

STARFINDER



THE DEVASTATION ARK
ADVENTURE PATH

THE STARSTONE BLOCKADE

BY ELEANOR FERRON



SKYWARD GLORY

TIER 10

Refit Inheritorworks Laserlance

Huge cruiser

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

AC 23; **TL** 23

HP 230; **DT** 5; **CT** 46

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

Attack (Forward) heavy laser array (6d4; 5 hexes), laser net (2d6; 5 hexes), superlaser (2d4 × 10; 20 hexes)

Attack (Port) gyrolaser (1d8; 5 hexes)

Attack (Starboard) gyrolaser (1d8; 5 hexes)

Attack (Aft) laser net (2d6; 5 hexes)

Attack (Turret) particle beam (8d6; 20 hexes)

Power Core gateway heavy (400 PCU); **Drift Engine** none; **Systems** basic medium-range sensors, crew quarters (common), mk 2 duonode computer, mk 6 defenses, mk 5 armor; **Expansion Bays** cargo holds (6)

Modifiers +2 to any two checks per round, +2 Computers; **Complement** 100 (minimum 20, maximum 100)

CREW

Captain (plus 1 officer) Computers +19 (10 ranks), Diplomacy +19 (10 ranks), Engineering +19 (10 ranks), gunnery +15, Intimidate +24 (10 ranks), Piloting +19 (10 ranks)

Engineers (2 officers, 10 crew each) Engineering +19 (10 ranks)

Gunners (5 officers, 4 crew each) gunnery +15 (10th level)

Pilot (1 officer, plus 5 crew) Piloting +19 (10 ranks)

Science Officers (5 officers, 8 crew each) Computers +19 (10 ranks)

The *Skyward Glory* is a Laserlance cruiser, originally constructed by Inheritorworks then modified by the Knights of Golarion to join the Armada and repel *Ark Prime*. This starship is just one example of the advancement of the war effort, and the *Skyward Glory* isn't even the largest or grandest of the warships Iomedaeans are fielding as part of the Armada. It does, however, feature the typical upgrades instituted to defend Absalom Station.

As part of these modifications, the cruiser's Drift engine was replaced with a high-capacity battery system that allows the *Skyward Glory* to supercharge its forward laser weapons. The refit cruiser can shatter most transports and smaller vessels with a single volley, a sight made even more impressive when the ship vents excess heat through large radiator fins projecting from the vessel's prow. These fins frame the weapon's long barrel, and they glow with incandescent light when the cruiser fires its superlaser. Vesk in the Armada have grudgingly admitted a fleet of such ships might give even the Veskarium pause.

As part of the Armada defending Absalom Station, the *Skyward Glory* has little need to enter the Drift. However, its speed and maneuverability are unexpectedly good for a vessel of its size, enabling it to more easily bring its devastating forward weapons to bear. The vessel can successfully give chase to small, nimble vessels, unleashing consistent volleys from close range before returning to formation. However, the *Skyward Glory* lacks the offensive punch provided by missiles or torpedoes, and its firepower from its flanks and rear is nominal and primarily defensive in nature.

Should the Armada succeed in its mission and the *Skyward Glory* survive, it's likely the ship will be left in its current configuration, reassigned to monitor duty as a powerful deterrent to lawlessness and evil in the Pact Worlds.

STARFINDER

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This book refers to other Starfinder products using the following abbreviations, yet these additional supplements aren't 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

Pact Worlds

PW



ON THE COVER

Ben Wootten illustrates Korrev, who claims to be a Starstone Defender, but is actually Konsuvias, an Azlanti spy sent to steal the artifact at the heart of Absalom Station!



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PART 1: CONTACT IMMINENT

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A mysterious starship has appeared at the edge of Pact Worlds space. With no one else better positioned to explain the incoming menace, the PCs must advise the Pact Council on how best to face this threat.

PART 2: INCIDENTS AT ABSALOM STATION

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Undaunted by Absalom Station's defenses, *Ark Prime* unleashes a beam of energy that shuts down the magical power of the Starstone Reactor, plunging neighborhoods into chaos and endangering the station's citizens. The PCs must handle high-crisis incidents throughout Absalom Station as time works against them.

PART 3: THE REACTOR

25

The PCs are tasked with discovering what happened to Absalom Station's auxiliary generators. The *Starstone* has been ripped free from its moorings in time, and a plethora of creatures seek to either punish those responsible or take advantage of the catastrophe by taking the artifact for their own ends.

PART 4: SIEGE FOR TOMORROW

36

With Absalom Station stable, the Pact Council asks the seemingly impossible: for the PCs to shut down *Ark Prime* from the inside. Backed by every starship the Armada can bring to bear, the PCs must fight their way through *Ark Prime*'s defensive fleet, pierce the starship's shields, and infiltrate it.

ADVANCEMENT TRACK

The Starstone Blockade Adventure Path is designed for four characters.

16

The PCs begin this adventure at 16th level.

17

The PCs should reach 17th level while restarting the auxiliary power reactors.

18

The PCs should be 18th level by the end of the adventure.

ADVENTURE BACKGROUND

Though the magical beacon known as the *Starstone* remains shrouded in mystery, enough pre-Gap records remain that the story of the artifact has not yet been lost. Summoned from the depths of space by the genocidal will of cruel aquatic beings known as algholthus, the *Starstone* was originally part of a poisoned meteor meant to wipe all life from the surface of the planet Golarion. The sacrifice of two gods managed to mitigate the damage from world-ending to merely devastating, and the *Starstone* settled at the bottom of Golarion's oceans among the debris of ruined continents. Millennia later, the god Aroden retrieved the *Starstone* and set it at the center of the city of Absalom. It was said that a mortal who merely touches the *Starstone* could be elevated to a god, though religious scholars know of only a few individuals who had accomplished this feat in the artifact's long history. As far as any historian knows, Absalom weathered countless sieges from conquerors who wished to claim the *Starstone* (and its supposed power) for their own, and the city never fell.

The *Starstone* is now the last remnant of vanished Golarion beyond its people, and it remains in use to this day. Set at the center of Absalom Station, the artifact generates enough magical energy to provide for the energy needs of every building, machine, and person aboard—though strangely, this power can't be exported from the station. The end of the Gap unveiled further secrets from the artifact. With the advent of Drift travel, the *Starstone* was discovered to be a powerful Drift beacon, allowing starships to travel directly to it from any point in the galaxy.

Unsurprisingly, this new facet of the *Starstone* further encouraged would-be conquerors and thieves, and sieges to claim the *Starstone* began anew. Multiple governments from the Pact Worlds and beyond attempted to annex Absalom Station by force—most notably the Bone Sages of Eox, who launched the Magefire Assault on Absalom Station in 7 AG. However, the station's powerful defenses and the fleet of starships known as the Armada fended off all these attacks. With the formation of the Pact Worlds alliance in response to external aggression, Absalom Station's status as a Drift beacon made it an asset to all planets in the system and a natural meeting ground for the Pact Worlds' new government, which finally cemented the station's status as the political center of the system.

Although no enemy force has made it through Absalom Station's magically powered defense batteries and vigilant starships, this record hasn't deterred would-be conquerors from trying. The latest of these attackers is *Ark Prime*,

a gigantic sivv colony ship that contains the remnants of the Sivv Dominion thought long gone. Understanding that their empire lost a protracted war against their enemies, the kishalee, a small population of sivvs—including soldiers and government officials—rushed to board the colony ship, which launched into a kind of quantum hyperspace. Millions of years passed, and all the while, the AI within *Ark Prime* calculated plans upon plans of how the Sivv Dominion could return to power and, if necessary, crush the kishalee species. The AI developed schematics for unmanned drones with superior firepower that would be under its complete control in case of an outright war. It occasionally dropped *Ark Prime* out of quantum hyperspace and collected materials to construct this fleet of automated warships. The AI also computed ways to indoctrinate other species to accept sivv domination, much in the way of the old Sivv Dominion.

When a beacon inside another sivv vessel, called the *Worldseed*, signaled *Ark Prime*, the colony ship entered the Pact Worlds system, where the AI scanned for possible threats to defeat and resources to exploit. Both sivv ships require a massive power source to begin the process of terraforming the nearby worlds into suitable habitats for sivvs, which makes the *Starstone* an irresistible target for *Ark Prime*. Absalom Station is rallying its defenses in response to the approaching ship. Yet, even this effort might not be enough to defeat one of the most formidable foes the Pact Worlds has ever faced, for *Ark Prime* was designed to restart the Sivv Dominion at any cost.

PART 1: CONTACT IMMINENT

By the conclusion of the Waking the Worldseed Adventure Path, the PCs should have discovered the existence and purpose of both sivv vessels: the *Worldseed*, a massive terraforming ship that formed the core of the Liavaran shepherd moon of Hibb; and *Ark Prime*, the colony ship drawn toward the Pact Worlds by a quantum signal from the *Worldseed*. The PCs also likely discovered one of the two undiscovered symbols of Eloritu, hinting that the deity has existed for eons and was possibly worshipped by factions within the Sivv Dominion—though this discovery might raise more questions about the Hidden Truth than it answers.

After their foray into Hibb's interior, the PCs received a transmission from their AbadarCorp contact Eisyfina Nott, asking them to meet her on Absalom Station. The journey from Liavara's orbit to the station takes 1d6 days of Drift travel or 1d6+2 days of travel using conventional thrusters. During this travel time, the PCs can rest, recuperate, and

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craft items as they need. When the PCs return from Drift space or have only a few hours of travel left to reach Absalom Station, their ship begins to pick up transmissions that a massive unknown starship has entered Pact Worlds space. If the PCs have not yet made the connection between the *Worldseed* and this strange vessel, they receive a message from the bantrid ambassador Uso, who tells them that Hibb scientists have discovered that the sivv structure within Hibb has been sending a signal directly to the incoming *Ark Prime*.

ABADARCORP WANTS YOU

As the PCs dock on Absalom Station, Ms. Nott contacts them once again. Read or paraphrase the following to begin the adventure.

Ms. Nott's worried face appears on the view screen. "I'm glad you've arrived safely. Now we get to wonder if what's happening was somehow started by our expeditions into Jedarat's ruins, or if we just stumbled across something bigger than us. I suspect we won't like the answer no matter what it ends up being.

"You've probably heard the news already, but just to make sure we're all on the same page: a huge ship has shown up in Pact Worlds space, and all our projections show it moving toward Absalom Station. Everything we've sent out to make contact with the vessel has been destroyed. None of them stood a ghost of a chance." Ms. Nott presses her lips into a frown. "This station isn't like the *Idari*; it never had the capacity to move out of the way. If this ship is hostile, and everything suggests that it is, I don't know where that leaves us. I don't know where that leaves the Pact Worlds.

"It probably won't surprise you to hear that the Pact Council Directorate has convened to discuss the issue. I'd like you to speak to them on what you learned. Don't worry." She raises her hand. "I'll take care of the particulars—political, legal, whatever you need. I think you're the people with the most knowledge in the system about whatever is approaching us, even if that information isn't much, and I think the Directorate needs to be as informed as they possibly can be. I'm not the only one, either. I just got a call from a priest of Eloritu—I have no idea how she got on my personal line—claiming she saw you in one of her divinations. She insisted that you have crucial knowledge for the approaching threat. I didn't ask much after that. I've found that when it comes to Eloritu, asking questions only gets you more questions in response. It's aggravating, is what it is.

"It's not as though she asked me to do anything I wasn't planning to already," Ms. Nott adds. "I know some of you might have had other motives in accepting my first contract. If you need further motivation now, name a price, and AbadarCorp will pay it as soon as the station is safe again. This isn't just about responsibility or public safety; this is personal.

For those of us whose ancestors came from Golarion, this is all that's left of our home."

Ms. Nott requests the PCs meet her at the Golden Vault—AbadarCorp's head office—in the Ring of Absalom Station. As the PCs travel through the station, they quickly realize that talk of the mysterious alien starship is everywhere. News reports indicate it recently "jettisoned" an aftward piece of its hull as it passed the system's gas giants; calculations predict that the secondary section will soon enter a similar orbit as Hibb around Liavara. Both this section and the main vessel have attacked any ships that have gotten close, and even exploratory missions sent by the Stewards have been shot down. Approaching craft have been fired upon by a massive fleet of drones that seem to appear out of nowhere and then disappear just as quickly. Currently, a fleet of Eoxian starships have engaged in a protracted hit-and-run fight against the ancient vessel, having disobeyed direct orders from their government; they've lasted the longest so far, but consensus is that they're doomed. The intruding ship seems impossible to destroy, and the entire system is on edge. Absalom Station's residents are clearly nervous, but for now, daily life continues unchanged.

THE GOLDEN VAULT

The Golden Vault is AbadarCorp's head office, a fact made plain by the golden 10-story-tall logo on the skyscraper's side. The building's public entrance opens onto a vast cathedral-like bank, which is still bustling despite the looming sivv threat. Dozens of congregants sit in comfortable pews, praying to Abadar for salvation; on the other side of the space, secular clerks attempt to calm panicked customers attempting to withdraw the entirety of their savings. Despite the tense mood, there's a sense of hope as the people here put their trust into their god. Before the PCs can ask where to find Ms. Nott, a pair of security personnel recognizes them and escorts them to a well-furnished office several flights up.

Ms. Nott greets the PCs when they enter. Another woman sits in a sleek hoverchair wearing a slender, three-piece black suit that sparkles with distant stars around the sleeves; a light blue scarf frames her face, and a pair of light-gray gloves covers her hands. Ms. Nott introduces the woman as Cambrisa Jun, a priest of Eloritu, and explains that they'll all soon go to the Plenara—the stepped dome that serves as the capitol building of the Pact Worlds—where they can present their findings to the Directorate, the elected committee that makes pressing decisions for the Pact Council. The PCs have a few minutes to get updated, and you can use Ms. Nott to fill them in on any important information they must know. The AbadarCorp representative also formalizes any agreement of payment between her company and the PCs; she can promise them up to 1,000,000 credits for simply speaking with the Directorate on behalf of the Pact Worlds.

If the PCs were unable to discern the significance of the unknown symbol of Eloritu they found on the *Worldseed*'s command deck, Cambrisa begins the conversation by describing the symbol and recounting where the PCs found it in detail. She notes that she saw the symbol at the same time as the PCs, thanks to Eloritu, and briefly muses on the implications of the discovery despite the urgent circumstances. The PCs might have other questions for Cambrisa; some likely questions and their responses are described below.

What do you do? "I am a high priest of the Hidden Truth, the Archmage of the Circle of the Substantial Stone. We focus our study on the mysteries of Absalom Station's past and present, seeking its history from before the Gap—if there is any to find—and learning what we can of the *Starstone* that powers it."

What do you know about Absalom Station and the *Starstone*? "Most of what is known is what is unknown. Yes, I know. Many quickly tire of that answer. But the Gap remains as persistent as ever, and most of our studies on the *Starstone* serve to prove only how unique it is. I could tell you that the people of past Golarion understood its significance just as well as we do, and maybe more so, as I could name siege after siege of ancient armies who sought to claim it. That every one of them failed might be even more miraculous than the artifact itself. I could speak more on how the *Starstone* seems to be unique in its power as a Drift beacon across all of known space, how we have no idea where many of its defenses come from or even how it creates enough energy to power the whole of Absalom Station, nor any understanding of the strange ghostly figures that seem to pass through its reactor. But I suspect the mysteries that fascinate me will only frustrate you."

Why did you ask for us to speak to the Pact Council? "I asked the powers of magic and the universe for a solution to the mystery of the approaching ship, and it revealed you. I am not sure what more I can explain."

What do you know about the incoming vessel? "Only what you know."

When the PCs are ready, Ms. Nott leads them back downstairs to the Golden Vault's garages, where a luxury transport waits to take them across the station to the Plenara.

THE STAR CHAMBER

At the Plenara, the PCs and their allies are immediately escorted up to the Star Chamber at the dome's highest point to speak with the Directorate, who have convened in an emergency session. Read or paraphrase the following.

The thick magnetic doors open to reveal a room overlooking the entirety of Absalom Station's Eye, the green expanse of Jatembe Park ringing the station's most

exclusive and prestigious buildings. A semicircle of chairs and desks sits opposed to the wall-spanning windows, each seat pointed at the triangular digital display that sits in the center of the room. The members of the Directorate turn as Eisyfina Nott enters, rearranging their chairs to face the arriving delegation in respect. A ryphorian councillor surreptitiously skirts behind the other Directorate members to murmur something to a seated kasatha, though the others ignore them both as a heavily augmented shirren moves to the front.

"Welcome," the shirren says, her friendly voice suggesting a hint of robotic inflection. "We have been hoping you might grant us more insight into the current situation, for all our sakes."

Sorely lacking any context for the approaching ship, the Directorate is willing to put a cease to all current discussion and hear out the PCs immediately. Due to the PCs' firsthand experiences and their general expertise from their previous exploits, the PCs are invited to remain in the emergency session to advise the Directorate on their next moves.



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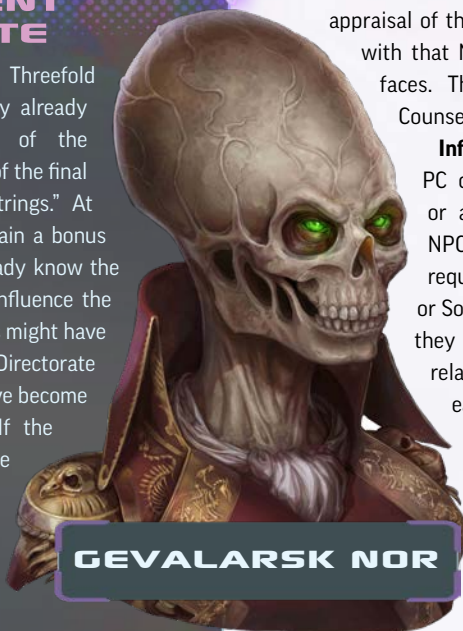
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A DIFFERENT DIRECTORATE

Groups that participated in The Threefold Conspiracy Adventure Path likely already have an intimate knowledge of the Directorate thanks to the events of the final adventure, "Puppets Without Strings." At your discretion, the PCs either gain a bonus to their discovery checks or already know the types of skills they can use to influence the Directorate. Alternatively, the PCs might have affected the outcome of the Directorate election, or one of them might have become a member of the Directorate! If the composition of the Directorate is different in your campaign, tweak the influence stat blocks below as you need. If a PC is on the Directorate, you can either grant the PCs an automatic +2 circumstance bonus to rolls to reassign fleets or afford them one successful skill check, at your discretion.



GEVALARSK NOR

The councillors want to protect the Pact Worlds, but being politicians, they have constituents and their personal biases in mind. They need the PCs' help in determining how to allocate a limited amount of resources (both on Absalom Station and throughout the system) to defend against the alien ship and to deal with the aftermath of the destruction it has already wrought.

While presenting the information they learned on Hibb to the Directorate, the PCs can gain a sense of a councillor's concerns and motives from that councillor's questions and responses during the presentation. They also have a chance to use their expertise and social skills to sway councillors toward a certain point of view. Each PC can take up to five social actions (either to assess or to influence an NPC) during their presentation. The descriptions of these NPCs (see *Dramatis Personae*) list a variety of possible skills the PCs can use to either assess the situation or to influence the councillors.

Assessing an NPC: Though the councillors all have differing viewpoints, untangling their statements from their inherent biases and motives can give the PCs a better grasp on the truth of the situation. As a social action, a PC can attempt an appropriate skill check with a set DC listed in each NPC's "Assess" entry by listening to that councillor's point of view and carefully questioning their answers. At your discretion, an appropriate Profession skill (such as politician) can be substituted for any of these checks.

If a PC succeeds at an assess check, they gain both an understanding of the specific NPC's motives and an accurate appraisal of the true difficulty of the task associated with that NPC, one of the many the Directorate faces. These tasks' difficulties are noted in Counseling the Councillors on page 10.

Influencing an NPC: As a social action, a PC can attempt either a discovery check or an influence check against a specific NPC of their choosing. A discovery check requires a successful DC 32 Sense Motive or Society check and the PC learns the skills they can use to influence that NPC and the relative difficulty of doing so (as listed in each NPC's "Influence Checks" entry). A PC can inform other PCs of this information once it's revealed.

An influence check is an attempt to win the target's favor with a skill check. Without a successful discovery check, a PC attempting an influence check must guess what skills can influence an NPC. A PC gains no benefit or penalty when using a skill that can't influence an NPC. A successful check of a skill against the listed DC (as listed in each NPC's "Influence Checks" entry) allows the PC to pull on that NPC's favorable impressions to sway them during the debate on how to handle the situation, granting that PC a +2 circumstance bonus to any roll to reassign fleets in Assigning the Fleets on page 11; this bonus is cumulative with any other influence bonuses that PC gained during their social rounds. At your discretion, an appropriate Profession skill can be substituted for any of an NPC's influence check skills.

A PC can take a subsequent social action to attempt a failed discovery or influence check again with no penalty.

DRAMATIS PERSONAE

Aside from the PCs, Ms. Nott, and Cambrisa Jun, the following people are present in the Star Chamber. These politicians are some of the most influential people in the Pact Worlds; any PC who has at least 7 ranks in Culture automatically recognizes all the figures present.

GEVALARSK NOR

LE male elebrian necrovite (*Starfinder Adventure Path* #3: *Splintered Worlds* 53, *Starfinder Alien Archive* 80)

Background The Eoxian ambassador recently parlayed his successful political career into a seat on the Directorate. Though many suspect the necrovite's involvement in some manner of unscrupulous behavior, no one has been able to prove it.

DESCRIPTION

Appearance A humanoid being with an elongated cranium,

Nor's skeletal visage clearly marks him as undead. As a spellcaster who used his powerful magic to achieve immortality at a price, an eerie light burns from behind his sunken eyes. Nor wears a fancy gold-and-purple suit that clearly displays his power and prestige, though the elbows and sleeves occasionally fray due to magic use or constant contact with his sinewy bones.

Personality Though Gevalarsk often seems to have knowledge and contacts that highly indicate a less than savory nature, he takes great measures to remain so diplomatic and helpful that few can publicly press the matter. If the PCs met and aided (or received aid from) Gevalarsk in their previous exploits, the Eoxian greets them personally.

INFLUENCE

Assess Rescuing the Eoxian Fleet; Culture or Sense Motive DC 36

Influence Checks Diplomacy or Sense Motive DC 36, Mysticism DC 34; at your discretion, PCs who remained on good terms with Nor in previous adventures gain a +4 circumstance bonus to influence him.

Motives While clearly none-too-pleased with his fellow Eoxians at this moment, Nor still has a vested interest in attempting to save the Eoxian fleet from itself. Though his main motives veer suspiciously close to gaining political favors to hold over other Eoxians, Nor can eloquently argue for the advantages of having the Eoxian ships available to aid Absalom Station's defenses, and he insinuates that he can use his authority to force the ships to retreat without too much fuss. People who demonstrate they can manipulate others with words or see through such manipulations seem to amuse Nor, and he also reserves some measure of legitimate respect for those who show advanced knowledge of mystic power.

KLENDALIKH

NG female shirren

Background A gregarious shirren from Verces, Klendalikh is a staunch proponent of cybernetic research and is outfitted with many technological augmentations. Though not officially trained in medicine, Klendalikh has spent enough time in medical facilities



KLENDALIKH

that she has picked up a decent grasp of the basics. Like many shirrens, she is concerned about attacks from beyond the Pact Worlds, especially from the Swarm.

DESCRIPTION

Appearance Much of Klendalikh's shirren biology is enhanced by cybernetic augmentations. Her eyes contain electronic components, which allow her to see much further and much better than most, though where she's looking at isn't always clear. Her legs are fortified with metallic struts, and one of her arms has been replaced with a cybernetic limb.

Personality Though some mock her for being "more machine than not," Klendalikh maintains a positive attitude and likes to engage in casual

conversation with those she has just met. While medical research into cybernetics is her main cause, she's widely regarded as the councillor most concerned with the lives of sapient creatures, to the point where many consider her to have a bleeding heart.

INFLUENCE

Assess Defending the *Idari*; Culture or Sense Motive DC 32

Influence Checks Diplomacy or Medicine DC 36, Intimidate DC 30

Motives Klendalikh is committed to presenting a strong front with Andar to support the *Idari*, hoping her voice can convince the other councillors that Andar is not simply biased on the subject due to the kasatha's heritage. In addition to a desire to aid the kastahars, Klendalikh recognizes that major harm to the *Idari* would have a devastating effect on Pact Worlds citizens' morale. Those who show a similar dedication to the mental and physical health of others can win Klendalikh's support, though the friendly shirren can also be browbeaten into submission.



KUMARA MELACRUZ

KUMARA MELACRUZ

LG female human envoy

Background Though not a member of the Directorate or even the Pact Council, Melacruz's position as the Prime Executive, the top government official of Absalom Station,

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grants her the right to be present at the meeting. Known for her tough stance on corporate criminals and permissive views on immigration, Melacruz has survived several assassination attempts during her career. (See page 40 of *Starfinder Pact Worlds* for more information.)

DESCRIPTION

Appearance Melacruz's is a tan-skinned woman, whose strong, angular features and jet-black hair present a striking, authoritative figure. Her clothing and jewelry accentuate this image, and other powerful business administrators often consider the Prime Executive an inspiration for fashion that conveys professionalism without dipping into pretentiousness or tawdriness.

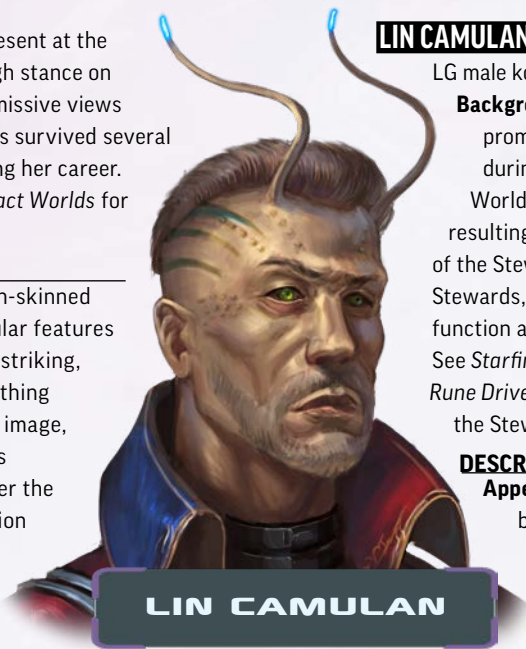
Personality Melacruz's bold, forceful demands for progressive solutions and corporate accountability earned her an assassination attempt before the halfway point of her first term. If anything, this incident has only made her more outspoken. Melacruz stands strong in the face of adversity and has little desire to become a forgettable, mediocre personality in order to avoid offense; if her opinions outrage certain people, she assumes she's doing something right.

INFLUENCE

Assess Station Security; Culture, Sense Motive, or Profession (politician) DC 31

Influence Checks Diplomacy or Culture DC 34, Sense Motive DC 32

Motives As Prime Executive of Absalom Station, Melacruz considers the defense and well-being of the station to be her responsibility, and she seeks to ensure that whatever conclusion the Directorate comes to will adequately address her concerns. Having educated herself on the matter, Melacruz heavily favors the defensive plan the Pact Council is leaning toward, but she understands that risks might need to be taken to rally additional forces against an unknown threat. A well-presented argument or any in-depth knowledge of Absalom Station can sway Melacruz. She's also impressed by those able and willing to cut through self-serving political doublespeak.



LIN CAMULAN

LG male korasha lashunta soldier

Background Camulan earned multiple promotions due to his heroic actions during the Swarm invasion of the Pact Worlds several decades ago, eventually resulting in his position as Director-General of the Stewards. As the head of the Stewards, Lin Camulan is present in his function as consultant to the Directorate. See *Starfinder Adventure Path #9: The Rune Drive Gambit* for more information on the Stewards.

DESCRIPTION

Appearance With pale skin and ash-blond hair, Camulan's faint blue temple markings and light green eyes provide a few hints of color to his otherwise muted visage. He keeps his hair and beard short

and cleanly trimmed in military style. Adorned with red accents, his blue uniform is emblazoned with the symbol of the Stewards as well as his many medals of service.

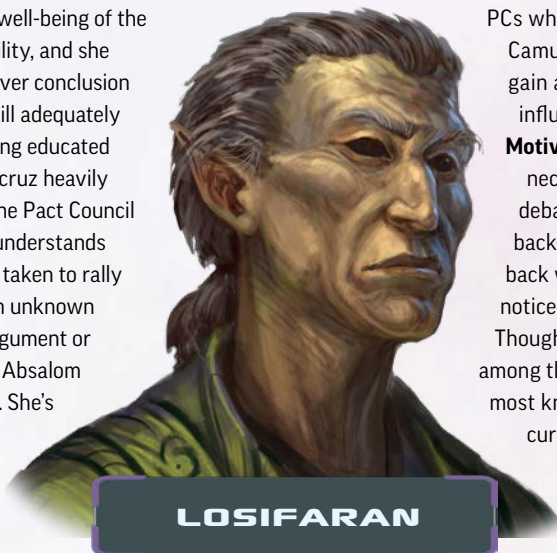
Personality Camulan prefers clear action and a clean line of command to politics and debate. He has no time for nonsense and becomes visibly frustrated by anyone who doesn't appear to have enough expertise to make heavy decisions on topics at hand. If the PCs have met Camulan during their previous exploits, the Steward greets them personally.

