STARFINDER

THE DEVASTATION ARK
ADVENTURE PATH

DOMINION'S END

BY RON LUNDEEN

MULTIFOLD INDUSTRIES HARVESTER TIER 14

Gargantuan carrier
Speed 4; **Maneuverability** poor (turn 3); **Drift** 1
AC 27; **TL** 26
HP 330; **DT** 10; **CT** 66
Shields heavy 240 (forward 60, port 60, starboard 60, aft 60)
Attack (Forward) heavy laser cannon (4d8; 10 hexes), heavy torpedo launcher (5d8; 20 hexes)
Attack (Turret) flak thrower (3d4), railgun (8d4)
Power Core Gateway Heavy (400 PCU); **Drift Engine** Signal Basic; **Systems** advanced long-range sensors, data net, mk 5 duonode computer, mk 7 armor, mk 7 defenses; **Expansion Bays** hangar bay, sealed environment chamber, science lab, tech workshop, cargo holds (3)
Modifiers +5 to any two checks per round, +4 Computers, –1 Piloting; **Complement** 200 (minimum 75, maximum 200)

CREW
Captain (plus 4 officers) Computers +25 (14 ranks), Diplomacy +25 (14 ranks), Engineering +25 (14 ranks), gunnery +20 (14th level), Intimidate +25 (14 ranks), Piloting +25 (14 ranks)
Engineers (7 officers, 12 crew each) Engineering +30 (14 ranks)
Gunners (4 officers, 4 crew each) gunnery +20 (14th level)
Pilot (2 officers, 5 crew each) Piloting +25 (14 ranks)
Science Officers (4 officers, 17 crew each) Computers +25 (14 ranks)

Like its smaller cousin, the Seedship, the Multifold Industries Harvester is built for Aballonian anacites. Designed solely with mechanical and manufacturing efficiency in mind, the interior of the ship is fraught with pedestrian hazards. Equipment has been engineered with no regard for convenient use or easy access for humanoids. The ship's extensive liquid cooling system is rife with pumps, valve rooms, expansion tanks, and shafts that include pipes and heat exchangers routed along the outer hull of the ship. These obstacles don't inconvenience the anacite crew, however, as they rarely move from their workstations, instead controlling ship systems by interfacing directly with the network. When someone must move about the ship, a routing algorithm tells them the easiest and most efficient route. The sprawling cooling system maintains the temperature of all computers and machinery, including the anacite crew, and is the only system on board that could be considered life support.

Sent deep into the Vast in search of useful planets and robotic life, a Harvester can rapidly prototype and deploy any equipment necessary to adapt to whatever environment it encounters. It's equipped with large bays for manufacturing custom equipment and a sprawling laboratory complete with a modular environment chamber, so analysis of environments and life forms is also no trouble. Additionally, a hangar full of Compiler Enterprises AEVs allows the crew to carry out missions to and from a planet's surface while the carrier itself continues with manufacturing and analysis. However, all of this industrial activity creates momentum within the ship that must be stabilized for flight, so the ship compensates using a series of massive, heavy gyroscopes that have proven critical during periods of high activity aboard ship.

Harvesters use their data net to remain in contact with deployable shuttles and survey vessels as they spread across a planet's surface. But despite the Harvester's self-sufficiency, the ship and its crew can sometimes find themselves shorthanded. When this happens, a Harvester's captain and other officers usually reach out to independent contractors for short-term help, troubleshooting especially challenging situations that the anacites on board are not programmed to handle. When the job is done, these contractors are released and the Harvester can return to Aballon alone—with its reputation for self-sufficiency intact.

STARFINDER

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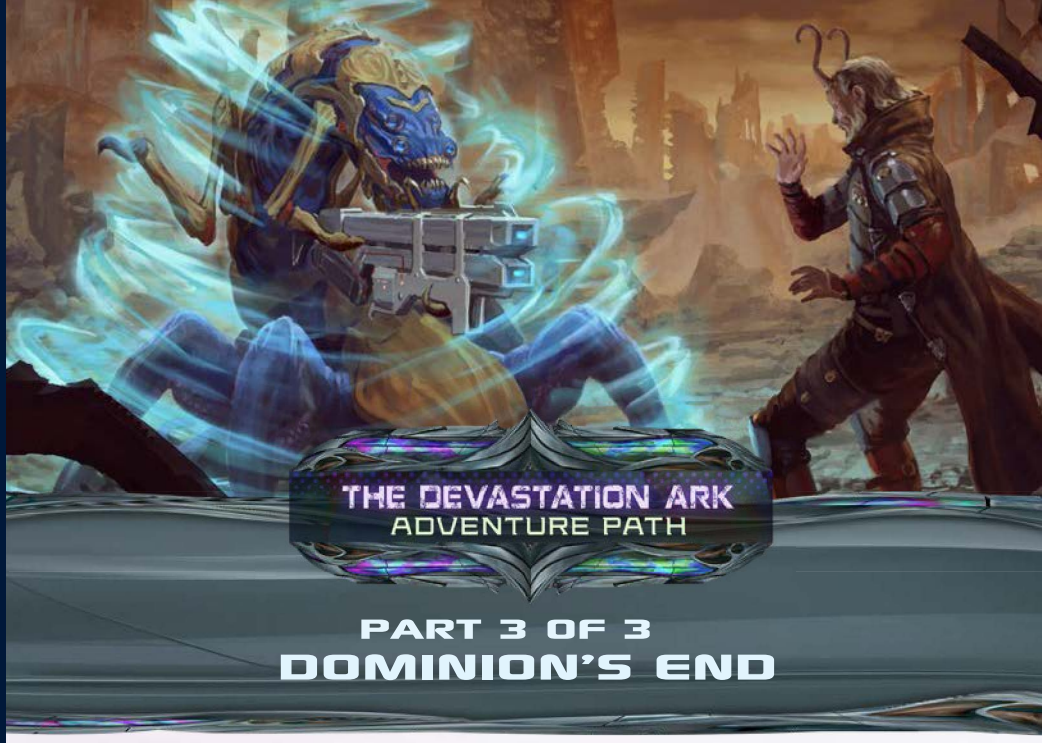

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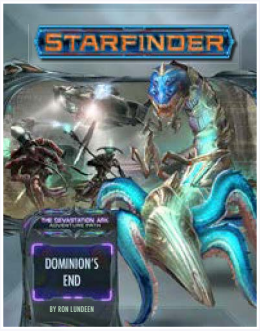
This book refers to other Starfinder products using the following abbreviations, yet these additional supplements aren't required to make use of this book. Readers interested in references to Starfinder hardcovers can find the complete rules of these books available online for free at **paizo.com/sfrd**.

Armory	AR	*Character Operations Manual*	COM



ON THE COVER

The cruel AI that controls *Ark Prime* contains a fragment of a sivv commandant named Vheiransch. Their form is fully manifested on this thrilling cover by Ben Wootten.

DOMINION'S END

PART 1: A LIFE, SIMULATED 3

Upon entering Ark Prime, the heroes find themselves trapped within a series of simulations designed to indoctrinate them with Sivv Dominion propaganda. If the PCs can exploit glitches in these programs, they might be able to escape.

PART 2: RETURN TO REALITY 19

Back in the real world, the heroes can explore the massive Ark Prime, navigating rivalries between other captives and learning how to defeat the ship's AI at its core.

PART 3: CALLING THE CORE 30

The heroes reach the AI core of the massive ship and must overcome the most powerful defenses the sivvs can muster. Only by summoning the AI from a quantum plane can the heroes confront the entity masterminding the attack on the Pact Worlds.

ADVANCEMENT TRACK

The Starstone Blockade Adventure Path is designed for four characters.

18

The PCs begin this adventure at 18th level.

19

The PCs should reach 19th level while exploring the detainee deck.

20

The PCs should be 20th level by the time they confront Vheiransch.

ADVENTURE BACKGROUND

Long before the Gap and far from the Pact Worlds, the citizens of the Sivv Dominion clashed against the kishalee civilization in a war that rocked the galaxy. The sivvs almost gained the upper hand by committing virtually all their resources to creating a superweapon known as the Stellar Degenerator. Meanwhile, a sivv named Vheiransch, the commandant of a military research facility on a remote, frozen world at the edge of the Sivv Dominion, harbored concerns. With so many resources being committed to the Stellar Degenerator project, Commandant Vheiransch's facility was routinely short-staffed and underfunded. Fearing what would happen if the project failed, the commandant focused their efforts on a major contingency: a colony ship that could save sivv civilization if the unthinkable happened. Cannibalizing technology from other projects and scrounging resources wherever they could, Vheiransch's engineers constructed two massive vessels: *Ark Prime*, which would hold thousands of sivvs in stasis, and an even larger vessel called the *Worldseed*, which would hold the resources for terraforming new worlds.

The fatal blow to the sivv in the kishalee–sivv war occurred when kishalee stole the Stellar Degenerator. Sensing rightly that this signaled a loss for the Sivv Dominion, Vheiransch accelerated the timeline of their project. They gathered as many sivvs as they could, placed them on *Ark Prime*, and launched it into "rel-state"—a quantum hyperspace accessible only by sivv training or sivv technomagical effects. Many were soldiers, but many more were governmental functionaries and other civilian citizens of the Sivv Dominion. Vheiransch and a small team of engineers stayed behind to finish *Worldseed*, but their servitor species—small, wheeled creatures the Pact Worlds would eventually come to know as bantrids (*Starfinder Pact Worlds* 210)—revolted. The attempted uprising was quick and bloody, and the bantrids overloaded the facility's reactor. The resulting explosion killed everyone in the facility but also pushed *Worldseed* out of orbit on a random trajectory with hundreds of bantrids still boarded.

Heavily wounded in the revolt, Commandant Vheiransch performed a desperate act. Using untested technology, they uploaded a piece of their consciousness into *Ark Prime*'s artificial intelligence before the instantaneous quantum communication link it had to the facility was severed, hoping that part of them would see the completion of their work. This had more of a deleterious effect on the computer code than expected.

Over millions of years, *Ark Prime* traveling the galaxy in its rel-state. The AI copy of Vheiransch—the only fragment of that sivv to exist—was safely installed in the enormous ship's AI core, where they calculated plan upon plan of how the Sivv Dominion could return to power. The vessel weathered the Gap with little trouble, as many of its passengers remained in full stasis. Vheiransch barely registered the missing time, though the deletion of many of their memory files watered the seed of digital corruption at their core. Vheiransch also occasionally returned *Ark Prime* to the Material Plane to collect materials used to construct a fleet of unmanned drones or to capture useful alien creatures. To ensure loyalty from these captives, Vheiransch computed ways to indoctrinate other, lesser intelligent species to accept sivv rule, much in the same way the old Sivv Dominion had done.

When a piece of the Stellar Degenerator arrived in the Pact Worlds, Vheiransch marked the incident in passing, but due to events on the original research facility (now on an icy world called Jedarat) and the interior of *Worldseed* (now known as the Liavaran shepherd moon of Hibb), *Ark Prime* has declared the system an enemy of the Sivv Dominion. Once in the Pact Worlds, Vheiransch was drawn to the power of the *Starstone* at Absalom Station. *Ark Prime* attacked the reactor at the heart of the station, shutting it down to extract the *Starstone* and use it to reenergize the Sivv Dominion. The artifact proved more difficult to claim than Vheiransch expected, giving time for the forces of the Pact Worlds to fight back.

The PCs, among the most powerful heroes the system has to offer, fought their way to a hatch on the side of *Ark Prime* and entered the sivv ship in person.

But Vheiransch was prepared.

PART 1: A LIFE, SIMULATED

At the end of the previous adventure, the PCs boarded *Ark Prime* and were engulfed in a strange green light and a subsonic hum, which overloaded their senses and rendered them unconscious or incapacitated. Moments later, sivv robots brought them to a virtual-reality bay deep within the vessel. The PCs were hooked into technomagical simulations designed to indoctrinate captives.

The PCs receive the benefits of a full night's rest, but when they come to, they believe they are sivvs experiencing several key scenes from the past. Their past lives feel like vivid dreams that quickly fade. Learning that they are trapped in a realistic mindscape, seeing through the simulations, and engineering an escape become the PCs' goals.

SIMULATION RULES

The heroes undergo six simulations programmed by Vheiransch that are based on the commandant's major memories, though some details have been altered to hide

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ugliest aspects of the events. Experiencing these simulations subconsciously instills total devotion to the Sivv Dominion, either through internalizing the loyalty indoctrination or through dread of overwhelming sivv power. These simulations worked without fail for thousands of years, indoctrinating those few brought into *Ark Prime*, but certain glitches allow the strong-willed to see the truth of these memories.

Each simulation begins *in medias res* to keep the PCs off-balance. As the PCs experience each simulation, they have the opportunity to earn Lucidity Points by recognizing the truth behind the propaganda. Secretly track each PC's Lucidity Points; when a PC earns a Lucidity Point, tell them they realize something "isn't right," but don't go into too many specifics. Lucidity Points reset to 0 at the start of each simulation. When any PC earns 3 Lucidity Points in a simulation, the simulation glitches, allowing all the PCs the chance to escape; in addition, each PC who earns 3 Lucidity Points during a simulation gains a permanent boon useful against the sivvs. If more than one PC reach 3 Lucidity Points at the same time, they all gain the boon. These boons are detailed in the Seeing the Truth entries detailed in each simulation.

