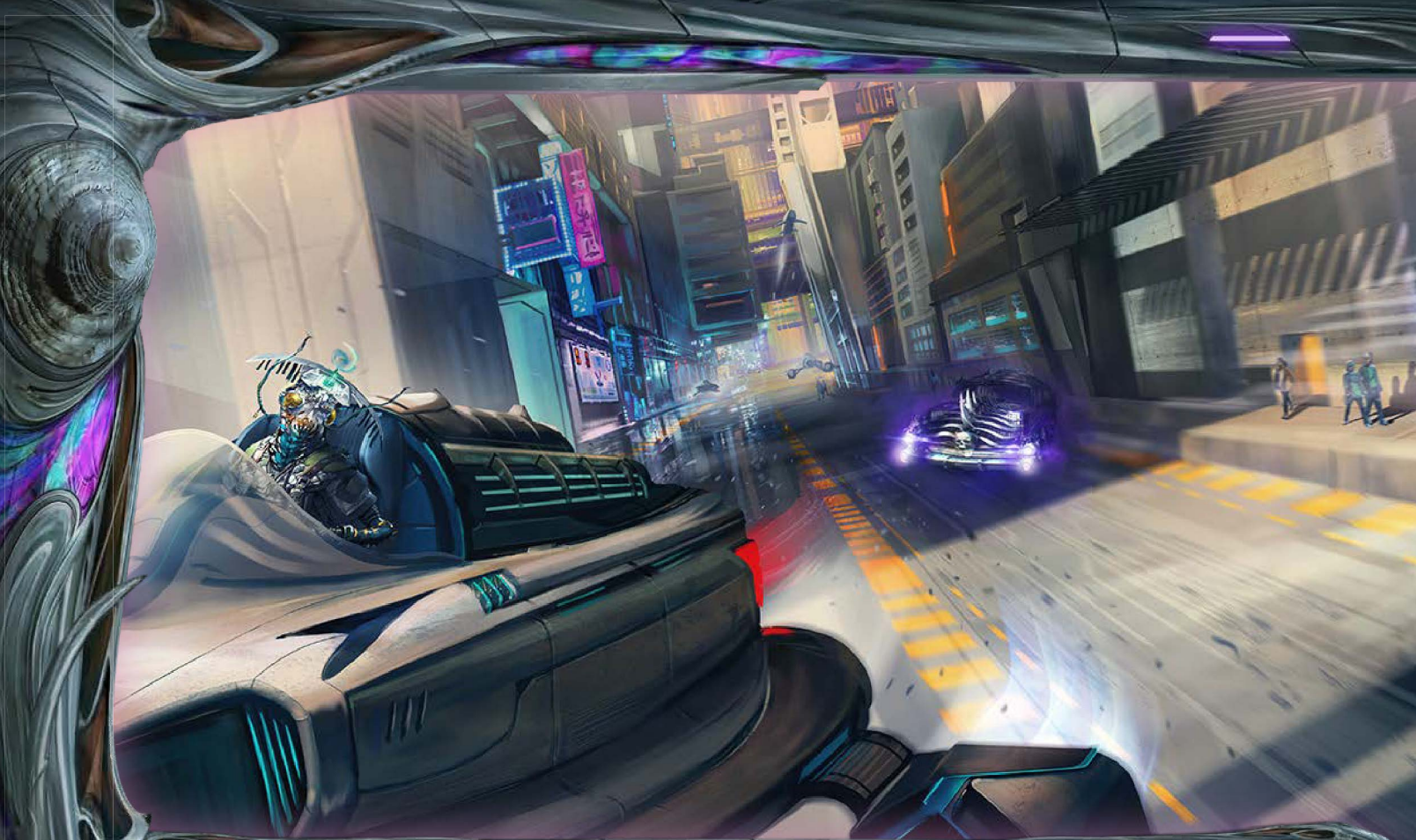
ALIEN ARCHIVES

"I knew something was strange about that hovercar as soon as I saw it idling outside my office. Somehow, I felt like the person inside was waiting for me to get off work. I couldn't concentrate much for the rest of the day, and I even spent an extra hour at my desk in the hope that it would be gone when I finally stepped outside. I breathed a sigh of relief when it was. That feeling didn't last long, though. As I pulled my own car onto the highway, there it was again, with only a few other vehicles between us. I guess I panicked then. I sped up and started swerving all over the road to try to get away, but that car easily kept pace. I can't imagine what would have happened if you hadn't pulled me over, officer."