INFLUENCE

Assess Station Defense; Engineering, Piloting, or Profession (soldier) DC 30

Influence Checks Diplomacy or Sense Motive DC 35, Profession (soldier) DC 31; at your discretion, PCs who remained on good terms with Camulan in previous adventures gain a +4 circumstance bonus to influence him.

Motives While understanding the necessity for the Directorate to debate their course of action, this back-and-forth—oftentimes circling back with no progress made—places a noticeable strain on the Director-General. Though too reserved to object out loud, among those present Camulan holds the most knowledge of the Pact Worlds' current military capabilities, and being superseded by politicians clearly aggravates him. Any intervention by the



LOSIFARAN

PCs to keep the meeting progressing forward earns his gratitude.

LOSIFARAN

N male elf

Background The laconic elven administrator split from his normally isolationist kin on Castrovel to get involved with Pact Worlds politics, citing a desire to help guide the future of the system. Due to his lack of natural charisma and his pragmatic attitude, Losifaran isn't well-known outside the Pact Council. Though he has gained some political acumen over the years, the elf most likely owes his election to the Directorate to the discovery of shapeshifting infiltrators in the council (see The Threefold Conspiracy Adventure Path for more information).

DESCRIPTION

Appearance Wire-thin with sunken-cheeks, Losifaran seems to bear the weight of his centuries. He has dusky brown skin, jet-black eyes common to his ancestry, and dappled hair that resembles the patterns of hawk feathers, pulled back into a ponytail. He wears loose-fitting robes with elven symbols sewn into the collar.

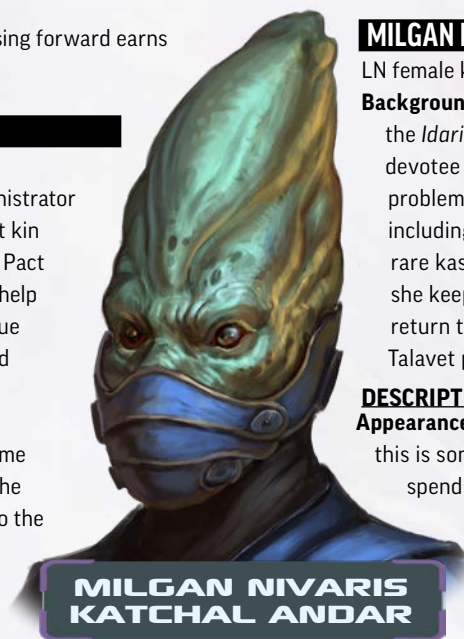
Personality When asked direct questions, Losifaran answers with short sentences in a calm, quiet voice but speaks little otherwise. He believes that when things need to get done, even unpleasant tasks, it's best to do them quickly and efficiently. Despite this mentality, he does take the time to listen to others' concerns and appreciates knowing all the facts before making a decision.

INFLUENCE

Assess Rescuing the Eoxian Fleet; Life Science or Sense Motive DC 33

Influence Checks Culture or Sense Motive DC 34, Diplomacy DC 35

Motives Losifaran has no desire to expend resources in aiding the Eoxian fleet since he believes they acted rashly and must now face the consequences. The elf would prefer to present a stronger front at the three other critical defense concerns. He makes it clear that he has no personal qualms against the undead, despite what some might claim. However, if persuaded that the Eoxian fleet are better equipped to fight without resting, Losifaran changes his mind, though he argues that the rescue force must have sufficient strength so as not be a pointless waste of resources. Those who appear to weigh all the information at hand and act logically are more likely to gain Losifaran's support.



MILGAN NIVARIS
KATCHAL ANDAR

MILGAN NIVARIS KATCHAL ANDAR

LN female kasatha mystic

Background A kasatha representative from the *Idari*, Andar is a conservative and vocal devotee of Talavet. Andar believes most problems can be solved by traditional means, including consulting with her deity. She has a rare kasatha degenerative nerve disease that she keeps secret, though she makes regular return trips to the *Idari* to have it treated by Talavet priests.

DESCRIPTION

Appearance Andar is tall for a kasatha, though this is sometimes difficult to tell since Andar spends most meetings seated. Her skin is light green with darker green spots across her brow. She wears an understated, light blue suit and a matching traditional face covering devoid of any markings. Her hands

occasionally shake when she grips something for too long, most noticeably when she takes a sip of water; none of the other Directorate members comment on this particular issue.

Personality Andar's old-fashioned opinions often leave her without support in Directorate meetings due to her seeming inability to accept even the smallest amount of risk. However, with her home particularly in danger during this crisis, she has Klendalikh on her side, which has made Andar slightly more overbearing than usual.

INFLUENCE

Assess Defending the *Idari*; Culture or Engineering DC 37

Influence Checks Culture or Medicine DC 33, Diplomacy or Perception DC 35

Motives Before she became a mystic and a politician, Andar briefly trained as an auxiliary crew member on the *Idari*'s engineering decks, so she understands the difficulty of evacuating the colony ship or restarting its engines. Her primary concern is the safety of the *Idari*'s citizens and preventing the loss of much of kasathan culture and history should the ship be destroyed. Platitudes to address these concerns—true or not—or similar expertise in machines go a long way to soothing Andar's concerns. Anyone who attempts to underhandedly use the kasatha's medical concerns as a point of leverage takes a -4 penalty to checks to influence her.

ZIA CHOH

N nonbinary winterborn ryphorian (*Starfinder Alien Archive* 96)

Background A winterborn ryphorian from Triaxus, Choh fought as a battleflower of Ning before moving

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into politics. They recently stepped in to become the main Triaxian representative in the Pact Council when the former ambassador was assassinated by a reptoid conspiracy (see *The Threefold Conspiracy Adventure Path* for more information).

DESCRIPTION

Appearance Choh is a muscular person slowly approaching middle age. A well-groomed layer of short white fur covers their body, and they wear their bluish-white hair in a decorative braid, and a sleek black dress that's stylish but not ostentatious.

Personality Choh processes stress through bursts of acerbic humor that sometimes stray into the realm of being inappropriate (such as ribbing Gevalarsk Nor about the Magefire Assault). Of those on the Directorate, they probably have the most combat experience after Director-General Camulan. Choh often assumes people can take care of themselves without outside interference and sometimes needs to be reminded otherwise.

INFLUENCE

Assess Station Defense; Culture or Perception DC 32

Influence Checks Diplomacy or Sense Motive DC 34;

Athletics, Profession (dancer), or Survival DC 30

Motives As a former battleflower, Choh is aware of the importance of defense. They don't think Absalom Station can be defended adequately without taking some risks to bolster the Armada's forces. Choh is impressed by eloquent arguments but is equally enthused by those who appreciate physical performance.

COUNSELING THE COUNCILLORS

Although the Directorate considers the situation a top-tier emergency, the Pact Worlds have limited forces to deploy. As the PCs are the foremost experts on the threat that the system faces, the Directorate is willing to listen to any advice the PCs provide on the situation, though not without a certain amount of pushback from invested members. The Directorate is keenly aware that it takes at least 1 day for communication to reach Absalom Station from anywhere in the galaxy and even more time for it to get back to other areas of the system, so they can't respond to threats in real time. Any decisions made here are final.

There are four major concerns that the Directorate is trying to address. The knowledge the PCs gained from "Waking the Worldseed" and information they gathered from successfully assessing an NPC during their presentation to the council grants the PCs crucial insight into the situation.

Inform the PCs of the difficulty noted next to the specified concern, and explain that this rating reflects the actual difficulty of addressing that issue, as opposed to what the Pact Council believes based on their incomplete information. You should also share the details given in the second paragraph of each concern with the PCs.

Defending the Idari (Hard): The calculated path of *Ark Prime* shows it will pass dangerously close to the worldship known as the *Idari*, forcing the kasathas to scramble to move their cultural home. The vessel hasn't started up its engines in ages, and the process of moving it might be safer with engineers and escorts from Absalom Station. Most of the Directorate believes there's a decent chance the *Idari* can manage without additional aid; Andar and Klendalikh urge more caution, arguing that failure would prove catastrophic and likely result in many of the kasatha forces guarding Absalom Station to abandon their posts as they leave for the *Idari* to check for any surviving kin.

A PC who successfully assesses this situation recognizes that the situation is far more dire than anyone in the Star Chamber realizes. The chance of a starship passing through the *Idari*'s orbit by accident is astronomically small, meaning that *Ark Prime* is deliberately pursuing the *Idari* as either a perceived power source or a perceived threat. Without a substantial escort fleet to divert *Ark Prime* from its course, the *Idari* is at substantial risk of going down in flames.

Rescuing the Eoxian Fleet (Medium): Before the PCs arrived on Absalom Station, a fleet of impulsive starship pilots from Eox's defensive forces attempted to confront *Ark Prime* and shoot it down. Both the Directorate and the PCs can easily realize the futility of this endeavor, but the vessels remain intact. Nor believes that he could convince the Eoxians to retreat or change their tactics into delaying *Ark Prime* instead of launching a full-on assault, increasing the chance that the Eoxian fleet survives. Losifaran, recognizing the limited scope of the system's forces, argues for leaving the Eoxian fleet to their fate.

A PC who successfully assesses this situation recognizes that if the Eoxian fleet could delay *Ark Prime*, Pact Worlds forces would have more time to mobilize. From that point, the Eoxians might be able to retreat to Absalom Station, further reinforcing the station defenses—but any attempt support the Eoxians puts the Pact Worlds ships in danger alongside the undead fleet.

Station Defense (Medium): Knowing that *Ark Prime* approaches at a seemingly inevitable pace, the Directorate is



ZIA CHOH

extremely reluctant to remove a significant Armada presence from around Absalom Station. These ships are currently in prime condition to try to rout the alien ship as it nears the station, but unless convinced otherwise, the Directorate won't have them take part in any operations that might bolster other Pact Worlds forces before *Ark Prime* arrives.

A PC who successfully assesses this situation recognizes that the Directorate is right to be concerned, as *Ark Prime* will likely reach Absalom Station before Pact Worlds forces can fully mobilize. The PCs can also surmise the Armada is no match for *Ark Prime*, and risks must be taken to survive the approaching threat. Of course, failure to defend Absalom Station would have beyond catastrophic results, and so arguing for less defensive presence at Absalom Station is a daunting prospect.

Station Security (Easy): The Directorate is concerned about moving too many forces off Absalom Station, especially due to likely civilian panic should *Ark Prime* come too close. Worse yet, fringe political groups have threatened on social media to storm sensitive government facilities, and Kumara Melacruz fears they might take advantage of any chaos to foment an uprising. Melacruz wishes to keep the crews of many of the Armada ships near Absalom Station to offer further security and evacuation efforts if necessary.

A PC who successfully assesses this situation realizes that while a few of the threatening groups are dangerous extremists, most of them are all talk and no action. With some official backing, the Stewards and other defenders can likely handle these groups. Without at least some military presence, the station might suffer internal catastrophe while fighting off external forces. Absalom Station can likely make do with a token military force, with the caveat that doing so means the station can't be evacuated if something goes wrong. If the Directorate focuses too much on defense and not enough on offense, the need to evacuate in the future becomes a near certainty. Overall, keeping station forces to a reasonable minimum and focusing on riskier, yet more rewarding, scenarios is likely the better maneuver, but one that might not play well with the citizens of Absalom Station if publicized.

ASSIGNING THE FLEETS

The Directorate has 20 fleets to allocate. Without PC input, they are deployed as follows.

- Defending the *Idari*: 2 fleets
- Rescuing the Eoxian Fleet: 2 fleets
- Station Defense: 8 fleets
- Station Security: 8 fleets

The PCs can attempt up to six checks to sway the Directorate to reallocate a fleet. A fleet can be reassigned with a successful DC 29 Bluff, Diplomacy, or Intimidate check (as appropriate for the rhetorical tactic a PC chooses to use). A PC also can use an appropriate Profession skill (such

as mercenary, soldier, or politician) instead, representing the respect that comes with their knowledge and position within their field. For every 5 the result exceeds the DC, the PC can reallocate an extra fleet.

Once the fleets are allocated, the PCs decide which skill represents the personal expertise they lend to the fleets' tactics for each of the four areas of concern. Secretly roll a skill check for each concern using the highest bonus for that skill among the PCs; if at least two PCs have 15 or more ranks in that skill, this check gains a +2 circumstance bonus from aiding. For each fleet allocated to the task, add an additional cumulative +1 circumstance bonus (for instance, a task with five allocated fleets receives a +5 circumstance bonus). If no fleets are assigned to a task, the task automatically fails. At your discretion, and if the PCs make a convincing argument, any appropriate Profession skill can be substituted for the following skills. If none of the PCs have any applicable skills, use a +25 bonus for the check (and add the bonus from assigned fleets), representing the Directorate's collaborative tactics.

Defending the *Idari* (DC 49): Engineering to mobilize the worldship without system failures, Physical Science to push the *Idari*'s speed, or Piloting to plot the safest escape route. The result of this task determines how well the *Idari* fares, as well as how many fleets will be available in Part 4 for the attack on *Ark Prime* (see page 37).

Rescuing the Eoxian Fleet (DC 44): Diplomacy to convince the Eoxian fleet to retreat, Piloting to offer tactics to outmaneuver *Ark Prime*, or Bluff or Stealth to obscure the undead fleet's retreat. The roll for this task determines whether the Eoxian fleet survives, as well as how many fleets will be available in Part 4 for the attack on *Ark Prime* (see page 37).

Station Defense (DC 44): Computers to coordinate the defense, Engineering to shore up fleet and station shields, or Piloting to devise optimal defensive formations. The result of this task determines how well the Armada fares in the initial skirmish with *Ark Prime* before the PCs take command in Part 4 (see page 37).

Station Security (DC 39): Culture to help the disparate populaces of Absalom Station act together, Diplomacy to inspire the populace, Intimidate to cow the extremist groups, or Sense Motive to recognize which fringe groups actually pose a threat. The result of this task determines whether the PCs face additional difficulties during Part 2.

Note which tasks succeeded and which failed, but don't inform the PCs of the results yet. Absalom Station is effectively cut off from real-time communication with its fleets, and no one will know how each mission fared until their consequences become apparent.

Treasure: After the meeting ends, Ms. Nott transfers the promised 1,000,000-credit payment to the PCs' accounts, divided as they see fit. If the PCs would prefer the money on credsticks or in UPBs, she can get those to them, but it takes a few hours.

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The remainder of this adventure takes place over a relatively short period of time, as the PCs run from crisis to crisis with few opportunities to rest. While the PCs are likely to find time for 10-minute breaks to recover their Stamina Points, a standard 8-hour rest will be nearly impossible. At your discretion, the PCs should be made aware that they're going into a challenge that intentionally limits their ability to rest, so tactically conserving and spending their resources can be critical to the PCs' success. This information could be conveyed in game by the more combat-experienced members of the Directorate or by divinations performed by the mystic Cambrisa Jun.

Development: Once the fleets have been assigned, the meeting concludes. As a final request, the Directorate asks the PCs to remain nearby as *Ark Prime* approaches so that they can be summoned quickly should any complications arise.

Story Award: For presenting their information to the Pact Council, award the PCs 102,400 XP. For each of the four tasks that the PCs complete successfully, award the PCs an additional 38,400 XP.

PART 2: INCIDENTS AT ABSALOM STATION

At the request of the Pact Council, Eisyfina Nott offers the PCs a couple of fancy suites, owned by AbadarCorp in the Nyori Palisades, to use while waiting for news about *Ark Prime*. The rooms overlook the greenery of Jatembe Park, and the PCs can place orders for food and other amenities, which are swiftly delivered by a small robot. While the PCs have been asked to remain on Absalom Station, there isn't enough time for any major operations, but you should otherwise encourage the PCs to use this break in the action to purchase items, prepare for the battles to come, roleplay interactions with NPCs, and perform any other downtime activities they'd like. Both Ms. Nott and Cambrisa speak to the PCs about their discoveries on Hibb and the situation as it stands, allowing you to foreshadow any events to come as you see fit. Additionally, the PCs should plan to upgrade their starship (if they have one) to tier 17 with Absalom Station paying for and expediting the improvements.

Between one and three days later (the exact time is flexible, depending on the needs of your campaign), *Ark Prime* approaches the vicinity of Absalom Station space while the PCs are meeting with Ms. Nott and Cambrisa Jun. Read or paraphrase the following.

News channels, social-media feeds, countdown infosphere sites, and government bulletins—all on alert since the alien starship entered the Pact Worlds system—explode into even a frenzy as the massive vessel appears outside of Absalom Station. Vids feeds show a vessel seemingly carved from a single block of stone or horn, lines of energy running across the ridged hull plates of the titanic megalith. Outside the suites, shouts erupt from the streets as groups of citizens, seeing the ship through the bubble of the Eye, begin to panic.

The vessel seemingly brushes off the bombardment of missiles and blasts of plasma from the Armada's many ships, like a person might ignore pesky insects buzzing around their head. Suddenly, a ray of blue energy shoots from some unseen weapon, engulfing Absalom Station in a flash of blinding light. The whole station shudders, sending unsecured vehicles skidding down the roads, and the already-panicked citizens begin to panic even more. The lights in the station flicker momentarily as emergency klaxons begin to sound.

A garbled voice, crackling with static, manages to sound over all communication devices. "War—ng. Power fail—imminent. All —itizens should report—designated shelter areas or—space suit. This is —ot a drill."

A few seconds later, Absalom Station goes completely dark, with a jarring mechanical whir as everything shuts down.

With the station's power shut down, chaos erupts. Station security and emergency teams rush to resolve problems as they arise, but some situations are far beyond their stretched-thin capabilities. As high-level heroes, the PCs are currently the only people on Absalom Station capable of dealing with a number of threats found throughout the station. The closest emergency becomes apparent a few minutes after the station goes dark, as some unseen assailant from Jatembe Park starts throwing massive boulders into the lower floors of the building where the PCs are staying.

Further emergencies arise that require the PCs' attention. If the PCs aren't likely to rush out to help others, Ms. Nott agrees to extend their AbadarCorp contract, recompensing their time and efforts with a stash of emergency gear (see Treasure below). In most cases, the news of further dire events comes in the form of transmissions issued throughout the station and from the fleet outside. If the PCs are willing, Cambrisa Jun casts *telepathic bond* on the entire group, volunteering to help the PCs discern which issues are being handled by station staff and which don't seem to have anyone qualified nearby to help. The adventure

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assumes the priest of Eloritu aids the PCs by coordinating their efforts to aid the citizens of Absalom Station during this crisis.

The PCs must deal with several situations under duress. As time passes, these incidents escalate (see the A Timeline of Events sidebar on page 15), and the PCs might have to make choices about which emergency they prioritize. Keep track of how much time the PCs spend traveling and how long they stay in any one area. For the purposes of this adventure, assume that due to distance and the panic of the station's citizens, it takes the PCs 30 minutes to travel between any two points on the station (except where noted). This time can be cut in half by hustling, but hustling for more than an hour between sleep cycles risks fatigue and nonlethal damage (see page 258 of the *Starfinder Core Rulebook* for more on overland movement). At your discretion, you can allow the PCs to use spells and items to travel to the site of an emergency much faster.

Treasure: Before the PCs leave to help the people of Absalom Station, Eisyfina Nott contacts the Golden Vault and has a stash of emergency gear from its armory teleported to the PCs' suites. While this equipment is meant to be what was on hand at the time, at your discretion, the AbadarCorp quartermaster has files on the PCs and replaces one or more of the items with gear of similar levels

specifically tailored to PCs. Ms. Nott happily lets the PCs take whatever they want, though she carefully notes down every item taken on a personal datapad. The PCs might not want to take items they can't use, as they aren't going to find many opportunities to buy and sell gear at this point in time, but if they want to store it within the *null-space chamber*, they can take it all.

Ms. Nott's delivery contains two d-suits V (each installed with a *forcepack* and a *haste circuit*), a suit of elite aegis series armor installed with a *mk 2 magic resistor* (*Starfinder Armory* 84) and a red force field, a suit of *extradimensional armor* (*Armory* 75) installed with a titan shield armor upgrade, an *axiomatic paragon crossbolter*, a *dispelling parallax laser rifle*, a *returning lightspeed starknife*, a *standard muon crystal* (*Armory* 26), a *tracking* (*Armory* 65) *paragon shirren-eye rifle*, a *wounding zenith laser pistol*, a set of elite shell knuckles (*Armory* 8), two elite rotating pistols (*Armory* 15), a *mk 4 null-space chamber*, a *mk 5 ring of resistance*, 10 *mk 3 serums of healing*, two *spell ampoules of invisibility*, two *spell ampoules of lesser restoration*, a *spell gem of greater dispel magic*, two *spell gems of mass mystic cure* (6th level), two *spell gems of raise dead*, two *spell gems of true seeing*, a *spell gem of wall of steel*, and as much standard ammunition (such as bullets and batteries) of level 5 or lower as the PCs want.



WHO TURNED OUT THE LIGHTS?

While the PCs are powerful and experienced enough to feel a sense of control in their current situation, most citizens of Absalom Station aren't. The loss of station power, as well as the PCs' efforts in Part 1, affects how easy it is to deal with panicking station residents. The PCs will have opportunities to route emergency power to many of these problem areas over the course of the adventure, removing some of the following penalties from play entirely. See Part 3 for more information about the station's backup generators.

Absalom Station Security: The presence of Absalom security forces helps to quell disturbances. The PCs gain a bonus to Diplomacy and Intimidate checks equal to the number of fleets they assigned to Station Security in Part 1. If the PCs failed the check for Station Security, however, they receive no bonus and instead take a -5 penalty to Diplomacy and Intimidate checks, cumulative with all other circumstance penalties listed here.

Darkness: The lights of Absalom Station have been compromised by *Ark Prime*'s interference, so only a few auxiliary lights and magically powered street signs currently provide illumination. All areas are treated as if they're in darkness. As long as the station's lights remain out, the PCs might need to provide their own lighting, but they also take a -2 penalty to Diplomacy and Intimidate checks against creatures who do not have darkvision, cumulative with all other circumstance penalties listed here.

Fluctuating Gravity: While the gravity generator within the station still somewhat functions, it's running purely off mystic momentum, leading to randomly occurring gravitational shifts within the station. During each round of combat, there's a 50% chance each PC gains the off-target or the off-kilter condition (chosen randomly), unless that PC has a means of mitigating the effects of gravity, such as wearing an active pair of *earthbound anklets* (*Starfinder Armory* 121).

Station Shields: Without the force shields protecting Absalom Station, occasional stray shots and debris from the battle between *Ark Prime* and the Armada occasionally crash into the station's hull. While the station is sturdy enough to absorb many of these impacts without breaking into pieces, the noise and shaking are hardly easy on anyone's nerves. As long as the shields remain down, the PCs take a -2 penalty to Diplomacy and Intimidate checks against all creatures, cumulative with all other circumstance penalties listed here.

Thin Air: The loss of power has resulted in the shutdown of station HVAC systems and air scrubbers. The flora within Jatembe Park usually aids in natural air production, and the park is large enough that it might take days before anyone is in danger of suffocation. However, as air quality starts to decline, people in more claustrophobic sections of the station begin to panic. One hour after the power shuts down, the PCs take a -2 penalty to Diplomacy and Intimidate checks against all creatures that need to breathe, cumulative with

all other circumstance penalties listed here. This penalty increases by 2 for every additional hour that passes.

EMERGENCIES ELSEWHERE

In addition to the problems that the PCs are asked to deal with, multiple other crises occur throughout Absalom Station. Periodic reports come in over Cambrisa's telepathic link or any communication device that has been tuned into emergency channels, allowing the PCs to hear news from elsewhere while they work to mitigate the damage. Most of these catastrophes lie beyond the scope of this adventure. Cambrisa advises the PCs to leave their resolution to other emergency responders, as the PCs are far more valuable resolving trouble that no one else can handle. However, these incident reports can convey the hectic and desperate atmosphere caused by *Ark Prime* while showing the PCs that they aren't operating in a vacuum. You can take inspiration from these incidents to provide the PCs with additional goals over the course of the adventure, if desired.

Backup Generators: Absalom Station has many backup generators in the case of an emergency, but these backups appear to have failed due to interference from *Ark Prime*. Reports periodically come in of Starstone Defenders (*Starfinder Pact Worlds* 46) attempting to reach the generators, but communication from inside the reactor sector is experiencing interference in some capacity. This information becomes important in Part 3.

Chemical Fires: Fires have broken out in multiple factories, especially among less rigorously maintained workshops in the Spike. With the station's water pressure nonexistent due to the power loss, street mechanics and decorated researchers alike struggle to smother the fires with chemical retardants while the Stewards and other peacekeeping forces attempt to determine if the fires were accidental or planned.

Data Crash: The loss of power has greatly affected the station's many computer systems. Even when the power returns, most systems remain in critical condition without the computers to run them, leaving data experts scrambling to reconfigure the machines in preparation for the Starstone Reactor's backup generators turning on.

Fight Against Ark Prime: As *Ark Prime* attempts to claim the *Starstone* and destroy the space station surrounding the magical power source, the Armada leaps into action to rout the sivv vessel. The tone of the communications between ships in the Armada depends mainly on whether the PCs succeeded at the Station Defense task (see page 11).

Freezer Failure: Many cooling systems, from laboratories to personal freezers, have ceased to function. While a few intrepid individuals attempt to find working freezer space for neighbors with critical medicines, most emergency personnel are more concerned with rapidly thawing disease samples in several biological laboratories.

HVAC Shutdown: Many of Absalom Station's heating, ventilation, and air conditioning systems have been affected by the *Ark Prime*'s attack. While it will take hours for most neighborhoods to feel the effects, some sectors (including those ravaged by the chemical fires) quickly grow sweltering with no way to disperse the heat into space. Others, especially those on the outer edges of the station nearest the hull, see their temperatures drop quickly and dangerously. Inhabitants of these areas are asked to evacuate to other, safer neighborhoods.

Mass Hysteria: With the loss of power comes the loss of almost all life-support systems. Additionally, most magnetic locks and force fields have also shut down. Panic in the streets is rampant, as are opportunistic looters and dangerous beasts accidentally freed from personal menageries. Trained officers and helpful bystanders are attempting to calm the crowds, but those who lack the training to deal with these emergencies are making the situation worse in some places.

Medical Emergencies: While most modern medical facilities on the station do have backup generators, the generators don't have enough capacity to power their entire clinics. Hundreds of reports from doctors, nurses, and EMTs flood comm channels as hospital personnel attempt to coordinate moving patients and stabilizing those who have begun dying, all while transferring generators to facilities that need them.

Spaced Victims: Many starship docks used force fields instead of mechanical doors to keep airlocks and docking bays pressurized. When the power failed, so did these force fields, leading many of the people in these docks to be exposed to space. EVA specialists are attempting to rescue androids and other aliens who can survive in a vacuum, as well as any creatures who activated environmental protections in their gear in time.

Trapped Workers: Many magnetic locks are defunct due to the power loss, and powered doors have also stopped working. Factory workers, starship mechanics, and other blue-collar employees are trapped in their workplaces with little recourse beyond trying to rig power sources to either free themselves or call for help.

A. JATEMBE PARK (CR 17)

The PCs might overhear panicked chatter about Jatembe Park over comms. Read or paraphrase the following.

"No, I... I told you I couldn't see..." The sound of someone fumbling with their comm unit slightly obscures the dialog. "Give me that, I already told you... Holy Hells, Jatembe Park is ripping itself apart! Did you see...?" What sounds like a gust of wind momentarily drowns out the speaker again. "... Is... is it something wrong with the gravity generator? I can't tell... Did you see that?! It's pulling itself up from the ground! Some kind of... machine? Covered in dirt and grass? What is going on?"

A TIMELINE OF EVENTS

The following is a brief timeline of the crises that take place during Part 2 of this adventure, assuming they remain unresolved by the PCs. The repercussions of a situation growing worse are detailed in the *It Gets Worse* sidebars for each area.

0 Minutes: *Ark Prime* disables the Starstone Reactor, shutting down Absalom Station's power. The chinjugami of Jatembe Park goes berserk.

15 Minutes: A pair of called devils begin their unhelpful repairs in the Grand Gardenia District in the Arms (see page 17). The situation in Jatembe Park gets worse.

30 Minutes: A tense standoff between an angry mob and a trillionaire begins in a private docking bay near the Click-Clack Club in the Arms (see page 20). The situation in the Grand Gardenia District gets worse. The situation in Jatembe Park gets much worse.

45 Minutes: A gang of void trolls begins ravaging the neighborhood of Downlow (see page 25). The situation in the docking bay gets worse. The situation in the Grand Gardenia District gets much worse.

60 Minutes: Lin Camulan contacts the PCs to report the engineering crews sent to regain power have not reported back. The situation with the void trolls gets worse. The situation in the docking bay gets much worse.

75 Minutes: The situation with the void trolls gets much worse.

Though the PCs are aware of the situation due to projectiles being flung into the very building they're lodging in, early reports offer a little more information. A large section of the greenery in Jatembe Park and the metal plating beneath it seems to have simply "stood up" before going berserk. From this description alone, a PC who succeeds at a DC 39 Mysticism check can identify the creature as a chinjugami, a kami—a type of guardian spirit—that protects constructed ecosystems (see *Creatures* below).