SIVV

The PCs have all their equipment, though artificially simulated. Gear in the simulations works the same as it does in the real world, but the PCs don't expend charges and other ammunition, grenades, spell gems, and other consumables. Note all the PCs' equipment from before they entered *Ark Prime*; when the PCs awaken in real life in Part 2, they will be able to recover these items. A PC who realizes they are in a technomagical simulation and succeeds at a DC 35 Computers or Mysticism check knows they can use consumable items with abandon.

The same is not true for Hit Points, Resolve Points, and other limited-use abilities. These are tracked just like normal in the simulation. Injuries carry over from simulation to simulation, but the PCs are considered to have taken a 10-minute rest at the start of each new simulation (and can spend Resolve Points to regain Stamina Points if they wish). The haptic feedback of the immersive simulation is so strong that PCs who die in a simulation also die in real life. If the players begin thinking that getting their characters killed might be an escape from the simulation, a PC who succeeds at a DC 25 Computers or Mysticism check can deduce the potentially lethality their VR immersion.

The PCs can use any equipment they acquire in the simulations, but none of these items is present in the real world when they awaken.

The PCs begin in **Simulation 1**, but they can experience the others in any order (except **Simulation 6**) since the program that is supposed to seamlessly connect the simulations is malfunctioning. At the end of each simulation (whether a PC earned 3 Lucidity Points to end it early or whether the simulation ends on its own), the PCs gain partial access to the root menu of the simulation programming. The Glimpse the Root Menu entry in each simulation indicates what choices the PCs have at the conclusion of that simulation. The last simulation the PCs experience should be **Simulation 6.**

PLAYING SIVVS

Throughout the simulations, the PCs believe their bodies to be those of sivvs: long-necked, tentacled aberrations who have mastered the effects of quantum entanglement; most can force items to become intangible and quantumly entangled with their own molecules, a condition called rel-state. As the PCs have only had hints about what sivvs look like, they will probably be confused about what has happened to them. This disorientation is intentional and works best if the PCs simply roll with it.

The simulation allows the PCs to use all their usual abilities

and whatever gear they brought into *Ark Prime*. The PCs being in sivv bodies has three key effects.

Sivv Appearance: The PCs all look like sivvs, even to one another. Although this may shock the players, their characters don't find anything unusual about it thanks to the simulation's programming; you might not even mention their alien appearance right away, but work it in naturally to descriptions in-game (such as "you steady yourself with one of your muscular tentacles"). The PCs' gear is appropriately shaped for their new forms, and their racial abilities should be described as aspects of their sivv forms. For example, an android with an armor upgrade in their upgrade slot instead bears a surgically added armor upgrade.

Sivv Type and Size: In the simulation, the PCs are treated as both their normal type and as aberrations with the sivv subtype for the purposes of how abilities affect them. They are each Medium in size, although, like most sivvs, they are longer than they are tall.

Sivv Abilities: In the simulations, each PC is fluent in Sivvian, the sivv racial language, and has one of the following sivv abilities generated at random. If possible, try to give each player a different ability.

1d6	Ability
1	Blindsense (vibration) 60 ft.
2	Telepathy 100 ft.
3	Fast healing 5
4	**Intangible Step (Su):** The PC can enter rel-state on their own for a brief period. As a move action, they can spend 1 Resolve Point to become incorporeal and move up to their speed. The PC becomes corporeal at the end of their movement.
5	**Quantum Storage (Su):** As a move action, the PC can shift an item in their possession into rel-state, causing the item's and the player's atoms to become quantum entangled. This effectively reduces the item's bulk to 0 and makes the item impossible to disarm or otherwise remove from the PC, though the item cannot be used. The PC can shift items weighing a total of up to 10 bulk, though no one item can be more than 4 bulk. The PC can retrieve an item from rel-state as a move action. Anything that the PC placed into rel-state becomes fully real when the PC dies.
6	**Rel-State Dispersal (Sp):** As a standard action, the PC can spend 1 Resolve Point to cast *disintegrate* as a spell-like ability with a caster level equal to their level. The beam of energy forces many of the target's molecules into rel-state, potentially destroying it.

SIMULATION 1: IN THE TRENCHES

This simulation details the efforts of sivv soldiers to turn the tide of a campaign to subdue a race of aggressive porcine mystics on their icy home world. Aqlaths were wholly subjugated and destroyed by the Sivv Dominion long ago, and this simulation details how the sivvs broke the aqlaths' resistance.

To begin, read or paraphrase the following.

The open trench is dug deeply into the permafrost of the planet, each inch of it hard-fought against the enemy. The sounds of heavy weapons fire reverberate through the ground, and you can feel it through your tentacles. A weapon emplacement at the edge of the trench suddenly explodes.

The PCs find themselves in area **A1** as shrapnel from the blast deals 6d8 slashing damage to each of them (Reflex DC 27 for half).

A. LATHLATH BATTLEFIELD

This simulation occurs entirely in one part of Lathlath, a world of mystical tundras that was the birthplace of the aqlaths. The surrounding area is a bloody battleground, where the sivvs have managed to construct trenches and emplacements deep into aqlath-held territory.

A1. Eastern Trench

This icy trench is 15 feet deep and 20 feet wide. It extends several hundred feet to the west, but that area is out of bounds for the simulation; a PC attempting to go that way faces an impassable wall of other sivv soldiers. A sivv weapon emplacement was constructed above the eastern end of the trench, but it was just destroyed by an explosion from aqlath artillery. A ramp of permafrost to the south leads out of the trench. It is difficult terrain, but only when moving up it.

The PCs are likely confused about what is going on. Tell them the war has been tough, but they've managed to push the enemy to the breaking point. Don't give them many other details, but have each PC attempt a DC 25 Will saving throw. Any PC damaged by the shrapnel gains a +2 circumstance bonus to this save. On a success, that PC earns 1 Lucidity Point as they vaguely remember their true lives as fading echoes.

The soldiers' sivv commanding officer was standing near the weapon emplacement when it was attacked and is dying. The commander speaks to the PCs as they are getting their bearings.

The commanding officer lies wounded in a pool of their pale blood. Before expiring, they gesture with their mid-arm to the nearby hatch in the trench and croaks, "Take demolition charges from the supply depot, get up top, and blow that enemy weapons repository! Hurry!"

A2. Supply Depot

A small supply depot is built directly into the wall of the trench, out of sight of the surface. The door is a circular hatch about 10 feet across.

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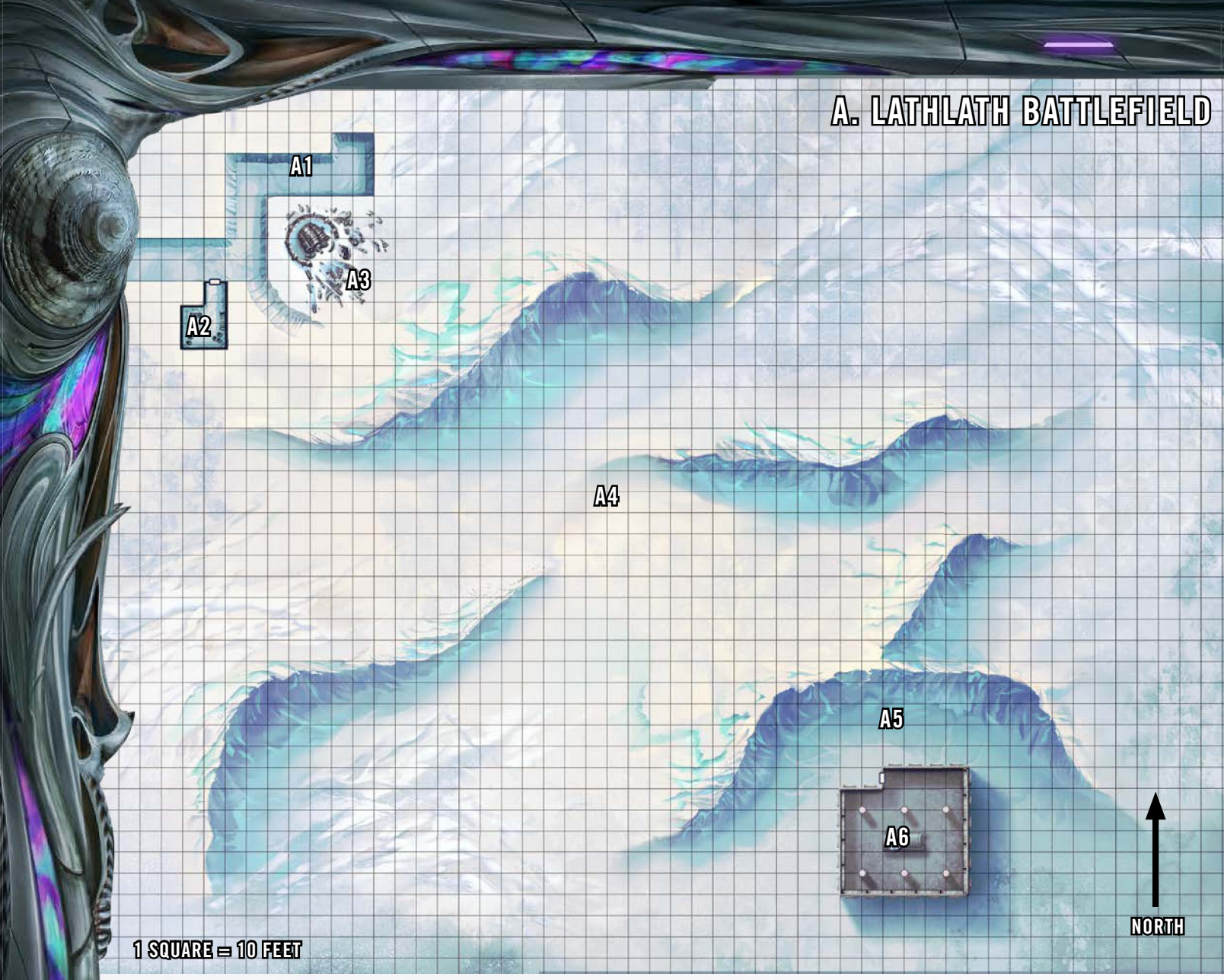

The door to the supply depot opens to any sivv touch, which includes the PCs. Like the trench, the interior is cramped.

Treasure: The depot contains room for several dozen weapons, although the only ones remaining are a *wounding military degenerator pistol* (page 49), a *knockdown heavy degenerator* (page 49), 6 high-capacity batteries, and 8 super-capacity batteries. A metal box contains six *regrower vital seeds* (*Starfinder Armory* 125) shaped like knots of blue flesh and keyed to function only for sivv biology.

In addition to the weapons, the PCs find four rel-state demolition charges and a detonator. A rel-state demolition charge is a 20th-level item that disintegrates physical objects by forcing their molecules into rel-state. The charges don't affect creatures.

A3. Destroyed Emplacement (CR 18)

The ordnance here took a direct hit from aqlath artillery; its scraps are strewn across the snow. A few hundred feet to the southeast, beyond several icy ridges, stands a stout metal bunker. In the surrounding battlefield, aqlath resistance fighters struggle against trained sivv soldiers, exchanging heavy-weapons fire and blasts of magical energy.

The PCs can easily spot a gap in the fighting between here and the weapons repository they were ordered to destroy.

Creatures: Before the PCs can make their way to the bunker, they must deal with enemies close at hand. A pair of aqlath warriors charge toward the trench, calling the PCs "sivv scum" in Aqlathian.

AQLATHS (2) **CR 16**

XP 76,800 each

HP 300 each (page 55)

TACTICS

During Combat The aqlaths rush into melee, attempting to gore their foes. When an aqlath is first reduced to 200 Hit Points or fewer or takes a critical hit, they step back to use their spell-like abilities and their psychic horns to regain Hit Points.

Morale Well aware that they aren't likely to survive long anyway if the Sivv Dominion triumphs, the aqlaths fight until slain.

A4. Icy Ridges (CR 17)

The icy ridges between the trench and the bunker provide enough cover for the PCs to move without attracting notice from any other combatants in this large battle. Although the fighting is only a few hundred feet away to either side, the simulation doesn't permit reaching them; PCs traveling toward these battle lines never get closer than halfway there. Further, the other combatants are all programmed to not see or interact with the PCs at all, leaving the PCs free to reach the bunker.

Creatures: About halfway across the battlefield, the PCs encounter a mounted aqlath scout whose cavalry unit was destroyed. Roaming the icy ridges, this lone soldier is the only barrier between the PCs and the bunker, but he is eager to engage with and vanquish enemies to avenge his fallen companions. He rides a native Lathlath creature called a hoarboar, an enormous shaggy boar with four sharp tusks and four eyes. Many aqlaths, particularly those who adhere most closely to their ancient customs regarding honor, prefer riding hoarboars to motorized vehicles.

If the PCs have magical methods to reach the bunker quickly and bypass the space between, such as *dimension door* or certain class features (like a solarion's ray of light ability), this aqlath and their mount join the fight in area **A5** 1d3+2 rounds after it begins.

HOARBOAR **CR 13**

XP 25,600

N Huge animal

Init +1; **Senses** low-light vision; **Perception** +23

DEFENSE **HP** 225

EAC 27; **KAC** 29

Fort +15; **Ref** +14; **Will** +13

Defensive Abilities ferocity; **Resistances** cold 20

OFFENSE

Speed 40 ft.