—Saffi Karlo

AZATA, AVIGWYR

CR 13
XP 25,600

CG Medium outsider (azata, chaotic, extraplanar, good)
Init +4; **Senses** darkvision 60 ft., low-light vision;
  Perception +23

DEFENSE
HP 210
EAC 27; **KAC** 28
Fort +14; **Ref** +16; **Will** +14
Immunities electricity, petrification; **Resistances** cold 10,
  fire 10

OFFENSE
Speed 30 ft., fly 60 ft. (Su, perfect)
Melee limning shock ultrathin longsword +25 (4d8+17 E & S
  plus revealing strike)
Ranged electric bolt +25 (2d10+13 E plus revealing strike)
Offensive Abilities revealing strike
Spell-Like Abilities (CL 13th)
  1/day—break enchantment, holographic image (5th level,
    DC 22)
  3/day—arcane eyes, discern lies (DC 21), mind probe (DC 21)
  At will—clairaudience/clairvoyance, hologram memory
    (DC 20)

STATISTICS
Str +1; **Dex** +4; **Con** +0; **Int** +8; **Wis** +6; **Cha** +2
Skills Computers +28, Diplomacy +28, Engineering +23,
  Mysticism +23, Sense Motive +28
Languages Celestial, Common; truespeech
Other Abilities digital transfer
Gear limning shock ultrathin longsword

ECOLOGY
Environment any (Elysium)
Organization solitary, pair, or cell (3–8)

SPECIAL ABILITIES
Digital Transfer (Su) An avigwyr can turn themselves into
  code to merge with a computer. This functions as transfer
  consciousness (Starfinder Character Operations Manual
  142), but the avigwyr can target only computers with this
  effect. An avigwyr's body and gear disappear
  while they're merged, and they can transfer
  to any other computer they're connected to
  via a control module, infosphere, or network,
  provided that computer is a valid target for
  transfer consciousness. An avigwyr can exit
  a computer they're merged with at any time,
  appearing in an adjacent space.
Electric Bolt (Ex) An avigwyr can hurl deadly bolts
  of electricity as a ranged attack with a range
  increment of 50 feet.
Revealing Strike (Sp) An avigwyr's attack reveals
  the true nature of their opponent. When a target
  is hit by an avigwyr's attack, any illusions or spells
  that change the target's appearance or shape (such

as polymorph) are subject to dispel magic with a caster
level equal to the avigwyr's CR. If the target is disguised,
all creatures viewing the target can attempt a Perception
check with a +10 circumstance bonus to pierce the disguise.