If the PCs don't recognize the chinjugami, Cambrisa informs them of the kami's nature before they leave their suites, and she also tells them the kami's name: Iwalewa. She suggests that while destroying it might be the easiest path, the loss of the park's guardian would be a terrible tragedy. Cambrisa then offers a possible way to stop the chinjugami's rampage while preventing its destruction. As the PCs gather their gear, Cambrisa sketches on stationery a trio of mystic wards that can help calm down the kami. If the PCs can save Iwalewa, the kami might be able to augment some of the life-support systems that have gone without power.

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Creatures: The chinjugami of Jatembe Park is known as Iwalewa. It's usually underground, but those who know of its presence think of it fondly. Iwalewa contributes to the park's well-being, handling a lot of the artificial biome's maintenance, and it occasionally lends a subtle hand to aid visitors in trouble (which rarely occurs). A massive figure of plants and machinery when not merged with its ward, Iwalewa is generally calm and peaceful; wanton destruction is extremely out of character for it—a change almost certainly caused by the presence of *Ark Prime* just outside the Eye. Unknown to any of the early responders, another kami also entered a berserk rampage. One of the park's toshigami follows in Iwalewa's wake.

If the PCs take Cambrisa's wards, the priest of Eloritu explains how to use them while the PCs travel to the site of the emergency. Each ward is a small stone pike with mystical runes carved into the top; each ward has light bulk. A PC holding a ward in one hand can place it into the ground at an adjacent grid intersection as a move action. A PC adjacent to a ward and trained in Mysticism can activate it as a standard action by intoning a few words of power that Cambrisa teaches the group. Any kami in the area between the three wards when all are activated is cleansed of whatever malign influence affecting their behavior, resulting in the kami immediately coming to their senses and surrendering.

TOSHIGAMI

CR 13

XP 25,600

HP 190 (see page 58)

TACTICS

During Combat The toshigami attempts to move stealthily into a strategic position to catch several PCs in its *waves of fatigue* spell-like ability. The kami then focuses its melee attacks on the closest PC.

Morale The toshigami isn't in its right mind and fights to the death unless cleansed by the wards or if Iwalewa surrenders, at which point it also surrenders.

IWALEWA

CR 16

XP 76,800

Chinjugami (*Starfinder Alien Archive* 3 62)

HP 255

TACTICS

During Combat Iwalewa uses its summoning ability to summon three CR 4 tsukumogamis (*Alien Archive* 3 62) to pepper its foes with *magic missiles*; it then manifests a staff to attack with. When reduced to half its Hit Points or fewer, Iwalewa casts *chain surge* on the PCs, targeting those who have already taken the most damage, if possible.

Morale Iwalewa isn't in its right mind and fights to the death unless cleansed by the wards.

Development: If both Iwalewa and the toshigami surrender, the two kami agree to help restore the life-support systems with their combined powers. The toshigami suggests that other powerful outsiders might be able to do the same with other systems on Absalom Station, though they can't confirm or deny the existence of such beings on the station.

If Iwalewa survives but the toshigami does not, the kami is still grateful, but distraught by the loss of the incredibly rare toshigami, Iwalewa then flees to hide in shame. If the PCs spend 10 minutes tracking Iwalewa down and succeed at a DC 35 Diplomacy check, the kami agrees to help restore the life-support systems as an act of repentance for failing to protect the toshigami.

Restoring the life-support systems removes the penalties for thin air (see page 14). As the environmental controls return to the whole of Absalom Station, a refreshing, blossom-scented breeze once again flows through Jatembe Park.

Story Award: If the PCs calm a kami via the mystic ritual or other means, award them XP as if they had defeated the creature in combat.

B. GRAND GARDENIA DISTRICT

The following is an example of a flustered message that the PCs might overhear about the situation in the affluent Grand Gardenia District.

The speaker breathes heavily and says in a hoarse whisper, "I'm in the Grand Gardenia District. There are devils here. Devils, I'm certain of it! They... they're outside. They're putting up... walls? I didn't see where they came from. We all... we all ran. I don't know where the things are now. I don't know. I don't know."

Fifteen minutes after *Ark Prime* shuts down Absalom Station's reactor, the PCs begin to receive panicked reports regarding some devils terrorizing a residential neighborhood called the Grand Gardenia District, located a few blocks away from the Cosmonastery of the Empty Orbit in the Arms sector of Absalom Station.

Initial responders have proven unable to significantly harm the fiends or even attract their attention. The devils have simply stomped to their destinations, mowing down anyone who gets in their way. While Cambrisa doesn't recognize the specific type of devils from the vague and conflicting reports, she believes the beings are powerful enough that the PCs likely need to intervene.

Use the map on page 16 for this area.

B1. NEIGHBORHOOD APPROACH (CR 16)

Swaths of destruction run in precise lines through the painted stacked apartments of this residential neighborhood's streets.

IT GETS WORSE: JATEMBE PARK

As time passes, Iwalewa's chaotic rampage continues to devastate the landscape nearby, preventing anyone from easily approaching the kami to calm them down.

It Gets Worse: Iwalewa has pulled roots, wires, and underground sprinkler systems up from the ground. Treat every square on the map of Jatembe Park as difficult terrain.

It Gets Much Worse: The kamis' continued destruction has rendered the terrain nearly impassable. While in the park, a creature that moves 10 feet or more in a round must succeed at a DC 32 Acrobatics or Athletics check or fall prone at the end of their movement. The kami are immune to this effect.

Vicious, Hellish edifices with black iron walls covered in ruthless spikes stand in the place of building corners that have been sliced from their foundations and dashed to rubble against the ground.

Arriving on the scene from the west, the PCs discover a once-pleasant neighborhood of apartments now infested with barricades and structures made of terrifying spiked walls. The PCs easily find the reported devils, who make no attempt to hide. The devils appear to be raising these walls at specific locations. A PC who succeeds at a DC 32 Engineering check notices that the devils are actually shoring up places in the hull that have started to buckle from structural damage; a PC who succeeds at a DC 34 Sense Motive check can tell the devils aren't going out of their way to harm anyone, but they simply don't care about any collateral damage they might cause while completing their work.

Creatures: A pair of tchorugons, also known as contractor devils, are causing the havoc in this neighborhood. These architects of Hell construct and tear down spaces for torturing mortal souls. Tchorugons are large fiends with humanoid torsos and four-legged bestial bodies. They have curved horns on their bone-plated heads as well as blackened fingers, eyes, and teeth. These devils were called by a nearby contemplative mentor to help rescue this section of the Arms, which ruptured due to interference from *Ark Prime*. The devils are surly and begin with a starting attitude of unfriendly toward the PCs. However, as harming civilians isn't their job, the tchorugons don't attack the PCs unless they're attacked first, if the PCs start interfering with their work, or if the PCs try to enter the contemplative's apartment (area **B2**). Asking the devils questions only results in sarcastic, unhelpful answers, but the PCs can attempt to negotiate with the devils so they can get a line in on their summoner. If the PCs succeed at three

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DC 36 Bluff, Diplomacy, or applicable Profession checks (such as bureaucrat, general contractor, or lawyer) before they fail three such checks, the PCs can convince the devils to point out their summoner's location and to allow the PCs into the contemplative's apartment untroubled. During this time, the devils continue their work, adding to the wall that stretches across the neighborhood. During each minute of talking, there's a 50% chance that the devils put a civilian in mortal danger.

CONTRACTOR DEVILS (2)

CR 14

XP 38,400 each

LE Large outsider (devil, evil, extraplanar, lawful)



CONTRACTOR
DEVIL

Init +2; **Senses** darkvision 60 ft., see in darkness;

Perception +25

DEFENSE

HP 250 EACH

EAC 28; **KAC** 30

Fort +18; **Ref** +12; **Will** +16

DR 10/good; **Immunities** fire, poison; **Resistances** acid 10, cold 10; **SR** 25

OFFENSE

Speed 30 ft., fly 60 ft. (Su, perfect)

Melee slam +28 (8d6+22 B plus knockback)

Ranged spit rivet +25 (5d10+14 P)

Offensive Abilities demolition

Spell-Like Abilities (CL 14th; melee +28)

1/day—*creation* (5th level), *summon allies* (1 tchurugon 35%)

3/day—*entropic grasp* (DC 18)

At will—*detect tech*, *unseen servant*

TACTICS

During Combat The contractor devils try to angle their knockback ability to fling foes into the infernal edifices.

Morale If reduced to 60 Hit Points or fewer, a contractor devil surrenders, muttering about hostile work conditions and threatening to take the issue up with management.

STATISTICS

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

Skills Athletics +25, Engineering +30, Profession (general contractor) +25

Languages Celestial, Draconic, Infernal; telepathy 100 ft.

Other Abilities infernal edifice

SPECIAL ABILITIES

Demolition (Su) As a full action, a contractor devil can demolish objects in an adjacent 10-foot-by-10-foot cube. Any material with hardness 18 or less in the area crumbles to dust and is destroyed. Creatures and attended objects are unaffected.

Infernal Edifice (Su) As a full action, a contractor devil can create a structure (or a portion thereof) in an adjacent 10-foot-by-10-foot cube. This can include walls, floors, ceilings, furniture, and the like. Simple moving parts such as doors are usable; but the worker devil can't create complex mechanical parts, technological items, magical items, hybrid items, or traps. The conjured structure appears in a style reminiscent of the architecture of Hell, including jagged edges, spikes, and other such sinister decor. An infernal edifice has a hardness of 15 and 600 Hit Points per 10-foot-by-10-foot section; if shaped into hazards such as blades or spikes, the edifice deals 4d6 piercing damage to a creature that is forced into it.

Knockback (Ex) When a contractor devil hits with its melee attack, it deals the damage listed. If the attack roll result equals or exceeds the

target's KAC + 4, the target is knocked back 5 feet; if the attack roll equals or exceeds the target's KAC + 9, the target is knocked back 10 feet.

Spit Rivet (Su) As a ranged attack, a contractor devil can spit an iron rivet with a range increment of 30 feet.

Hazard: The black wall on the map represents where the contractor devils have already raised infernal edifices.

Story Award: If the PCs convince the devils to let them pass without violence, award them XP as if they had defeated the creatures in combat. If the PCs later fight the devils, do not award them XP a second time.

B2. SUMMONER'S APARTMENT (CR 18+)

The door to this apartment is locked (DC 38 Engineering to open), but a PC who succeeds at a DC 35 Perception check can hear strange chanting from within.

This comfortably furnished apartment is filled to the brim with books, woodprints, carvings, and items of occult and religious significance. The smell of sandalwood rises from a devil-shaped incense holder set on a polished wooden desk. A few plush chairs and several fine ottomans have been pushed to the side to clear a space on the patterned linoleum floor on which a collection of sigils have been painted.

A PC who examines the markings on the floor and succeeds at a DC 34 Mysticism check recognizes them as part of a calling circle, an occult method of conjuring outsiders to the Material Plane and binding them to a certain task.

Creature: This is the residence of Ispenzia 4:17, a contemplative scholar from Akiton who moved to Absalom Station because of its ancient occult significance. While not prone to any religious leanings herself, Ispenzia 4:17 considers expanding her knowledge of other planes as fundamentally important to understanding the universe as knowledge of material physics. When *Ark Prime* attacked the station, however, Ispenzia 4:17 found herself combining her esoteric expertise and her notorious pragmatism into a single solution: to repair the critical damage in her neighborhood, she summoned a pair of powerful devils to deal with the issue. Unfortunately, neither Ispenzia 4:17 nor the summoned devils particularly care about the collateral damage they cause in the process.

Ispenzia 4:17 is irate at being interrupted should the PCs break into her apartment, showing an uncharacteristic unwillingness to talk, and goes so far as to refuse to tell the PCs her name. The contemplative dismisses the reports of the harm her devils have caused as an exaggeration by frightened civilians terrified of the unknown. While she has no interest in initiating hostilities, she also sees no issues with her actions and intends to call further devils to help fix

IT GETS WORSE: GRAND GARDENIA DISTRICT

Deals with devils rarely go well for the summoning party. The longer the PCs wait to address the situation, the less likely it is to end peacefully.

It Gets Worse: Ispenzia 4:17 calls another contractor devil into her summoning circle in area B2. The devil can't leave the circle unless the sigils are broken (for instance, by someone stepping into the circle), but its presence increases the DCs to reason with Ispenzia 4:17 by 2. In a fight, the contemplative maneuvers around the devil to gain cover. The devil spends the battle attempting to entice the PCs to free it, promising to attack Ispenzia 4:17 if they do so, but it attacks the PCs once she dies.

It Gets Much Worse: Ispenzia 4:17 considers desperate measures to fulfill more devils' contracts. Unless the PCs can produce a soul (or someone to take a soul from) to pay her debt, Diplomacy checks against the contemplative automatically fail.

the current crisis. Should the PCs keep harassing her, she casts *feblemind* on one of them to scare them off.

A PC who succeeds at a DC 38 Engineering check can offer Ispenzia 4:17 a plan to redirect the devils into the most useful areas while causing minimum collateral damage; Ispenzia 4:17 gratefully accepts and enacts this plan, mumbling appreciation for a properly rational mind. A PC who succeeds at a DC 42 Diplomacy or Intimidate check can convince Ispenzia 4:17 to stop calling devils and dismiss those she has already called, although the contemplative heavily protests. If the result of the PCs' Diplomacy or Intimidation check exceeds the DC by 5 or more, Ispenzia 4:17 offers an additional deal: she can call several endbringer devils (*Starfinder Alien Archive* 34) to help aid Absalom Station's Armada against *Ark Prime*. Each of these skill checks can be attempted only once due to Ispenzia 4:17's unfriendly attitude. The DCs of these checks increase by 5 if the PCs tell the contemplative they killed the contractor devils outside.

ISPENZIA 4:17

CR 18

XP 153,600

Female contemplative mentor (*Starfinder Alien Archive* 28)

HP 290; RP 6

TACTICS

During Combat If threatened, the contemplative casts *greater synaptic pulse*, then tries to fly into the streets, where she has more room and can call the contractor devils to her side. She uses *mind thrust* against martial foes and *crush skull* against enemy spellcasters.

Morale If reduced to 60 Hit Points or fewer, Ispenzia 4:17

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attempts to escape and surrenders if prevented from fleeing, threatening dire legal action against the PCs.

Development: If the PCs negotiate with Ispenzia 4:17, she remains true to her word, either recalling the bound devils, rerouting them to cause less collateral damage, or summoning endbringer devils to help reinforce the fleet later in this adventure (see page 37). If the PCs do not defeat her here, however, she vanishes before she can be arrested by authorities for conjuring evil outsiders.

Story Award: If the PCs convince Ispenzia 4:17 to stop causing damage by talking to her, award them XP as if they had defeated the contemplative in combat.

C. PRIVATE DOCKING BAY (CR 18)

The PCs intercept a message about the situation in a private docking bay near the Click-Clack Club.

"Um... hi, this is Agent Fej? Under Inspector Jultemi? If that, um, matters. We, um, we have kind of a situation down by the Click-Clack Club by one of the docking bays—the one registered to, uh, Mr. Ziotris. There's a big crowd here, and I tried following the manual on this kind of thing, but it didn't seem to work. And things seem like they're about to get, um, violent. Look, could you maybe, um, send someone a little more experienced down?"

As part of the Absalom Station defense efforts, the Stewards have begun commandeering private starships to better mobilize emergency efforts. Upon approaching a private starship dock near the Click-Clack Club in the Arms, however, the officials discovered the hangar already overrun by a mob of panicked citizens. The civilians hoped to board starships docked here to get off the station, but the trillionaire who owned the vessels—a dragonkin named Ziotris—and his private paramilitary security arrived shortly after, turning the attempted theft into a standoff. While Ziotris initially attempted to sell access to his starships at an exorbitant price, the rising dissatisfaction of the crowd resulted in the dragonkin and his paramilitary force hunkering down in one of the vessels, and he has now begun threatening to disperse the crowd by any means necessary. The arrival of the Stewards, who are unwilling to let either group of citizens evacuate and become potential targets for *Ark Prime*, only escalated the situation further. A riot (which could quickly turn into a massacre if Ziotris gets an itchy trigger finger) seems imminent.

While Cambrisa feels the situation is too fraught to be resolved peacefully, she knows that if anyone can disperse the tension, it's the PCs. The mystic notes that the starships could be outfitted to bolster the Armada, while a riot on the station would divert critical resources away from station defense. A PC who succeeds at a DC 25 Culture check has heard of the wealthy dragonkin Ziotris; his reputation is one

of unfettered privilege and ruthless business deals, and he travels most places with a security detail of fellow dragonkin.

If the PCs are not wearing any official police or military uniforms and do not call attention to themselves, they can quietly approach and assess the situation, as the crowd offers a cloak of anonymity to even the most famous figures, though the PCs must also have a way to project their images or otherwise catch the attention of the crowd to affect the standoff at all. Once a PC makes themselves known, they lose their inconspicuousness (especially if they have a prominent reputation, such as a PC with the icon theme). While they temporarily have everyone's attention, they can speak or otherwise act. However, the crowd's patience is thin, and the nerves of the paramilitary are frayed. The PCs must take decisive action soon or lose control of the situation.

Use the map on page 23 for this area.

Creatures: Multiple groups are at the scene. The first is a small contingent of junior Steward agents led by a young man named **Fej** (NG male damaya lashunta). Fresh-faced and barely out of training, it's painfully obvious that these Stewards don't have the training or experience to deal with an issue of this complexity and size. Their attempts to engage with the crowd have not gone well, and the only reason they haven't clumsily provoked an incident is because they've barely managed to get the crowd's attention in the first place. While the Stewards have recognized this problem as beyond them and would happily leave to deal with another emergency, they feel obligated to remain and enforce Steward protocol, which prevents any civilian ships from evacuating the station. The Armada does not currently have the capacity to protect civilian ships, and any that attempt to leave Absalom Station risk becoming targets for *Ark Prime*.

The civilian mob in the hangar consists of people from surrounding neighborhoods, predominantly humans but with members of many other species scattered throughout. These people are scared, desperate, and convinced (not unreasonably) they've been forgotten by higher authorities during the crisis. The crowd also has been provoked multiple times by Ziotris, who has made increasingly unreasonable demands for the use of one of his empty starships. While the crowd can be provoked into violence if angered, the angel Capaq has kept them in check; the crowd must be provoked three times before they attack anyone. Magic that manipulates the emotions of multiple people can calm the crowd, resetting the number of times they can be provoked before attacking. The PCs can attempt to disperse the crowd outright with a successful DC 41 Diplomacy or Intimidate check, but each failed check counts as a provocation.

When the heroes arrive, they find Capaq, an influential and well-loved community leader among Absalom Station's street communities, holding the situation at a stalemate. Capaq resembles a dangerous human tough with pockmarked brown skin, prominent snake tattoos, and metal-studded

biker leathers that cover his muscular form. He's actually a disguised angel tasked with protecting communities that have been flung far from home, and he has been active on Absalom Station since before the Gap. As a servitor of the obscure Golarion deity Kazutal, Capaq values the safety of his community above all else; while he currently keeps the mob from violence, if push comes to shove, the angel supports the rioting crowd over the trillionaire.

Capaq is at the center of the standoff, pleading for cooler heads. Though Capaq sympathizes with the Stewards and believes they're correct in their concerns, the few evacuation preparations that have been made aren't up to the angel's standards. Capaq fears that by the time the Stewards shift focus from defense to evacuation, it will be too late and that the rich and powerful would take precedence over the poor and forgettable. He has no intention of leaving without guarantee of a ship for his community should the worst happen. The angel makes his stance abundantly clear should any of the PCs speak with him. He won't fight unless provoked but is willing to engage in combat against anyone who attacks his community. Capaq hates pulling rank as a celestial being, but if the situation becomes dire enough, he isn't above unfurling his brightly feathered wings if either the crowd or the PCs get too argumentative.

Ziotris (NE male dragonkin) and his private security force are inside his luxury space yacht, the *Gilded Galleon*, from where Ziotris shouts at the mob and the Stewards over an intercom. The thought of having his property snatched up by looters during a crisis galls him to the point of threatening violence. The dragonkin believes he's well within his rights to defend his ship. Legal threats and emergency demands from the Stewards have so far left Ziotris unfazed. He assumes any complaints will be lost in the chaos, while money and political favors can smooth over the rest.

Should the PCs manage to calm the angry mob and address the dragonkin, Ziotris attempts to bribe the PCs with an offer of 700,000 credits to make the crowd (including Capaq) go away, noting that he can give them half in unmarked credsticks when they do the task and the rest as soon as his ship can send a communication to a functional AbadarCorp banking computer; a PC who succeeds at a DC 39 Diplomacy or Intimidate check can get the dragonkin to increase this offer to 1,200,000 credits. If the PCs side against the trillionaire and attempt to take one of his ships without somehow placating him, Ziotris orders his private security forces to attack the PCs while he uses the *Gilded Galleon's* weapons to take the occasional potshot at the heroes (see Hazard on page 24). If this combat erupts, Capaq and the Stewards clear the area of civilians, so the PCs are on their own.

The ideal resolution is to provide the crowd with a guaranteed evacuation vessel in case of an emergency but also to convince them not to leave the station while they might be at risk from *Ark Prime*. Simply providing a

secure vessel is enough to accomplish both these goals. If the situation has gotten worse (see the "It Gets Worse: Private Docking Bay" sidebar on page 22), the PCs must both provide the vessel and succeed at a DC 38 Diplomacy or Intimidate check to convince the crowd not to evacuate immediately. Failure at this check counts as a provocation.

The quickest solution is to find another ship for the civilian crowd to use. The power loss and general chaos means the junior Stewards are having issues contacting and coordinating with their superiors, so they can't promise of starship. A PC can promise the crowd a ship with a successful DC 36 Bluff check, but this is a stalling tactic. If 30 minutes pass and the crowd does not see the promised ship, the mob resumes attempting to claim Ziotris's vessel, and the PCs take a -4 penalty on further Diplomacy and Intimidate checks with everyone involved in this encounter.

A PC who spends 10 minutes searching the neighborhood and succeeds at a DC 34 Culture or Profession check in a relevant field can find an unsupervised starship that retained power. The PCs can also offer their own starship to placate the crowd if the PCs' starship is large enough to serve as an adequate escape vessel. A vessel that's Medium or larger should be considered acceptable.

Ziotris has other starships docked at the station and offers up this fact if the PCs attempt to purchase the *Gilded Galleon*, with a caveat that these others ships could be for sale. The loss of power means that neither the Stewards nor AbadarCorp can access the bulk of their funds. If the PCs offer to pay for the use of one of his other ships, Ziotris initially demands 5,000,000 credits with the whole sum contained on credsticks. A PC who succeeds at a DC 36 Diplomacy or Intimidation check can convince Ziotris to drop the price to 1,000,000 credits; if the PC succeeds at the check by 5 or more, Ziotris also accepts an equal value in gear in lieu of credits, and if they succeed by 10 or more, Ziotris offers one of his starships to use for free. The dragonkin is unmoved by appeals to ethics, and any arguments that rely on such rhetorical tactics take a -4 penalty. Arguments that stroke the dragonkin's ego, such as expounding on the good PR the dragonkin might receive for his generosity, grant a +4 circumstance bonus.

ANGRY MOB

CR 13

XP 25,600

CN Medium humanoid (human, troop [*Starfinder Adventure Path* #21: *Huskworld* 61])

Init +4; Perception +28

DEFENSE

HP 225

EAC 27; KAC 29

Fort +15; Ref +15; Will +14

Defensive Abilities troop defenses; **Immunities** troop immunities

OFFENSE

Speed 30 ft.

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IT GETS WORSE: PRIVATE DOCKING BAY

As tensions rise and threats are made, the chance of avoiding violence rapidly dwindles the longer the standoff drags on.

It Gets Worse: Enough insults have been exchanged that winning is now a matter of personal pride for either side. Ziotris doubles any price to buy his cooperation or starship. The crowd no longer listens to Capaq, and the angel can't prevent the crowd from attacking immediately if provoked once.

It Gets Much Worse: Ziotris opens fire on the civilians. Talking down the dragonkin trillionaire is no longer an option, and the PCs must fight his private security.

Melee troop attack (2d8+21 B)

Space 20 ft; **Reach** 5 ft.

TACTICS

During Combat The mob lashes out at whomever provoked it, engulfing the target.

Morale If reduced to 0 Hit Points, the mob is considered to have been dispersed and flees the docking bay.

STATISTICS

Str +8; **Dex** +4; **Con** +6; **Int** -1; **Wis** -1; **Cha** +0

Skills Acrobatics +23, Athletics +23, Sense Motive +28

Languages Common

SPECIAL ABILITIES

Troop Attack (Ex) The angry mob doesn't make standard melee attacks. Instead, it deals automatic damage to any creature within its reach or whose space it occupies at the end of its turn with no attack roll needed. The angry mob threatens all creatures within its reach or within its area, and resolves attacks of opportunity by dealing automatic troop attack damage to any foe in reach that provokes an attack of opportunity. The angry mob is limited to making one such attack per round unless stated otherwise. The angry mob can perform grapple and sunder combat maneuvers, but no other combat maneuvers.

Troop Defenses (Ex) The angry mob takes damage from attacks differently depending on how the attack targets them.

The angry mob takes half damage from attacks that affect a single target (such as a shot from a semi-auto pistol). The angry mob is immune to effects that target a specific number of creatures (including single-target spells and multiple-target spells such as *haste*). The angry mob takes half again as much damage (+50%) from effects that affect all targets in an area, such as grenades, blast and explode weapons, and many evocation spells.

The angry mob takes normal damage from an attack or effect that affects multiple targets (including lines and fully automatic mode attacks). For the purposes of the automatic weapon special property, the angry mob counts as five targets. For example, if an automatic attack is made using 12 rounds of ammunition, the attack affects a maximum of six targets, so it can damage the angry mob normally. However, if two other targets are closer to the attacker than the angry mob, they must be attacked first, leaving only four attacks to target the angry mob, so the angry mob takes no damage.

Troop Immunities (Ex) The angry mob is immune to the pinned, prone, staggered, and stunned effects, unless the effect specifies it works

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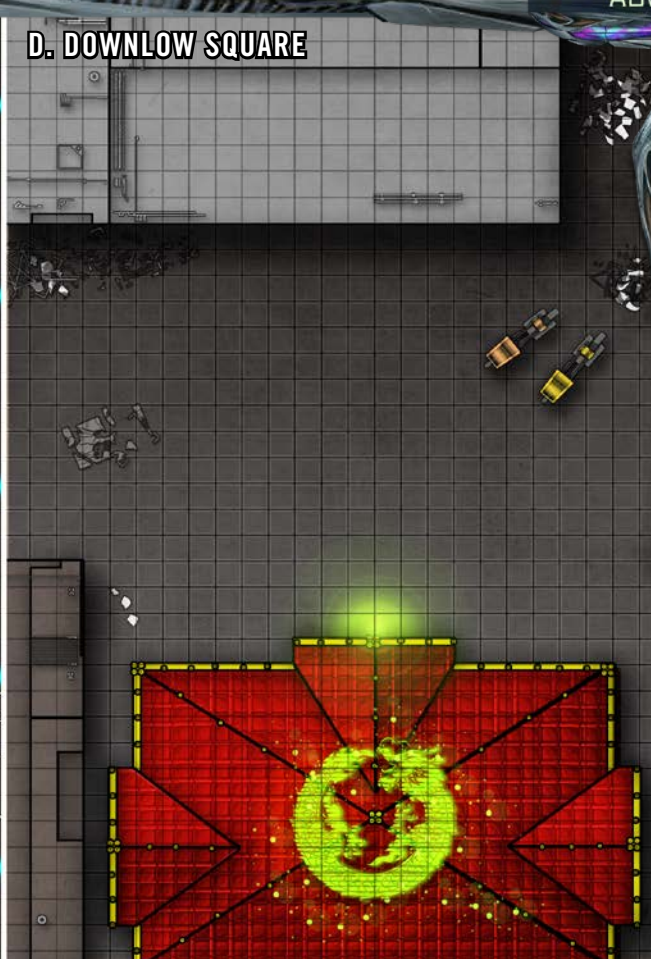
ALIEN
ARCHIVES

CODEX OF
WORLDS

C. PRIVATE DOCKING BAY



D. DOWNLOW SQUARE



against swarms or troops. A troop can't be subject to combat maneuvers unless it's affected by area effects that include such effects or the troop's description says otherwise. Troops are unflankable. A troop reduced to 0 Hit Points breaks up and is effectively destroyed, though individual members of it might survive.

DRAGONKIN SECURITY (4)

CR 14

XP 38,400 each

Dragonkin soldier (*Starfinder Alien Archive* 40)

NE Large dragon

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

Perception +25

DEFENSE

HP 250 EACH

EAC 28; **KAC** 31

Fort +16; **Ref** +14; **Will** +14

Immunities fire, paralysis, sleep

OFFENSE

Speed 40 ft., fly 30 ft. (Ex, average) (30 ft., fly 20 ft. in armor)

Melee zero-edge longsword +27 (7d8+22 S; critical severe wound [DC 20])

Ranged yellow star plasma cannon +24 (4d10+14 E & F; critical burn 2d8)

Offensive Abilities breath weapon (30-ft. cone,

15d6 F, Reflex DC 20 half, usable every 1d4 rounds), debilitating attack (DC 20, 8 rounds), gear boosts (plasma immolation [1d8]), fighting styles (bombard, hit-and-run), grenade expert (60 ft.), heavy fire (+8 damage), nimble fusillade, opening volley, soldier's onslaught

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

TACTICS

During Combat Ziotris's dragonkin security stand in formation in front of the *Gilded Galleon* and unleash breath weapon attacks at the PCs. They fire explosive plasma bolts at distant PCs or draw their longswords if approached. Confident in their superior equipment, they don't take cover.