Melee gore +26 (3d12+21 P; critical knockdown)

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

Offensive Abilities trample (3d12+21 B, DC 19)

TACTICS

During Combat The hoarboar attempts to trample as many creatures as it can. It then gores chosen foes.

Morale The aggressive hoarboar fights to the death.

STATISTICS

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

Skills Athletics +28, Survival +23

AQLATH **CR 16**

XP 76,800

HP 300 (page 55)

TACTICS

During Combat Mounted on the hoarboar, the aqlath engages the most heavily armed PC right away.

Morale The aqlath is hoping for the glory of victory or an honorable defeat, so he fights to the death.

A5. Bunker Exterior (CR 18)

The bunker is sheltered by a high ridge of ice to the north, creating a secluded area in front of the building. The bunker lacks windows, and its double-door entrance is closed.

Hazard: The aqlaths have magically enhanced the nearby icy ridge to emanate waves of cold. The aqlaths don't mind the cold, and they hope it impedes any sivv attack on the structure. A creature ending its turn within 30 feet of the northern, eastern, and western walls of the bunker takes 6d6 cold damage (DC 24 Fortitude for half). This effect can be suppressed temporarily with *dispel magic* cast on the ridge as though it were a 12th-level magic item, and the effect ends permanently if the ridge takes 100 or more points of fire damage.

Creatures: Two aqlaths guard the double doors They are particularly wary and expect a sivv attack, so they are difficult to surprise.

HOARBOAR

AQLATHS (2) **CR 16**

XP 76,800 each

HP 300 each (page 55)

TACTICS

During Combat The aqlaths prefer to fight in melee, but they don't want to leave sight of the bunker entrance for fear an enemy could slip past them. They hurl ice shards at foes who remain at a distance.

Morale These vigilant guards fight to the death.

A6. Bunker Interior

The double door leading into the bunker is locked and made of thick steel (hardness 30, HP 125, break DC 25). Opening the door electronically requires a successful DC 38 Engineering check.

The interior of the bunker is mostly open space, although cabinets and lockers line the walls from floor to ceiling. Six steel beams support the heavy roof overhead. An inscrutable mechanism bolted to the floor chugs, whirring ominously. It is crusted with inches-thick sheets of ice.

This structure is the target of the PCs' mission. A PC who succeeds at a DC 30 Engineering check can determine that the pillars are load bearing. The PCs can easily set demolition charges so that the bunker collapses inward, making it safe to trigger the detonation from anywhere outside the bunker.

The strange, chugging machine in the center of the room emits plaintive, ghostly cries and a magical aura. A PC within 10 feet of the mechanism must succeed at a DC 30 Will save or become shaken for as long as they remain within the 10 feet and for 1 round thereafter. A PC who examines the mechanism can attempt a DC 40 Engineering or Mysticism check to determine what it does. On a success, the PC gains a Lucidity Point as they get a strong sense that something about the bunker and this machine feels "off." However, the exact nature of the mechanism is impossible to determine.

Treasure: The lockers contain hundreds of weapons. The PCs can find one of every advanced melee weapon, longarm, or small arm of 14th level or less listed in the *Starfinder Core Rulebook*. Anyone who attempts to take more than one of these weapons discovers a strange effect; when they take a second weapon, the first weapon disappears, returning to its locker.

In addition to the weapons, a disintegration hoop (*Starfinder Armory* 101) sits in one of the cabinets. A PC can take this item in addition to one weapon if they choose.

Aqlath Reinforcements (CR 19)

Use this event as soon as the PCs leave the weapons bunker. If they haven't dealt with the aura of cold outside, it can still harm the PCs.

Creatures: Two more aqlaths intercept the PCs outside the weapons bunker. Each is mounted on a hoarboar, and they attack the PCs immediately and without mercy.

HOARBOARS (2) **CR 13**

XP 25,600 each

HP 225 each (page 7)

TACTICS

During Combat A hoarboar fights as its rider directs or attacks the PCs indiscriminately if its rider is killed.

Morale The stubborn and ferocious hoarboars fight to the death.

AQLATHS (2) **CR 16**

XP 76,800 each

HP 300 each (page 55)

TACTICS

During Combat The aqlaths remain mounted for as long as they can to attack the PCs in melee.

Morale The aqlaths fight to the death.

Development: When the PCs detonate the explosives in the bunker, the entire battlefield reacts with sivvs cheering and aqlaths collapsing in despair. Each PC can attempt a DC 25 Will saving throw. On a success, that PC gains a Lucidity Point as they realize the aqlaths showed unusually severe shock and horror at the destruction of a mostly empty weapons bunker.

Simulation's End

As soon as any PC has 3 Lucidity Points, the simulation suddenly glitches, showing news reports of sivv forces blowing up an aqlath military hospital; this callous attack completely demoralized the aqlaths, resulting in their planet-wide surrender and enslavement. The simulation ends.

If no PC earned 3 Lucidity Points after detonating the explosives in the bunker, they all experience rapid-sequence flashes of being hailed as heroes and returning to the sivv home world of Davvirex. There, they are the stars of numerous parades, accolades, and propaganda publications for having broken the will of the aqlaths with their brave attack. Each PC has a final chance to earn another Lucidity Point with a successful DC 42 Perception check to spot a news-feed headline: "Attackers destroy aqlath military hospital to demoralize the enemy and win the war!" This simulation then ends, no matter how many Lucidity Points the PCs have earned.

Seeing the Truth: A PC who earns 3 Lucidity Points understands that the sivvs have no limits of indecency in war, and their enemies must face their brutal methods; that PC gains a permanent +1 circumstance bonus to AC against attacks made by creatures with the sivv subtype.

Glimpse Root Menu: When the simulation ends, a minor glitch allows the PCs to glimpse at the root menu—floating letters in a field of endless darkness that telepathically convey their meaning. Three possible choices hover before the PCs: "A Socially Appropriate Party" (**Simulation 2**), "Medical Miracles" (**Simulation 3**), or "Exit." The PCs know they have only a few moments to collectively choose one before "A Socially Appropriate Party" automatically begins. Selecting "Exit"

briefly changes that choice to "Insufficient Conditioning for Exit" and does nothing else; the PCs must make another choice.

Story Award: Award the PCs 76,800 XP for reaching the end of this simulation. If a PC gained 3 Lucidity Points, increase this award to 153,600 XP.

SIMULATION 2: A SOCIALLY APPROPRIATE PARTY

This simulation details the PCs' efforts to host a large party in a public park on the sivv home world of Davvirex. The festivities celebrate a spouse's impending spawning, and like much of sivv society, run on the efforts of slaves.

A wide swath of swampland stretches out in rolling, tree-studded hills and bogs. Titanic buildings of an immense city spread out from all edges of the swamp, giving the area the constrained feel of a city park despite its size. A metal tower, less than 3 feet in diameter, extends upward from a nearby hill like a tall antenna or an electronic signal tower. A throng of tentacled aberrations mingle in and around a grand pavilion tent decorated with violet streamers and topped with a holographic sign reading "Congratulations."

One of them approaches, holding forth a metal cup filled with a frothing liquid in the crab-like claw dangling just under their face. "Many felicitations on the impending arrival of your spawn, Vheiransch. Your joy is presumed."

The PCs should realize that this sivv is speaking to all of them collectively and that the congratulations are for them. Although the sivv holds only one cup, each PC can take a copy of it. Witnessing this prompts each PC to attempt a DC 25 Will save. On a success, a PC gains a Lucidity Point as they notice the inconsistency.

The PCs are then free to interact with the other partygoers, enjoy sour alcoholic refreshments, and stroll around the park. Their goal isn't immediately apparent, though they will likely notice unusual occurrences when interacting with other partygoers (see below). The surrounding city isn't programmed into the simulation; the PCs can't leave the swamp park and find themselves simply walking back in from another direction if they attempt to leave. Other partygoers can leave normally, ceasing to exist when out of sight.

Any PC who investigates the antenna realizes it's emanating some sort of broad-spectrum psychic effect, although the PCs can't determine its precise function until the simulation resets (see below). The PCs can shut down the antenna early if they'd like, but they probably don't have much of a reason to do so right away. None of the NPCs acknowledge the antenna.

Although there are multiple PCs, each experiences the same role in this simulation: that of the expectant non-spawning parent, whose societal obligation is to throw this celebration for their peers. The NPCs that the PCs meet in this simulation are unable to tell the PCs apart, as they believe all the PCs to be Vheiransch. These NPCs can speak alternately to individual PCs or groups of multiple PCs at once with no concern or confusion.

There are dozens of sivvs present, but only six NPCs that the PCs can interact with at more than a cursory level. These are Chreivill, a spawn-mate with whom Vheiransch has shared a lifelong rivalry; Ehnathuk, a social superior who has politely deigned to attend the function; Khruzz, a coworker; Nixesk, a ceremonial priest whose presence is demanded by tradition; Scraesul, a professional party critic live-streaming a review of the party; and Uxzhon, an entertainer who performs on a speaker emanating a chorus of synth-voices. If the PCs don't initiate conversations, one or more of these key NPCs approaches them directly. The PCs can split up to have these conversations concurrently or stay together to speak to one person at a time. This is a polite affair and a social encounter, so aggressive interactions are discouraged or simply ignored.

Each NPC begins their interaction with the PCs with the same traditional platitude: "Accolades for your pending prodigy. Your joy is presumed." The following summaries describe each key NPC's personality, the NPC's area of interest, and a skill check that allows the PC to understand some of the cruelties regarding slaves in sivv society. Each PC can attempt an NPC's check only once; whether the PC succeeds or fails, the NPC politely deflects any further inquiries.

Chreivill: The spawn-mate Chreivill expresses embarrassment at having insufficiently assisted with the party's preparation but is delighted that the social function seems to be going well. Further conversation hints at a rivalry the spawn-mate feels toward the PC; a successful DC 25 Sense Motive check identifies an undercurrent of animosity about the PC's party being so well attended. A PC who interacts with Chreivill can attempt a DC 42 Perception check at the end of conversation with a +4 circumstance bonus if the PC intentionally belittles the spawn-mate or boasts about the party. On a success, the PC sees Chreivill slip behind a copse of mangrove trees to take their anger out on hapless slaves (bantrids, corvid quadrupeds called crenskitches, and furred humanoids called granskars) out of frustration. Other partygoers witness this abuse but don't seem to find it unusual. A PC who succeeds at this check gains a Lucidity Point. Confronting the spawn-mate about this abuse causes them to leave the park in a huff.

Ehnathuk: This sivv mentions multiple times that their participation at an event such as this is beneath their social station, and that they have many other important events to attend at this very time, but their affection for the PC compelled them to select this party over several competing social interests. A successful DC 25 Sense Motive check identifies that Ehnathuk is not being entirely truthful in this regard, but they want to be seen as magnanimous. A PC interacting with them can attempt a DC 42 Diplomacy check with a +4 circumstance bonus if the PC asks about aid or other advantages that the social superior can provide. On a success, the social superior admits (with reluctance, as though spoiling a nice surprise) that they plan to gift the PC with several new household slaves to add to their current stable. Ehnathuk is well aware, of course, that the PC hardly has any room for additional slaves. They laugh and say

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that slaves hardly need any personal space anyway, and having so many means working a few to death is no great harm. A PC who succeeds at this check gains a Lucidity Point.

Khruzz: Khruzz, a coworker, laments the absence of the PCs at the research facility, although a prolonged absence is expected at such a time. A PC interacting with Khruzz can attempt a DC 40 Culture check when making conversation with a +4 circumstance bonus if the PC asks about how the research is proceeding. On a success, the coworker admits that the PC's work role is being covered by bantrid slaves; working them literally to death for a prolonged absence is expected. A PC who succeeds at this check gains a Lucidity Point.

Nixesk: A fussy traditionalist, the ceremonial priest seems to enjoy the gathering but complains of the pavilion tent being an unacceptably modern hue, the attendees being of an inauspicious multiple of sacred numbers, and so forth. A PC interacting with the ceremonial priest can attempt a DC 40 Mysticism check with a +4 circumstance bonus if the PC asks about specific rites or religious customs. On a success, the ceremonial priest happily confirms that the requisite number of slaves have been sacrificed to ensure a fortuitous gathering today. A PC who succeeds at this check gains a Lucidity Point.

Scraesul: In the higher echelons of sivv society, having a professional party critic attend and provide up-to-the-moment social-media impressions is a mark of great prestige. This particular critic, a sivv named Scraesul, is gregarious and quick to identify the roles and relationships of other partygoers. A PC interacting with Scraesul can attempt a DC 40 Culture check with a +4 circumstance bonus if the PC asks specifically about the party critic's work. On a success, Scraesul admits to enjoying a significant "signal boost" from enormous banks of slaved minds working to cross-promote the critic's reviews; all professional critics have these slave networks, but this particular critic has more than a hundred slaved minds working around the clock. A PC who succeeds at this check gains a Lucidity Point.