Like other azatas, avigwyrs value freedom and truth. While
tritidairs (Starfinder Alien Archive 2 14) carry messages between
stars, avigwyrs root out corruption and avarice on city streets,
investigating greedy corporations and corrupt politicians. Their
indigo skin, neon hair, and sparking fingertips make them easily
recognizable, so they prefer operating behind the scenes. They
often work together in covert cells or alongside like-minded
vigilante groups of mixed species. Avigwyrs too paranoid to trust
a team work alone and likely assume any strangers who cross
their path are agents sent by their enemies.
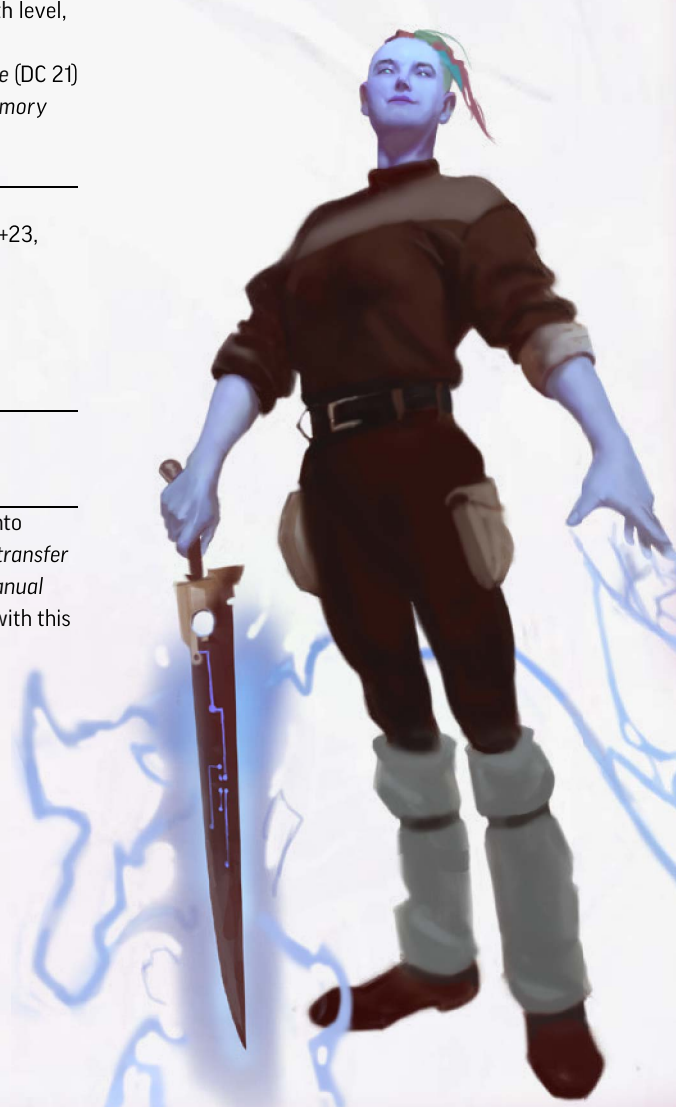
NE Medium outsider (daemon, evil, extraplanar)
Init +8; **Senses** darkvision 60 ft., *true seeing*; **Perception** +31

DEFENSE   HP 315
EAC 31; **KAC** 32
Fort +16; **Ref** +16; **Will** +22
DR 10/good or silver; **Immunities** acid, death effects, disease, poison; **Resistances** cold 10, electricity 10, fire 10; **SR** 29

OFFENSE
Speed 30 ft., fly 60 ft. (average)
Melee claw +27 (8d8+22 S)
Ranged executioner disintegrator pistol +29 (2d20+18 A; corrode 1d6)

Spell-Like Abilities (CL 18th)
  1/day—*summon allies* (1 adikodaemon 35%)
Spells Known (CL 18th, ranged +29)
  1/day—*disintegrate* (DC 27)
  3/day—*holographic image* (5th level, DC 26), *holographic terrain* (DC 26), *unwilling guardian* (DC 26)
  At will—*destruction protocol*, *greater invisibility*
  Constant—*true seeing*

STATISTICS
Str +4; **Dex** +8; **Con** +2; **Int** +6; **Wis** +4; **Cha** +11
Skills Bluff +36, Computers +31, Culture +31, Disguise +36, Mysticism +31
Languages Abyssal, Common, Infernal; telepathy 100 ft.
Other Abilities change shape (any Small, Medium, or Large creature), terms and conditions
Gear bespoke echelon fashion, executioner disintegrator pistol^AR with 1 high-capacity battery (40 charges)

ECOLOGY
Environment any
Organization solitary, pair, or board (3–6)

SPECIAL ABILITIES
Terms and Conditions (Su) When a creature unwittingly allies with an adikodaemon, typically by accepting a boon or favor from the daemon in disguise, they must succeed at a DC 25 Will save or succumb to the curse of planned obsolescence (see below).

CURSE OF PLANNED OBSOLESCENCE
Type curse; **Save** Will DC 25
Effect Some of the victim's gear seems to occasionally work better. The first three times per day that the victim attempts an equipment-based skill check (such as using a tool kit), the victim adds 1d6 as an insight bonus to that skill check as a reaction. However, for 1 minute afterward, all of the victim's other gear becomes slightly corrupted. Skill checks using that other gear take a –4 circumstance penalty. Weapons have a 25% chance of targeting the nearest friendly target instead of the intended target. Any other piece of gear (such as activated armor upgrades) has a 50% chance of having its usage doubled for that time.
Cure The victim must spend 1 month abstaining from the use of mass-produced gear (which is most equipment available for purchase); this doesn't include gear that the victim or one of the victim's allies crafts.