Morale A dragonkin security ceases fighting and surrenders if reduced to 60 Hit Points or fewer, or if their employer Ziotris is knocked out, surrenders, or issues orders to stand down.

STATISTICS

Str +8; **Dex** +4; **Con** +6; **Int** +0; **Wis** +2; **Cha** +0

Skills Athletics +30, Intimidate +25, Piloting +25

Other Abilities explosive acumen (-8 damage), partner bond

Gear golemforged plating V, yellow star plasma cannon with 1 ultra-capacity battery (100 charges), zero-edge longsword

CAPAQ**CR 17****XP 120,400**

Male exodus angel (page 55)

HP 340**TACTICS**

During Combat Capaq conjures his holy chariot and uses the wide-open space of the hangar to run over as many of his foes as possible, using side swipe against the most dangerous-looking combatants.

Morale If reduced to 85 Hit Points or fewer, Capaq ceases attacking and attempts to lead any remaining civilians to safety as he retreats. If any of the civilians in the mob are unable to escape, Capaq will fight to the death defending them.

**CAPAQ**

Hazard: If the PCs antagonize Ziotris and engage his security force in combat, the dragonkin trillionaire turns the starship's weapons on the PCs. Every even-numbered round at the end of the turn order, Ziotris fires the *Gilded Galleon's* gyrolaser within the hangar, which creates a 20-foot-radius blast that deals 1d8 × 10 fire damage to all creatures within the blast and knocks them prone. A successful DC 22 Reflex save halves the damage and negates the knockdown. Ziotris attempts to catch as many PCs as possible in each blast, he wants to avoid harming his lackeys (though the dragonkin are immune to fire, they can still be knocked prone). However, if Ziotris sees an opportunity catch three or more PCs in a single blast, he fires the gyrolaser regardless of how many of his security forces are also in the radius.

A PC adjacent to the *Gilded Galleon* can attempt a DC 36 Engineering check as a full action to shut down the ship's weapons for 1d4 rounds. Ziotris has closed and secured the vessel's gangplank, but a PC adjacent to the ship who succeeds at a DC 32 Computers or Engineering check as a standard action can gain entrance to the *Gilded Galleon*. Alternatively, a PC adjacent to the vessel can squeeze through an exhaust port with a successful DC 34 Acrobatics check. A PC who accesses the *Gilded Galleon* is only 25 feet from the bridge, where they can confront Ziotris. The dragonkin surrenders if he takes any amount of damage (he has an EAC of 28, a KAC of 29, and a +12 bonus to all his saving throws) or if a PC succeeds at a DC 36 Intimidate check to bully him.

Treasure: If the PCs sided with Ziotris, the dragonkin gives them the promised reward of 350,000 credits on unmarked credsticks (increased to 600,000 credits if they successfully haggled with him). Otherwise, a PC who takes 10 minutes and succeeds at a DC 36 Perception check can find the same amount on credsticks hidden in the *Gilded Galleon's* bridge.

If the PCs sided with Capaq, the angel gives them a holy fusion seal (20th) with his thanks. Before the PCs can ask how a biker came to have such an item, Capaq disperses with the crowd.

Development: If the PCs dispersed the crowd via intimidation or nonviolent magical means, Capaq follows the former mob so that he might help his community should another emergency threaten them before they can vacuate.

If the PCs manage to assuage the concerns of both the crowd and Capaq without resorting to violence (such as by securing an alternate starship for them), the exodus angel no longer feels bound to protect the civilians. As a result, the angel quietly reveals himself to the PCs, and he offers to channel his divine power into some of the dead generators and shore up Absalom Station's failed shields until a more permanent solution can be found. Restoring the shields removes the penalties caused by the occasional collisions of weapons and starships against Absalom Station's hull

(see Who Turned Out the Lights? on page 14), but Capaq can maintain this level of protection for only 30 minutes.

If the PCs fight Ziotris and his guards, Fej and the Stewards don't bring criminal charges against the PCs and allow them to go on their way. In fact, Fej takes Ziotris into custody for firing his starship's weapons in an enclosed space (easier with Ziotris's security detail out of the way or out of the picture). The PCs can also allow the crowd back into the hangar and allow them to take possession of the *Gilded Galleon*.

Story Award: If the PCs resolve this situation without violence, award them 153,600 XP.

D. DOWNLOW SQUARE (CR 18)

Communications have picked up on a cry for help coming out of the area of Downlow.

"Hello? Can anyone hear me? The other communicators aren't working, but... I don't know if anyone can hear me, but we're stuck inside Sella's bar and... it looks like there's trolls, but Mitska's plasma gun didn't work on them. It just bounced right off them and they..." The message is interrupted by what sounds like rocks being pulverized and a scream. The voice sobs hoarsely, "We can't get out! We can't get out! Someone please, please help!"

Reports of attacks within Downlow begin to appear 45 minutes after the lights on Absalom Station fail. Cambrisa immediately recognizes the described creatures as void trolls and informs the PCs that they're some of the only people capable of fighting such powerful foes. She points them toward an open square within the neighborhood. The PCs must act fast to save everyone in the trolls' vicinity, especially people trapped in local businesses when the power to their automatic doors failed.

Use the map on page 23 for this area.

Creatures: Among many other effects, the loss of power on Absalom Station caused some of the radiation shielding to drop. While analog shielding still protects much of the station's hull from radiation, collateral damage from the battle with *Ark Prime* has left several critical gaps in this protection. As a result, a gang of trolls that had hidden in the half-explored Ghost Levels in the Spike sector of Absalom Station was exposed to heavy levels of radiation. The event triggered their painful transformation into void trolls. Now filled with an implacable hunger, the trolls have left their hiding place and erupted into the neighborhood of Downlow, wrecking the buildings and attempting to devour the residents.

The void trolls busily rip through the walls of nearby buildings while listening to the terrified sounds made by the people trapped within. They're so distracted with their sadistic amusements that they ignore the PCs entirely until the PCs attack the void trolls.

IT GETS WORSE: DOWNLOW SQUARE

The poor-quality walls of Downlow won't stop a troll for long. If the PCs hope to find any survivors, they must move quickly.

It Gets Worse: The trolls have captured some civilians and are in the process of deciding how to eat them. Any troll not attacked by a PC before their turn devours a civilian in the first round.

It Gets Much Worse: The trolls have eaten several civilians. The stench of the gore imparts the sickened condition on each PC for the duration of the encounter (DC 26 Fortitude negates).

VOID TROLLS (4)

CR 14

XP 38,400 each

HP 235 (*Starfinder Alien Archive* 3 120)

TACTICS

During Combat Excruciating pain from their transformation now eclipses any rationality the trolls might have had. They attack with wild abandon and little semblance of tactics.

Morale The trolls are overconfident due to a heady mixture of agony and sense of invulnerability, and they fight to the death.

PART 3: THE REACTOR

One hour after *Ark Prime*'s attack powers down Absalom Station, Director-General Lin Camulan contacts the PCs to give them a report on the overall situation. The energy beam from *Ark Prime* has done the unthinkable: not only has it completely deactivated the Starstone Reactor, it has also neutralized the *Starstone*'s capacity as a Drift beacon. While the ships the PCs sent on various tasks in Part 1 of the adventure (see page 11) might make it back in time, any other reinforcements are a long way off. In addition, some Armada ships have attempted to engage *Ark Prime* but were drawn into a stalemate by a fleet of drones that suddenly appeared to protect the titanic vessel. Most ships have backed off until they can coordinate a more organized assault, and *Ark Prime* hasn't pressed the advantage. However, Lin believes it's only a matter of time before the sivv vessel launches a full attack on Absalom Station, which by all accounts would be devastating.

THE STARSTONE BLOCKADE

PART 1: CONTACT IMMINENT

PART 2: INCIDENTS AT ABSALOM STATION

PART 3: THE REACTOR

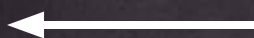
PART 4: SIEGE FOR TOMORROW

THE CHURCH OF ELORITU

ALIEN ARCHIVES

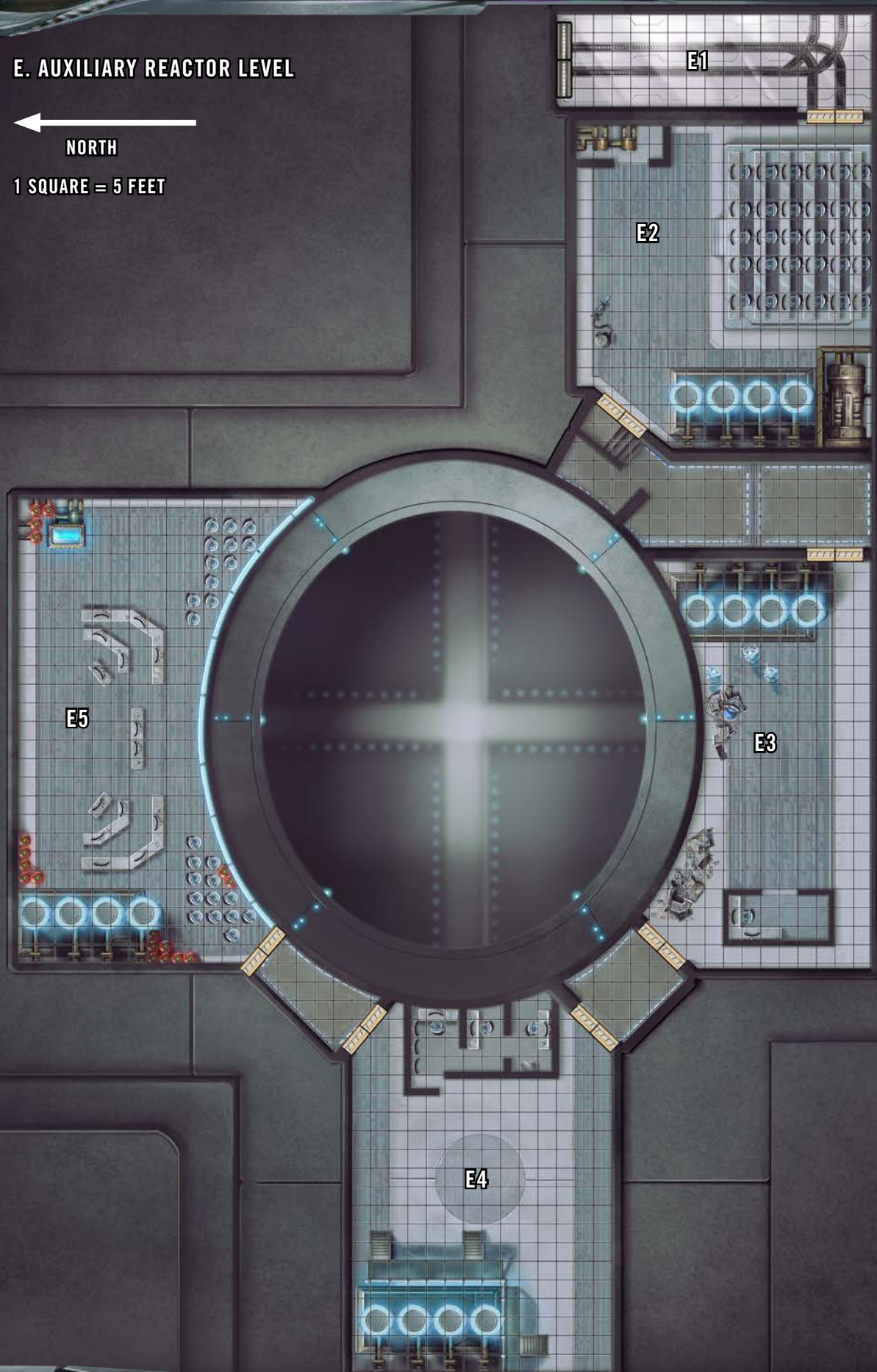
CODEX OF WORLDS

E. AUXILIARY REACTOR LEVEL



NORTH

1 SQUARE = 5 FEET



Ark Prime managed to shut down many of the larger backup generators on the station. Due to some form of communicator interference, Absalom Station security has lost contact with both the Starstone Defenders—an elite group of soldiers who guard the level around the reactor—and the initial group of engineers that were sent to reset the backup generators. Enough time has passed that Camulan assumes the worst, and he asks the PCs to travel into the heart of the Spike and get the backup generators up and running again themselves.

Camulan explains that both engineering and mystic experts on his team believe that resetting a backup generator should briefly disconnect the power source from whatever force *Ark Prime* has used to suppress it, allowing energy to flow once again. The process does not require any specific mechanical expertise, making the PCs an ideal task force to investigate what happened with the other groups that should have solved the problem already. If the PCs comment on the ease of their task, Camulan sighs heavily and replies, “Yes, I am aware I have just asked you to fix the generators by turning them off and then turning them back on again.”

THE STARSTONE REACTOR

The levels of the Spike that contain the Starstone Reactor and its associated offices and auxiliary generators are restricted, especially during this time of crisis. Camulan informs the PCs of a hidden access route that bypasses the (currently nonfunctional) elevator and its security. This circuitous path involves climbing down several ladders and crawling through a couple of tight ducts and takes approximately 30 minutes (important if the PCs have yet to deal with all the problems of Part 2). Along the way, the PCs notice that several hatches and panels have been left open, making it slightly easier to proceed. If asked, Camulan reassures the PCs that this was probably the work of the engineering team sent ahead of the PCs.

As the PCs get closer to the auxiliary generators level, they might realize they’re being followed. A PC who succeeds at a DC 35 Perception check notices an odd figure watching them from shadowy corners and from behind tangles of pipes. Dressed in stylish formal wear with pale bluish skin and dark blue hair, this odd being looks mostly humanoid except for the elegant golden horns sweeping backward from his temples and the golden insectile wings on his back. Nirin, a peculiar outsider from the Dimension of Time, was attracted by the major cosmic event of the *Starstone* being temporarily drained of its power, which sent ripples throughout the multiverse. A PC who succeeds at a DC 37 Mysticism check recognizes that Nirin is neither an angel nor a fey (despite his appearances) and surmises that he’s an outsider from an even stranger dimension. If the result of the check exceeds the DC by 5 or more, the PC recalls rumors of similar-looking beings with time-manipulation powers.

Nirin has a starting attitude of indifferent to the PCs. If approached and questioned outside the auxiliary reactor chambers, he teleports away (only to return later), though he might give a cryptic answer to a question first; see page 33 for his responses to certain topics of conversation. If the PCs resort to extreme measures to prevent Nirin from escaping, such as casting a spell like *dimensional anchor*, the outsider uses his temporal manipulation ability to negate the effect and doesn’t risk further interaction with the PCs until he meets them in area **E4**. Otherwise, the PCs can spot Nirin observing them as they restart the auxiliary generators, though he quickly disappears into the shadows. The outsider doesn’t have the PCs’ best interest in mind, and he eventually confronts them in area **E4**.

E. AUXILIARY REACTOR LEVEL

When *Ark Prime*’s energy beam latched onto the *Starstone*, it pulled the artifact out of sync with multiple other planes of reality. Many effects of this cosmic vandalism were immediately apparent, such as the *Starstone*’s inability to generate power and serve as a Drift beacon. However, the beam also sent a massive shudder through the Plane of Time, leaving tears of bizarre temporal energy drifting around the auxiliary reactors. While these floating paradox zones generally aren’t strong enough to affect the PCs, you can use them to cause dramatic changes in the environment, such as equipment rusting from age or spent bullets “rewinding” into whole shells to remind the PCs of their uncanny circumstances. In addition, as soon as the PCs enter the tunnels, their communicators stop working due to the bizarre interference, leaving them unable to make remote reports to anyone on the station.

Unless otherwise stated, the rooms within the auxiliary reactor level are lit with normal light, and their ceilings are 20 feet tall.

E1. MAINTENANCE TUNNEL (CR 16)

Plain, white ceramic plates seal the walls of this cylindrical tunnel. A set of maglev rails runs down the floor of the tube, their sleek, black tracks silent and bereft of power. Patches of air burst into strange, shimmering clouds, which swirl in undulating patterns before vanishing into nothingness.

Camulan’s directions lead the PCs to this engineering tunnel. Train-like vehicles used this tunnel to transfer equipment and coolant to and from the reactors, though the vehicles are currently elsewhere and unpowered. The magnetized doors north and east of the tunnel do not work. The PCs enter through an open hatch in the ceiling at the northern end of the maintenance tunnel and climb down a metal ladder.

Four skittermander-sized uniforms lie in a rumpled heap near the middle of this corridor beside a few discarded

THE
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engineering tools. Holographic name tags designate the uniforms as belonging to Cilo, Quat, Taibi, and Vonuut. The uniforms show no sign of damage or violence, but more importantly, they're also devoid of skittermanders.

Creature: As the PCs approach the door leading to the auxiliary generators, they quickly discover the fate of one of the missing skittermanders. A skittermander whelp, attracted by the PCs' presence, zips out of the shadows and attempts to chew on her new victims. This skittermander is Cilo, formerly part of the engineering squad sent to repair the auxiliary generators; a bizarre fluctuation of time de-aged the skittermanders into hungry infants. While the skittermander whelp is completely harmless to the PCs, she continues to dog their heels and tries to cling to the PCs whenever she can, running away only temporarily if the PCs attempt to catch her. Unless the PCs take the time to secure the skittermander, Cilo risks becoming collateral damage during the PCs exploration.

CILO

CR 1/3

XP 135

Skittermander whelp (*Starfinder Alien Archive* 106)

HP 6

Trap: The Azlanti spies in area **E2** were unable to lock the door between that room and this corridor due to the loss of power. Not wanting to jam the door in case they needed to make a quick escape, they placed a trap on the door as an extra security measure. Any creature that touches or attempts to open the southwestern door is struck with a jolt of magical electricity. If the PCs set off the trap, the Azlanti are alerted to their presence.

ELECTRIFIED DOOR TRAP

CR 16

XP 76,800

Type magical; **Perception** DC 44; **Disable** Mysticism DC 39 (prevent magical sensor from activating)

Trigger touch; **Reset** manual; **Bypass** magical command word

Effect surge of electricity (14d12 E); **Reflex** DC 24 half; multiple targets (all creatures within 10 feet of southwestern door in area **E1**)

Treasure: Cilo clings to a *mk 3 kinetic converter* (*Starfinder Armory* 123) with two of her hands like a toddler with a ball. Should the PCs catch or grapple the skittermander whelp, the item can be easily pried from her tiny grasp.

E2. SOUTHEAST AUXILIARY GENERATORS (CR 18)

Six rows of desks with powered-down computer displays occupy most of this room. Thick layers of grime and neglect cover patches of the walls and floors, while other

sections gleam with a pristine shine. Four hardened glass chambers to the west contain the auxiliary generators: dull, cylindrical towers that stretch from floor to ceiling. The smell of ozone fills the air.

The computers in this room monitor the Starstone Reactor's output (including the auxiliary generators when they have power), though they're currently offline. Usually here working around the clock, the engineers who worked here evacuated when *Ark Prime* attacked.

Creatures: A quartet of Starstone Defenders appear to be attempting to blowtorch through the bulkhead into the space above the Starstone Reactor proper. The soldiers greet the PCs and report the situation as under control in this room before suggesting the PCs move on to the other backup generators while the Defenders continue their work. In truth, these soldiers are Azlanti spies who infiltrated Absalom Station several months ago to learn more about the *Starstone*. This contingent of specialized Aeon Guards is led by a skilled mystic and espionage agent named Konsuvias, who uses the station's loss of power to attempt to reach the *Starstone*.

A PC who succeeds at a DC 39 Sense Motive check recognizes that these humans are lying about being Starstone Defenders, who would never attempt to breach the reactor wall so carelessly. A PC who succeeds at a DC 39 Engineering check knows that there's nothing special preventing the backup generators from being reactivated, so these soldiers have no realistic engineering reason to breach the interior of the Starstone Reactor. While the Azlanti agents attempt to bluff the PCs into leaving, they immediately attack the PCs if they realize their cover has been blown. Should the Azlanti successfully bluff the PCs into leaving, they stealthily follow the PCs and attempt to ambush them from an advantageous position.

If the PCs show no signs of suspicion, Konsuvias happily talks with the PCs as if he and his crew are members of the Starstone Defenders. Some potential questions and Konsuvias's answers are listed below.

Did you put a trap on the door? "I'm sure you've noticed, but there are some dangerous creatures down here! Next time, knock."

Who are you? "Korrev of the Starstone Defenders, at your service. Surely, you know about the Starstone Defenders. We watch over that artifact, protecting it from those who might try to sabotage it."

What are you doing? "We can't seem to restore power in the auxiliary generators through any mundane means. If we cut through this wall and get directly to the Starstone, we might be able to shield it from whatever that energy beam is and channel power back to the entire station."

That's not how the reactor works. "Isn't it? That's unfortunate." If called out in this manner, the Azlanti agents pull their weapons and initiate combat.

Why haven't you reported in? "We've been trying to since we've been down here, but something seems to be interfering with our communications. We decided it was safer to remain together than risk sending one of our own back up to regain contact."

What's happening here? "Whatever deactivated the Starstone seems to have interfered with the artifact over multiple dimensions. There seems to be some kind of temporal disturbance running through the reactor level as a result... but to be honest, anything past that is guesswork on my part."

What happened to these skittermanders? "Are those the engineers they were sending as backup? I have no idea... but this tells me we'd better finish here quickly."

Have you seen a strange being following you? "Out of the corner of my eyes, sometimes. I think I know what you're talking about, but I've never managed to get a good look at it. It seems to vanish whenever it realizes we've noticed it. Probably too much to hope it's just one of those reactor ghosts, huh?"

Reactor ghosts? "Supposedly, there are a number of strange translucent figures that seem to wander through the chamber of the Starstone Reactor. I don't know any more than that; I've never seen them myself."

The Azlanti aren't the only ones in this chamber. A PC who succeeds at a DC 33 Perception check notices a skittermander whelp crawling atop the pipes to the south. This is Vonuut, formerly part of the engineering squad whose uniforms were found in area **E1**. If the Azlanti are still pretending to be Starstone Defenders, catching the skittermander is a simple task. However, should a fight break out, the PCs might want to take the time to secure the skittermander, lest he become collateral damage. Jolting the pipes also risks causing the skittermander whelp to fall: any attack that targets a square or a creature within 10 feet of Vonuut causes the creature to fall off the pipes and take falling damage as normal. However, if a PC is within 10 feet of the skittermander whelp when it falls, the PC can attempt a DC 30 Acrobatics or Athletics check to make a diving catch as a reaction. On a success, the PC is moved to the skittermander's square and all damage dealt to the skittermander is negated, though the PC is knocked prone. On a failure, the PC is only knocked prone and Vonuut falls.

If the PCs have not caught Vonuut before turning the reactor on, the sudden heat running through the pipes automatically causes the skittermander to flinch and fall.

VONUUT**CR 1/3****XP 135**Skittermander whelp (*Starfinder Alien Archive* 106)**HP 6****AZLANTI SECRET AGENTS (3)****CR 13****XP 25,600 each**

Azlanti operative

LE Medium humanoid (human)

Init +12; **Perception** +24**DEFENSE****HP 210 EACH****EAC** 27; **KAC** 28**Fort** +12; **Ref** +19; **Will** +15**Defensive Abilities** evasion, fool detection, uncanny agility**OFFENSE****Speed** 50 ft.**Melee** ultrathin dagger +22 (4d4+16 S)**Ranged** aurora arc pistol +24 (3d6+13 E; critical arc 2d6)**Offensive Abilities** debilitating trick, quad attack, trick attack +7d8**TACTICS****During Combat** The secret agents try to keep out of melee range, using improved uncanny mobility to move without provoking attacks of opportunity, and debilitating trick to**AZLANTI SECRET AGENT****THE STARSTONE BLOCKADE****PART 1: CONTACT IMMINENT****PART 2: INCIDENTS AT ABSALOM STATION****PART 3: THE REACTOR****PART 4: SIEGE FOR TOMORROW****THE CHURCH OF ELORITU****ALIEN ARCHIVES****CODEX OF WORLDS**



make their foes off-target. They focus ranged fire on enemy spellcasters and non-human targets over human targets.

Morale The Azlanti secret agents fight to the death and will kill themselves rather than submit to capture.

STATISTICS

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

Skills Bluff +29, Computers +24, Culture +24, Disguise +29, Sleight of Hand +24, Stealth +29

Languages Common, Azlanti

Other Abilities master of disguise [3/day, 130 minutes or 13 minutes, DC 21], operative exploits (improved uncanny mobility, specialization (spy))

Gear estex suit IV, aurora arc pistol with 2 high capacity batteries (40 charges each), ultrathin dagger

KONSUVIAS

CR 16

XP 76,800

Male Azlanti mystic

LE Medium humanoid (human)

Init +2; **Perception** +28

DEFENSE

EAC 29; **KAC** 30

Fort +14; **Ref** +17; **Will** +19

OFFENSE

Speed 30 ft.

HP 255 RP 6

Melee peacemaker +24 (6d6+18 B; critical knockdown)

Ranged banshee sonic pistol +26 (4d8+16 So; critical deafen [DC 24])

Offensive Abilities echoes of obedience, forceful commands, greater forced amity (DC 24), inexplicable commands

Mystic Spell-Like Abilities (CL 16th)

At will—*mindlink*, *telepathic bond*

Mystic Spells Known (CL 16th; ranged +26)

6th (3/day)—*mass suggestion* (DC 26), *subjective reality*

5th (6/day)—*dominate person* (DC 25), *greater dispel*

magic, *greater synaptic pulse* (DC 25), *mass mystic cure*

4th (at will)—*confusion* (DC 24), *discern lies* (DC 24)

Connection overlord

TACTICS

Before Combat Konsuvias casts *telepathic bond* on himself and his Azlanti agents.

During Combat Konsuvias casts *subjective reality*, choosing whichever opponent seems to be dealing the most damage. If all his comrades fall, Konsuvias casts *greater synaptic pulse*.

Morale Konsuvias fights to the death and will kill himself rather than submit to capture.

STATISTICS

Str +2; **Dex** +2; **Con** +7; **Int** +2; **Wis** +10; **Cha** +5

Skills Disguise +28, Intimidate +33, Mysticism +33

Languages Common, Azlanti

Other Abilities jealous overlord

Gear diamond carbon skin, banshee sonic pistol with 1 super-capacity battery (80 charges), peacemaker with 1 standard battery (20 charges), concealed Azlanti storage device (see Development)

Development: The PCs might be curious about the identities of these faux Starstone Defenders, especially once they've been attacked. A PC who searches Konsuvias's body and succeeds at a DC 32 Perception check discovers an unmarked electronic storage device no bigger than a fingernail hidden in a secret pocket in his armor. A PC who succeeds at a DC 34 Culture or Engineering check recognizes the small device as Azlanti in design. With a successful DC 35 Computers check, a PC can access the device with a comm unit or any other computer and decrypt the data on it, though the reader must be able to understand Azlanti. The device contains information that includes cover stories for Konsuvias and his agents which allowed them to infiltrate the Starstone Defenders, known deck plans for Absalom Station (though the details on the Starstone Reactor levels are noticeably incomplete), and a method of extraction for when the spies manage to retrieve the *Starstone* (if the PCs investigate this lead, they find that *Ark Prime* destroyed the listed contact ship several days ago). Unfortunately, none of this information directly links the spies to any official in the Azlanti Star Empire, leaving a loose thread that's beyond the scope of this adventure.

Despite the Azlanti agents' best efforts, they won't be able to pierce the bulkhead of the Starstone Reactor before *Ark Prime* launches another assault on Absalom Station; the PCs can't gain access to the *Starstone* with the Azlanti's equipment.

Once they have dealt with the Azlanti agents, the PCs can restart the backup generators. As the PCs have been given step-by-step instructions on resetting the machines, doing so requires no skill check. After reactivating the generators, the PCs must decide where to send the power: to the lights, the artificial gravity generators, the station shields, or the life-support systems. Powering up a system removes any associated penalties that the PCs might take due to the systems being nonfunctional (see Who Turned Out the Lights? on page 14 for more details).

E3. SOUTHERN AUXILIARY GENERATORS (CR 17)

Much of the equipment in this room has been shoved against the northern wall, leaving a large empty patch of floor surrounded by the jagged angles of podiums and chairs. Four hardened glass chambers on the east side of the room contain the lifeless generators. A trio of figures stand as still as statues in front of the chambers.

Upon entering this room, the PCs find three legitimate Starstone Defenders by the generators—an android and two shirrrens—seemingly frozen in time. All attempts to interact with the frozen figures fail; the PCs can't move them, harm them, or take any of their equipment. Their current states resulted from an accidental intrusion from another dimension (see Creature below). A PC who succeeds at a DC 40 Mysticism check recognizes that the Defenders' predicament is temporary but takes at least 24 hours to wear off. Luckily, the soldiers can't be harmed while in this state, so they'll likely be safe until then.