Uxzhon: The entertainer is busy providing music for the party with a large instrument that emits synthesized voices in an energetic choir, but they're happy to have a short conversation with the PCs. A PC interacting with Uxzhon can attempt a DC 42 Culture or Diplomacy check with a +4 circumstance bonus if the PC can demonstrate some musical skill (such as being trained in an appropriate Profession skill). On a success, the entertainer explains that synth-voices are compelling because they aren't artificial: the instrument's speakers contain several small, intelligent creatures who are electrocuted in computerized patterns. The entertainer eagerly shows the PC one of the pitiful creatures before stuffing it back into place amid the dozens of others. A PC who succeeds at this check gains a Lucidity Point.

SUCCESS DENIED

When a PC earns 3 Lucidity Points, the large antenna nearby emits a burst of visible psychic energy as the simulation resets to the beginning of the party. This repetition is part of the brainwashing effect. Any NPCs the PCs have spoken with already are now receptive to further discussions; they don't remember any earlier conversations and again begin with "Accolades for your pending prodigy. Your joy is presumed." This reset means each PC has forgotten some of what they recently heard and must reduce their Lucidity Points by 1 (minimum 0). To gain 3 Lucidity Points and keep them, the PCs must deactivate or destroy the antenna.

The technomagical antenna can be shut down with a successful DC 42 Computers, Engineering, or Mysticism check. Alternatively, the PCs can smash the antenna; it has a hardness of 15 and 200 Hit Points. Party guests ignore PCs interacting with the antenna.

SIMULATION'S END

After the PCs render the antenna inoperable, the simulation ends when a PC gains 3 Lucidity Points or when each PC has interacted with all the NPCs (successfully or not).

Seeing the Truth: A PC who gains 3 Lucidity Points acquires insights into sivv social structure; that PC has a +2 circumstance bonus to Bluff, Intimidate, and Sense Motive checks against creatures with the sivv subtype.

Glimpse Root Menu: The PCs again sense the simulation's root menu while floating in darkness. This time, they can choose from four options: "Medical Miracles" (**Simulation 3**), "Exemplary Education" (**Simulation 4**), "Tormented by the Kishalee" (**Simulation 5**), or "Exit." If the PCs have experienced all the other simulations, an additional choice—"Degenerator Rally" (**Simulation 6**)—is present. If the PCs don't choose, the first-listed option they haven't experienced already automatically begins. As before, selecting "Exit" changes that choice briefly to "Insufficient Conditioning for Exit." If the PCs choose a simulation that they've already experienced, the choice changes briefly to "Invalid Repetition."

Story Award: Award the PCs 76,800 XP for reaching the end of this simulation. If a PC gained 3 Lucidity Points, increase this award to 153,600 XP.

SIMULATION 3: MEDICAL MIRACLES

This simulation takes place in a large, submerged hospital called the Argent Pearl Medical Center. The PCs are here for their spouse's impending spawning. There are complications, but physicians have arrived to assure the PCs that everything will soon be fine thanks to exemplary sivv medicine.

Totally submerged in the breathable healing fluid that makes quick recovery possible, the waiting room is crowded with other concerned visitors waiting for news of their sick loved ones. A sign on the main desk reads, "Argent Pearl Medical Center." A trio of physicians stands in front of the desk.

One speaks, "It's true the spawning is not proceeding as planned, but sivv medicine is the best in the galaxy. Lesser races would have lost both parent and spawnling already.

We are doing all we can; all we need you to do is wait." The physicians hurriedly float through a door labeled "Spawning Ward."

As the simulation begins, each PC should attempt a DC 25 Will save. On a success, the PC realizes the physician's words didn't quite match the movements of their mouth. The PC gains a Lucidity point as they get the nagging feeling the sivv said something a bit more dire, though the exact details aren't clear.

B. ARGENT PEARL MEDICAL CENTER

Like most elite sivv medical institutions, this facility is underwater and filled with a breathable fluid that speeds healing and transmits patient data to the main hospital processor. Living creatures in the fluid gain fast healing 1 (or has any existing fast healing increased by 1). The fluid is considered to be difficult terrain rather than requiring the usual underwater movement rules.

The PCs are instructed to stay in the waiting room, but they likely won't sit still for long. The hospital is a maze of corridors, treatment rooms, and surgical theaters. Many of the doors are locked and sealed to prevent infected fluid from tainting the rest of the facility. The entrance to the Spawning Ward is one such door. If the PCs try to follow, the simulation turns them around and confuses them, eventually leading them to area **B1.**

Whether or not they stay put, the PCs hear distant shrieks—both physical and psychic—reverberating through the corridors before long. Following the sounds of the screaming leads to area **B1**. If the PCs don't investigate, the screaming becomes unbearable and continues until they seek it out.

B1. Sensor Bank (CR 18)

The PCs enter this hallway from the north.

The screaming comes from a corridor to the west. Just past a holographic sign reading "No Unauthorized Admittance," a bank of monitors on the wall registers the motion of fluid filling the halls.

Trap: A large monitor (marked with an "M" on the map) detects unauthorized creatures disturbing the fluid as they move down this hall. A PC can sneak past the sensor by succeeding at a DC 40 Stealth check or by magical means, such as short-range teleportation or becoming insubstantial and moving in a way that doesn't disturb the fluid in the hall.

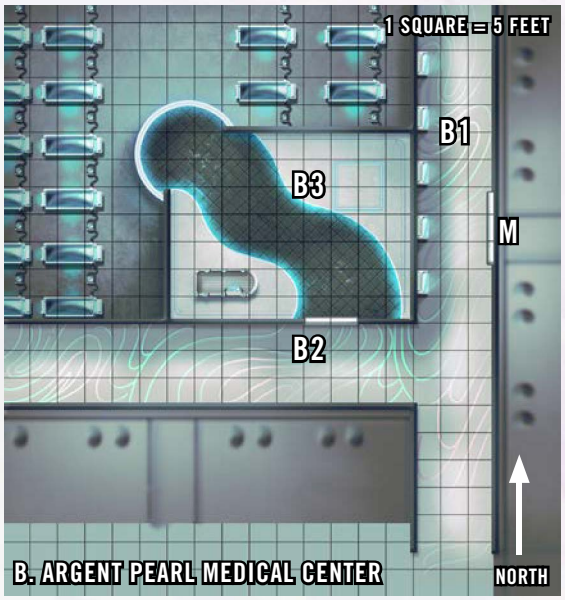
GRIPPING FLUID TRAP **CR 18**

XP 153,600

Type technological; **Perception** DC 47; **Disable** Computers DC 42 (reprogram the sensors), Physical Science DC 42 (create offsetting ripples in the fluid), or destroy monitor (EAC 31, KAC 35, hardness 30, 375 Hit Points)

Trigger proximity (blindsight [vibration]); **Reset** immediate

Initial Effect fluid around the target solidifies and holds the target in place (grapple combat maneuver +33; DC 42 Acrobatics check to escape, trap attempts to maintain the grapple each round); **Secondary Effect** crushing grasp each round the target is grappled (14d12+15 B and stunned); Fortitude DC 25 half damage and reduce stunned to staggered; never miss; multiple targets (all targets passing the monitor)



Development: A PC who bypasses the sensor without triggering it earns a Lucidity Point, as they realize this strangely harsh security seems wholly out of place for a mundane hospital.

B2. Hallway (CR 18)

The screams echoing through the hospital suddenly cease as the PCs approach this hall.

A haze of blood is suspended in the fluid in this hall around the corpse of a black-feathered avian quadruped crumpled next to an unmarked door.

The body is of a Small slave species called a crenskitch, who escaped from the extraction room (area **B3**) in a blind terror. A sivv robot programmed to keep what goes on that room a secret (see Creature below) caught the crenskitch and began eviscerating them. The crenskitch shrieked in terrible pain until they perished.

Creature: When the PCs turn the corner, they see a vaguely octopodan robot with a barrel-shaped torso and several flailing tentacles meticulously dismembering the corpse. This robot is a variant of a keeper robot that has sivv-like tentacles rather than spidery legs; it loses the falling crush ability but gains the eviscerate ability.

The robot is programmed to kill anyone who isn't medical personnel who sees it in action.

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EXTRACTION ROOM ROBOT **CR 18**

XP 153,600

Variant keeper robot (*Alien Archive 3* 86)

HP 380

Speed 40 ft., swim 40 ft.

Melee slam +33 (13d6+29 S plus grab)

TACTICS

During Combat The robot attempts to grab and eviscerate the nearest PC before moving on to the next. If unable to grab a PC, it fires its zero rifle.

Morale The robot fights until destroyed.

SPECIAL ABILITIES

Eviscerate (Ex) An extraction room robot can perform swift and gruesome surgery on helpless creatures or creatures it has grappled. Against such a target, any hit with the robot's tentacle counts as a critical hit with the severe wound critical hit effect (DC 23). If the robot scores an actual critical hit against such a target, the robot rolls the damage three times instead of twice, and the save DC increases to 25.

Treasure: The crenskitch managed to keep a *mk V ring of resistance* hidden in its invertible craw during its capture, but it can be spotted in the remains of the unfortunate creature's savaged corpse with a successful DC 25 Perception check. If the PCs have a way to talk to the corpse, it not only gives up this ring but can explain the horrors it was subjected to in the nearby extraction room.

B3. Extraction Prep Room

This sterile room has an elevator platform in one corner. In another corner is a rounded alcove with frosted glass from floor to ceiling.

The lift is keyed to authorized users only. After the crenskitch overrode the lift's circuitry to escape, the lift froze and now doesn't operate at all.

When a PC approaches the rounded alcove, its frosted glass suddenly goes clear, showing a room the size of a warehouse. Within, hundreds of captive slave creatures (bantrids, crenskitches, aqlaths, and others) are hooked to machines drawing away their vital fluids. Although the creatures are unconscious, they writhe in obvious pain. A PC who succeeds at a DC 38 Medicine check gains a Lucidity Point and realizes that this the reason behind salubrious effects of the fluid filling the hospital.

Treasure: The platform in this room is a regeneration table. If the PCs try to restore the crenskitch, the soul is unwilling to return to the horrors it recently escaped.

SIMULATION'S END

The simulation ends when the PCs see the warehouse below the extraction room, whether or not they understand its significance. The simulation also ends if the PCs simply wait for news of a viable birth from the trio of sivv physicians, which takes about 18 hours.

Seeing the Truth: A PC who gains 3 Lucidity Points gains insights into sivv medicine and can roll twice on Medicine checks and take the better result when administering first aid or treating deadly wounds.

Glimpse Root Menu: The choices the PCs see on the root menu at the end of this simulation are "A Socially Appropriate Party" (**Simulation 2**), "Exemplary Education" (**Simulation 4**), "Tormented by the Kishalee" (**Simulation 5**), and "Exit." If the PCs have experienced all the other simulations, an additional choice—"Degenerator Rally" (**Simulation 6**)—is present. If the PCs don't choose, the first-listed option they haven't experienced already automatically begins. As before, selecting "Exit" changes that choice briefly to "Insufficient Conditioning for Exit." If the PCs choose a simulation that they've already experienced, the choice changes briefly to "Invalid Repetition."

Story Award: Award the PCs 76,800 XP for reaching the end of this simulation. If a PC gained 3 Lucidity Points, increase this award to 153,600 XP.

SIMULATION 4: EXEMPLARY EDUCATION

During this simulation, the PCs meet with an instructor about the PCs' spawnling's excellent academic performance.

The walls of this large room are made of translucent panes of colored glass on which strange letters, alien equations, and other instructional symbols glide past. An academic instructor with a calm, professional demeanor stands at one end of a conference table, an array of datapads in front of them. Comfortable seats surround the table. The instructor begins in smooth, compelling tones, "Your spawnling's scholastic performance has been remarkable, and we've asked you here to discuss how we might propel your spawnling to even greater academic heights. For this conversation, I need your focus and understanding that the Now is the Truth."

At this last sentence, each PC should attempt a DC 25 Will save. On a success, the PC gains a Lucidity Point as they realize there was something unusual about that final phrase, "The Now is the Truth." It seemed to reverberate in their mind more than any of the instructor's other words.

The PCs have what seems like a serene conversation with this instructor. In reality, the propaganda program is kicking into overdrive, with the phrase "The Now is the Truth" acting as a brainwashing slogan to wear down the PCs' minds. The instructor is controlled directly by the AI Vheiransch. As with Simulation 2, all the PCs are individually and simultaneously the same sivv—the parent of the spawnling in question. The instructor speaks alternately to individual PCs or groups of multiple PCs at once with no concern or confusion.

The instructor expresses admiration for the spawnling's performance in six school subjects in the order listed below. With the discussion of each subject, any number of PCs can attempt to spot an intentional omission or obfuscation in the instructor's explanation. Doing so requires succeeding at the indicated skill check indicated in each entry. Alternatively, instead of making the indicated skill check, a PC can attempt a Bluff, Diplomacy, or Intimidate check at the same DC to get the instructor to tell the truth.

After discussing each subject, the instructor repeats the phrase, "The Now is the Truth." The PC with the most Lucidity Points automatically loses 1, to a minimum of 0 Lucidity Points. If multiple PCs are tied for the most Lucidity Points, the PCs can choose which PC loses this point.

This is a social encounter; the instructor can't be harmed or affected by the PCs, and they can't prevent him from speaking the memetic phrase at the end of each subject's discussion.

Computer Programming: The first educational subject is complex computer programming, particularly for immersive virtual-reality reconditioning. A PC who succeeds at a DC 38 Computers check gains a Lucidity Point and compels the instructor to admit that recalcitrant servitor creatures often receive forced VR reconditioning. A PC who succeeds at this check also gains a Lucidity Point.