Adikodaemons are shapeshifters and tricksters who personify the deaths caused by corporate malfeasance—from casualties brought about by lax safety regulations or by companies deciding not to recall a defective product because it would hurt the bottom line.

DEATH CRUISER

CR 14 **XP 38,400**

NE Huge undead (incorporeal)
Init +8; **Senses** blindsense (life), darkvision 60 ft.;
    Perception +25
Aura frightful presence (30 ft., DC 20)

DEFENSE **HP** 250 **RP** 5
EAC 28; **KAC** 30
Fort +16; **Ref** +16; **Will** +12
Defensive Abilities incorporeal; **Immunities** undead immunities

OFFENSE
Speed 40 ft., fly 40 ft. (Su, average)
Melee incorporeal slam +27 (8d6+14 B plus collect soul [DC 20])
Space 15 ft.; **Reach** 5 ft.

STATISTICS
Str +0; **Dex** +8; **Con** —; **Int** +0; **Wis** +4; **Cha** +6
Skills Intimidate +25, Pilot +30, Survival +25
Languages Abyssal, Common, Infernal (can't speak any
    language)
Other Abilities death racer, soulbound boost

ECOLOGY
Environment any
Organization solitary

SPECIAL ABILITIES
Collect Soul (Su) When a death cruiser deals damage to a
    creature with its incorporeal slam attack, it can spend
    1 RP to immediately attempt to collect the creature's
    soul, affecting that creature as *snuff life* (Fortitude DC
    20 partial). Creatures suffering from a fear effect take
    a –4 penalty to this save. The soul of a creature slain by
    this ability is trapped inside the death cruiser. A trapped
    soul can be restored to life only by *miracle, warp reality*
    (*Character Operations Manual* 143), or *wish.* A creature
    that succeeds at its save is immune to that death
    cruiser's collect soul ability for 24 hours.

Death Racer (Su) A death cruiser has many characteristics of
    a vehicle, including full speed 650 feet and overland speed
    75 mph (ground and fly). It obeys the tactical vehicle and
    vehicle chase rules, using its own Piloting skill to pilot itself
    and treating its CR as its vehicle level. A death cruiser using
    the race maneuver when starting from a full stop doesn't
    increase the DC of Piloting checks by 5. At the beginning
    of any of its turns, a death cruiser can choose to suppress
    its incorporeal ability until the beginning of its next turn;
    when it does, it gains a collision attack that deals 15d10
    bludgeoning damage (Reflex DC 18 half) and hardness 20.
Soulbound Boost (Su) When the death cruiser has trapped a
    soul with collect soul, all of the death cruiser's movement
    speeds double (including the speeds listed in the death racer
    ability). This does not affect its collision attack damage, and
    the doubling occurs before applying any other effects that
    increase its speed.

These spectral vehicles materialize without warning to snatch
up the souls of mortal victims. Though each death cruiser has
a unique appearance, and each one manifests in a different
way, their behavior is predictable: they chase their prey with
frightening efficiency, collect the soul of their target, and carry
it off. Sometimes, however, a death cruiser can be driven off or
challenged to a race; if beaten in a race, the cruiser abandons the
pursuit of its target, at least for a time.

Tales of chilling encounters with death cruisers have made
their way through the Vast, and ancient records describe similar
phantasms that take the form of archaic modes of transportation.