Creature: A particularly enormous and powerful hound of Tindalos, known as a thing from beyond time, had long since studied the strange time-lost figures that seem to wander through the chamber of the Starstone Reactor from its lair in the Dimension of Time. When *Ark Prime*'s beam of energy isolated the *Starstone*, the creature was ripped from its home—and this unusual interaction with choral energies temporally froze the three Starstone Defenders who happened to be in this chamber. Since then, the hound has attempted to plane shift away, only to fail multiple times. Its innate teleportation magic exhausted for now, the thing can't currently return to the Dimension of Time by its own means. The hound vented its frustrations on the room's furnishings, but it's still angry and immediately attacks anyone it sees. It has little interest in diplomacy, but if offered a way back to the Dimension of Time, the hound takes it rather than continuing its assault.

THING FROM BEYOND TIME

CR 17

XP 102,400

HP 295 (*Starfinder Alien Archive* 3 52)

TACTICS

Before Combat If the thing from beyond time hears the PCs coming, it casts *haste* on itself.

During Combat The thing from beyond time uses *interplanetary teleport* each round to position itself adjacent to a lightly armored target or away from foes who use primarily melee weapons. It then attacks with its tongue to drain a target's mind. Since it wants to return home, the thing voluntarily fails any saving throws against *dismissal* or similar effects.

Morale If reduced to 100 or fewer Hit Points, the thing from beyond time casts *greater invisibility* on itself before resuming its attacks. It then fights to the death.

Development: Once the thing from beyond time has been banished or slain, the PCs can power up the auxiliary reactors. As in area E2, the PCs must decide where to send the power.

E4. WESTERN AUXILIARY GENERATORS (CR 16)

A soft, cascading light illuminates this stark room. The four auxiliary generator chambers are located against the

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western wall with a small catwalk running above them. A small set of cubicles is positioned opposite the room from the generators, and several blank monitors hang on the northern wall.

The cubicles contain a few chairs and computer consoles. These computers monitor the engineers' work schedules and other employment records; even if the PCs power them on, they have no bearing on this adventure.

Creature: A being of crystalline facets and shifting colors floats next to the powerless reactors, rings of solid color circling around its humanoid form. The seemingly inactive monitors on the northern wall crackle with a loud static before displaying the following words, each spoken in a halting, monotone voice: "Return. The Drift. Beacon."

This being is a spectra, a race of outsiders native to the Drift. Scholars are learning more about spectras every day, and a PC who succeeds at a DC 34 Mysticism check recognizes that this particular kind of spectra has never been previously recorded, though many have theorized its existence; succeeding at this check by 5 or more allows the PCs to recall one piece of useful information about these outsiders. Known as a nacrea, this spectra watches over the *Starstone* in its capacity as a Drift beacon. When *Ark Prime*'s attack deactivated that function, the nacrea traveled to the Material Plane to investigate.

If the PCs are flippant or plead ignorance, the nacrea attacks them. A PC can convince the spectra that the PCs aren't at fault by succeeding at a DC 39 Diplomacy, Mysticism, or Physical Science check as a full action to explain the situation, which causes the nacrea to cease attacking; if the PCs succeed at two more Diplomacy, Physical Science, or Mysticism checks at the same DC, the spectra accepts their answer and departs, looking to confront *Ark Prime*. A single failure at any of these checks (or hostilities from the PCs) results in the nacrea resuming its attacks.

In addition, two skittermander whelps (engineers Quat and Taibi reverted to their younger selves) sit on the catwalk, playing with a flash grenade IV. A PC who succeeds at a DC 30 Perception check spots the skittermander whelps. The PCs can take the time to secure the skittermanders before the grenades explode (see Hazard below). However, unless the PCs have either placated or defeated the spectra, the nacrea interprets the PCs' approach as a threat.

QUAT AND TAIBI

CR 1/3

XP 135 each

Skittermander whelp (*Starfinder Alien Archive* 106)

HP 6 each

NACREA

CR 16

XP 76,800

HP 255 (see page 60)

TACTICS

During Combat On the first round of combat, the nacrea casts *gravitational singularity* to catch as many PCs as possible. It then begins firing its helix beam at the center of the singularity to hit multiple PCs. If a particularly dangerous foe isn't caught in the singularity, the nacrea casts *wall of force* or *resilient sphere* to isolate them.

Morale If reduced to 50 or fewer Hit Points, the nacrea casts *holographic terrain* to obscure its location and then flees to the Drift using its slip drive.

Hazard: On the first two rounds of combat or negotiations, Quat and Taibi simply jostle and chew on the pin of the grenade as they toss it back and forth. On the third round and all subsequent rounds, roll a d4; on a result of 1, the grenade explodes in a flash of light with a 20-foot radius (Reflex DC 22 to negate the blinded condition). If the nacrea is in the area of effect, the outsider interprets it as an attack and initiates combat, whether or not it succeeds at the saving throw.

Development: After dealing with the nacrea and retrieving the skittermander whelps, the PCs can power up the auxiliary generators. As in area E2, the PCs must decide where to send the power.

Story Award: If the PCs convince the spectra to depart without a fight, award them experience as if they defeated the creature in combat.

E5. NORTHERN AUXILIARY GENERATORS (CR 19)

Dozens of chairs are arranged before a large, black display screen that wraps around the southern wall of this room, with several large standing desks set behind them at the center of the floor. The auxiliary reactor chambers stand against the west wall, dull and dead like all the others. Explosive, bullet-shaped canisters are taped and secured to every wall and corner of the room.

This area is a viewing chamber for the *Starstone* to monitor its magical properties and ensure it's never tampered with or stolen. While this room is the most secure chamber of the auxiliary reactors level, religious scholars can request access to the computers here. Many believe the *Starstone* can still grant the powers of a god (as it's fabled to have done during the age of lost Golarion), and scholars wish to study this possibility. However, no one in recent history has entered the *Starstone*'s chamber to test this theory.

Creature: Driven by strange logic and esoteric motives, Nirin believes the *Starstone* has remained in the hands of the descendants of Golarion for too long and that it should be given to someone else. He doesn't particularly care who gets the artifact, even if that means it falls to the sivvs. When the PCs enter the room, Nirin is already there to greet them. He informs

the PCs that he has rigged the entire room to explode, and he politely asks them to leave while holding the detonator.

Nirin is an outsider from the Dimension of Time who views different eras more like physical places than passing moments. He seeks to alter the past and the future, and he considers his current action a means to keep time fluid instead of solid and static. From his point of view, the *Starstone* is a heavy weight on the fabric of the universe. The artifact seems destined to remain with Absalom and its successor, Absalom Station, and therefore draws divinity, fate, and the Drift toward it in oversized measure. The disruption that *Ark Prime* caused to the *Starstone* drew Nirin's attention as an opportunity to finally end the artifact's dominance over destiny by achieving what eons of warlords and magicians could not: removing the *Starstone* from its longtime bastion within the Pact Worlds.

A PC who succeeds at a DC 41 Sense Motive check (or who simply asks the mysterious being why he hasn't set off the bomb) recognizes that the outsider is having a crisis of conscience. While the strange outsider doesn't have the same fear of death as most mortal beings due to an odd perspective on time, he still has no desire to kill huge numbers of civilians by setting off explosives in Absalom Station's reactor. Nirin had hoped the PCs would be stopped before reaching this chamber and only considers the bomb as a last resort. If confronted by this fact, Nirin hesitates long enough for the PCs to speak with him, though he treats any attempts to disarm the bomb or to cast a spell as an initiation of hostilities.

If a PC succeeds at a DC 37 Diplomacy or Intimidate check, Nirin wavers a bit and drops the bomb's remote detonator on the ground; if the PCs attempt and fail this check three times, however, Nirin initiates combat. If the PCs manage to convince Nirin to drop the detonator, they have one chance to convince Nirin to give up on his plan entirely by succeeding at a DC 47 Diplomacy check. Arguing that *Ark Prime* will likely destroy Absalom Station and the rest of the Pact Worlds should it claim the *Starstone* grants a +4 circumstance bonus to this check. On a success, Nirin draws his swords and drops them in defeat before teleporting away. Otherwise, Nirin steels his nerves to fight the PCs by drawing a single blade.

Inquisitive PCs can converse with Nirin as they encounter him throughout the reactor level or when they discover him in this chamber. Some likely questions and his responses are listed below.

Who are you? "What a strange question. I wonder if you understand what you're asking. You may call me Nirin."

What are you? "A collection of moments, memories, and impulses acting upon this material plane, just as you are."

What are you doing here? "I have always been here. This moment in time is a crossroads, stretching out in branches across eternity, and every path I have ever walked has drawn me to this point."

What's happening here? "The strange beam that has caught the *Starstone* seems to be holding it fast, even in

planes where it was not meant to stay still. Time has begun to congeal around the reactor."

Why are you working against us? "An answer so obvious I thought you would have guessed it yourself. You wish the *Starstone* to remain where it is. I wish to see its situation change, and I'll change it myself if I have to."

Why do you want the *Starstone*? / Why are you sabotaging the reactor? "The *Starstone* and its city of Absalom have had an oversized impact on time since they were pulled from the depths of Golarion's seas. If I leave it be, it will remain, pulling fate toward it in a swirl. I wish to free eternity from its gravitational pull."

What happened to the skittermanders? "They ran into a swift eddy of time and were pulled in a different direction from the one you are traveling."



NIRIN

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TEMPORAL AID

If the PCs seem to be having a rough time with the lack of rest as they restart the auxiliary generators, you can use the odd temporal fluctuations on this level to give them a reprieve. After a particularly difficult fight (or even during if you are feeling generous), the PCs feel a surge of temporal energy pooling within their bodies. A PC instinctively knows that if they concentrate for a moment and focus on that energy, they can gain the benefits of a full night's rest; this takes no action. This energy begins to fade when the PCs level the auxiliary generators level; each PC must take advantage of this energy before 30 minutes passes or miss the chance.

Will the skittermanders go back to normal? "Oh yes. They might have to "travel the long way," but they'll come back around to where they were eventually."

Why is there a hound of Tindalos here? "It is a watcher like I am. The travelers that wander near the chamber of the Starstone seemed to fascinate the beast. Yet when the beam of energy isolated the Starstone, the hound was ripped from its home, trapped in this flat world. I imagine it's angry."

Are the Azlanti working with you? "Not intentionally. I would have let them take the Starstone, if they succeeded... ah, but the Azlanti already loom so large over the past."

Why isn't the spectra trying to stop you? "They would try if they could see me. They are, as ever, so very focused."

If you've already rigged the room to explode, why haven't you set off your bombs? "Silly sentiment for the people here, I suppose. Ah, it's ridiculous! Why should it matter? They would still be there in the past!"

If the PCs convince Nirin to drop the detonator but not give up his plans, he continues, "I never wanted to cut their time short. I came here to take the Starstone without having to harm them. If it weren't for you, I could have done it. Very well. It is wrong of me to spend these people's lives for my ambitions. I will wager my own time against yours. Let us see who can take hold of this moment and end the other first." He then initiates combat.

NIRIN

CR 19

XP 204,800

CN Medium outsider (extraplanar, shapechanger)

Init +12; **Senses** darkvision 60 ft.; **Perception** +37

Aura fated actions (30 ft., DC 26)

DEFENSE

HP 350

EAC 32; **KAC** 33

Fort +16; **Ref** +21; **Will** +18

Defensive Abilities fast healing 10, temporal manipulation, unflankable; **DR** 15/lawful; **Immunities** choral immunities, disease; **SR** 30

OFFENSE

Speed 60 ft., fly 90 ft. (Su, perfect); 30 ft., fly 60 ft.

without *haste*

Melee *vorpal apocalypse devastation blade* +28 (1d8+24 S plus curse of time [DC 26])

Offensive Abilities time stop

Spell-Like Abilities (CL 19th; ranged +30)

1/day—*disintegrate* (DC 28), *divination*, *mystic cure* (6th level)

3/day—*greater dispel magic*, *holographic image* (5th level, DC 27), *slow* (DC 25)

At will—*interplanetary teleport* (self plus 50 lbs. of objects only)

Constant—*haste*, *nondetection*, *tongues*

TACTICS

During Combat Nirin begins combat by using his time stop ability. He moves to a different location (picking up the detonator along the way if he dropped it) and casts *holographic image* each round of apparent time, creating illusory duplicates of himself, starting with the location he started in. When regular time resumes, Nirin makes full attacks with his devastation blades. When reduced to 150 Hit Points or fewer, Nirin retrieves the detonator and sets off the bombs as a standard action, unless he has been prevented from doing so.

Morale Nirin seems to have no regard for his own mortality and fights to the death. If killed, he merely says, "Fate reasserts itself. Well done," before evaporating into fragments.

STATISTICS

Str +5; **Dex** +11; **Con** +9; **Int** +6; **Wis** +4; **Cha** +6

Skills Acrobatics +37, Engineering +32, Mysticism +37, Physical Science +32

Feats Spring Attack

Languages Abyssal, Aklo, Celestial, Common; tongues

Other Abilities change shape (Small or Medium humanoid), *chronosurge*

Gear *vorpal apocalypse devastation blades* (2), detonator

SPECIAL ABILITIES

Choral Immunities (Ex) Nirin is immune to bleed, critical hits, paralysis, poison, radiation, sleep, stunning, and the effects of a vacuum. In addition, Nirin is immune to *slow* and other effects that manipulate time or the number of actions that Nirin can take.

Chronosurge (Ex) Nirin gets two turns each round: one on his initiative count and another on his initiative count -10.

Curse of Time (Su) Nirin can rewind or fast-forward a target's personal timestream, advancing the victim's age or inducing temporary amnesia by rewinding the victim's memories. A creature that takes damage from a melee attack made by Nirin becomes exhausted or feebleminded (as per *feeblemind*) for 1 round by this

effect unless it succeeds at a DC 26 Fortitude save. Once a creature successfully saves against Nirin's curse of time, it's immune to Nirin's curse of time for 24 hours. Immunity to magical aging prevents this curse effect.

Fated Actions (Su) A creature that ends its turn within 30 feet of Nirin must succeed at a DC 26 Will save or be forced to declare all actions that it will take on its next turn and be unable to change them. These actions are declared in the same manner as readied actions. If a declared action is impossible to complete or becomes impossible to perform (such as performing a melee attack on a creature that's no longer within reach), that action is lost. Nirin is aware of what actions an affected creature intends to take. A *nondetection* spell renders a creature's fate unreadable, negating this effect. Nirin is immune to other fated actions auras.

Temporal Manipulation (Su) Three times a day, Nirin can rewind time as a reaction to being struck by a spell, spell-like ability, or attack, negating all damage and effects of the triggering action.

Time Stop (Su) Once per day as a full action, Nirin can stop the flow of time for all other creatures. In reality, Nirin speeds up so greatly that all other creatures seem frozen, though they're still moving at their normal speeds. Nirin is free to act for 1d4+1 rounds of apparent time. Normal and magical fire, cold, gas, and the like can still harm Nirin. While time stop is in effect, other creatures are invulnerable to Nirin's attacks and spells; he can't target creatures other than himself. A spell that affects an area and has a duration longer than the remaining duration of time stop has its normal effects on other creatures once time stop ends. Nirin can't move or harm items held, carried, or worn by a creature stuck in normal time, but he can affect any item that's not in another creature's possession. Nirin is undetectable while time stop lasts.

Hazard: Nirin's bombs consist of more than a dozen charges designed to destroy the auxiliary generators here, causing a large amount of collateral damage. If Nirin detonates the explosives, a cascade of temporal energy washes over the chamber at the same time, freezing the blasts in place. Any creature in the same space or adjacent to a charge when this happens takes 30d10 sonic damage (Reflex DC 26 for half). These spaces remain hazardous for the remainder of the combat; any creature that ends their turn in one takes 15d10 sonic damage and is deafened for 1 minute (a successful DC 26 Fortitude save halves the damage and negates the deafened condition). If Nirin is caught by the explosion, he uses his temporal manipulation ability to negate the damage.

Development: When the battle with Nirin ends, the explosions resume, though their force has been

greatly diminished. Instead of destroying a large section of Absalom Station's hull, the bombs damage only the auxiliary reactors. A PC who succeeds at a DC 32 Mysticism check after seeing the unusual way the explosions acted can surmise that either the station got incredibly lucky or the *Starstone* somehow protected itself.

If the auxiliary generators weren't damaged by Nirin's bombs, the PCs can power them up. As in area **E2**, the PCs must decide where to send the power. If the generators are damaged, a PC who succeeds at a DC 26 Engineering check recognizes that it will take a large team of mechanics several days to repair them. Unfortunately, the situation with *Ark Prime* is too pressing a matter for this repair to occur in time.

Treasure: Whether killed or talked out of his plan, Nirin leaves behind his pair of *vorpal apocalypse devastation blades*. If the PCs prevent Nirin from detonating the explosives, they can spend 10 minutes searching the room to scavenge five screamer grenades IV and three pulse grenades IV (*Starfinder Armory* 26) from the mess, though they can't remove the remaining explosives without spending several hours carefully disarming the tangle of wires.

Story Award: If the PCs convince Nirin not to fight, award them experience as if they defeated the outsider in combat.

CALL TO ARMS

Once the PCs have powered up all the auxiliary generators they can, some of the communicator interference clears up. Camulan attempts to contact the PCs, repeating a request for a check-in over the PCs' comm units. Assuming the PCs respond, read or paraphrase the following.

"There you are," Camulan answers, his normally stoic voice filled with relief. "I'm guessing that if I'm getting through to you, you've made more progress on the auxiliary generators than our previous group of engineers did. You're just in the nick of time. More ships are starting to come to Absalom Station's defense, meaning we need to put some thought into how we're going to destroy this ship before it destroys us first. That priest of Eloritu that Ms. Nott hired seems convinced you are meant to be the point of the spear in our offense, and if you really did get the generators back on, I'm not sure I ought to argue with her. Return to the Plenara to discuss the station's defense as soon as you are able."

The PCs can either return directly to the Plenara or first deal with any lingering problems in the station (see Part 2).

When they get back to the Star Chamber, the Directorate and Cambrisa meet the PCs with important information. Using the data the PCs gathered on Hibb and Cambrisa's divinations, a group of the station's finest engineers and mystics have determined that *Ark Prime* can be stopped only from within. Repeated scans (confirmed visually from reports of those who've gotten close enough and survived)

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show some manner of airlock door on *Ark Prime*'s surface, which could serve as a point of entrance if a task force can pierce through the vessel's powerful shields. Both the Directorate and the Stewards are convinced the PCs are the most capable group to undertake this task, egged on by Cambrisa touting her mystical divinations.

Story Award: If the PCs restarted at least two of the auxiliary generators, award them 51,200 XP. If they restarted all four of the auxiliary generators, award them 102,400 XP instead. If the PCs rescued at least two of the magically de-aged skittermander engineers, award them 38,400 XP. If they rescued all four of the skittermanders, award them 76,800 XP instead.

PART 4: SIEGE FOR TOMORROW

The PCs must infiltrate *Ark Prime*, though doing so is a monumental task. The sivv vessel's guardian fleet makes it impossible for an individual ship to fly close enough to land on the massive starship, and its powerful shields can't be destroyed by a single attacker. Director-General Camulan proposes an organized Armada strike against the sivv drone fleet that might give the PCs the opportunity to land on *Ark Prime*, perhaps allowing the PCs to make their way inside. He also asks the PCs to keep him continually informed while he conducts the battle focused on piercing *Ark Prime*'s shields.

What happens next consists of two simultaneous battles: an individual starship combat that represents the PCs' struggles in their mission to reach *Ark Prime*; and a larger, abstracted battle between the

Armada's forces and *Ark Prime*'s guardian fleet that takes place in the space surrounding Absalom Station. While the PCs might focus on their survival against the automated sivv drones, they can also provide the Armada with crucial tactical information so that those starships can successfully clear a path for the PCs to land on *Ark Prime*.

While the PCs are welcomed and even encouraged to use their own starship for this mission, the Stewards can provide an alternative vessel if the PCs want or need it. Camulan offers the PCs command of a large capital ship named the *Starbrand*. The PCs can't fly such a large ship by themselves, so Camulan also offers the services of several dozen Stewards to assist in crewing the *Starbrand*. At your discretion, some of these nondescript crew members can be replaced by specific NPCs that the PCs know or have met over the course of their previous adventures. These NPC crew members work under the PCs, allowing them to perform the roles of starship combat aboard the huge vessel. Normally, the NPCs don't take any roles themselves, but at your discretion, they can fill in for a role where the PCs are the weakest; an NPC has a +25 bonus to skill checks and a +20 bonus to gunnery checks. Don't forget to add the pilot's number of ranks in Piloting to the AC and TL listed below.

STARBRAND

TIER 17

Huge cruiser

Speed 10; **Maneuverability** average (turn 5); **Drift** 2

AC 23; **TL** 18

HP 280; **DT** 5; **CT** 56

Shields superior 600 (forward 150, port 150, starboard 150, aft 150)

Attack (Forward) super X-laser cannon (3d4×10; 20 hexes)

Attack (Port) heavy laser net (5d6; 5 hexes)

Attack (Starboard) heavy laser net (5d6; 5 hexes)

Attack (Turret) linked heavy laser arrays (12d4; 5 hexes)

Power Core Gateway Ultra (500 PCU);

Drift Engine Signal Booster;

Systems basic long-range sensors, crew quarters

STARBRAND

(common), extra light weapon (turret), mount mk 15 armor, mk 14 defenses, mk 5 trinode computer, upgraded heavy weapon mounts (port, starboard, turret); **Expansion Bays** cargo holds (2), lifeboats (4), medical bay, tech workshop

Modifiers +5 any three checks per round, +2 Computers (sensors only); **Complement** 40

PREPARING THE ARMADA

While the PCs are paragons in their fields, even they can't defeat *Ark Prime* alone. Before beginning **Event 1**, determine the number of fleets available to the PCs, starting with the original 20 fleets from Part 1, modified by the PCs' successes and failures so far.

Defending the Idari: If the check to defend the *Idari* succeeded (see page 11), the kasathan worldship avoids a large confrontation with *Ark Prime*. All the fleets assigned to this task return to Absalom Station, along with 4 kasathan fleets. If the check failed, the *Idari* suffers heavy damage from *Ark Prime* as the sivv vessel moved toward Absalom Station (to the point where the *Idari* might not be savable); none of the fleets the PCs assigned to this task return, as they're either destroyed or serving as refugee ships for survivors. Several Armada vessels, many piloted by distraught kasathas, abandon their posts to survey the *Idari*'s wreckage—remove 2 additional fleets from the total number of fleets.

Hellish Troubleshooters: If the PCs managed to cut a deal with the devil summoner Ispenzia 4:17 (see page 19), the contemplative summons a few endbringer devils (*Starfinder Alien Archive* 34) to add to Absalom Station's defenses. Unsurprisingly, many of the other ships are wary about flying alongside the devils, but with the dire situation at hand, they put aside their preconceived notions regarding the fiends. The PCs gain 3 fleets.

Rescuing the Eoxian Fleet: If the check to rescue the Eoxian fleet succeeded (see page 11), then the PCs' gamble pays off, and all the fleets assigned to the task return along with 8 additional Eoxian fleets. If the check failed, only 2 of the fleets assigned to this task return, as all other vessels were destroyed by *Ark Prime*'s guardian fleet.

Station Defense: If the check to defend Absalom Station succeeded (see page 11), then the Armada weathered the initial battle against *Ark Prime* and suffered no major casualties. If the check failed, the initial salvo from *Ark Prime* proved catastrophic; the PCs lose half the fleets assigned to this task (to a minimum of 0).

Station Power: If the PCs failed to turn on all the auxiliary generators, they lose 2 fleets from the ones assigned to station security (to a minimum of 0).

Station Security: If the PCs failed to successfully resolve any of the events in Part 2, crucial resources get rerouted—and in most cases, slaughtered—while attempting to contain the trouble. For each incident the PCs didn't resolve, they lose 1 fleet assigned to this task (to a minimum of 0).

ABSALOM, WE HAVE A PROBLEM

While unlikely, the PCs could have overwhelmingly bad luck and start **Event 1** with no available fleets. If this occurs, you can choose to skip the fleet phase of the combat, which forces the PCs to crash-land on the surface of *Ark Prime* after the starship combat. Alternatively, you can proceed with **Event 1** as written, allowing the PCs to roll in each area of engagement as if there were a fleet present, but with a -5 penalty. This effort represents a few scrappy, rag-tag groups of starships still left to defend Absalom Station. In such a case, the fleet phases will probably go poorly for the PCs, which raises the stakes for the PCs for the remainder of the campaign.

EVENT 1: THE BATTLE FOR ABSALOM (CR 19)

Once the PCs have finished their preparations, the assault on *Ark Prime* begins. To set the scene, read or paraphrase the following.

The Armada forms an arc around Absalom Station, starships reaching out in nearly every direction. Steward vessels, planetary military craft, and hired mercenary ships wait at the ready. Within them, people from across Near Space arm weapons and check scanners—the humans of lost Golarion; the neighboring lashuntas, ysoki, and the Eoxian undead; the androids who were created, enslaved, and then freed; the kasathas and shirrrens who found a new home in the Pact Worlds; and the vesk who once sought to conquer the system. All of them united, forming a shield against the invading force posed by the ancient alien ark and its fleet of drones.

Steward Director-General Lin Camulan's voice echoes over the comm channels. "A few days ago, an unknown starship entered our system, ignoring our hails and attacking our ships. Hours ago, it made its intentions clear: it seeks nothing less than the Starstone itself. It seeks nothing less than the complete destruction of Absalom Station. We do not know the full capabilities of this vessel, but we know we are unlikely to be a match for its capabilities. Our mission is to pierce its shields so that the best among us can destroy the ship from the inside.

"The destructive potential of the Starstone in the hands of this foe cannot be overstated. Not only would many lose the last remaining touchstone of the world that birthed them, but it would mean the end of the Pact Worlds. In all the battles we have faced as a united front, we have yet to surrender one inch of ground. We aren't about to do so now.

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"Some of you are fresh from battle, with no time to rest. Some of you should have never seen combat this soon. I ask all of you to summon your courage, discipline, and pride to serve side-by-side with us once more. Give today everything that you have! If we lose here, there will be no tomorrow!"

With that rousing shout, the communication cuts off, leaving only the silence of space. A few moments later, another transmission comes over a private channel. "You wouldn't have any reason to know this, but my brother is on one of those ships," Cambrisa's unwavering voice transmits over the speakers. "He'll be fighting for you, so please give it your all."

The Armada moves to engage Ark Prime, and the battle for Absalom Station begins.

If the PCs are in their own starship, they should be familiar with their crew roles and weaponry. If the PCs instead decided to pilot the *Starbrand* into battle, they should quickly familiarize themselves with the cruiser's capabilities and choose their starship combat roles.

Starship Combat: This event functions as a normal starship combat encounter, but with an additional phase—the fleet phase—that occurs before the engineering phase. During each fleet phase, the PCs decide how many fleets to allocate to each of the three areas of engagement detailed

on page 40 (Ark Prime shields, station defense, and the thick of the battle); the total number of fleets the PCs control was determined in Preparing the Armada on page 37.

Once the PCs have allocated the fleets, the PCs attempt a DC 20 Intelligence, Wisdom, or Charisma check for each area of engagement; a different PC can attempt each of these three checks and can choose what kind of check they attempt. The PC attempting this check receives a circumstance bonus equal to the number of fleets allocated to that area. If the PC chooses to devote their entire attention to the fleets, they gain a +4 bonus to this check but forgo their normal starship action for the round.

If the above check succeeds, add 1 to the status of that area of engagement (see page 40). If the check exceeds the DC by 5 or more, add 2 to the status instead. If the check fails by 4 or less, there is no change. If the check fails by 5 or more, refer to the critical failure effect for that area of engagement to determine the results (see page 40). At least 1 fleet must be allocated to an area of engagement or the check is automatically considered to be a critical failure. While the PCs shouldn't know the exact numbers associated with each area of engagement, you should make it obvious whenever an area's status changes dramatically.

At the end of each starship combat round, roll a d6 3 times to represent Ark Prime's strategic gains in the fleet battle. Each time an area of engagement is rolled, subtract 1 from that area of engagement's status. If Ark Prime rolls an area of engagement that has already been decisively concluded, nothing happens.

D6	Affected Area of Engagement
1-2	Station Defense
3-4	The Thick of the Battle
5-6	Ark Prime Shields

Meanwhile, the PCs must still engage with Ark Prime's defensive fleet to land on the ship's hull and force their way inside. As the starship



SIVV DRONE DESTROYER

combat begins, a quartet of sivr drone interceptors appears 15 hexes in front of the PCs' ship. While the PCs must battle and maneuver against these smaller enemy ships, they're making their way toward *Ark Prime* every round, regardless of the pilot's specific maneuvering. On the 4th round of combat, the PCs reach the center of the fray. A sivr drone destroyer enters at one edge of the starship combat map. On the 8th round of combat, the PCs have moved within range of *Ark Prime*. The sivr vessel's point-defense weaponry makes flying too close very dangerous, but the PCs can use any long-range weaponry they might have against *Ark Prime*'s shields. Player character captains, gunners, magic officers (*Starfinder Character Operations Manual* 148), and science officers gain access to the following special actions.