Rel-State Focus: Students learn how the enter the quantum state the sivvs know as rel-state. A PC who succeeds at a DC 42 Physical Science check gains a Lucidity Point when the instructor notes that sivvs can force this state onto objects and creatures, which can be fatal if done bodily. The Sivv Dominion uses this tactic as part of their conquests.

Empathetic Conditioning: Students learn how certain external triggers can be used to affect a creature's psychology. A PC who succeeds at a DC 40 Sense Motive check gains a Lucidity Point and interprets the instructor's explanation to mean that forced societal restructuring and cultural marginalization is used to keep sivv society—and the societies of their servitor races—in line.

Cosmic Degeneration Theory: The most important sivv scientists are working on a method to better harness solar energy. The instructor believes that the PCs' spawnling could aid in this critical research in upcoming years. A PC who succeeds at a DC 40 Engineering check gains a Lucidity Point and learns that the sivvs are studying ways to artificially accelerate the life cycle of stars to obliterate them.

Servitor Species Biology: Sivvs are expected to be particularly fluent in biology, not just of sivvs, but of other species they have encountered. A PC who succeeds at a DC 40 Life Science check gains a Lucidity Point when the instructor mentions that the PCs' spawnling and other children recently participated in a forced vivisection of a bantrid.

Individuality Obliteration Practicum: The Sivv Dominion has succeeded because of a unity that forms the basis of their civilization, and by refusing to allow individuality, which they see as dangerous, in themselves or others to fester into anarchy. A PC who succeeds at a DC 42 Mysticism check gains a Lucidity Point when the instructor explains that students practice mind-altering magic on helpless servitor races (and on each other) to enforce the sivvs' rigid control.

SIMULATION'S END

When any PC ends a subject's discussion with 3 Lucidity Points, or when the instructor has covered all six subjects, the simulation ends.

Seeing the Truth: A PC who gains 3 Lucidity Points understands sivv instructional paradigms. The PC can spend 1 Resolve Point as a full action to grant an ally within 30 feet the ability to take two standard actions on their next turn.

Glimpse Root Menu: The choices the PCs see on the root menu at the end of this simulation are "A Socially Appropriate Party" (**Simulation 2**), "Medical Miracles" (**Simulation 3**), "Tormented by the Kishalee" (**Simulation 5**), and "Exit." If the PCs have experienced all the other simulations, an additional choice—"Degenerator Rally" (**Simulation 6**)—is present. If the PCs don't choose, the first-listed option they haven't experienced already automatically begins. As before, selecting "Exit" changes that choice briefly to "Insufficient Conditioning for Exit." If the PCs choose a simulation that they've already experienced, the choice changes briefly to "Invalid Repetition."

Story Award: Award the PCs 76,800 XP for reaching the end of this simulation. If a PC gained 3 Lucidity Points, increase this award to 153,600 XP.

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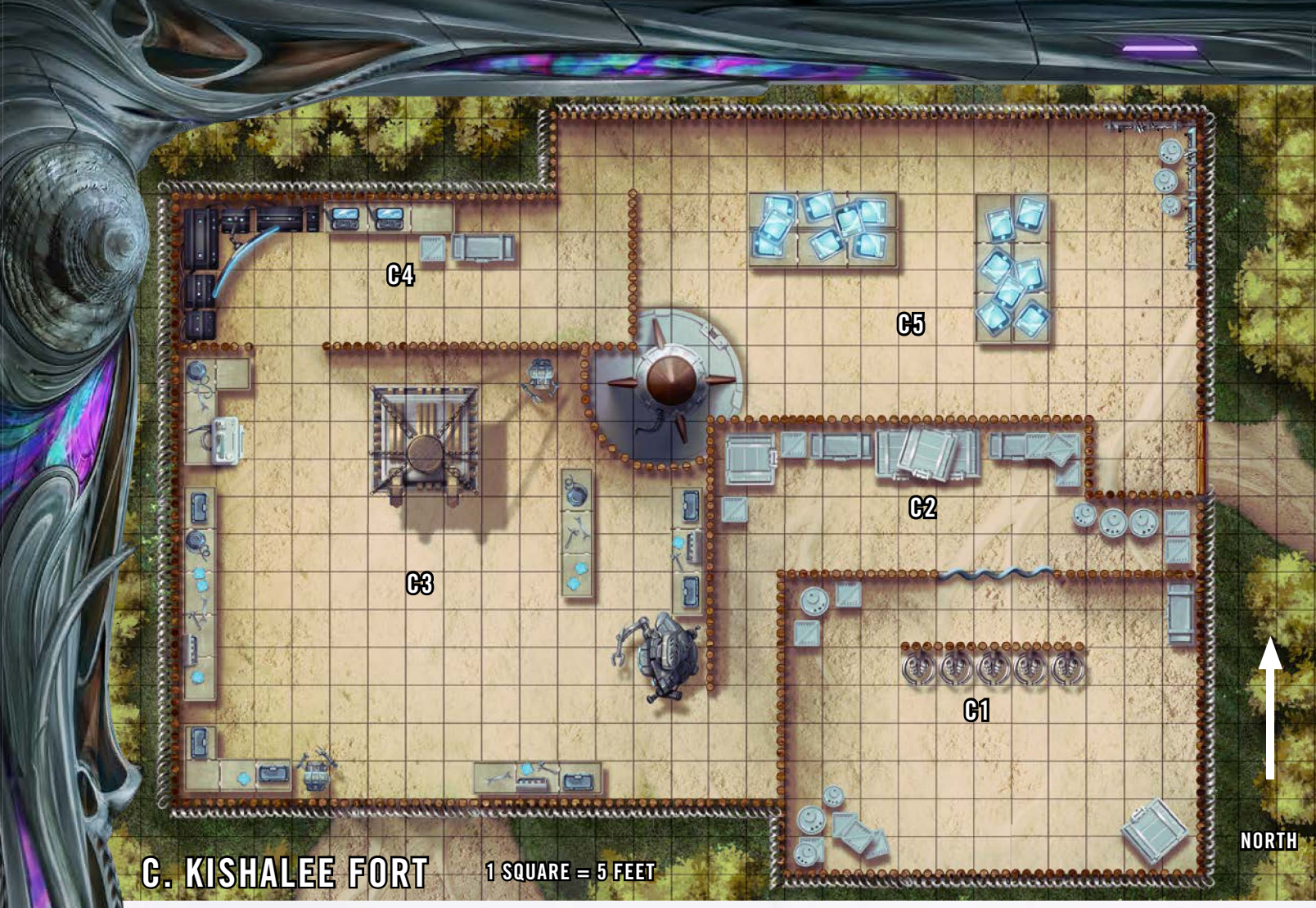

SIMULATION 5: TORMENTED BY KISHALEE

In this simulation, the PCs are all prisoners of war captured by kishalee forces on a forest world.

Four kishalee soldiers, tools of the most resourceful enemy the Sivv Dominion has ever faced, bear expressions of mingled scorn and amusement. One double-checks the manacles that bind each of you to a wall in this wooden fort. Another soldier nudges a plastic crate barely visible behind several dangling vines. "Your equipment is valuable; we should thank you. We'll make certain it supports the kishalee war effort after your executions." With a laugh, the soldiers leave through the room's only exit.

The PCs find themselves in area **C1** stripped of all their gear, which has been placed in the nearby crate.

C. KISHALEE FORT

The kishalee fort was hastily made with stripped logs placed vertically to form a series of palisades about 15 feet high. At the top of each wall are several loose rolls of barbed wire. The fort contains several high-tech conveniences, including computer terminals and advanced restraints. The rugged plastic-and-steel transportation cases for this equipment are scattered throughout the fort, making it clear this was quickly assembled and occupied. The fort has no ceiling. Both the planet's suns are up, but light is normal due to the forest canopy high above. The fort has no interior doors, but horizontal poles support plastic tarps between rooms.

The PCs might have means to bypass or break through the rough wooden walls of the kishalee fort (hardness 5, 60 Hit Points per 10-foot-by-10-foot section, break DC 20) or climb them (DC 26 Athletics check), but anyone who climbs over the barbed wire takes 6d6 slashing damage. The PCs can see dense vegetation of the surrounding forest through narrow gaps between the logs. However, any PC attempting to leave finds themselves reentering the fort at the same spot. Similarly, the PCs can't fly more than 50 feet above the fort. The only exception to this confinement is the fort's entrance at area **C5.**

C1. Confinement Chamber

Empty plastic boxes are stacked in three of this room's four corners; the fourth corner holds a single, closed crate, several feet long and on its side. Sets of ceramic shackles are attached to a free-standing wall in the center of the chamber. A thick plastic curtain blocks the exit to the north.

The PCs are bound to the central walls by the hardened ceramic manacles. Each PC should attempt a DC 25 Will save

when they realize where they are. On a success, a PC gains a Lucidity Point when they realize they don't fully recall how they were captured and brought to this prison.

The only feature of each set of manacles is a blue indicator light; they are controlled by internal electronics. Escaping the manacles normally requires a successful DC 30 Acrobatics check or a successful DC 30 Strength check to break free, but one of the PCs is wearing a faulty pair of manacles that requires only a successful DC 20 Acrobatics check to slip free or a DC 20 Strength check to break free. You can choose the PC with the faulty manacles randomly or select a PC unlikely to succeed at a DC 30 check. Some PCs might have other ways to get free, even without their equipment, such as a PC with the intangible step ability.

A freed PC can release the others by overriding the internal electronics (requiring a successful DC 30 Engineering check, keeping in mind the penalty if the PC doesn't have their tool kit). A bound PC can't access the control chip in any set of manacles. When a manacle's chip is overridden, the blue indicator turns orange.

All of the PCs' equipment is in the crate in the southeast corner, and they have as much time as they need to re-equip themselves. The PCs should feel some time pressure to recover their gear before exploring the fort.

Development: The PCs can hear machinery and kishalee talking somewhere nearby. As long as the PCs aren't particularly noisy, they don't draw any attention; however, if the PCs make a lot of noise, the kishalee in area **C3** are better prepared for them.

C2. Supply Room (CR 18)

Several crates are stacked against the north wall of this room. A large case at the top is open, revealing a jumble of syringes and plastic webbing with a triangular datapad attached to it.

The kishalee have stashed several items here that they intend to use in defense of the fort but have not yet deployed.

Trap: The jumbled materials in the open case are all elements for a poison-infused smart webbing. The datapad is the webbing's control module, a miniaturized tier 6 computer. It opens the webbing for authorized users, or infuses the webbing with black lotus extract poison and wraps around intruders. The kishalee prematurely activated the control module, and it can sense its surroundings. The rudimentary AI in the control module doesn't understand why it doesn't have the expected level of control over the webbing since the webbing hasn't been set up yet. However, the control module has enough discretion to view the PCs as intruders. If the PCs disturb any of the crates, the control module flexes the webbing to fling syringes of poison around the area and try to entangle nearby PCs. A PC who can interface with a computer at a distance can communicate with the confused control module and, with a successful DC 37 Computers check, prevent it from firing.

SMART WEBBING TRAP — CR 18

XP 153,600

Type technological; **Perception** DC 47; **Disable** Engineering DC 42 (cut the webbing) or Medicine DC 42 (counteract the poison in the syringe before it afflicts a target)

Trigger location; **Reset** none

Initial Effect webbing syringes +33 ranged (14d12 P plus paralyzed until the webbing can be pulled away or cut free, which takes 1 minute); multiple targets (all targets in area **C2**); **Secondary Effect** black lotus poison afflicts any target hit by a syringe (Fortitude DC 20)

Treasure: Two crates near the bottom of the stack are folded suits of specialist aegis series armor that automatically reconfigure to any Medium wearer. One of the suits of armor is installed with a sonic dampener upgrade, and the other has a *haste circuit* upgrade.

C3. Robotics Workshop (CR 18)

This large area contains toolboxes on several collapsible tables and two large robots in disrepair. Near them, a three-foot-cube computer core hangs from chains attached a twenty-foot-tall hoist. Four kishalee work on the robots.

The kishalee brought some battle constructs to this world, but they've seen heavy action. The damaged robots are sent here from the front lines to be repaired. The kishalee are working on two robots: a siege robot that is operational except for its flight thrusters, and an AHAV that is wholly inoperable. The computer core hanging from the hoist was once part of the AHAV, and the kishalee are hoping to repurpose it as a backup core for the siege robot.

Creatures: The kishalee are initially too involved with their repair work to notice the PCs unless the PCs have been particularly noisy. The siege robot remains alert for danger even when undergoing maintenance and alerts the kishalee as soon as it notices the PCs. These forces don't initially attack; the kishalee instead insist that the PCs drop their weapons and stand down to be placed back into confinement. Assuming the PCs don't agree, the kishalee attack to prevent the PCs from escaping.

KISHALEE WARDENS (4) — CR 13

XP 25,600 each

Kishalee soldier

N Medium humanoid (kishalee)

Init +12; **Senses** darkvision 60 ft.; **Perception** +28

DEFENSE — **HP** 225 EACH **RP** 5 EACH

EAC 27; **KAC** 30

Fort +16; **Ref** +14; **Will** +15

OFFENSE

Speed 40 ft.