EXSICCATE

CR 12   **XP 19,200**

NE Small undead

Init +8; **Senses** blindsense (life) 60 ft., darkvision 60 ft.;
Perception +22

DEFENSE   HP 200
EAC 26; **KAC** 28
Fort +14; **Ref** +14; **Will** +13
Defensive Abilities regeneration 15 (fire); **Immunities**
undead immunities

OFFENSE
Speed 40 ft., *spider climb*
Melee writhing appendage +25 (2d6+17 B plus grab)
Space 5 ft.; **Reach** 5 ft. (15 ft. with writhing appendage)
Offensive Abilities strip flesh (6d4+17 S, DC 19)

STATISTICS
Str +5; **Dex** +8; **Con** —; **Int** +3; **Wis** +0; **Cha** −2
Skills Acrobatics +22, Athletics +22, Stealth +27

Languages Bantridi, Sivvian (can't speak any language)
Other Abilities compression, unliving

ECOLOGY
Environment any
Organization solitary, pair, or gathering (3–7)

SPECIAL ABILITIES
Strip Flesh (Ex) As a standard action, an exsiccate can pull strips of flesh from the body of a living creature it has grappled. The target takes 6d4+17 slashing damage and is sickened for 2d4 rounds; a target that succeeds at a DC 19 Fortitude saving throw takes half damage and reduces the sickened condition to 1 round. This is a pain effect.

When a nonhumanoid sentient being dies in a cold place with a thin atmosphere (such as a mountain peak or a frozen comet) and is forgotten for millennia without proper burial rites, it sometimes attracts negative energy. As this energy collects, the corpse can rise again as an exsiccate, a mummified undead that hungers to replace its own flesh. An exsiccate's hideously dried husk bears little resemblance to its original form. It has long, spindly limbs and nearly nonexistent facial features. Most exsiccates arise from deceased aberrations who hailed from rich cultures unfamiliar (and sometimes considered strange) to most Pact Worlds citizens and who have been isolated or abandoned by their societies.

These damned creatures have a singular desire to regain some part of the community they lost upon death. Their corrupted minds twist this yearning for companionship into terrible attacks on living creatures. Exsiccates search for those with warm bodies and beating hearts to latch onto and tear off strips of their flesh. Unlike ghouls, exsiccates don't eat this flesh, instead layering it across their bodies as if trying to create a second skin. This stolen skin doesn't last for long, drying similarly to the exsiccate's original flesh, and usually flakes away within a matter of hours. Sadly, this doesn't abate an exsiccate's miserable desire.

EXSICCATE TEMPLATE GRAFT (CR 8+)
A withered husk of a nonhumanoid sentient creature, an exsiccate seeks the flesh of living creatures to incorporate into its form.

Required Creature Type: Undead.

Suggested Array: Combatant.

Traits: Blindsight (life) 60 ft., regeneration 10 (fire; increase to 15 at CR 12 and 20 at CR 16), *spider climb,* strip flesh (see above; damage dealt based on standard melee damage for array).

Suggested Ability Modifiers: Dexterity, Strength.

NULLSOUL HOST

CR 13 **XP 25,600**

CE Medium construct (android, magical, technological)
Init +8; **Senses** darkvision 60 ft., low-light vision;
Perception +23

DEFENSE   HP 235
EAC 27; **KAC** 29
Fort +13; **Ref** +13; **Will** +10
DR 10/adamantine; **Immunities** construct immunities
Weaknesses disrupt soul

OFFENSE
Speed 40 ft.
Melee slam +27 (3d12+17 B plus nullsoul)
Ranged nanite shard +24 (6d6+13 P plus nullsoul)
Spell-Like Abilities (CL 13th)
1/day–*rapid repair*
3/day–*digital doorway*
At will–*nondetection*

STATISTICS
Str +4; **Dex** +8; **Con** —; **Int** +6; **Wis** +2; **Cha** –4
Skills Athletics +28, Computers +23,
Engineering +23
Other Abilities integrated tools

ECOLOGY
Environment any
Organization solitary or plague (2–15)

SPECIAL ABILITIES
Disrupt Soul (Su) A nullsoul host traps the soul of its
victim within itself, but healing magic disrupts this
effect and damages the host. Any effect that heals the Hit
Points of living creatures instead deals damage to a nullsoul
host; the nullsoul host does not get a saving throw against
this damage, even if the effect would normally grant one.
Integrated Tools (Ex) A nullsoul host can quickly reconfigure
its limbs and digits into whatever tools it requires. As a
move action, a nullsoul host can turn one of its limbs into
a tool kit of any type or turn the tool kit back into a limb.
The nullsoul host can manipulate these tools without
requiring an additional hand. These tool kits cannot be
removed from the nullsoul host even after it's destroyed.
Nanite Shard (Su) A nullsoul host can fling a shard of nanites
containing raw nullsoul data. This attack has a range
increment of 40 feet and exposes androids to nullsoul.