Encourage Allies (Captain, Any Phase): The captain attempts a DC 35 Diplomacy check, sending out a broadcast to all allied ships in an attempt to bolster their morale. If the captain succeeds, *Ark Prime* gets only two strategic gains (see page 38) at the end of the starship combat round, instead of three.

Attack Ark Prime's Shields (Gunner, Gunnery Phase): The gunner can fire a weapon with a range of long against *Ark Prime*'s AC and TL of 37. If the total damage inflicted on *Ark Prime*'s shields that round is at least 50, add 1 to the status of the *Ark Prime* Shields area of engagement.

Scry Ark Prime (Magic Officer, Engineering Phase): The magic officer attempts to divine important information about *Ark Prime*'s defenses or offenses. If they succeed at a DC 35 Mysticism check, the PCs can reroll one check during the fleet phase. The PCs can have only one reroll during the fleet phase.

Scan Ark Prime (Science Officer, Helm Phase): This action functions similarly to the Scry *Ark Prime* action, except that it's performed by the science officer and uses the Computers skill and the ship's sensors. The DC and the result is the same. The PCs can have only one reroll during the fleet phase.

Consider using any lulls in the action to describe particularly impressive successes or failures of the surrounding fleets. Overall, this combat should feel like the PCs are pushing through almost insurmountable odds, with other allied vessels fighting alongside them and being destroyed.

SIVV DRONE INTERCEPTORS (4) TIER 10

Tiny interceptor

Speed 12; **Maneuverability** perfect (turn 0)

AC 30; **TL** 29

HP 40 each; **DT** —; **CT** 8

Shields medium 200 (forward 50, port 50, starboard 50, aft 50)

Attack (Forward) linked light plasma cannons (4d12; 5 hexes)

Attack (Turret) light plasma torpedo launcher (3d8; 20 hexes)

Power Core Pulse Blue (200 PCU); **Drift Engine** none;

Systems advanced long-range sensors, data net^{PW}, mk 10 mononode computer, mk 8 armor, mk 8 defenses

Modifiers +10 any one check per round, +4 Computers (sensors only), +1 Piloting; **Complement** AI overmind (1 action)

CREW

AI Overmind Computers +25 (10 ranks), gunnery +15, Piloting +19 (10 ranks)

SPECIAL ABILITIES

AI Overmind (Ex) All sivr drone starships are controlled by a single AI intelligence within *Ark Prime* and are in constant communication; if one is aware of a threat, all are. A sivr drone interceptor can perform only one crew action per round (in the gunner, pilot, and science officer roles) and takes critical damage effects as normal. Additionally, the drone ships are immune to any captain starship combat actions (positive or negative), and to any starship weapons and effects that would affect the crew.

SIVV DRONE DESTROYER TIER 16

Large destroyer

Speed 8; **Maneuverability** average (turn 4)

AC 37; **TL** 34

HP 230; **DT** —; **CT** 46

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

Attack (Forward) linked railguns (16d4; 20 hexes)

Attack (Port) particle beam (8d6; 20 hexes)

Attack (Starboard) particle beam (8d6; 20 hexes)

Attack (Aft) heavy nuclear missile launcher (10d8; 20 hexes)

Attack (Turret) plasma cannon (5d12; 10 hexes)

Power Core Gateway Heavy (400 PCU); **Drift Engine** none;

Systems advanced long-range sensors, data net^{PW}, mk 12 armor, mk 12 defenses, mk 8 duonode computer;

Security anti-hacking systems (3); **Expansion Bays** cargo holds (4)

Modifiers +8 any two checks per round, +4 Computers (sensors only); **Complement** AI overmind (5 actions)

CREW

AI Overmind Computers +33 (16 ranks), Engineering +28 (16 ranks), gunnery +23, Piloting +28 (16 ranks)

SPECIAL ABILITIES

AI Overmind (Ex) All sivr drone starships are controlled by a single AI intelligence within *Ark Prime* and are in constant communication; if one is aware of a threat, all are. A sivr drone destroyer can perform five crew actions per round (in the engineer, gunner, pilot, and science officer roles) and takes critical damage effects as normal. Additionally, the drone ships are immune

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PAZZOEDIOTH'S PROPAGANDA

As the PCs fight through *Ark Prime's* fleet, they can hear reports from the Absalom Station fleets. Unless the PCs shut down their communications, they also begin to receive sinister transmissions from *Ark Prime*, delivered in a deep, otherworldly voice, belonging to the void dragon Pazzoedioth (see page 44). The void dragon broadcasts sivr propaganda and dire threats at the PCs, acting as the personality for the overwhelming threat behind this adventure. Some examples of her diatribes follow.

- ❖ "You are but a speck on the flow of time. Your lives will revive an empire that has stretched across eons."
- ❖ "You struggle only out of fear. Soon you will come to understand, as I have."
- ❖ "Acknowledge the origins of your most revered nations. All were built on the conquest of lesser civilizations. Submit to your role and join us in greatness."
- ❖ "Surrender, and let your lives be uplifted by the Sivr Dominion."
- ❖ "Your violent response proves the barbarity of your nature. We have fought your ships only in self-defense."
- ❖ "You have had the power of your station at your command, yet you have explored nothing of its capabilities. What claim do you have over those who are truly in need of it?"
- ❖ "Your resistance dooms an entire species. Do you consider your pride worth so much more than their lives?"

to any captain starship combat actions (positive or negative) and to any starship weapons and effects that would affect the crew.

AREAS OF ENGAGEMENT

Absalom Station's Armada is committed to three fronts in its assault on *Ark Prime*. Each of these tactical areas of engagement plays a crucial role in the success of the current plan. Each area of engagement can have a status rating ranging from 0 to 10; each area of engagement begins with a status of 5. Once the status of an area of engagement reaches either 0 or 10, the battle has decisively concluded and can no longer be modified by actions taken by either side of the conflict, usually allowing the fleets assigned to these areas to move to other areas of engagement in the following round. The following describes the effects of each area being decided.

Status	Description
0	Disaster
1-3	Near Defeat
4-6	Toss-up
7-9	Near Victory
10	Objective Secured

Ark Prime Shields: The seemingly invulnerable force shields that surround *Ark Prime* must be penetrated for the PCs to make their way inside the vessel.

Critical Failure: One of *Ark Prime's* weapons randomly fires in the direction of the PCs' ship, targeting the front arc of the PCs' starship with a +21 attack modifier for 8d6 damage on a successful hit.

Disaster: *Ark Prime's* AI has observed the Armada's capabilities and adjusted its shields to become immune to the attacking forces' weaponry. In a last-ditch effort, most of the Armada fleets perform suicide runs against the shields to weaken them, and the PCs crash through the partially powered shield (see Development).

Objective Secured: The Armada's forces punch a hole through *Ark Prime's* shields, and the PCs can fly through and safely land on *Ark Prime* (see Development).

Station Defense: *Ark Prime's* drone fleet vastly outnumbers the Armada and threatens to attack Absalom Station directly.

Critical Failure: Subtract 1 fleet from those available to the PCs to allocate.

Disaster: Attacks against Absalom Station have left the Armada's morale in shambles. All subsequent checks during the fleet phase take a -2 penalty. Additionally, all fleets present at this area of engagement are destroyed.

Objective Secured: *Ark Prime's* drones have been driven back for now. All subsequent checks during the fleet phase gain a +1 morale bonus.

The Thick of the Battle: The bulk of *Ark Prime's* drone fleet fiercely fights against the Pact Worlds' forces. Only a strong offensive front can thin the hostile fighters to carve a safe route for the PCs to reach the surface of *Ark Prime*.

Critical Failure: An extra interceptor drone joins starship combat against the PCs.

Disaster: *Ark Prime* focuses its attention on the PCs' vessel. Each drone in starship combat can reroll one check per round. In addition, half the fleets present at this area of engagement are destroyed.

Objective Secured: The Armada has largely routed the attacking sivr vessels, so Pact Worlds forces can aid in the PCs' fight. Immediately make 4 attacks, each with a +20 total bonus that deal 8d4 damage against the drone ships engaged with the PCs; the PCs can determine the targets and the targeted arcs. Half the fleets assigned to this area of engagement must remain to maintain the situation; the other half of the fleets can move to a new area of engagement in the next round.

Development: Read or paraphrase the following if the Ark Prime Shields area of engagement's status reaches 10.

With a final, silent volley, the Armada unleashes a storm of weapon fire at the sivv vessel. Every missile, laser, and plasma cannon at its disposal focuses at a single point a few kilometers above Ark Prime's bulk. Energy crackles in spiderweb patterns across the shields, dissipating outward from the blast. Yet this time, the ship's power fluctuates—the barrier warps, forming a swirling vortex as the Armada's volley pierces a hole through it.

A dour-looking vesk wearing the uniform of a Steward admiral appears on the viewscreen, a fresh gash across his head and his crew scrambling to put out a small fire in the background. "By Damoritosh's blade, we've done it!" he roars. "We don't know how long the breach will stay open. I'm assigning the last of our unscathed ships to escort you in. Good luck and give them Hells!"

The PCs should finish their battle against the sivv drones (if they haven't already), and then they can move toward the shield breach to land on Ark Prime's surface. Read or paraphrase the following.

A squadron of ships moves into a defensive formation, all directed toward at Ark Prime. Pinwheels of point-defense fire light up the line of descent toward the surface. A stray blast from the sivv ship's surface rips through one of the escort vessels, leaving nothing but a trailing cloud of fire and debris. At the last moment, the others veer off, leaving your ship to hurtle through the gap in the shield alone. When the blaze of weapon fire clears, the scarred hull of Ark Prime is revealed, as dozens of surface turrets begin to track your movement.

From here, continue directly to **Event 2** with the PCs landing safely.

If the PCs' starship is reduced to 0 Hull Points or the Ark Prime Shields area of engagement's status reaches 0, the Armada appears to be losing the battle. What's left of the allied fleets undertakes a desperate maneuver to get the PCs through Ark Prime's shields. Hundreds of good people die as the PCs' disabled ship (or emergency escape shuttles) are forced to crash through a weakened spot in the shields to make a rough landing on the surface of Ark Prime, dealing 14d12+15 bludgeoning damage to each PC (Reflex DC 23 for half). Any other crew aboard the PCs' ship likely dies or suffers critical wounds, at your discretion. Continue to **Event 2** as the PCs emerge from the wreckage of their ship.

Story Award: For battling the sivv drones and reaching the surface of Ark Prime (no matter how they do it), award the PCs 204,800 XP. For each of the three areas of engagement whose status reached 10, award the PCs an additional 51,200 XP.

EVENT 2: ACROSS THE SURFACE OF ARK PRIME (CR 18)

While the Armada's precision and the PCs' expert piloting can bring the PCs' starship close to its ultimate target, constant defensive fire from Ark Prime prevents any ship from flying directly to the airlock entrance. The PCs are forced to land some distance away from the airlock (or crash-land there if things go poorly). They must then make their way across a stretch of Ark Prime's surface.

Most of Ark Prime's surface consists of uneven terrain comprising some unknown material. Protrusions jut out at odd angles, while fissures dot the landscape at irregular intervals. The combination of Ark Prime's size and its magnetized hull provides standard gravity for those who remain close to the surface, but any creature that flies or jumps 45 feet or more above the surface enters zero-gravity conditions and is in danger of being targeted by Ark Prime's weapons. The mystical nature of the sivv vessel's quantum hyperspace drive also interferes with teleportation effects. PCs can't teleport directly to the airlock entrance, but such effects can still aid the PCs in moving closer (see Hazard).

Hazard: This event occurs over several phases, with each phase representing approximately 1 minute of action as the PCs make their way across the surface of Ark Prime. At the beginning of each phase, roll a d8 and consult the table below to randomly determine the hazard the PCs need to overcome. These hazards either damage or slow the PCs; many of these obstacles don't take full effect until the end of a phase. There is a 50% chance that an obstacle marked with an asterisk (*) remains in effect the following phase; if such an obstacle is still in effect, and you roll the same obstacle for the next phase or another obstacle marked with an asterisk, then roll again. For example, if the PCs are faced with Battle Debris, there is a 50% chance they must deal with the penalties from Battle Debris and another random obstacle in the next phase; if that random obstacle is Battle Debris again, roll until you get different result.

Most of the phase consists of the PCs' actions (see page 43). The encounter ends once the PCs accrue a number of successes equal to three times the number of PCs (12 successes for a party of four characters). Many of the PC actions can earn successes if a PC succeeds at a certain skill check, while others can mitigate the obstacles of Ark Prime. Finally, the effects of a phase's obstacle are resolved (where applicable).

d8	Obstacle
1	Antipersonnel Turrets: Massive plasma turrets rise from hatches in Ark Prime's surface and lock on to the PCs. The turrets are too large to be damaged effectively by the PCs' weapons and are equipped with magical sensors that let them see invisible creatures. At the end of the phase, each PC is targeted by turret fire. Each attack

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targets EAC with a +30 ranged attack bonus and deals 7d6+16 electricity and fire damage.

- 2 **Battle Debris*:** Chunks of starship hulls and other debris from the nearby space battle litters this section of *Ark Prime's* surface. The PCs take a -4 penalty to skill checks to gain successes this phase.

- 3 **Energy Surge:** As the PCs pass through a trench lined with power conduits on *Ark Prime's* surface, dangerous energy begins to build up around them. The party must gain a number of successes equal to at least the number of PCs (4 for most parties) during this phase or be caught by a pulse of electricity that courses through the ravine; each PC takes 14d12+15 electricity damage (Reflex DC 23 for half).

- 4 **Friendly Fire:** An Armada starship fires upon *Ark Prime*, but the attack lands dangerously close to the PCs. A randomly selected PC is blown backward several hundred feet at the end of the phase unless they succeed at a DC 22 Fortitude saving throw. On a failure, the PCs lose 1d2 successes.

- 5 **Molten Metal*:** Blasts from the battle score the surface, leaving craters of molten metal behind. While the damaged areas can't burst into flames due to the lack of oxygen, heat from the liquefied metal can't disperse into space, proving hazardous to anyone who comes near it. Any PC who doesn't contribute at least one success this phase takes 8d6 fire damage (Reflex DC 24 for half).

- 6 **Psychic Barrage:** Pazzoedioth (see page 44) unleashes a wail of psychic energy from within *Ark Prime*, targeting a randomly selected PC. At the end of the phase, that PC must succeed at a DC 24 Will saving throw or gain the shaken condition for 1d4 phases. This is a mind-affecting fear effect.

7

Sivv Drone Interceptor Attack: A sivv drone interceptor breaks off from the battle to strafe *Ark Prime's* surface with plasma cannon fire where the PCs are. As a group, the PCs must decide whether to push through this kill zone or not. If they decide not to, they take a -4 penalty to skill checks to gain successes this phase. If they do, they each take 10d12 electricity and fire damage (Reflex DC 26 for half) at the end of the phase.

8

Unexploded Munition: The PCs come across a still-intact nuclear missile from the battle. As a group, the PCs can give the missile a wide berth, though doing so loses them 1d3+1 successes at the end of the phase. Alternatively, a PC can use their action to attempt to disarm it, requiring a successful DC 39 Engineering check; this check grants no successes. If the PCs neither avoids nor disarms the missile, it explodes at the end of the phase, dealing 16d12+15 fire damage to each PC (Reflex DC 24 for half) and subjecting them to severe radiation (*Starfinder Core Rulebook* 404).

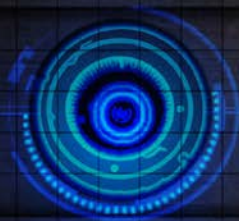
PC Actions: During a phase, each PC can perform one of the actions listed below to dodge or hustle their way across *Ark Prime's* surface. The PCs can perform their actions in any order. A PC can attempt two of these actions during a phase, but they take a -3 penalty to each check they attempt during that phase. Some PC actions allow a PC to succeed at the check and earn a success, which contributes to the PCs reaching *Ark Prime's* airlock entrance. A PC can also perform one reaction per phase.

- **Activate an Ability (no check):** The PC activates a special ability or casts a spell that takes either a standard or full action.



PAZZOEDIOTH

F. AIRLOCK ENTRANCE



1 SQUARE = 10 FEET

The PCs don't necessarily earn any successes using this action. At your discretion, using an ability or spell that can bypass distances quickly (such as a teleportation effect) can count for one to three successes, and certain effects might count as a successful skill check for other actions listed here.

- **Analyze (Computers, Engineering, Perception, or Physical Science DC 32):** The PC assesses the situation, perhaps with the use of a gadget or some other tool. With a successful check, the PC grants a +2 circumstance bonus to another PC's skill check to earn a success during this phase. If the result of the check exceeds the DC by 5 or more, the PC can grant this bonus to two PCs.
- **Divine (Mysticism DC 35):** Through brief meditation or a short prayer, the PC reaches out to the universe or a deity, requesting guidance on how best to proceed. With a successful check, the PCs earn one success. If the result of the check exceeds the DC by 5 or more, the PCs earn two successes.
- **Fly (Acrobatics DC 36, must have a fly speed):** The PC fights the gravity of *Ark Prime* to soar over obstacles. With a successful check, the PCs earn one success.

- **Mitigate Failure (no check):** The PC prepares for the worst. While this action doesn't earn the PCs any successes, it reduces any loss of successes by 1 (to a minimum of 0 successes lost).
- **Navigate (Survival DC 35):** The PC identifies a good path across the surface. With a successful check, the PCs earn one success. If the result of the check exceeds the DC by 5 or more, the PCs earn two successes.
- **Scramble (Athletics DC 36):** The PC clammers over obstacles and hustles at an increased speed over *Ark Prime*'s surface. With a successful check, the PCs earn one success.
- **Take Cover (no check):** The PC takes cover behind some feature of *Ark Prime*'s surface or ducks into a nook. The PC gains a +2 circumstance bonus to AC and Reflex saves against the current obstacle. This doesn't earn the PCs any successes.

Development: Once the PCs accrue a total number of successes equal to three times the number of PCs at the end of a phase, they reach the trench containing the airlock entrance into *Ark Prime* (area F).

Story Award: For crossing the surface of *Ark Prime*, award the PCs 153,600 XP.

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F. AIRLOCK ENTRANCE (CR 18 AND CR 17)

When the PCs reach the trench containing the airlock entrance, read or paraphrase the following.

Beyond the deadly plateaus of the Ark Prime's hull is a deep ravine, and within it the door to a wide airlock, surrounded by glowing sigils, several hundred feet away. The entrance cracks open, and a towering blue and green dragon emerges, its wings rippling with intricate patterns. With a flex of its shoulders and a pump of muscles strong enough to shatter steel, the dragon launches into the air as the door closes behind it. Though its wingbeats are silent against the backdrop of the empty void, the dragon nonetheless opens its mouth and emits a shrill psychic scream.

"Arrogant beings, struggling to remain wallowing in your own mediocrity," the dragon's voice echoes in a dull mental roar. "Defeat me, if you think you can. The scions of the Sivv Dominion await you beyond. They will break you, as this single ship has broken the combined strength of your worlds."

Unlike the previous trenches the PCs have navigated, there's no danger of rogue power surges here.

Creature: Pazzoedioth is a void dragon who was drawn to Ark Prime several decades ago when the vessel came out of quantum hyperspace. The dragon thought it could claim the titanic spacecraft as her own but was incapacitated by sivv drones and subsequently indoctrinated by Ark Prime's AI. Pazzoedioth now fights for the glory of the Sivv Dominion and has been unleashed against the PCs. The dragon continues to telepathically insult and spit propaganda at the PCs in combat, alternating between insinuating the PCs are either inferior or immoral.

A PC who succeeds at a DC 32 Sense Motive check while interacting with Pazzoedioth can recognize the dragon has been brainwashed by long-term mental conditioning. While some PCs might wish to undo this mental programming, this information serves mostly as foreshadowing for what the PCs will encounter in the next adventure. Undoing the damage the void dragon has experienced lies outside the scope of this adventure, and might be beyond the PCs' capabilities, as they likely have no means to take the dragon with them even if they subdue the creature with nonlethal damage. At your discretion, certain high-level spells or abilities can undo the sivv brainwashing; in that case, Pazzoedioth immediately retreats and flees if able, disoriented and repulsed by the very sight of Ark Prime, which reminds her of the terrible things she did in the name of the Sivv Dominion.

PAZZOEDIOTH

CR 18

XP 153,600

NE Female old void dragon (*Starfinder Alien Archive* 2 42)

HP 350

TACTICS

During Combat Pazzoedioth begins the battle by directing her suffocating breath at the PC that has responded most to her taunts. If no such PC exists or the PC in question obviously doesn't need to breathe (such as an android), she instead uses her normal breath weapon. All subsequent uses of her breath weapon use her usual breath weapon. When Pazzoedioth is reduced to 175 or fewer Hit Points, she directs a *disintegrate* spell at the enemy that struck her last.

Morale The void dragon has been completely brainwashed through years of conditioning and battles to the death for the glory of the Sivv Dominion. When slain, the dragon psychically cries out, "Pazzoedioth has completed her duty to the sivv. Vheiransch! So ends my service!"

STATISTICS

Gear mk 3 mindlink circlet

Trap: A series of sivv runes encircles the 20-foot diameter airlock on large, rotatable rings. Hidden circuitry within these rings creates a complex hybrid trap. A PC who succeeds at a DC 34 Culture check or who understands Sivvian can identify the exact meaning of these runes (which deal mainly with protection and retribution), granting a +4 circumstance bonus to the Mysticism and Computers checks required to disarm the lock safely.

Before the PCs can open the exterior airlock door, they must bypass the three-part lock. Disarming the lock requires three PCs simultaneously succeeding at DC 36 Athletics, Engineering, and Mysticism checks; each check must be performed by a different character standing within the circle of runes and takes 1 minute. A successful Athletics check moves the rings into place, a successful Engineering check determines the correct orientation of the circuitry, and a successful Mysticism check channels the energy of the runes in the proper direction. Up to one PC can aid a check, as long as that PC isn't attempting or aiding another check.

If the PCs succeed at all three checks, the exterior airlock door opens without any problems. The door also opens if the PCs fail one or two of these checks, though they suffer the consequences of their failures, described as follows. If a PC fails the Athletics check, the mechanism spins unexpectedly and crushes that PC (and anyone aiding them), dealing 10d12 bludgeoning damage (no saving throw). If a PC fails the Engineering check, a rush of electricity from the circuitry targets that PC (and anyone aiding them) with *greater discharge* (caster level 17th). A PC who fails the Mysticism check triggers a massive explosion that deals 17d6 fire damage to anyone within the magic circle (Reflex DC 24 halves the damage). If the PCs fail all three skill checks, the door doesn't unlock (in addition to the listed failure effects), and the PCs must try again.

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RUNIC AIRLOCK DOOR TRAP

CR 17

XP 102,400

Type hybrid; **Disable** Athletics, Engineering, and
Mysticism DC 36 (see above)**Trigger** see above; **Reset** automatic; **Bypass** command
word**Effect** 10d12 B (no save), 17d6 F (Reflex 24 half), or
greater discharge (CL 17th); see above**Development:** When the exterior door opens, it reveals a
wide metal catwalk that runs perpendicular to the exterior
surface of *Ark Prime*.CONCLUDING
THE ADVENTURE

As the PCs step into the airlock, *Ark Prime*'s artificial gravity asserts downward toward the catwalk, flipping the PCs' perspective with a slightly sickening lurch and a brief moment of vertigo. As they examine these new surroundings, read or paraphrase the following.

This massive spherical airlock was clearly built to hold several dozen beings at once. After several feet, the catwalk expands to encompass the entirety of the sphere's diameter before contracting again at the closed interior door. A panel next to that portal flashes with an orange light, which provides the only illumination here. Small particles of dust float lazily through the space.

By this point, *Ark Prime*'s AI knows that it can't stop the PCs from entering the vessel, so it puts up only token resistance. A PC can hack the panel next to the interior door with a successful DC 36 Computers check and force the airlock to cycle; if the result of this check exceeds the DC by 5 or more, the PC attempting the check gets a vague suspicion that the task was easier than it should have been, almost as if the ship is letting them in without much opposition.

For now, this particular mystery will have to go unsolved. As the PCs step through *Ark Prime*'s interior airlock door and into a blank corridor beyond, they're engulfed in a mysterious green light and a subsonic hum, which overloads all their senses simultaneously. *Ark Prime*'s AI has initiated a last-ditch plan to stop the PCs—or at least slow them down—with an overload of sivv propaganda. How this manifests, and how the PCs handle it, is detailed in the next adventure, "Dominion's End."



THE CHURCH OF ELORITU

"I am not sure how else to explain. Yes, I have deciphered the text. No, I cannot tell you what it means. For you to understand it—fully understand; know it down to your very nerves—you must decipher it yourself. I have left my notes in the location we previously agreed on, but as we had surmised, the spell is conditional. Your final destination may not be mine. Several factors can affect the exit point: the time of the invocation and the position of Aucturn, among others.

I do not know where the next portal may lead me. If we are unable to hold the portal for my return, please see that a copy of my notes goes to the Invisible College.

As always, your sister by blood and by oath, Teleod"

THE HIDDEN TRUTH

There are truths not meant to be known. This is one of the tenets of Eloritu, god of knowledge and secrets, of esoteric magic and mundane history. Those secrets include the god's origins, on which he remains silent.

While all deities grant magic to their chosen followers, Eloritu is the only major deity to specialize in it. Despite this, he is not always the most popular deity with other spellcasters. His teachings chafe some technomancers, since magic in his eyes is more art than science. Magical study for Eloritu is not systematic, and its results are not always repeatable. While this frustrates those who favor a more methodical approach, Eloritu's teachings leave room for individual insight and moments of creative genius. Many followers of Eloritu have discovered their magical abilities through focused study of seemingly mundane topics rather than the standardized testing of modern magical schools. Their dedication and willingness to find meaning behind the universe's exterior surface allows them to pierce the veil separating the mundane from the supernatural—and draws them into Eloritu's service.

Unlike other deities, Eloritu does not support the spread of all knowledge, or of knowledge to all individuals. For him, knowledge is power, and not everyone seeks to use that power wisely. Sometimes a creature—or even the universe itself—is better and happier in ignorance than it would be when exposed to the truth. Priests of Eloritu present endless riddles and puzzles to would-be initiates, designed to force adherents of the faith to develop discipline, wisdom, and restraint.

Initiation rites are widespread among Eloritu's faithful. The first and most meaningful initiation comes after an initiate's first successful casting of a spell, when the caster experiences the first rush of power and enlightenment. For some independent followers, this may be their only initiation, commemorated as the individual sees fit. For more formal circles, societies, or cults, a sequence of initiation rites may commence, marked by increasingly elaborate rituals as members gain more and more arcane knowledge, spells, or abilities. Initiation rites are highly idiosyncratic throughout Eloritu's worship, tailor-made for the initiate and their own unique perception of the god of secrets.

A group of Elorituans dedicated to a particular mystery, field of magic, or line of research is known as a circle. In areas with fewer followers, each contributes to a single circle; in such circumstances the circle generally follows the agenda of the strongest spellcaster, or just the most dominant personality.

Spellcasters who do not worship Eloritu may scoff at the layers of secrecy imposed by the church, claiming that followers of Eloritu cloak their research with metaphor and esoteric trappings—when they share them at all—to obscure the true nature of their findings, which are often seen as inconsequential. Elorituans conversely contend that failure

to understand the layers of concealing discourse or the final conclusions they point to proves the benefit of initiation and illustrates the Hidden Truth. Some spellcasters even suspect that Eloritu's followers maintain a magical conspiracy to elevate their faithful to the exclusion of others, and in a sense, this is true: Elorituans have founded innumerable secret societies, funneling arcane knowledge to carefully selected members. While these societies might muster considerable magical power, however, they rarely impose themselves into the political arena or seek wealth beyond what is necessary to fund further research. In fact, powerful spellcasters may even be rejected by prominent circles if they fail to respect Eloritu's other values; the god of secrets does not look favorably on those who cannot exercise discretion.

Non-spellcasting followers of Eloritu often worship his aspect as a god of history or secrets. These aspects are especially appealing to scholars of the Gap and those who seek historical knowledge but fear its misuse. These fears may stem from the belief that some technology or magic is too powerful for most civilizations, or perhaps from hard-learned experience with political leaders who manipulate history to gain or maintain power over their populations. While operatives and soldiers who pursue self-improvement usually follow Yaraesa or Oras, Eloritu's faith has a martial component as well, appealing to those whose arcane abilities manifest later in life or after a brush with the occult. These followers are often soldiers with the arcane assailant style, or operatives with the disciple specialization (page 52). Finally, the Hidden Truth is sometimes worshipped in secret by individuals with magical abilities but who have been stigmatized by their own culture. These followers look for the Hidden Truth to help them conceal their powers (and hone them in secret).

SCRIPTURES

Eloritu's most important holy text, *The Hollow Stone*, is an odd compilation of riddles, mysterious poems, and contradictory phrases. Followers believe they understand the answers to some of these riddles, but others inspire endless (and sometimes contentious) debate. Digital editions are available, but most devout followers make a point to acquire a print version. These can range from binders of paper printouts to scroll sets, and can even include codices in the style of Lost Golarion. Throughout the course of their studies, each follower customizes their copy in their own way with notes in the margins, custom appendices of extra material related to favorite passages, and elaborate sketches of runic circles and symbols to show individual study and intellectual development.