Melee grindblade +23 (4d10+19 S; critical bleed 2d8)

Ranged perihelion artillery laser +27 (4d8+13 F; critical burn 2d6) or
paragon semi-auto pistol +26 (4d6+13 P) or
screamer grenade III +26 (explode [25 ft., 4d10 So, deafened 1d4 minutes, DC 19])

Offensive Abilities fighting styles (blitz, hunter[COM]), charge attack, hunt foe, hunting party, soldier's onslaught

TACTICS

During Combat Two kishalee seek cover behind the wrecked AHAV while the others move into melee. All of them prefer to focus their attacks on the same targets using their hunt foe ability.

Morale The kishalee are devoted but not suicidal. If two kishalee and the robot are defeated, the last two attempt to scramble over the palisade and escape if reduced to fewer than 40 Hit Points. Unlike the PCs, the kishalee can flee over the wall without difficulty, so if they're able to escape, the PCs won't see them again.

STATISTICS

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

Skills Athletics +23, Engineering +23, Stealth +23, Survival +28

Languages Kishaleen, Sivvian

Other Abilities fast hunting[COM]

Gear d-suit IV (*mk 1 spell reflector*), grindblade, paragon semi-auto pistol with 32 rounds, perihelion artillery laser with 2 ultra-capacity batteries (100 charges each), screamer grenades III (2)

SIEGE ROBOT **CR 15**

XP 51,200

HP 330 (*Alien Archive 2* 108)

TACTICS

During Combat The siege robot is indiscriminate in its attacks, generally attacking whichever PC seems to pose it the most danger at the time. If the PCs retreat, the siege robot doesn't follow unless expressly ordered by the kishalee.

Morale The robot fights until destroyed.

Treasure: One of the workbenches contains a mk 6 grenade scrambler (Armory 103).

C4. Computer Station

Most of this small room is taken up with a sprawling computer system consisting of several connected modules in portable cases. The largest screen shows an isomorphic map in glowing green.

The map on the computer screen is an accurate map of the fort with the function of each room labeled in Kishaleen; if no PC speaks that language, they can use the basic functions of the computer (see below) to translate the language with a successful DC 21 Computers check.

This tier 7 computer is a state-of-the-art battlefield computer system. It's used primarily to coordinate satellite information about battlefield conditions and to deploy forces efficiently. Any user can access the basic functions of displaying local maps, but a successful DC 41 Computers check is required to obtain deeper access. The computer has a rank 5 shock grid countermeasure installed.

If a PC can obtain deeper access to the computer, the displays show hopelessly garbled information. This appears to be some unique countermeasure, but in fact the simulation can't show this information because Vheiransch never accessed it. A PC looking at this gibberish can attempt a DC 42 Computers or Perception check. On a success, the PC gains a Lucidity Point as they suspect they have hit the limits of the VR program.

Treasure: An icequake-class zero knife (*Armory* 10) sits atop one of the monitors, forgotten by the kishalee commander when she was last here.

C5. Command Post (CR 19)

Each PC approaching this room can attempt a DC 35 Perception check to overhear the kishalee talking (in Kishaleen) about how other forts are failing across the planet, and how important it is to keep fighting here so that the kishalee can retreat safely. Some of the kishalee propose trading their prisoners (the PCs) for more time, but others insist that the sivv aren't likely to honor any such agreement.

This planning room has two folding tables in the middle and weapon racks along the edges. Each table has several flexible computer displays unrolled like scrolls across them, glowing softly. The southwest corner of the room contains a cylindrical alcove with a stubby rocket inside. A hatch in the rocket is open. A sturdy wooden door exits to the east.

This is the main forward planning area of the kishalee fort. The commander and her retinue are discussing the desperate situation on the planet and consulting the displays, which detail general battle strategies, several orders, and contingent sub-orders. These displays make it clear that the kishalee are in a losing position across the planet, and that this particular fort is a linchpin of the kishalee defenses; if it falls, several other outposts will quickly fall as well.

The rocket in the alcove is an emergency orbital evacuation ship. It is designed to hold up to three kishalee soldiers and equipment that mustn't fall into enemy hands, such as the battlefield computer system in area **C4**. When it became clear that evacuating would be disastrous for the kishalee forces on the planet, the commander sabotaged the rocket and made it clear to her troops that attempting to use it would be grounds for summary execution. The rocket cannot be repaired.

Creatures: The kishalee commander is a tall female who has dusted her round, bald head in striking silver chalk as traditional kishalee war paint. She has a stern demeanor and a forceful, clipped speech that brooks no dissent or disloyalty. A veteran of a hundred skirmishes on a dozen planets, she has come to terms with the fact that this position might be her last. The kishalee wardens that serve as her retinue consider themselves to be fortunate to learn from—and, if necessary, die alongside—such a legendary leader.

KISHALEE WARDENS (4) — CR 13

XP 25,600 each

HP 225 each; **RP** 5 each (page 15)

TACTICS

During Combat As with the kishalee in area **C3**, one pair fires from behind cover while the other pair enters melee. The kishalee in melee attempt to flank their foes when possible. One of the hunters uses their hunting party ability as soon as they can.

Morale The commander has made it clear to these wardens that their likelihood of surviving their current deployment is negligible. They therefore each fight tenaciously to the death.

KISHALEE COMMANDER — CR 17

XP 102,400

Female kishalee operative

LN Medium humanoid (kish)

Init +18; **Senses** blindsight (thermal) 60 ft., darkvision 90 ft., low-light vision; **Perception** +30

DEFENSE — **HP** 315

EAC 31; **KAC** 32

Fort +15; **Ref** +18; **Will** +20

Defensive Abilities evasion, uncanny agility; **Resistances** cold 15, fire 15

OFFENSE

Speed 60 ft.

Melee molecular rift dagger +27 (10d4+18 S)

Ranged zenith laser pistol +29 (8d4+17 F; critical burn 4d4)

Offensive Abilities debilitating trick, double debilitation, quad attack, trick attack +9d8

TACTICS

During Combat The kishalee commander remains mobile, using the terrain to make trick attacks against the most dangerous enemy on the battlefield. If she realizes there's a foe she can see that her wardens can't, she focuses on that foe while directing her wardens to focus their fire on the other enemies. If unable to move around effectively, she instead makes quad attacks to deal as much damage as possible.

Morale The kishalee commander understands that the kishalee forces on this planet will crumble if she allows her prisoners to escape and obtain reinforcements, and she therefore fights to the death.

STATISTICS

Str +1; **Dex** +11; **Con** +2; **Wis** +5; **Int** +8; **Cha** +0

Skills Acrobatics +35, Computers +30, Culture +39, Sense Motive +30, Survival +39

Languages Kishaleen, Sivvian

Other Abilities operative exploits (into the unknown, uncanny senses), specialization (explorer)

Gear d-suit V (*mk 3 thermal capacitor*), molecular rift dagger, zenith laser pistol with super-capacity battery (80 charges)

Development: The fort's exterior door can be opened from the inside, and stepping through it ends the simulation.

SIMULATION'S END

As the PCs exit the fort through the door in area **C5**, they meet a large group of heavily armed sivv soldiers who've come to rescue them. This contingent has captured several dozen kishalee and has them lined up within a nearby clearing, hands on their heads. As the PCs are evacuated in a military transport vessel, a PC who succeeds at a DC 42 Perception

check gains a Lucidity Point as they overhear a sivv officer saying "We're not going to imprison any of them any longer. You saw what they did to our soldiers. Kill nine out of every ten and let the survivors escape to spread fear."

The simulation then ends, no matter how many Lucidity Points the PCs have earned.

Seeing the Truth: A PC who gained 3 Lucidity Points steels themselves to bear sivv cruelties, gaining a +1 circumstance bonus to saving throws against effects created by creatures with the sivv subtype.

Glimpse Root Menu: The choices the PCs see on the root menu at the end of this simulation are "A Socially Appropriate Party" (**Simulation 2**), "Medical Miracles" (**Simulation 3**), "Exemplary Education" (**Simulation 4**), and "Exit." If the PCs have experienced all the other simulations, an additional choice—"Degenerator Rally" (**Simulation 6**)—is present. If the PCs don't choose, the first-listed option they haven't experienced already automatically begins. As before, selecting "Exit" changes that choice briefly to "Insufficient Conditioning for Exit." If the PCs choose a simulation that they've already experienced, the choice changes briefly to "Invalid Repetition."

Story Award: Award the PCs 76,800 XP for reaching the end of this simulation. If a PC gained 3 Lucidity Points, increase this award to 153,600 XP.

SIMULATION 6: DEGENERATOR RALLY

This simulation recounts Vheiransch's remote observation of the unveiling of the Stellar Degenerator from their research facility on the world that would become known as Jedarat. Unlike in other simulations, the PCs can't acquire Lucidity Points.

Thanks to the Sivv Dominion's advanced quantum communications, you and your underlings can watch the rally live from the research facility. The footage shows crowds of jubilant sivvs across Davvirex watching enormous holographic screens hovering by the titanic buildings of each city interspersed with shots of a massive conical starship over a dozen miles long. Constructed from spirals of stone atop a metal core, the ship's fore contains a dish-like device that crackles with destructive energy. "Behold!" cries a bombastic announcer. "The instrument of sivv dominance over not only the kishalee, but every other feeble species in the galaxy: the Stellar Degenerator!"

The feed returns to the crowds, all of whom erupt into raucous cheers at the pending victory.

A PC who succeeds at a DC 34 Perception check notices that the facility they are in bears similarities to the one they explored on Jedarat, only less aged by time. PCs who played through the Dead Suns Adventure Path recognize the Stellar Degenerator in the footage immediately.

After several speeches by key scientists and government functionaries, the rally winds to a close. Suddenly, confusion erupts as the feed shows several strange starships decloaking near the Stellar Degenerator, tiny in comparison to the superweapon. An announcer attempts to play down the situation, explaining that this is a desperate attack by kishalee agents and that they will surely be driven back by the might of sivv military.

No sooner is this spoken than the Stellar Degenerator appears to fold in on itself and disappear, along with the kishalee ships. No debris is left behind, only empty space. The announcer stammers that citizens should remain calm, but one of the researchers watching shouts, "They... took it! The kishalee will be unstoppable. What you feared most just occurred, Vheiransch. What do we do?"

A voice says, "What we must. We must make preparations to launch Ark Prime immediately."

The PCs realize that final voice came from the sivv bodies they are inhabiting. In the facility around them, engineers solemnly get to work, some of them berating bantrid slaves.

SIMULATION'S END

After the PCs witness the beginning of the downfall of the Sivv Dominion and Vheiransch's reaction, the simulation ends.

Glimpse Root Menu: The only options in the root menu at the end of this simulation are "Restart Simulations" and "Exit." Although the PCs can select "Restart Simulations" to go back to **Simulation 1**, "Exit" now allows them to escape and move to Part 2.

PART 2: RETURN TO REALITY

When the PCs awaken from the simulation, they are relieved to see and feel their real forms. They are wearing only their underclothes (none of their augmentations have been removed). They don't have any of their equipment, which has been hidden in the *quantum pad* (page 53) in area **D1**. PCs who have biological indicators of the passage of time, such as facial hair growth or internal chronometers, can tell they were likely within the simulation for several days.

As they push their way free of the fully immersive VR capsules (each the size of a large coffin but customized to fit all kinds of body shapes) in area **D1**, they feel surprisingly well rested, gaining the benefits of a full 8 hours of uninterrupted rest.

D. DETAINEE DECK

Even though *Ark Prime* was built primarily to save the sivv species, Vheiransch made sure to include facilities that could indoctrinate prisoners and new servitor races captured during the Sivv Dominion's rebirth. This section (which includes advanced technomagical virtual reality facilities) was used for that purpose, and during *Ark Prime*'s travels, it has accumulated a number of non-sivv inhabitants. Some of these inhabitants have been fully indoctrinated, but others have resisted and might become valuable allies to the PCs.

These areas have power and are illuminated with normal light shifted slightly into an unusual spectrum that tinges everything with a vivid blue. While this coloration doesn't have any game effect, it should alert the PCs that they are on a spaceship built for an alien race. Most corridors are very wide to accommodate larger prisoners as well as the sivv constructs that defend the VR Lab. Ceilings are 30 feet high throughout unless otherwise indicated. The doors are heavy security doors and haven't fared well due to long years without maintenance. Closed doors (as indicated on the map) are sealed shut but can be opened with a successful DC 42 Engineering check or by demolishing them (hardness 35, 600 Hit Points, break DC 55).

D1. VR LAB (CR 19)

When the PCs awaken, read or paraphrase the following.

The tops of coffin-like capsules spring open. The sensations of sivv tentacles linger for a few seconds like phantom limbs. The crashing sensations of a blaring klaxon and warning lights flashing in blue and purple fill the technology-filled room. Scrolling holographic letters flash the words "Indoctrination Failure" and "Liquidation Units Arriving Shortly."

The warnings are written in Sivvian, and as the PCs' grasp of that language begins to fade, they lose the ability to make sense of the characters, it is replaced by unknown symbols unless a PC has some way to understand it.

The PCs have only 1 minute (10 rounds) before the liquidation units arrive (see Creatures below) as they power down the force fields keeping the PCs in this room. The PCs' gear is stored in the *quantum pad* (see Treasure) under a counter in the southeast corner of the room; a few dangling tubes slightly obscure its location. A PC spots the item as a move action with a successful DC 43 Perception check (noting the similarities between the tubes hanging over the chamber and the vine-shrouded cabinet containing their gear in **Simulation 5**); the PCs automatically see the item at the beginning of the fourth round if they haven't found it yet.