Nullsoul is a supernatural plague that spreads through androids,
cutting them off from the River of Souls, corrupting their spiritual
essence, and turning victims into atavistic conductors. Nullsoul
spreads by touch, causing more and more androids to lose their
minds. In their place, a cruel and hungry intellect rises.

When a victim transforms into a nullsoul host, their organs
harden into machinery. They become fast and implacable,
reconfiguring their own bodies to make necessary tools and
infect other androids. When rumors of "the android plague"
break out on a planet or space station, military forces often
quarantine and exterminate the victims.

NULLSOUL
Type disease (contact); **Save** Fortitude DC 19
Track mental (special); **Frequency** 1/day
Effect progression track is Healthy–Latent–Weakened–Allied–
Compelled–Transformed. Only androids can contract nullsoul. At
the allied state, the victim cannot willingly harm other creatures
afflicted with nullsoul, though it gains no special knowledge of
who has the disease. At the compelled state, the victim is subject
to a *suggestion* (CL 13th) to spread nullsoul to as many androids as
possible. Transformed is the end state; the target is transformed
into a nullsoul host of their original CR and only *miracle, warp
reality* (*Character Operations Manual* 143), and *wish* can cure
the disease and restore the android to their original self.

QUANTUM CLONE

N Medium aberration

Init +6; **Senses** darkvision 60 ft.; **Perception** +23

DEFENSE   HP 210
EAC 27; **KAC** 28

Fort +12; **Ref** +12; **Will** +18

Defensive Abilities shifting form

OFFENSE
Speed 30 ft.

Melee ultrathin dagger +22 (4d4+16 S)

Ranged aurora arc pistol +24 (3d6+13 E; critical arc 2d6)

Offensive Abilities quantum mimicry

STATISTICS
Str +3; **Dex** +6; **Con** +1; **Int** +4; **Wis** +2; **Cha** +8

Skills Bluff +28, Disguise +28, Life Science +23, Mysticism +23, Physical Science +23

Languages Common

Other Abilities existential paralysis (DC 21)

Gear platinum AbadarCorp travel suit, aurora arc pistol with 1 high-capacity battery (40 charges), ultrathin dagger

ECOLOGY
Environment any

Organization solitary

SPECIAL ABILITIES
Existential Paralysis (Ex) The first time a cloned creature comes within 30 feet and line of sight of their quantum clone, they must succeed at a DC 21 Will save or be paralyzed with dread for 1d4 rounds.

Quantum Mimicry (Su) As a being of infinite possibilities, a quantum clone can mimic actions taken by others. As a reaction, every 1d4 rounds when a creature the quantum clone can see uses a spell, spell-like ability, or feat, the quantum clone can gain use of that spell or ability until the end of its next turn (even if it doesn't meet the prerequisites). The spell, spell-like ability, or feat must be one that requires an action to perform (such as Amplified Glitch but not Great Fortitude). The quantum clone uses its CR as its caster level if necessary.

Shifting Form (Ex) A quantum clone's physical body is inherently unstable. In very stressful situations (such as combat or interacting with the being they were cloned from), the quantum clone has difficulty retaining a fixed form. This might manifest through the growth of extra limbs, rippling skin, or the warping of facial features. During this time and for 1 round after, the quantum clone gains the amorphous defensive ability but takes a –10 penalty to Disguise checks.

Quantum clones are near-exact copies of living beings, usually created by accident through the misuse of quantum technology, though some powerful technomancers have claimed they've duplicated the process through magic. Since quantum clones are very rare, they have yet to be studied in detail. Some physicists believe they are composed of microscopic virtual particles formed by the fluctuation of spacetime (called "quantum foam") writ large. Others believe quantum clones were ripped from an alternate dimension.