Most circles share a reference copy with minimal markups for use in rituals, which they may share with potential initiates. If a newcomer shows deeper interest, the circle will provide a print copy and observe what the initiate does with it. Those who read the text but do not

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otherwise engage with it are allowed to go their own way, while those who begin marking passages and writing their own interpretations are drawn closer to the group through subtle encouragement. Those who request digital files are reminded that a single hard copy, kept secret, is far more secure than any computer file, and that the oldest security measures are often considered the wisest.

CLERGY

Many priests of Eloritu are spellcasters themselves, and those who aren't generally serve as historians or other academics. Within the faithful, full-fledged priests are divided into two denominations: the public-facing Curators and the secretive Watchers.

Curators represent Eloritu to governments, interfaith organizations, and civil society. They advise leaders and law enforcement on how to handle magical items and disruptive spellcasters and support public training programs for the teaching of magic. Curators who do not themselves cast spells instead work towards ensuring their arcane and academic faithful have access to knowledge, maintaining archives and spellcasting space for other Elorituans. Curators also pursue funding for research and higher education, and seek to disabuse the public of any number of conspiracy theories (especially the ones that are actually true).

As they increase in arcane power and gain highly coveted knowledge, some priests of Eloritu fade from public view. They retreat to monasteries or shrines far from civilization, or change their identities to hide in plain sight. Known as Watchers, these priests still serve Eloritu and the faithful, but those who seek their aid must prove themselves worthy by discovering them in hiding. Some Watchers are tasked with guarding sacred sites or keeping particularly dangerous spells or magic items secret. Very rarely, one of the Watchers goes in search of a potential apprentice—a rare mind that could take the Watcher's place when the time comes.

Curators and Watchers are all priests of Eloritu, but they are assisted by lay followers with their own titles, detailed below. It is important to note that while almost all circles include an archmage, individual groups may not have counselors or examiners, depending on size and composition—for example, a circle comprised primarily of historians has no need for examiners to teach magic, while a circle that only comprises spellcasters might not include any counselors.

Archmage: Regardless of their actual role within the faith, the strongest spellcaster in a circle is granted the archaic and honorary title of archmage. The archmage of a circle is responsible for ensuring that all spellcasting, whether ritual or experimental, goes undetected by the public. They also mentor the circle's other spellcasters and guide them in improving their skills, overseeing initiations as members achieve greater levels of power. By tradition, meetings of the circle take place at the archmage's sanctum, which can

be any secure, private area able to accommodate the circle for regular meetings and ritual spellcasting (and which also usually doubles as a personal library). It is not uncommon for the archmage's identity to be kept secret from lower-ranking members of the circle, revealed only to those who have attained a certain level of magical skill. This is not, as some junior members grumble, a power play; it ensures that anyone seeking out the archmage must first prove their discretion and commitment to the circle. A circle's archmage is usually their most experienced and knowledgeable member, and wise circles guard them carefully.

Counselor: Non-magical scholars and circle members with specialized skills or knowledge are granted the title of counselor. Most are historians, archivists, or archaeologists, but some deal in other secrets; members of intelligence services, underworld information brokers, or skilled hackers can be found among Eloritu's faithful. Such members assist and advise the archmage or head priest in guarding the circle's secrets or finding new avenues of research. In larger groups and more technologically advanced societies, one counselor is typically in charge of technical support and computer security, helping other members encrypt their devices and ensuring the integrity of the group's communication methods. Some studious archmages effectively leave administrative matters to competent counselors, devoting themselves entirely to teaching or research. While some examiners resent being outranked by a non-spellcaster, the wise make note of the methods counselors use to gain and maintain influence without magic, and learn from them.

Examiner: Mid-ranked spellcasters not actively engaged in teaching are expected to serve as examiners. They evaluate initiates' casting and research in their own area of expertise, and can recommend a candidate for advancement—or punishment, if the candidate proves reckless, indiscreet, or otherwise likely to bring the circle ill repute. Intrigues that arise in circles often stem from the ranks of the examiners, especially in communities where examiners see each other as competing to replace the archmage.

Initiate: Initiates are either low-level spellcasters who have joined the circle in hopes of advancing their magical abilities, or members whose magical talent has recently manifested. Most circles hold ceremonies for these members as they improve their abilities. Some larger circles have formal ranking systems and hold ceremonies for groups of initiates at regular intervals, but most simply conduct initiations as members' abilities manifest, or when they reach particular milestones (such as the casting of a particular spell).

Pillar: Rank-and-file but long-standing members without magical abilities are sometimes referred to as pillars within the church. They often provide administrative and logistic support—or simply know too many of the circle's secrets to be easily dismissed.

WORSHIP

Circles meet semiregularly to perform spellcasting rituals, review each other's research progress, and reinforce a sense of shared purpose. The exact content of the rituals performed or the subject of the research shared is less important than the process, the experience members gain, and the ability to demonstrate improvement. Some circles meet at a consistent location weekly or monthly, while the more security-conscious vary their sites and times to throw off unwanted observers. Circles vary in their degree of formality; some resemble graduate study groups while others feel more like cults—complete with masks, robes, and identities hidden from junior members.

Solitary acts of devotion among Eloritu's faithful include meditation, adding commentary to personal copies of *The Hollow Stone*, and individual spellcasting. Worshippers also study language (particularly Aklo and Draconic) and calligraphy, an exercise believed to aid in spellcasting through the physical dexterity and mental discipline required to master it. On a more practical level, it provides valuable practice for drawing the sigils and runes required for many archaic spells.

DUTIES

Learning is the first duty for any follower of Eloritu. Practice follows closely behind, as Eloritu's faithful understand the importance of improving a particular skill and attaining mastery of a subject. While spellcasting is the most prestigious discipline to practice in honor of the deity of magic, other honored pursuits include historical research, espionage tradecraft, and other methods of acquiring, preserving, and passing on knowledge. The third duty is to teach. Those who wield magic or specialize in rare skills are expected to take on at least one apprentice, so that their hard-earned knowledge is not lost to the passage of time.

Research is also vitally important to members of the church of Eloritu, particularly the recovery of knowledge lost during the Gap. Development of new spells and casting techniques, whether original or based on archaic methods, are especially encouraged. Once recovered, knowledge and artifacts are to be preserved, no matter how obscure or dangerous. In fact, there are rumors of a technomancer circle dedicated to preserving obsolete computer equipment, ensuring the knowledge stored on those systems is not lost forever.

The duty of preservation inherently precludes wanton or careless destruction. Magic can be destructive, even devastating, in the wrong hands. Elorituans are reluctant to interfere with each other's goals, but their god insists that they take responsibility to police each other when those goals lead to overt violence. Believers are encouraged to report dangerous research and experimentation, especially endeavors that pertain to the Dark Tapestry, the common name of the voids between galaxies.

TEMPLES

The few public temples to Eloritu act as both homes and places of teaching and learning for the clergy. They also often serve as museums or repositories for ancient artifacts, especially items predating the Gap. Temples of this type are called upon to house and study newly discovered magic items. However, hidden worship spaces far outnumber these public temples. Most of these secret temples serve as schools, libraries, or similar research institutions; staff and regular patrons at these locations are usually totally unaware of the organization's affiliation with Eloritu. Maintaining a covert presence in such institutions allows the faithful access to information and, even more importantly, oversight of curious students who could potentially join the circle. Some followers form social clubs or professional organizations that serve as fronts for the group's more esoteric activities.



HYPATIA CRUIZ

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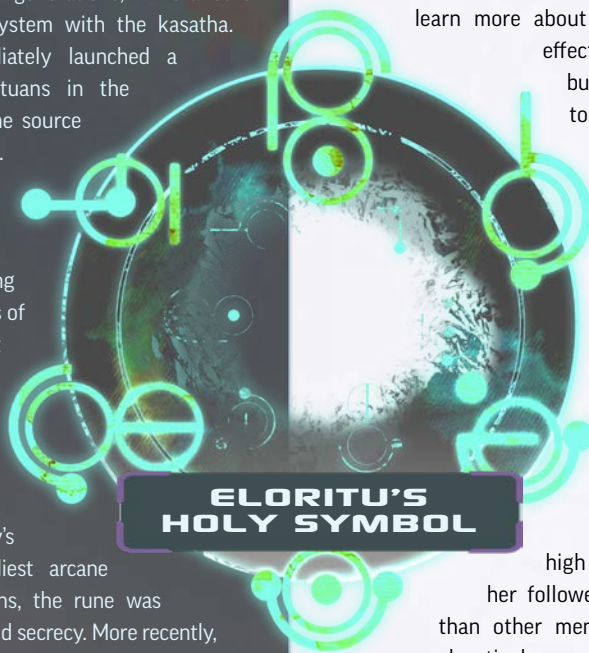
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SYMBOLS OF THE SIGIL

The six runes that comprise Eloritu's holy symbol are also one of his greatest mysteries. One such rune had been used in lashunta magic for generations, while another arrived in the Golarion system with the kasatha. These revelations immediately launched a secret race among Elorituans in the Pact Worlds to identify the source of the remaining runes. Enterprising circles with intergalactic connections made contact with other magical traditions, launching expeditions to new reaches of the universe in their quest for knowledge.

Two of these missions were successful. A third rune was discovered in preserved engravings of the Shadari Confederacy's (*Core Rulebook* 468) earliest arcane academy. In their traditions, the rune was associated with shadows and secrecy. More recently, archaeologists working in the Veskarium discovered a fourth rune on Vesk-2, hidden among ancient ruins that predated the native ijtikris (*Starfinder Alien Archive* 3, 55) and might have belonged to a prior advanced civilization that left traces on Vesk-5 and its moons as well. In the ruins on Vesk-2, a vesk warlord discovered the artifact called the *Trafodi Paradox* (*Starfinder Armory* 119). While the artifact itself was lost during transport to Vesk Prime, several three-dimensional representations remain, and the fourth of Eloritu's sigil runes was discovered through careful study of the artifact's intricate carvings. Curiously enough, parts of this rune have since been found in other locations on the planet, but never the rune in its entirety—as though the engravers feared to record it intact.

The faithful are abuzz with theories regarding these recently discovered runes. One theory holds that each is linked to an aspect of Eloritu's divine portfolio. According to this interpretation, the lashunta rune is associated with focus and discipline, the kasatha rune is associated with knowledge and divination, and the Shadari rune with shadows and darkness. The connotations of the Vesk-2 rune are still under debate, but some suspect it to pertain to space and time, or even the Drift. Two runes remain undiscovered, but Elorituan mystics are on the hunt for them, as they believe each may unlock new connections to Eloritu himself.



ELORITU'S
HOLY SYMBOL

THE INVISIBLE COLLEGE

A notable hidden circle called the Invisible College hides in plain sight in Absalom Station's Arcanamirium. Its leader and archmage, **Hypatia Cruiz** (N female human technomancer) uses cutting-edge technology to learn more about ancient spell techniques and effects. Several years ago, Hypatia built a data-mining program to find potential references to spells in ancient records.

The program is dependent on having records scanned and machine-readable, so Hypatia is always on the lookout for new material to add—and new linguists to help her. A woman in late middle age, she stays on the cutting edge of both programming and fashion; her high-necked tops, long coats, high-waisted pants and high boots are often imitated by her followers. She keeps a higher profile than other members of the Invisible College and actively encourages younger researchers—a rare trait among senior academics in the cutthroat environment of academia. This allows her to keep tabs on the student population, extending anonymous invitations to those she considers worthy of initiation into her circle.

Hypatia's secretary, friend, and finder of lost key cards, Counselor **Vrnicka Upik** (LN female ysoki operative), also acts as her bodyguard, and is secretly a high-level operative and the circle's foremost counselor. As Hypatia expands the college in hopes of improving her data-mining algorithm, Vrnicka is growing concerned that some of the newer initiates lack the discipline and discretion necessary for the circle's safety. She is now seeking recruits of her own and training them in martial techniques to ensure the group's security.

While Vrnicka worries about the newer initiates, Examiner **Daareesh Retskaya** (NG male human mystic) concerns himself with his fellow examiners. Newly promoted to his position and the lone mystic among the group, he is unsure how to approach Hypatia with his concerns over favoritism and infighting among examiners. Hypatia has organized junior initiates who share a similar focus into inner circles, and each examiner serves as mentor to one of these groups. A group's progress is then judged by all the other examiners—a process that encourages examiners to dissect the work of their colleagues' students.

This trial-by-fire method of evaluation drives some students to improve rapidly, but it discourages others. Daareesh's own protégé, an initiate named **Indigo** (N agender android

technomancer) is already feeling the pressure. In a previous life, Indigo's soul was a citizen of the Shadari Confederacy. After being killed under mysterious circumstances, the soul fled the system and now occupies Indigo. Strangely, Indigo retained a third eye and several cryptic spell files. Indigo had to teach himself the Shadari Confederacy's language to understand the spell files (becoming one of the few outsiders to become fluent) and turned to the Arcanamirium for further assistance deciphering the spells. Hypatia immediately initiated the young technomancer and set them to work identifying spells containing what Hypatia calls the shadow rune (see Symbols of the Sigil), but otherwise left the anxious young android on their own in the circle's competitive environment, leaving Daaresh to provide emotional support. Daaresh fears that the other students' jealousy may drive Indigo to drop out, taking their valuable skills with them—and nudging Vrnicka's suspicions further toward full-blown paranoia.

APHORISMS

Like most religions, the church of Eloritu has traditional phrases that members use with one another and outsiders alike. For Elorituans, however, an aphorism is only useful if its true meaning is uncertain. If the church decides a given aphorism has become too well understood, they cast it away and create a new one.

There Is Known, and There Is Unknown: When a follower of Eloritu claims ignorance on a topic, few take them at their word. This saying divides all knowledge into two categories and acknowledges that some things remain secret, even to followers of the god of secrets. On the other hand, Elorituans are constantly attempting to cross that line, making unknown things known and known things unknown.

One Rune Has Many Readings, and One Key Opens Many Locks: Some Elorituans insist that information serves many purposes beyond the most apparent, and sometimes one item may be obscurely related to others. On the other hand, most keys are, in fact, only useful for a single lock.

Beyond Each Door Is Another Door: Some avenues of research, including the most productive ones, raise more questions than answers. This is not, however, seen as a liability to Elorituans, who enjoy the pursuit of knowledge as much as—and perhaps even more than—the knowledge itself.

CULTURAL INFLUENCE

Many Elorituans are drawn to pre-Gap cultural trends, from martial and magical arts to ancient languages to ancient fashion. Followers of Eloritu on Absalom Station and Castrovel are particularly known for this penchant, but followers outside the Pact Worlds often adopt ritual dress, symbols, and other iconography from pre-Gap ruins or surviving media. Some of these interpretations are incorrect and owe more to contemporary myth-making than

THE GAP: THE ULTIMATE MYSTERY

It is widely assumed that Eloritu knows what caused—and transpired during—the Gap. It is also suspected that his most favored clergy know as well, but refuse to share the knowledge publicly. Some followers believe that Eloritu seeks to ensure that some mysteries will forever remain unsolved, while others believe it is a test of his faithfuls' ability to divine the truth, and that they will be rewarded with such knowledge if they devote themselves to searching for it.

Some scholars of pre-Gap Golarion have put forward the possibility that Eloritu has some connection with that world's lost god of magic and knowledge, Nethys. Publicly, Eloritu's clergy have disputed this theory, pointing out that historical depictions of Nethys portray him as destructive, irrational, and disdainful of those incapable of magic—traits notably absent in the worship of Eloritu (who himself remains silent on the question).

intensive research. This has given the general public an impression of Eloritu's followers as old-fashioned, robe-clad, close-mouthed know-it-alls or cultural conservatives. In addition, enough circles take on cultlike attributes to concern authorities and the general public alike. In popular media, Elorituans are often depicted as arcane cultists or relic hunters obsessed with ancient secrets.

Curators and historians try to correct these assumptions, highlighting their faith's contributions to original magical research, cultural heritage preservation, and education in general. Dedication to ancient skills, they argue, does not preclude integration into modern society, and many followers use their abilities to benefit society at large. The best counterpoints to these negative perceptions, however, are the cases in which Eloritu's followers work with the Stewards to infiltrate and break up cults of the Devourer. Powerful followers of Eloritu have also exposed and destroyed cults dedicated to the Dark Tapestry and the Old Gods. Curators use incidents like these to remind the public that the god of history is a preserver, not a destroyer, however strange some of his followers may seem.

DEIFIC RELATIONS

Normally content to be left to himself, Eloritu is known for his neutrality and knowledge, making him an arbiter of last resort among the gods. Hylax and Abadar make for better negotiators with more connections, but Eloritu strikes a balance between law and chaos that can be a benefit in some situations.

His relations with Talavet and Yaraesa can be strained at times. While all three are deities of knowledge, Yaraesa and Talavet prioritize sharing information, while Eloritu

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restricts it to the initiated. This occasionally leads to conflict between their respective clergies, particularly when Eloritu's followers take possession of artifacts Talavet believes belong to a community. Yaraesa's methodological approach to magic as a science is another point of disagreement: Eloritu and his archmages resent the reduction of their sacred discipline to mass-produced technology.

Despite philosophical and fundamental differences with Weydan, the Hidden Truth maintains a cordial relationship with him. Followers of Weydan and Eloritu sometimes find themselves in discreet competition, the Endless Horizon urging exploration of matters the Hidden Truth wishes kept secret, but these situations rarely lead to violence; enlightened observers characterize the two deities as engaging in a never-ending contest.

Eloritu's interactions with Ibra are even more sedate. Followers of both deities occasionally cooperate to investigate intriguing metaphysical phenomena, and sometimes even share temples at sites with particular magical and astronomical resonance, but they otherwise maintain a tranquil silence.

Eloritu also has a quiet partnership with Triune. Some suspect that Triune's revelation of and the spread of Drift beacons was done with Eloritu's approval, if not outright support. Lao Shu Po enjoys a similar tacit understanding with the Hidden Truth; they share responsibility for secrets and darkness, and while not all their followers fully respect each other's methods, the deities themselves work together well. One noted point of cooperation is their opposition to the Dark Tapestry, the Outer Gods, and forces of destruction in general. As a god of history and its preservation, Eloritu disapproves of wanton and indiscriminate destruction, and Grandmother Rat encourages her followers to use institutions for their own benefit, not demolish them outright. It is not unheard of for their followers with more foresight to cooperate in infiltrating and unmasking cults of the Devourer, or even darker forces. In dire straits, even Iomedae and Sarenrae have called on these two to hunt in the shadows—where brighter gods dare not tread—for knowledge of creation's greatest dangers.

PLAYER OPTIONS

The class options, magic items, and spells that follow are common among Elorituans, but they're not exclusive to Eloritu's worship.

OPERATIVE SPECIALIZATION

There are rumors of a martial faction of Eloritu followers known as the Hidden Hand that hunts down those who reveal secrets of the faith, steal or destroy relics under a circle's protection, or who consort openly with the Dark Tapestry. The Hidden Hand, if it does indeed exist, might include many operatives, but the specialization below is available to all characters of that class.

DISCIPLE

Not all those who study magic do so in order to cast spells—some wish only to defend themselves against them. Operatives with the disciple specialization spend as much time training their minds as they do their bodies, meditating to steel themselves against harmful magical effects. Their familiarity with magical traditions and techniques makes them especially adept at fighting spellcasters. Magical organizations, especially those with precious artifacts in need of protection, often seek out non-spellcasters with mental fortitude to train as disciples, tasking them with guarding their treasures upon the completion of their training.

- **Associated Skills:** Mysticism and Perception. By peering into the realms of reality that normally remain hidden, you can attempt a Mysticism check with a +4 bonus to make a trick attack; also, Mysticism is a class skill for you.
- **Specialization Exploit:** Experiential Learning (see below).
- **Spell Resistance (Ex):** At 11th level, you learn methods to defend yourself against a specific individual's magic. You can select a target you have observed for at least 1 round of combat or 5 minutes outside of combat. You gain spell resistance equal to 11 + your character level against that target for 1 minute. Once you've used this ability, you can't use it again that day, but you can spend 1 Resolve Point to recharge it immediately.

OPERATIVE EXPLOITS

The below exploits are available to any operative of the appropriate level.

2ND LEVEL

You must be at least 2nd level to choose this exploit.

SECURE MIND (SU)

You have trained in methods to resist telepathic intrusion. Once per day, you can cast *mental silence* as a spell-like ability, using your character level as your caster level. You gain an additional use of this exploit at 6th level, and again at 10th level.

10TH LEVEL

You must be at least 10th level to choose this exploit.

EXPERIENTIAL LEARNING (EX)

After failing a saving throw against a magical effect with a duration longer than 1 round, you can attempt a second saving throw the following round to shake off the effect. If you succeed on this second saving throw, you gain a +2 insight bonus to saves against magical effects produced by the creature whose effect you just saved against; this bonus lasts for 24 hours.

MAGIC ITEMS

While the church of Eloritu makes use of many magic items, the item presented here is not unique to that group.

ARCANESIGNET

LEVEL 2

MAGIC ITEM (WORN)

PRICE 500

BULK –

An *arcane signet* allows users to communicate clandestinely and mark paths to meeting sites. Once per day, this ring can be used to create an invisible magical symbol that can still be seen by those wearing another *arcane signet*. The symbol must be drawn with the wearer's hand in one round on whatever surface the wearer touches, but may also be drawn in the air. The symbol persists for 72 hours. Alternatively, the wearer may choose to touch a creature; for one day, that creature can see symbols created by any *arcane signet*.



ARCANESIGNET

SPELLS

Elorituans have pioneered the development of many new spells throughout the decades, of which these are just a sample.

ARCHIVE

School transmutation

Casting Time 1 standard action

Range touch

Targets one computer or secure data module

Duration 1 day; see text

Saving Throw none; Spell Resistance no

You magically remove data from the target computer or module. You can remove an amount of data equal to what can be stored on a specific secure data module (*Core Rulebook* 215). You can end the spell with a swift action, restoring the missing data. Each day, when you regain your spell slots, you can expend a 3rd-level spell slot to keep the data hidden for another day. If you choose not to, the data returns.

DATA DUMP

School divination

Casting Time 1 standard action

Range touch

Targets one computer or secure data module

Duration instantaneous

Saving Throw none; Spell Resistance no

When you cast this spell, attempt a Computers or Mysticism check; you gain access to the data in the computer or any of its secure data modules with a DC to hack equal to or less than the result of your check. You cannot add to, alter, or delete this data, but you remember it perfectly for 2d4 minutes, after which it fades from your mind. The computer does not register your spell as an attempt to access the computer, regardless of the success or failure of your skill check.

DEPRIVE KNOWLEDGE

School abjuration

Casting Time 1 standard action

Range close (25 feet + 5 ft./2 levels)

Targets 1 creature

Duration 1 round/level

Saving Throw Will negates; Spell Resistance yes

You strip the target creature of key knowledge. Choose one skill; for the duration of the spell, the target takes a –4 penalty to the chosen skill. If you choose Culture, this also strips the target of up to 4 languages, determined randomly. This spell cannot leave the target without any language or capacity to speak; they retain at least the ability to speak Common or the language of their home world.

SECRET LOCKER

School conjuration

Casting Time 1 standard action

Range touch

Targets one portable storage container and its contents; see text

Duration 1 day; see text

Saving Throw none; Spell Resistance no

You banish a storage container—such as a backpack, chest, or trunk—to a random location on the Ethereal Plane. The container must be no larger than 1 cubic foot per caster level, can have contents of up to 1 bulk per 2 caster levels, and can contain no sentient creatures. You can return the container to your space with a move action; this ends the spell. Every day, when you regain your spell slots, you can choose to expend a 4th-level spell slot to keep the targeted container on the Ethereal Plane for another day. If you choose not to do so, the container is lost on the Ethereal Plane and you can no longer recall it with this spell, though you can search for it in other ways. Time passes normally for the container and its contents.

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Believers call them "tapestry moths" for their supposed resemblance to the insect and their unproven origins from within the void between the stars, a nebulous area sometimes referred to as the Dark Tapestry. Many trace the origin of the tapestry moth legend to Arn Helvi, lone survivor of the *Dragontooth* incident. One lonely night, this freighter limped its way toward a Near Space starport as Helvi flooded local transmissions with cries of "The moths! The moths!" When local authorities boarded the *Dragontooth*, they found the rest of the crew slaughtered in their beds. The bloody-handed engineer later claimed as he was being arrested, "I had to kill them before the eggs could hatch!"

—excerpt from popular tri-vidshow *Strange Galaxy*

ANGEL, EXODUS

CR
17XP
102,400

NG Medium outsider (angel, good, extraplanar)

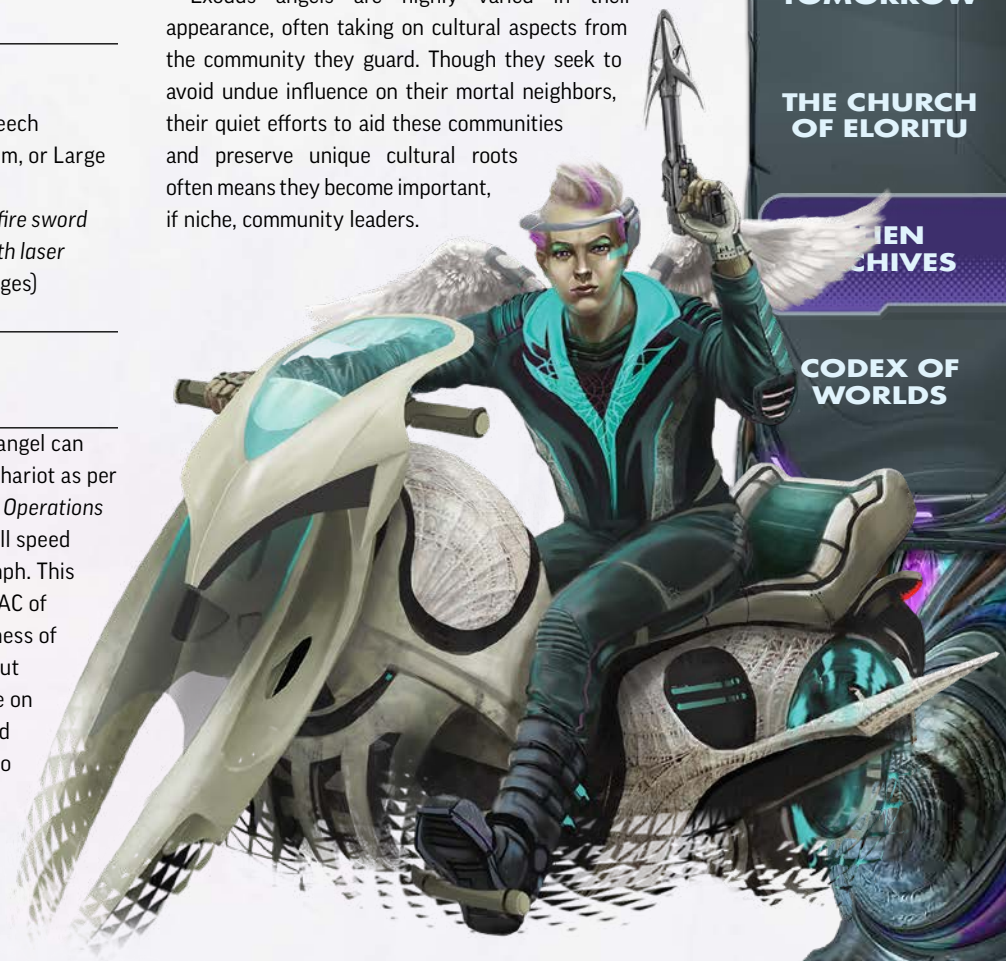
Init +5; **Senses** darkvision 60 ft., detect alignment, low-light vision; **Perception** +29**Aura** protective aura (100 ft.)**DEFENSE****EAC** 31; **KAC** 33**Fort** +19; **Ref** +17; **Will** +19; +4 vs. poison**DR** 10/evil; **Immunities** acid, cold, petrification; **Resistances** electricity 10, fire 10; **SR** 28**OFFENSE****Speed** 30 ft., fly 60 ft. (Su, average)**Melee** *holy inferno skyfire sword* +32 (7d8+22 F; critical burn 4d12)**Ranged** *holy zenith laser pistol* +29 (8d4+17 F; critical burn 4d4)**Offensive Abilities** side swipe**Spell-Like Abilities** (CL 17th)1/day—*mass suggestion* (DC 22)3/day—*resistant aegis*At will—*make whole*, *shield other***STATISTICS****Str** +5; **Dex** +5; **Con** +8; **Int** +1; **Wis** +11; **Cha** +3**Skills** Culture +29, Disguise +29, Piloting +34**Languages** Celestial, Draconic, Infernal; truespeech**Other Abilities** change shape (any Small, Medium, or Large humanoid), holy chariot**Gear** bespoke echelon fashion, *holy inferno skyfire sword* with 2 batteries (20 charges each), *holy zenith laser pistol* with 1 super-capacity battery (80 charges)**ECOLOGY****Environment** any (Heaven)**Organization** solitary, pair, or caravan (3–6)**SPECIAL ABILITIES**

Holy Chariot (Su) As a move action, an exodus angel can conjure a celestial motorcycle called a holy chariot as per *phantom cycle* (CL 17th, *Starfinder Character Operations Manual* 139) that has a speed of 75 feet, a full speed of 1,100 feet, and an overland speed of 110 mph. This holy chariot also has an item level of 12th, EAC of 26, a KAC of 28, 200 Hit Points, and a hardness of 10; it can also traverse difficult terrain without penalty and deals 11d10 bludgeoning damage on a collision (Reflex DC 19). The angel can board the holy chariot as part of conjuring it. Due to its divine connection with the holy chariot, the exodus angel doesn't suffer attack roll penalties while riding the vehicle. An exodus angel must be driving their holy chariot to use their side swipe ability and can dismiss the vehicle as a swift action.