This *quantum pad* has a slight defect. The first time a non-sivv touches it, all the items quantumly entangled with it immediately return to normal space at once, which should help the PCs recover their gear quickly. Depending on the type and item level of their suits of armor, the PCs might have time to don them before the end of the minute. Choose a piece of equipment from each PC that isn't entangled with the *quantum pad*—preferably something easy to drop or discard, but not something the PC needs for the upcoming fight. This lost equipment is in area **D2.**

The rest of the laboratory is designed for sivv use; the shelves are slightly higher than most Medium PCs might be used to, and the supply cabinets can be accessed only by shunting the front of them into rel-state.

The northern exit is blocked by opaque blue force fields. A PC who examines these realizes they might be able to deactivate or bypass them with some work, but that point is rendered moot when the sage-coffers arrive.

Creatures: One minute after the PCs awaken, two sivv sage-coffers arrive. These constructs resemble large metal sivvs with short, blunt tentacles. They deactivate the force fields from the hallway and enter from both sides of the room's interior wall.

SIVV SAGE-COFFERS (2) CR 17

XP 102,400 each

HP 315 each (page 60)

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D. DETAINEE DECK

1 SQUARE = 5 FEET

TACTICS

During Combat The sage-coffers first restrain the PCs with their rel-state snare ability. Scans have shown that the PCs' indoctrination has failed, so the sage-coffers ignore any attempts to parley other than to accept the PCs' unconditional surrender.

Morale These constructs understand the danger of creatures running loose on the ship without being properly indoctrinated, so they fight until destroyed.

Treasure: The lab doesn't contain much of value, but the PCs can take the *quantum pad* with them. After its initial malfunction, it operates correctly. A PC who identifies the item with a successful DC 45 Engineering or Mysticism check also learns about its rare defect and that it has self-corrected.

D2. Prisoner Restraints (CR 18)

A wide hall extends east and west. An alcove contains a few large crates and several dangling chains with manacles in a variety of sizes and configurations. There is a computer panel to one side of the alcove.

Prisoners are held here while the VR lab is prepared for them. The restraints, which are controlled by the computer panel, are automated and connected to grooved tracks in the ceiling. A PC who succeeds at a DC 38 Computers check realizes what the panel does as soon as they see it. A PC adjacent to the panel can attempt a DC 41 Computers check as a standard action to cause the restraints to bind a single creature anywhere in area **D2** or in the halls 20 feet in either direction from the room. With a successful check, the target is entangled (Acrobatics DC 32 or Strength DC 25 to escape) but can still move by dragging the restraints along the track. Up to eight Medium or smaller targets can be entangled by the restraints at a time; a Large creature counts as two targets, and a Huge creature counts as four targets.

Any of the PCs' equipment that wasn't entangled with the *quantum pad* in area **D1** was discarded here when the PCs were being detained.

Creatures: Three indoctrinated moon giants, loyal to the sivvs, heard the movement of the sage-coffers—which they hadn't heard move in many months—and decided to investigate. They arrived here from area **D7** after the sage-coffers entered the VR lab, and waited to see what was going on. They discovered the PCs' gear and are looking through it when the PCs emerge from the VR lab. The giants realize these strangers must have defeated the sivv constructs and are therefore enemies. The giants don't know what the computer panel is for.

INDOCTRINATED MOON GIANTS (3) CR 15

XP 51,200 each

LE moon giants (*Alien Archive 2* 62)

HP 330 (plus 15 temporary HP) each

TACTICS

Before Combat These moon giants have their waxing lunar auras active.

During Combat The giants attack the PCs as best they can, although their options are limited in the cramped space of this room and the adjacent hall. They rely on their slam attacks, although they eagerly try to crush Small or smaller foes if possible. The moon giants don't initially shift their lunar auras from waxing to waning, as they don't want to inadvertently cause their allies to fall asleep, but if the PCs eliminate two moon giants, the last of them switches their aura to waning.

Morale Loyal to the sivvs, the giants fight to the death.

Development: When combat against the indoctrinated moon giants is winding down, another moon giant approaches from the hallway to the west. Unlike the others, this moon giant, whose name is Kezmir, wasn't indoctrinated by the sivvs; she's a member of a rival faction of giants who live in area **D3**. Kezmir doesn't fight the PCs, and she might even hurl debris at a wounded giant to show she's an ally. When the combat is over, Kezmir addresses the PCs.

"Wait! You have seen the truths in the vision machines but kept your own minds. As have I. My name is Kezmir, and we could be allies. Years ago, my clan of wanderers and seers, called the Crescent Diviners, found this starship and made the tragic decision to explore it. We were captured and underwent the horrible visions of the ship's creators. The experience split our clan in two—those who obey the Tentacled Ones and those who do not. We still follow our sacred ways as best we can. Our two sides have been fighting ever since, although both sides have fortified their camps so much that skirmishes are now rare. Will you come with me to my camp? It is not safe here, in this hall contested by both sides and where the Tentacled Ones walk."

Kezmir asks the PCs to accompany her to the Crescent Diviners camp (area **D3**), as she's nervous being by herself. She assures the PCs that it isn't far. A PC who succeeds at a DC 35 Sense Motive check can tell that Kezmir is being honest.

D3. Crescent Diviners Camp

Several heavy storage crates are tightly packed into the entry to this room, making it appear as though the room is completely filled. This is a ruse the Crescent Diviners use to protect their camp. If Kezmir is accompanying the PCs, she moves a few crates aside with deliberate effort, passes through with the PCs, and puts the crates back carefully.

Astronomical symbols and grooves representing celestial paths have been carved into the walls, floor, and ceiling of this large room. An alcove to one side contains several enormous hammocks strung atop each other from floor to ceiling.

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The Crescent Diviners were once a group of wandering moon giants who were captured by *Ark Prime*. Some of them escaped indoctrination and now make their home here. This room was once a chemical laboratory, and it contains a wall panel that dispenses simple chemical compounds (such as water and nutritious but flavorless paste) and flushes away waste. The giants don't have much interest in the experiments that were once performed here.

Creatures: Four moon giants live here: Arrog, Jurvir, Kezmir, and Trothdyr; it's cramped for creatures of their size, but they have made it work as best they can. The giants make decisions communally and consider none to be higher ranked than the others. They speak slowly and carefully in archaic-sounding phrases (for example, they call the sivv sage-coffers the "Tentacled Ones" and call the VR Lab the "vision machines"), and they are all masters of deep mystical lore and astrophysical insights. All of them badly miss their former life of traveling the cosmos to study astronomical events and want to leave *Ark Prime*; the giants are sad but courteous. They provide the PCs with food and water, and offer a safe place to stay for as long as they'd like. They show interest in hearing the PCs' past exploits and the events that brought them here, and they like sharing stories of their own long lives. The pace of the giants' long lives is as leisurely as the orbit of a far-off moon, and the PCs might get a little impatient with them.

INDOCTRINATED MOON GIANT

The giants eventually bring up a favor they would like from the PCs. They have been working their complex astronomical charts from memory, and they know a cosmological conjunction is coming up that will allow them to escape *Ark Prime* with their magic, but their divinations have lacked precision as to when it is and what they need to do. They need star charts that their former leader, Xiello, carried with him. Unfortunately, Xiello is among those giants who turned against the clan's teachings to instead follow the Tentacled Ones.

The giants ask the PCs to venture into the area claimed by the enemy moon giants, defeat Xiello, and recover the star charts. They lack the strength to do so, and the PCs have proven their might against both the Tentacled Ones and the evil moon giants. They'd prefer the PCs not kill any other moon giants, but they understand that their former allies' minds have been subverted and that death might be preferable to set their spirits free to roam the cosmos. They know that there are at least four other moon giants who follow Xiello, who himself isn't a moon giant; he's a more powerful type of giant with power over the forces of life and death called an eclipse giant. They can describe the medical bay and the gathering room in vague detail, but they have not ventured beyond those rooms.

Even though the moon giants very rarely leave their chamber, their divinations have shown them much about the surrounding area. They know that to the southeast is a large area overgrown with fungus; Kezmir suggests that there might be a back way to reach Xiello through this area, but Trothdyr insists that door has been rendered impassable. The moon giants also tell the PCs of the museum and its relics to the northeast, through which is a transit station that leads to other parts of *Ark Prime*. Kezmir pleads for the PCs to help them before leaving the deck.

The moon giants are vaguely familiar with the deck's other inhabitants. They have struggled against the metal Tentacled Ones that tend to the vision machines and work to recapture escaped prisoners but have managed to drive them away from this chamber. When living Tentacled Ones appear, the giants hide, and have thus far avoided notice. The Crescent Diviners also know that the ship is run by a dangerous AI that serves as the mastermind of the Tentacled Ones. They admit to knowing quite a bit more about this AI, but they won't share anything else until the PCs recover the star charts from Xiello.

Development: Once the PCs return from area **D8** with the star charts, the moon giants are much more forthcoming about what they know. They learned that long ago, a Tentacled One named Vheiransch put their soul into the ship's AI, but that AI has become corrupted. Rebooting the AI might purge this corruption, although Vheiransch's soul is likely to resist with all the power it can muster. Furthermore, rebooting the AI is not a simple matter. The AI core is at the far end of the transit shaft, more than a day away, and rebooting it takes four codes that the moon giants don't have. These codes are likely somewhere within the core, but the giants don't know where. Most problematic is the fact that the AI doesn't exist in the Material Plane; it functions in some kind of quantum state and must be called forth before it can be affected at all. The giants are apologetic that they do not know more, but they are certain that the PCs will be able to uncover the missing information at the AI core.

Treasure: In addition to useful information, the moon giants reward victorious PCs with a rune-scribed moonstone that functions as a *mk 2 spell reflector* armor upgrade.

Story Award: Award the PCs 153,600 XP for learning information about Vheiransch from the moon giants.

D4. Medical Bay

The aqua-colored ceiling of this square room emits an intense ambient light. Metal operating tables, contoured examination tables, and chairs in a variety of sizes and heights clutter the room, most of them crammed haphazardly against each other. Among this jumble are small tables and wheeled poles containing computers and other medical paraphernalia. Cabinets with vibrant blue doors and no apparent handles line the walls. Several large crates partially block one opening, while the opening across from it is clear.

This medical bay hasn't been used for its intended purpose for a long time; the sivv sage-coffers prefer to simply dispose of creatures that are ill or that aren't taking to the VR indoctrination by dumping them in the liquidation vats in area **D6.**

The tables, chairs, and other equipment are all mounted on casters, but the passage of time has made them stiff. A PC interacting with any of the computers who succeeds at a DC 30 Computers check can trigger holographic tutorial videos (in Sivvian) for surgeries and other procedures on a wide variety of species. While some are clearly curative and benign, others involve radical manipulation, such as lobotomies and amputations. There are also vast libraries of medical charts, but the last entries were from centuries ago.

When a creature touches a cabinet door, glowing Sivvian symbols appear on it, indicating the contents. Like the cabinets in area **D1**, these are meant to be opened by forcing the fronts into rel-state, but a PC can disable this function with a successful DC 34 Engineering check on each one. However, doing so makes each cabinet open at an unpredictable angle, with some flying up like an awning, some pulling out like a hinged drawer, and others opening to the right or left. The supplies inside are in equally unpredictable condition, with some good as new and others so decayed with age or neglect as to be useless.

Several subtle nozzles protrude from the ceiling. These nozzles are rusted over and inoperable, but they once sprayed out the same breathable fluid that fills sivv medical facilities (such as the Argent Pearl Medical Center in **Simulation 3**). A PC who succeeds at a DC 30 Engineering or Medicine check surmises the purpose of the nozzles.

The indoctrinated moon giants have used large crates, like those that block passage into area **D3**, to barricade the passage leading to area **D5**. The crates are more haphazardly positioned here than in the passage to area **D3** because the sage-coffers push them aside to get past and don't bother to put them back. Medium or smaller creatures can move through the blockage without difficulty, while larger creatures must squeeze.

Treasure: If the PCs look through all the cabinets, they find four *life fluid hypopens* (page 53).

D5. Gathering Hall (CR 19)

This broad, rectangular room is awash in mangled debris. Chunks of plastic and metal that may have once been furniture lie in piles throughout the room, entangled with an occasional remnant of foam or fabric. Sections of the walls are dented, as if from mighty impacts. Undamaged sections of the wall present holographic murals of swamps filled with dense trees, thick vines, and towering ferns. All this fauna is red as a result of the deeply indigo lighting from intermittent wall sconces, shaped like torches. A roughly textured floor, also red, is visible beneath the debris.

This room saw the most frequent clashes between the two factions of moon giants, before the indoctrinated moon giants established the barricade between this room and area **D4**. These fights generally involved smashing blows between oversized creatures, and the room is the worse for it.

Chunks of debris are the remnants of furnishings that once provided a pleasant gathering space for creatures who succumbed to the sivv indoctrination. The murals show some

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CODEX OF WORLDS

of the wilder spaces of Davvirex, the sivv home world, which subjects likely recognize and feel comfortable with from the simulations.