Whatever the case, a creature's quantum clone has the exact appearance, personality, and memories of the original creature at the time of its cloning. A quantum clone isn't inherently evil, nor do they necessarily wish others harm. However, they initially believe themself the being they were cloned from, which occasionally results in altercations. When faced with their double, the quantum clone quickly realizes they're an unstable copy. While this revelation sometimes leads to great emotional distress, most quantum clones attempt to forge new lives far away from those who might recognize them.

UMBRACYGOT

CR 12 **XP 19,200**

NE Large aberration

Init +3; **Senses** blindsense (vibration) 60 ft., darkvision 60 ft.; **Perception** +27

DEFENSE   HP 197

EAC 26; **KAC** 27

Fort +17; **Ref** +15; **Will** +12

Defensive Abilities void adaptation; **DR** 10/–; **Immunities** acid, cold

Weaknesses vulnerable to sonic

OFFENSE

Speed 40 ft., burrow 20 ft.

Melee bite +25 (3d4+20 A & P) or
    tentacle +25 (2d4+20 B plus grab)

Multiattack bite +19 (3d4+20 A & P), 4 tentacles +19 (2d4+20 B plus grab)

Offensive Abilities acid spray (60-ft. line, 10d6 A, Reflex DC 19 half, usable every 1d4 rounds)

Space 10 ft.; **Reach** 10 ft. (15 ft. with tentacles)

STATISTICS

Str +8; **Dex** +3; **Con** +5; **Int** +1; **Wis** +4; **Cha** +0

Skills Acrobatics +22, Athletics +27, Stealth +22

Languages Aklo; telepathy 60 ft.

ECOLOGY

Environment any (terrestrial vacuum)

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

SPECIAL ABILITIES

Acid Spray (Ex) Every 1d4 rounds as a standard action, an umbracygot can spit a 60-foot line of acid that deals 10d6 acid damage. The acid continues to burn each affected creature, dealing an additional 4d6 acid damage on the following round. A target that succeeds at a DC 19 Reflex save takes half the initial damage and avoids the ongoing damage.

Once known as somalcygots—named after the Azlanti designation of Lost Golarion's only moon, Somal—these enormous, territorial flatworms claim mile-wide areas of a moon, asteroid, or similar patches of airless environments. Now referred to as umbracygots, these beasts enter vicious frenzies when other species stumble into their domains, looking to consume the interlopers. While relentless in their attempts to feed, umbracygots rarely pursue intruders beyond the borders of their territories to better conserve energy in an environment with limited nutrition.

When not feeding, an umbracygot enters a trancelike hibernation during which it constantly burrows in circles and strange patterns beneath the surface with endless, unthinking repetition. Some xenobiologists speculate that the patterns an umbracygot creates within the territory it inhabits indicate the creature's mood or even their psychic impressions on the cosmos. Unfortunately, not enough data has been collected on these designs because an umbracygot awakens from its trance to attack when it senses a trespasser.

A typical adult umbracygot is 16 feet long and weighs 1,500 pounds. These creatures possess more intelligence than their monstrous appearances would suggest, but conversations with them are rare. Umbracygots usually socialize on the rare occasions when they're full and don't wish to exert energy on a wasteful meal, or when they're mating. The knowledge gleaned from these unique interactions has proven useful in understanding their psychology, though their main concerns are defending their territory and consuming.

CORDRAZAR IV

Ancient Alien Ruins on a Hellish World

Diameter: ×1-2/5; **Mass:** ×4
Gravity: ×2
Location: Near Space
Atmosphere: Corrosive
Day: 465 days; **Year:** 3 years

Discovered just over a century ago, the Cordrazar system consists of seven planets orbiting a yellow dwarf star in Near Space. Four of the worlds are habitable and support thriving colonies and corporate industrial centers. As the colonies have stabilized and prospered, their inhabitants have begun exploring the rest of the system in greater detail.

Cordrazar IV is a rocky, terrestrial world blanketed in thick clouds of sulfuric acid. Its dense atmosphere of carbon dioxide and sulfur dioxide traps heat and creates enormous atmospheric pressure, producing intensely hot temperatures on the planet's surface. Only recently have probes from nearby colonies managed to penetrate Cordrazar IV's atmosphere, sending back data revealing a ravaged wasteland studded with mysterious and impossibly ancient ruins.