Side Swipe (Ex) When an exodus angel takes any full action to pilot their celestial motorcycle (race, ram, or run over), the angel can make a single melee attack against any one creature the vehicle is adjacent to at any point during its movement, though the angel cannot attack any creatures they target using ram or run over with this full action.

Whether by choice or by force, many communities throughout the galaxy have ventured from their homes, risking the unknown to seek out new lands and opportunities for their people. Exodus angels serve as the guardians of these communities, watching over migrant groups as they wander. The angels remain within these new societies for several generations, disguised as mundane citizens, before returning to Heaven. As a result, these angels are sometimes considered by their wards to be spiritual embodiments of their associated diasporas—both a reminder of the community's roots and a guardian of the new society that has been created.

Exodus angels are highly varied in their appearance, often taking on cultural aspects from the community they guard. Though they seek to avoid undue influence on their mortal neighbors, their quiet efforts to aid these communities and preserve unique cultural roots often means they become important, if niche, community leaders.

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METEORITE DRAKE

CR
16

XP
76,800



N Small magical beast (earth)

Init +7; **Senses** blindsight (vibration) 60 ft., darkvision 200 ft.; **Perception** +33

DEFENSE

EAC 30; **KAC** 32

Fort +20; **Ref** +20; **Will** +14

DR 10/adamantine; **Immunities** fire

HP 300

OFFENSE

Speed 20 ft., burrow 10 ft., fly 200 ft. (Su, perfect)

Melee claw +31 (6d10+26 S plus grab and carry off)

Ranged hurl micrometeorite +27 (6d10+16 B)

Offensive Abilities explosive impact, ferocious charge

STATISTICS

Str +10; **Dex** +7; **Con** +5; **Int** -1; **Wis** +3; **Cha** +0

Skills Acrobatics +28 (+36 to fly), Athletics +28, Stealth +28

Feats Spring Attack

ECOLOGY

Environment any high elevation

Organization solitary, pair, or shower (3–10)

SPECIAL ABILITIES

Carry Off (Ex) A meteorite drake is extremely strong and can carry things much

heavier than itself. If the drake grapples a target of Large size or smaller, it can bring the creature with it when it flies. This ability can be combined with Spring Attack. If the target is Medium, the drake's fly speed is reduced to 100 feet (average); if the target is Large, the drake's fly speed is reduced to 50 feet (clumsy) and the drake is flat footed.

Explosive Impact (Ex) As a full action, a meteorite drake can fly up to twice its speed and slam into a hard surface, creating a 20 ft. radius explosion centered on the point of impact. Any creature in the blast must succeed at a DC 22 Reflex save or take 17d10 bludgeoning and fire damage and be knocked prone (a successful save halves the damage and negates the prone condition). The drake retains some heat from this explosion, making its attacks more dangerous but softening its stony hide. For the next 1d4+1 rounds, the drake's attacks deal an extra 2d6 fire damage, it loses the benefit of its damage reduction, and it cannot use explosive impact.

Hurl Micrometeorite (Ex) As a standard action, a meteorite drake can rip off and hurl a piece of its stony hide. This attack has a range increment of 30 feet and deals 1d6 damage to the meteorite drake.

Though meteorite drakes bear a striking resemblance to dragons, these high-flying predators are not actually related to them. With a short stature and wide wingspan, a meteorite drake is frequently misidentified as an ordinary bird of prey as it circles overhead—a mistake that often proves fatal. Like raptors, the meteorite drake takes advantage of its blazing speed to swoop down on unsuspecting prey and attack with its vicious talons. Deceptively strong for its size, the drake can also carry off prey much larger than itself. Unafraid to take on large groups of creatures to secure a meal, the drake emulates its astronomical namesake by slamming into the ground at a high speed. Protected from the impact and the resulting explosion by its stony hide, it carries off its choice of prey in the resulting confusion.

Found on planets throughout Near Space, the meteorite drake lays eggs deep within large boulders that it then hurls into space. The eggs lay dormant within these stony cradles for years—even millennia—until incubated by the heat of reentry into the atmosphere of their new home.

EXHAUST OOZE

CR
18XP
153,600

N Large ooze (air)

Init +11; Senses blindsight (heat) 120 ft., sightless;**Perception** +31**DEFENSE****EAC** 32; **KAC** 34**Fort** +21; **Ref** +17; **Will** +14**Immunities** electricity, fire, ooze immunities**Weaknesses** cold**OFFENSE****Speed** fly 60 ft. (Su, perfect)**Melee** slam +29 (13d6+24 B)**Ranged** noxious torrent +32 (8d10+18 B plus noxious fumes)**Space** 10 ft.; **Reach** 5 ft.**Offensive Abilities** engulf (13d6+24 B plus noxious fumes, DC 25), suffocating presence**STATISTICS****Str** +6; **Dex** +11; **Con** +8; **Int** –; **Wis** +0; **Cha** +0**Skills** Acrobatics +31 (+39 when flying), Stealth +36**Other Abilities** blend with atmosphere, compression, mindless**ECOLOGY****Environment** any urban**Organization** solitary, pair, or wash (3-5)**SPECIAL ABILITIES**

Blend with Atmosphere (Ex) An exhaust ooze is composed of transparent gas. While in an atmosphere, it can use Stealth to hide as part of a move action without the need for cover or concealment, and it takes no penalty to Stealth while moving at greater than half speed. As a standard action, the ooze can blend in with its environment, gaining a +10 bonus to Stealth until the beginning of its next turn.

Noxious Torrent (Ex) An exhaust ooze can batter its prey with a torrent of foul gas. A creature struck by this attack is exposed to the ooze's noxious fumes as if they had entered an area containing the poison. This attack is difficult to see—although the target is automatically aware of it, other observers must succeed at a DC 25 Perception check to also be aware of it. Anyone aware of the attack is also aware of the ooze's presence and can sense from which direction the attack came, but is not aware of the ooze's location without a successful Perception check; they gain a +5 bonus to this check.

Suffocating Presence (Su) An exhaust ooze can seep into the smallest of openings. The environmental protections of armor and space suits do not protect against the suffocating effects of the ooze's engulf ability unless the environmental protections come from an item of higher level than the ooze.

NOXIOUS FUMES**Type** poison (inhaled); **Save** Fortitude DC 25**Track** Wisdom (special); **Frequency** 1/round for 6 rounds**Effect** Healthy—Weakened—Impaired—Confused—Comatose; no end state**Cure** 1 save

Nearly invisible blobs of noxious gas, exhaust oozes live in the warm toxic output of industrial machinery and large vehicles. Although often content to feed on the heat of these machines, exhaust oozes are drawn to the warmth and expelled byproducts of breathing creatures, seeking such meals whenever available. When hunting living creatures, the exhaust ooze uses its natural camouflage to stalk and engulf its isolated prey.

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KAMI, TOSHIGAMI

CR
13

XP
25,600



NG Medium outsider (kami, native)

Init +6; **Senses** blindsight (life) 60 ft., darkvision 60 ft., low-light vision; **Perception** +23

DEFENSE

EAC 26; **KAC** 27

Fort +11; **Ref** +18; **Will** +13

Defensive Abilities fast healing 10; **Immunities** bleed, mind-affecting effects, petrification, polymorph;

Resistances acid 10, electricity 10, fire 10

OFFENSE

Speed 30 ft., fly 60 ft. (Su, perfect)

Melee *hybridized advanced living staff* +21 (4d6+15 B plus touch of ages; critical bind)

HP 190

Spell-Like Abilities (CL 13th)

1/day—*snuff life* (DC 25), *waves of fatigue* (DC 24)

3/day—*restoration, slow* (DC 22)

At will—*haste*, *mystic cure* (3rd level)

STATISTICS

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

Skills Bluff +28, Diplomacy +28, Stealth +23

Languages Common; speak with plants, telepathy 100 ft.

Other Abilities merge with ward (cherry tree), no breath

Gear *hybridized advanced living staff*^{AR} with 1 battery (20 charges)

ECOLOGY

Environment any land

Organization solitary

SPECIAL ABILITIES

Merge with Ward (Su) See page 149 of *Starfinder Alien Archive 3*.

Speak with Plants (Su) A toshigami can communicate with normal plants and plant creatures, though this doesn't make them friendly. A normal plant's sense of its surroundings is limited. This ability allows the toshigami to use Diplomacy and Intimidate, as well as other language-dependent effects, on normal plants and plant creatures.

Touch of Ages (Su) When a toshigami hits a target with any melee weapon, the target must succeed at a DC 21 Fortitude save to avoid having their age magically altered. When a toshigami strikes a foe, it decides to either physically increase the target's age or mentally reduce the target's age. If it chooses to increase the target's physical age, the target takes 1 point of Strength, Dexterity, and Constitution drain on a failed save. If it chooses to decrease the target's mental age, the target takes 1 point of Intelligence, Wisdom, and Charisma drain on a failed save. Once a target succeeds at a saving throw against touch of ages, it can no longer be affected by this ability for 1 round. This is a magical aging effect but does not actually alter the victim's true age—it merely simulates the creeping effect of age on the flesh or causes a reversion to an increasingly infantile state of mind.

Once common on lost Golarion, toshigamis—also called blossom kamis—are now found mainly in certain protected arboretums on Castrovel and parks on Absalom Station. Snippets of pre-Gap lore suggest that toshigamis held a special relationship with cherry trees, and while these trees have become critically endangered with the loss of their home planet, toshigamis seem unwilling to reside among any other species of tree. Toshigamis have become symbols of the transition into the new year as time marches inexorably forward.



LIMINA

CR
16XP
76,800THE
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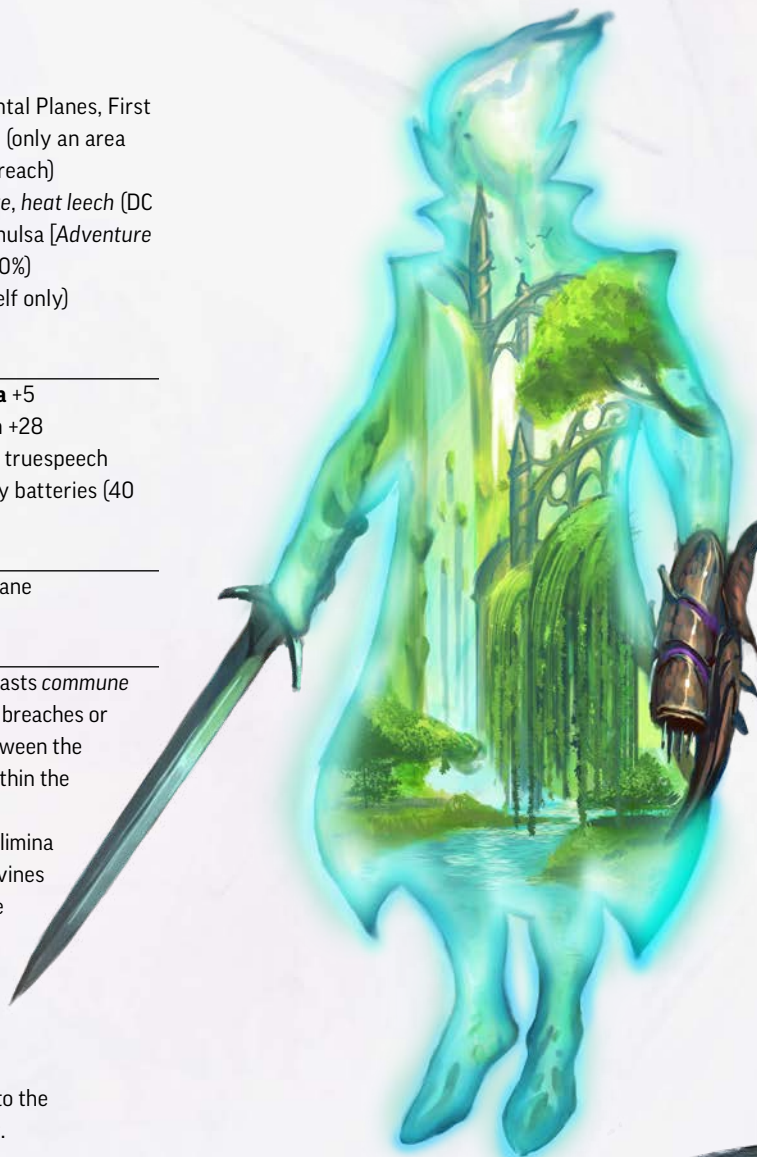
N Medium fey

Init +10; **Senses** darkvision 60 ft., low-light vision;**Perception** +28**DEFENSE**

HP 255

EAC 29; **KAC** 30**Fort** +16; **Ref** +16; **Will** +19**Defensive Abilities** fast healing 10; **DR** 10/cold iron;**Resistances** cold 10, fire 10; **SR** 27**Weaknesses** susceptible to *dimensional anchor***OFFENSE****Speed** 30 ft.**Melee** zero-edge longsword +25 (7d8+23 S; critical severe wound [DC 24])**Ranged** wasp sting pistol +23 (5d8+16 A & B; critical corrode 3d6)**Offensive Abilities** grasping vines**Spell-Like Abilities** (CL 16th)1/day—*planar barrier*, *plane shift* (Elemental Planes, First World, and Material Plane), *terraform* (only an area around or adjacent to a First World breach)3/day—*call cosmos*, *commune with nature*, *heat leech* (DC 25), *summon allies* (1 limina 35% or 1 hulsa [Adventure Path #9: The Rune Drive Gambit 59] 60%)At will—*dimension door*, *displacement* (self only)Constant—*life bubble* (self only)**STATISTICS****Str** +7; **Dex** +10; **Con** +0; **Int** +5; **Wis** +2; **Cha** +5**Skills** Acrobatics +33, Bluff +33, Mysticism +28**Languages** Common, First Speech, Gnome; truespeech**Gear** wasp sting pistol with 2 high-capacity batteries (40 charges each), zero-edge longsword**ECOLOGY****Environment** any First World or Material Plane**Organization** solitary or rift (2–4)**SPECIAL ABILITIES****Commune with Nature (Sp)** When a limina casts *commune with nature*, it can sense any First World breaches or places where the dimensional barrier between the First World and Material Plane is thin, within the spell's range.**Grasping Vines (Su)** As a standard action, a limina can use the xenodruid mystic's grasping vines connection power (Reflex DC 24) as if the limina was a 16th-level mystic.**Susceptible to Dimensional Anchor (Su)**When targeted by *dimensional anchor* or similar effects, a limina's spell resistance does not apply, and the limina takes 4d10 points of damage in addition to the normal effects of the spell or other effect.

A limina embodies a tear in the fabric of reality between the First World and the Material Plane. Known as a “breach” or a “bloom,” these dimensional rents create beachheads of stability in the First World and zones of wild, verdant growth on the Material Plane. Unlike many fey, the limina are not abandoned divine concepts, instead created by the First World itself in response to breaches. They are kin to the similarly created calecor and offer loyalty to the Eldest Ng. Limina are haughty and exacting, and decide whether a breach should be tolerated or sealed. They crave secrets to curry favor with their Eldest, and the promise of a valuable secret is incentive enough to open a dialogue or negotiation with one. Liminas know the ritual to open or seal a breach from the Material Plane or First World, which requires the sacrifice of a fey or mortal creature, respectively.



SPECTRA, NACREA

CR
16

XP
76,800



N Medium outsider (extraplanar, spectra)

Init +5; **Senses** darkvision 60 ft., Driftsense 1 mile;

Perception +28

DEFENSE

EAC 29; **KAC** 30

Fort +14; **Ref** +16; **Will** +19

Defensive Abilities void adaptation; **DR** 10/chaotic, evil, good, or lawful; **Immunities** electricity; **Resistances** cold 5, sonic 5; **SR** 26

HP 255



OFFENSE

Speed 30 ft. fly 90 ft. (Ex, perfect)

Melee slam +25 (6d8+20 plus Drift strike [DC 24])

Ranged helix beam +27 (6d4+16 C & F plus Drift strike [DC 24])

Spell-Like Abilities (CL 16th; melee +25)

1/day—*gravitational singularity* (DC 26), *plane shift* (DC 26)

3/day—*holographic image* (5th level, DC 25), *holographic terrain* (DC 25), *rapid repair*, *wall of force*

At-will—*overload systems* (DC 24), *resilient sphere* (DC 24)

STATISTICS

Str +4; **Dex** +5; **Con** +3; **Int** +7; **Wis** +10; **Cha** +5

Skills Computers +33, Engineering +33, Mysticism +33

Languages machine telepathy 100 ft., truespeech

Other Abilities slip drive, spaceflight (Mysticism)

ECOLOGY

Environment any (the Drift)

Organization solitary or prime (2, 3, 5, or 7)

SPECIAL ABILITIES

Driftsense (Su) A nacrea can automatically pinpoint the location of Drift beacons, Drift drives, and other Drift-related technology within a 1 mile radius.

Drift Strike (Su) A creature struck by a nacrea's attacks is teleported 30 feet to a location of the nacrea's choosing (DC 24 Will save negates). This is a teleportation effect.

Helix Beam (Su) As a ranged attack, a nacrea can fire a twisting beam of flame and frost that has a range increment of 60 feet and the explode (10 feet, DC 24) and unwieldy weapon special properties.

Machine Telepathy (Ex) See page 149 of *Starfinder Alien Archive 3*.

Slip Drive (Ex) See page 149 of *Starfinder Alien Archive 3*.

One of the spectra (*Starfinder Alien Archive 3* 102)—native inhabitants of the Drift—nacreas focus on the protection of Drift beacons and have been known to appear on ships with disabled Drift engines to perform repairs. With a hollow-faced head that seems to be filled with passing stars, a nacrea is surrounded by rings of solid light slowly spinning around a humanoid body made from what appears to be muscle-like clusters of wires and some kind of dull starmetal. Nacreas can rapidly travel through space and flit between beacons both within the Drift and without, yet they rarely linger for long, vanishing to a new location as soon as their targets are secured. As a result, despite being one of the most commonly found spectra on the Material Plane, they are also one of the most rarely seen, and were only recently confirmed to exist by planar scholars.

TAPESTRY MOTH

CR
16XP
76,800

NE Medium magical beast

Init +7; **Senses** darkvision 60 ft; low-light vision;**Perception** +28**DEFENSE****HP** 280**EAC** 30; **KAC** 31**Fort** +16; **Ref** +16; **Will** +19**Defensive Abilities** *nondetection*, void adaption; **Immunities** cold; **Resistances** electricity 10, fire 10**OFFENSE****Speed** 30 ft., fly 40 ft. (Su, perfect), spider climb**Melee** bite +28 (6d8+26 P plus grab and tapestry toxin) or monomolecular claw +28 (6d8+26 S plus grab)**Ranged** venom spit +26 (tapestry toxin)**Spell-Like Abilities** (CL 16th)3/day—*dimension door*Constant—*nondetection* (self only)**STATISTICS****Str** +10; **Dex** +7; **Con** +4; **Int** +5; **Wis** +2; **Cha** +0**Skills** Acrobatics +33, Athletics +28 (+36 when climbing or flying), Engineering +33, Piloting +28, Stealth +33**Languages** Aklo, Common (can't speak any language); telepathy 100 ft.**Other Abilities** compression, implant, spaceflight**ECOLOGY****Environment** any**Organization** solitary, pair, or infestation (3–5)**SPECIAL ABILITIES****Implant (Ex)** As a full action, a tapestry moth can implant one of its eggs into an adjacent helpless or paralyzed living creature that does not already have an egg implanted. The target takes 32 nonlethal piercing damage and is exposed to tapestry moth gestation, a deadly disease.**Monomolecular Claws (Su)** A tapestry moth's claws ignore 10 points of hardness.**Venom Spit (Ex)** This ranged attack targets EAC and has a range of 30 feet. On a hit, the target is exposed to tapestry toxin.**TAPESTRY TOXIN****Type** poison (injury and contact); **Save** Fortitude DC 24**Track** Dexterity (special); **Frequency** 1/round for 6 rounds**Effect** progression track is Healthy—Sluggish—Stiffened—Staggered—Immobile; no end state**Cure** 2 saves**TAPESTRY MOTH GESTATION****Type** disease (injury); **Save** Fortitude DC 24**Track** physical (special); **Frequency** 1/day**Effect** no latent state; the victim dies on the fifth day as a miniature tapestry moth cuts itself free of its body**Cure** surgically extract egg with a Medicine check (DC 24) that takes 1 hour and requires a medical lab; subject takes 1d4 Constitution damage on each attempt

The tapestry moth is an interstellar nightmare whose existence has only been recently confirmed. They approach starships in space and *dimension door* onto the starship's hull, bypassing starship shields or other defenses. Able to squeeze into openings only inches wide, they skitter to cargo bay doors, air locks, or other ports and access panels. Once inside, tapestry moths systematically slaughter the crew of these starships, ambushing their prey one by one or in small numbers and hiding the bodies, or stowing away to slip past a space station's defenses. No matter the strategy, these acts of mayhem aren't random, but rather the purposeful acts of bioengineered living weapons of unknown origin.

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RIYETHIRA

Unstable Engineered World

Diameter: ×2; **Mass:** ×10

Gravity: ×2-1/2 (planet), ×1 (ring)

Location: The Vast

Atmosphere: Toxic (planet), none (ring)

Day: 120 hours; **Year:** 365 days

The Pact Worlds and the Veskarium have recently collaborated on the Riyethira Expedition, a joint exploratory venture to the recently discovered planet Riyethira in the Vast, co-led by Castrovel's Qabarat University of Xenoarchaeology and Xenoanthropology and the Imperial Academy of Xenosciences on Vesk Prime. Led by the highly respected director of the IAX, Brigadier **Sarokama-Orodi** (LN female vesk operative), the expedition was the first xenoarchaeological team to arrive at Riyethira, and its initial findings have just been published.

The sole planet orbiting an unnamed red dwarf star in the Vast, Riyethira is a perilous terrestrial world of smoking volcanoes and boiling seas of lava. The planet is highly unstable geologically, and the rampant volcanism transforms the heat-blasted surface on a regular basis, eradicating all traces of any life that might have once inhabited it. However, it's not the planet itself that has captured the attention of scholars and explorers, but rather its ring: a single, solid band encircling the world that holds the ruins of an ancient civilization.

The expedition has confirmed that Riyethira's ring did not form naturally; it was artificially constructed in a feat of incredible stellar engineering. The planet itself may also have been terraformed by intelligent hands—though its current volcanic state was likely not the intention of its creators. Riyethira's current state, and the ruined condition of the structures on the surface of its ring, appear to be the result of massive planetary bombardments that fractured the planet's crust, but the structure of the ring itself seems to have miraculously survived these attacks undamaged. The ring orbits Riyethira at a distance that gives it standard gravity, though it currently has no atmosphere. The expedition's scientists have concluded that both the ring and the ruins upon it are millions of years old, though the distorting effects of the Gap make a more exact determination of age impossible.

Early forays into the ruins have yielded evidence of a highly evolved, non-humanoid culture with access to powerful magic, advanced technology, and interstellar travel. Though Riyethira's inhabitants are now long gone, the expedition has reported finding multiple large, crustacean-like robots scattered throughout the parts of the ruins the expedition has explored. Their purpose is unknown, and the majority of these robots are severely damaged and nonfunctioning, but the expedition has recovered a handful of complete specimens. The robots are currently inactive, but their power-transmission networks are still intact, and it might be possible for the expedition team to reactivate them—and perhaps learn much more about Riyethira and its inhabitants than they would otherwise be able to. One theory that Brigadier Sarokama-Orodi hopes to put to rest, one way or another, posits that Riyethira is a relic of the Sivv Dominion, a once-disputed ancient interstellar civilization that most scholars now agree existed in the distant past, but about which very little is known. If these structures are confirmed to be of sivv origin, much could be learned about their long-dead empire.

NEXT MONTH DOMINION'S END

By Ron Lundeen

Upon gaining access to the hostile starship known as *Ark Prime*, the heroes find themselves fully immersed in propaganda designed to show the might and superiority of the ancient empire that launched the vessel eons ago. Once they break free of the brainwashing, they can fight past robots, holographic constructs, and alien supersoldiers awoken from stasis to confront *Ark Prime's* AI, which has been corrupted by the consciousness of an evil sivv commandant. In the end, the heroes must decide what to do with hundreds of other sleeping citizens of a formerly dangerous civilization. Their important decision could affect the future of the galaxy!

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THE
STARSTONE
BLOCKADE

PART 1:
CONTACT
IMMINENT

PART 2:
INCIDENTS
AT ABSALOM
STATION

PART 3:
THE REACTOR

PART 4:
SIEGE FOR
TOMORROW

THE CHURCH
OF ELORITU

ALIEN
ARCHIVES

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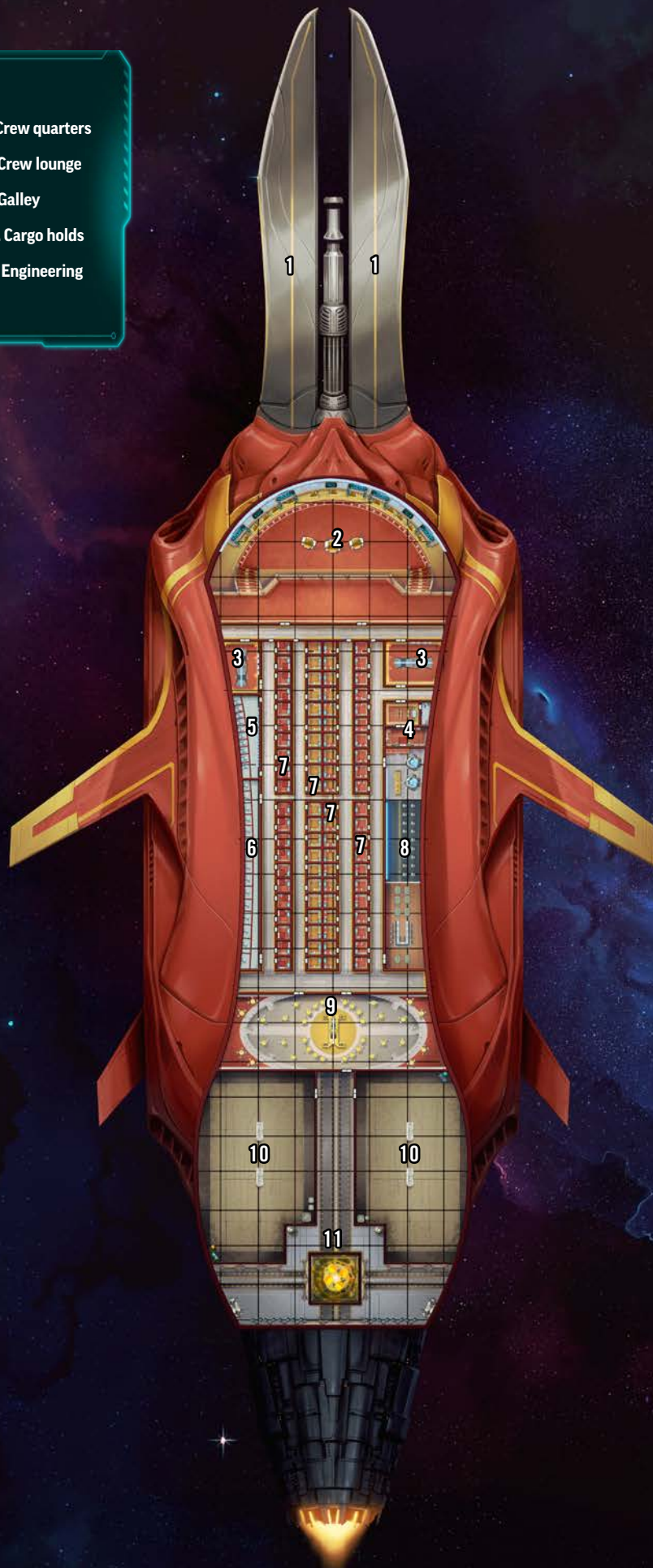
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SKYWARD GLORY

MAP KEY

- | | |
|--------------------|------------------|
| 1. Radiator fins | 7. Crew quarters |
| 2. Bridge | 8. Crew lounge |
| 3. Gunnery rooms | 9. Galley |
| 4. Captain's suite | 10. Cargo holds |
| 5. Lavatories | 11. Engineering |
| 6. Showers | |



FORWARD

1 SQUARE = 10 FEET



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The heroes travel to Absalom Station to warn the Pact Worlds government of a fast-approaching threat from beyond the stars! But before they can fully prepare, the titanic spacecraft arrives and shuts down the fabled Starstone Reactor—Absalom Station's source of power—plunging the entire station into darkness and chaos. The heroes must find a way to bring the power back online while aiding panicked citizens and dealing with Azlanti spies, angry outsiders, and confused spirits. Can they save the heart of the Pact Worlds and take the fight to the strange alien vessel?

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