Very little is known about these ruins, or their original inhabitants, as no known sapient being has yet set foot on the planet, but several expeditions have sent robotic orbiters and rovers to explore tiny portions of its crumbling cities. These expeditions are all too brief, as not even robots can survive long in Cordrazar IV's corrosive atmosphere, but they have uncovered some information. All the expeditions have dated the planet's ruins as millions of years old, far predating most civilizations in Near Space. They are clearly the vestiges of a highly advanced society; remote exploration has revealed sophisticated construction techniques and tantalizing glimpses of alien relics and ancient technologies that have miraculously survived the acidic atmosphere and the toll of time. Planetary scientists believe the world's original inhabitants may have been responsible for the runaway greenhouse effect in Cordrazar IV's atmosphere that ultimately made the world so inhospitable.

Explorations on Cordrazar's other planets have turned up no trace of similar ruins; only Cordrazar IV seems to have been inhabited in the distant past. Researchers have uncovered evidence on all four habitable colony worlds that suggests that, rather than their ecologies forming naturally, they may have been terraformed. This has led to speculation that the mysterious inhabitants of Cordrazar IV were behind these terraforming efforts, though the reasons for this remain unclear. Why the terraformers seemingly never colonized these worlds is an added mystery.

As word of the peculiar ruins on Cordrazar IV trickles out to the wider galaxy, the planet is sure to attract the attention of xenoanthropologists, xenoarchaeologists, xenobiologists, and more, as well as interest from less-reputable parties such as reckless would-be explorers, treasure seekers, and black marketeers trading in plundered alien artifacts. Already, some xenohistorians on the fringes of academia have begun claiming that Cordrazar IV is an outpost of the ancient empire of the sivvs, a species of supposed interstellar conquerors that was defeated millions of years ago, leaving behind only scattered caches of highly advanced hybrid technology and weapons—though it should be noted that the continued existence of the sivvs and their empire is very much in dispute in respectable academic circles.

NEXT MONTH

THE STARSTONE BLOCKADE

By Eleanor Ferron

At the behest of their AbadarCorp contact, the heroes travel to Absalom Station to warn the Pact Worlds government of the fast-approaching threat from beyond the stars! But before the system is fully prepared for the worst, the titanic spacecraft known as *Ark Prime* arrives and shuts down the fabled Starstone Reactor, plunging the entire station into chaos. The heroes must find a way to bring the power back online, while rescuing citizens from all manner of catastrophes and dealing with Azlanti spies, angry outsiders, and confused spirits. Can they save the heart of the Pact Worlds and gather enough allies to take the fight to the strange alien vessel?

THE CHURCH OF ELORITU

By Mara Lynn Butler

Eloritu, the god of history, magic, and secrets, is a mysterious deity whose worship is likely millennia old and spread throughout the galaxy. Discover more about how the church of the Hidden Truth functions in the Pact Worlds and beyond.

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FORWARD

1 SQUARE = 10 FEET

A DIRE WAKE-UP CALL

When the heroes rescue a xenoarcheological team from weather gone haywire on a distant, frozen world, they unearth more than they bargained for as an ancient ruin rises from the ground and kicks off a series of events that could change the face of the galaxy forever. The tower contains secrets of a warlike civilization thought long dead and is strangely connected to a small moon in the Pact Worlds. The heroes must explore a previously unknown facility under the moon's surface that threatens to overheat and destroy all life there! They then learn the moon is signaling a gigantic alien craft, drawing it toward the system with lethal intent! This Starfinder Adventure Path volume begins The Devastation Ark Adventure Path and includes:

- "Waking the Worldseed," a Starfinder adventure for 13th-level characters, by Jenny Jarzabski.

- A gazetteer of Hibb, one of the many shepherd moons orbiting the gas giant of Liavara and home to the wheeled bantrids, by Mikhail Rekun.

- An archive of high-level alien creatures, including a haunted hovercar and a burrowing moon worm, by Joshua Hennington, Jenny Jarzabski, and Crystal Malarsky.

- Statistics and deck plans for a luxury cruise liner, by Ryan Gilmore, and a glimpse at a mysterious ruin-covered world with a corrosive atmosphere, by Robert G. McCreary.