Trap: Once the indoctrinated moon giants secured this room, Xiello established a magical trap to trigger in the presence of anyone who isn't part of his cabal. When any intruder crosses the midpoint of the room, a brilliant flash of red streaks across the room's center and splits to reveal a horizontal vortex of light that swirls like a yawning black hole. This dramatic trap is a magical effect rather than an actual black hole, but it's no less dangerous. A PC who succeeds at a DC 26 Will save realizes the trap isn't real and isn't affected by it. Other creatures in the area are subjected to a plasma pulse as an initial effect and an inexorable gravitational pull as a secondary effect. This secondary effect is a reposition attempt compared to each affected target's KAC + 8. If the reposition is successful, that creature is pulled 5 feet toward the illusory black hole, plus 5 additional feet for every 5 by which the combat maneuver result exceeds the creature's KAC + 8. A target pulled into the magical black hole itself suffers significant crushing damage.

MAGICAL BLACK HOLE TRAP **CR 19**

XP 204,800

Type magical; **Perception** DC 48; **Disable** Athletics DC 46 (push through magical effect to disrupt it) or Mysticism DC 43 (dispel the magic)

Trigger location; **Reset** 1 hour

Initial Effect burst of plasma (16d12 E&F); Will DC 26 negates; multiple targets (all targets in area **D5**); **Secondary Effect** reposition +39; target takes an additional 12d12 bludgeoning damage if it reaches the black hole at trap's center; multiple targets (all targets within 20 feet of the black hole)

D6. Liquidation Vats (CR 19)

An acrid, sulfurous stench seeps from this vaulted rectangular room. Eons of exposure to caustic chemicals have worn the walls to a smooth glossy shine. Six massive, dingy white vats of various shapes and sizes occupy most of the floor space, their wide walls rising about four feet high. The phosphorescent, nauseatingly bright-green liquid in the vats is the source of the stench.

Subjects that resisted the indoctrination process were disposed of in these chemical liquidation vats. The vats originally had different chemical compounds in them for maximum efficiency of disposal. Other waste (and the occasional unruly subordinate) were also dropped in the vats. Over the millennia, the solutions have all deteriorated. While some can still dissolve organic material, they do so less efficiently than before. Other solutions now lack any potency at all and merely stink. A successful DC 20 Physical Science check distinguishes the various traits of the liquids.

Hazard: The northernmost pit contains concentrated acid that deals 2d6 acid damage per round of exposure. The pool of acid is 2 feet deep, but total immersion deals 20d6 acid damage per round. As the high edge of the vat prevents anyone from falling in easily, the PCs are unlikely to be accidentally harmed by this acid.

Creature: A mean-spirited solar wisp whom Xiello befriended long ago accompanied the giants into *Ark Prime*. As soon as the PCs enter this room, the solar wisp emerges from a vat of sodium chloride in which it's been soaking. It's smart enough to identify anything smaller than a sivv sage-coffer as an intruder, and it immediately attacks.

MATURE SOLAR WISP **CR 19**

XP 204,800

HP 400 (*Alien Archive 2* 116)

TACTICS

During Combat The wisp uses its solar ray as frequently as possible, darting out of range if foes get too close. If at least three enemies are clustered together, it uses its conflagration ability to immolate them.

Morale The solar wisp hasn't lost a fight in its millennia of existence, so it fights until destroyed simply because it doesn't know when to quit.

Treasure: The liquid in the southernmost vat has evaporated, leaving a thin, vaporous film that functions as five doses of *haeshi-shaa serum* (*Alien Archive 2* 71), identifiable with a successful DC 30 Mysticism or Physical Science check. The characters can easily recover the film into vials or similar jars from their own equipment or from the medical bay (area **D4**).

D7. Meditation Chamber (CR 18)

Thick, opaque curtains hang in two exits from this room, while solid bulkhead doors block a third opening. In broad, inky strokes, the curtains depict a savanna at night, with swirling stars hanging much lower than expected. The ceiling of the spacious room continues this theme, painted with a midnight-blue sky dotted with spherical celestial bodies that are painted with exceptional realism. The ersatz stars glow, illuminating the constellation-themed mandalas on the floor.

These curtains, made of heavy plastic, were originally from the medical bay, but the indoctrinated moon giants repurposed and decorated them. Large and larger creatures can easily push past the heavy plastic, but other creatures treat movement through the sheeting as difficult terrain.

There is little indication of what this room was before becoming the indoctrinated moon giants' resting place and meditation chamber—the moon giants have thoroughly stripped and redecorated it—but it was once a maintenance area where the indoctrination capsules were serviced. The light illuminating the stars comes from the same ambient

lighting as in the earlier rooms, here covered with paint to create the effect of glowing stars. A successful DC 25 Physical Science check reveals that these constellations are accurate representations of rare and complex celestial conjunctions.

Creatures: Three moon giants meditate here; they rise to their feet as soon as they realize the PCs are present. They are suspicious of the PCs but don't attack immediately, allowing the PCs a few moments to speak. The PCs might attempt to convince the giants that they are allies, but this deception is difficult, as the giants use their *discern lies* and *mind probe* spell-like abilities. These giants don't have the star charts that Kezmir and her allies need, although they know Xiello has them. At best, the PCs can convince these giants to take them to see Xiello, but this may simply delay combat and lead to a particularly difficult fight in the throne room. More than likely, the moon giants immediately recognize the PCs as enemies of the Sivv Dominion and start a fight.

INDOCTRINATED MOON GIANTS (3) CR 15

XP 51,200 each

LE moon giants (*Alien Archive 2* 62)

HP 330 each

TACTICS

Before Combat The moon giants each have their waning lunar auras active to provide for more relaxing meditation. The giants have all saved against one another's auras, so they don't affect each other. Their soporific auras might still affect PCs who enter this room.

During Combat One giant casts *call cosmos* in the first round of combat to affect as many foes as possible. The others follow suit in subsequent rounds. They all hurl debris from around the room as long as they can stay out of melee reach, but rely on their slam attacks if forced into melee.

Morale Loyal to the sivv cause, the giants fight to the death.

Treasure: The giants' belongings include nine large moonstones carved with celestial symbols worth 11,000 credits each.

D8. Throne Room (CR 19)

This long, narrow room is illuminated by bright depictions of celestial bodies painted on the ceiling, resembling moons and comets that seem menacingly close. Piles of debris are pushed against the sides of the room and coated with stripes of black paint to resemble a night-time savanna. At the far end, the debris forms a sort of throne with improvised risers leading up to a sizable makeshift chair. A stream of light from a large moon falls directly across the throne, as though to highlight the importance of its occupant.

Close examination of the debris here reveals that this is a space where the indoctrination capsules were once constructed. As in the meditation chamber, the light illuminating the stars comes from the ambient ceiling lighting, but here the lighting has been magically enhanced to intensify the glow. The constellations and celestial configurations on the ceiling prioritize both naturally occurring eclipses and worlds that the Sivv Dominion destroyed—an eclipse of a weaker culture by a stronger one.

Creature: Xiello is an eclipse giant who previously led the Crescent Diviners due to his advanced age and deep experience with the cosmos. Although small and stooped for an eclipse giant, Xiello nevertheless towers over the moon giants who follow him. Xiello was, unfortunately, the first of the clan to fall to the sivv indoctrination, and his guidance led directly to so many of the other moon giants ascribing to the sivv teachings as well. These teachings have perverted Xiello's formerly benign personality; he now believes that the mighty have an obligation to subjugate the weak, just as the Sivv Dominion did, and it is therefore his right to dominate the moon giants. He's become an egotistical bully who expects his orders to be obeyed without question, lest he unleash withering necromantic energies to teach his followers a lesson. As a result, the moon giants don't like spending time with Xiello, and he's become even more peevish in his solitude.

Xiello carefully stacked the debris in this room to form his throne, and he altered the light to shine directly upon him while he sits in it. He is therefore reluctant to leave his throne, even in a fight, instead hurling nearby chunks of debris at foes.

The PCs might approach Xiello with diplomatic intentions, and he's glad to opine about his personal superiority and the superiority of the Sivv Dominion in extinguishing their enemies; he'll even point out the artistically rendered eclipses painted on the ceiling. Xiello becomes enraged when anyone mentions the star charts and refuses to give them up. He believes that controlling this knowledge is his right and allowing weaker creatures to even glimpse them is an insult to his authority.

XIELLO **CR 19**

XP 204,800

NE male eclipse giant (page 58)

HP 415

TACTICS

During Combat Xiello enjoys inspiring both awe and terror in his foes, using *snuff life* and *star storm* with abandon.

Morale Xiello's ego won't allow him to surrender to smaller beings, so he fights until slain.

Development: The Crescent Diviners' star charts are in a secret compartment in Xiello's throne. A PC can discover this hidden container with a successful DC 38 Perception check. The star charts consist of two sheets of flexible hybrid electronic paper, each rolled into a tight tube. The charts show the regions of space explored by the Crescent Diviners. While the PCs can scroll through the charts, only the moon giants can alter, delete, or add to the information presented. A PC who succeeds at a DC 40 Mysticism check while examining the charts can tell the Crescent Diviners were telling the truth about their importance.

D9. Coffer Corps

This small chamber has a bank of computers on one wall. Two large, empty housing mechanisms, each containing several cables and tubes, fill the wall opposite the room's only doorway.

This chamber houses the sivv sage-coffers when they aren't needed to handle problems in the VR lab. The two housing mechanisms are docking bays. PCs investigating this area realize that the constructs they faced in the VR lab normally rested here.

The computers provide a status update of the sage-coffers and links their information to hundreds of other sage-coffers throughout *Ark Prime*. These terminals can't be used to interact with other sage-coffers. On a successful DC 43 Computers check, a PC interacting with these computers—and who can understand Sivvian—learns that sage-coffers are animated by the spirits of noteworthy sivv scholars or philosophers who died millennia ago but had their intelligences preserved. This check also notes that living sivvs of any station technically outrank a sivv sage-coffer. Although the crew of *Ark Prime* hasn't been active for millions of years, thousands of sivvs are held in stasis and can be reactivated in an emergency.

The storage containers near the computers are empty; they once contained specialized nutrients to keep the sage-coffers constantly active. The constructs had to spend long periods recharging here when the nutrients ran out.

D10. Charred Room

This room is little more than a widening in the passageways between two doorways. It contains several bits of blackened scrap metal, and its walls and floor look like they have been caught in an intense fire.

The solar wisp in area **D6** wasn't successfully indoctrinated on the first try; it escaped the VR lab and fled here, where the sivv sage-coffers eventually contained it and returned it to a second successful indoctrination. The evidence of the battle remains in the scorched room.

Treasure: The bits of blackened scrap were once containers that have been wholly destroyed. Mixed among the scrap is a piece the solar wisp shed during the fight to contain it (and since ignored by the deck's other inhabitants). This *true photino crystal* (*Alien Archive 2* 117) can be discovered with a successful DC 35 Perception check.

D11. Hardshell Storage (CR 18)

Vines, mushrooms, and puffy blue fungi cover the walls and floor of this room. The fungi are concentrated at the end of the room opposite two open doorways. There, two large rounded machines with claws are nearly obscured by colorful growths.

The machines concealed by the fungus are *thrall hardshells* (see the sidebar on page 28), crab-like suits of powered armor that were meant to be granted only to the most loyal of indoctrinated detainees. They've been charging in their wall sockets for eons. The fungal growths are the result of the frujai colony in the adjacent cargo bay; over many years, the colony has produced innumerable frujai soldiers, which have died and decayed here, making a rich bed for other fungi to grow.

Creatures: Concerned by the skirmishes between the sects of moon giants, the frujai colony in the cargo bay annexed this chamber as a guard post. Powerful frujai soldiers are regularly stationed here. One soldier managed to open one of the *thrall hardshells*. The powered armor sealed the soldier in, and it has subsisted on the suit's internal gel. It's now grown so that its filaments have merged with the powered armor, making it a significantly more dangerous creature. It doesn't initially move when the PCs arrive, waiting to see whether the other two frujai soldiers can drive the intruders away. But once combat begins, it lunges forward to aid its weaker kin.

ADVANCED FRUJAI SOLDIERS (2) — CR 14

XP 38,400 each

Variant frujai soldier (*Alien Archive* 53)

N Large plant

Init +4; **Senses** low-light vision; **Perception** +25

DEFENSE — **HP** 255

EAC 28; **KAC** 30

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

Defensive Abilities absolute gravity; **Immunities** plant immunities

OFFENSE

Speed 30 ft.

Melee slam +27 (8d6+22 B)

Ranged gravity anchor +24 (3d12+14 force plus reposition or trip)

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

Offensive Abilities colony guard

TACTICS

During Combat One frujai soldier uses its gravity anchor to reposition the PC who is closest to the entrance to the cargo bay, moving them further away. The other attacks with their slam. As they attack, the frujais telepathically shout, "No! Go back! No!" at their foes.

Morale The advanced frujai soldiers fight until destroyed. They pursue foes who flee south, but not those who escape through the northern exit.

STATISTICS

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

Skills Intimidate +30, Stealth +25, Survival +25

Languages Frujai; telepathy 100 ft.

ARMORED FRUJAI — CR 16

XP 76,800

Variant frujai soldier (*Alien Archive* 53)

N Large plant

Init +3; **Senses** low-light vision; **Perception** +29

DEFENSE — **HP** 310

EAC 30; **KAC** 33

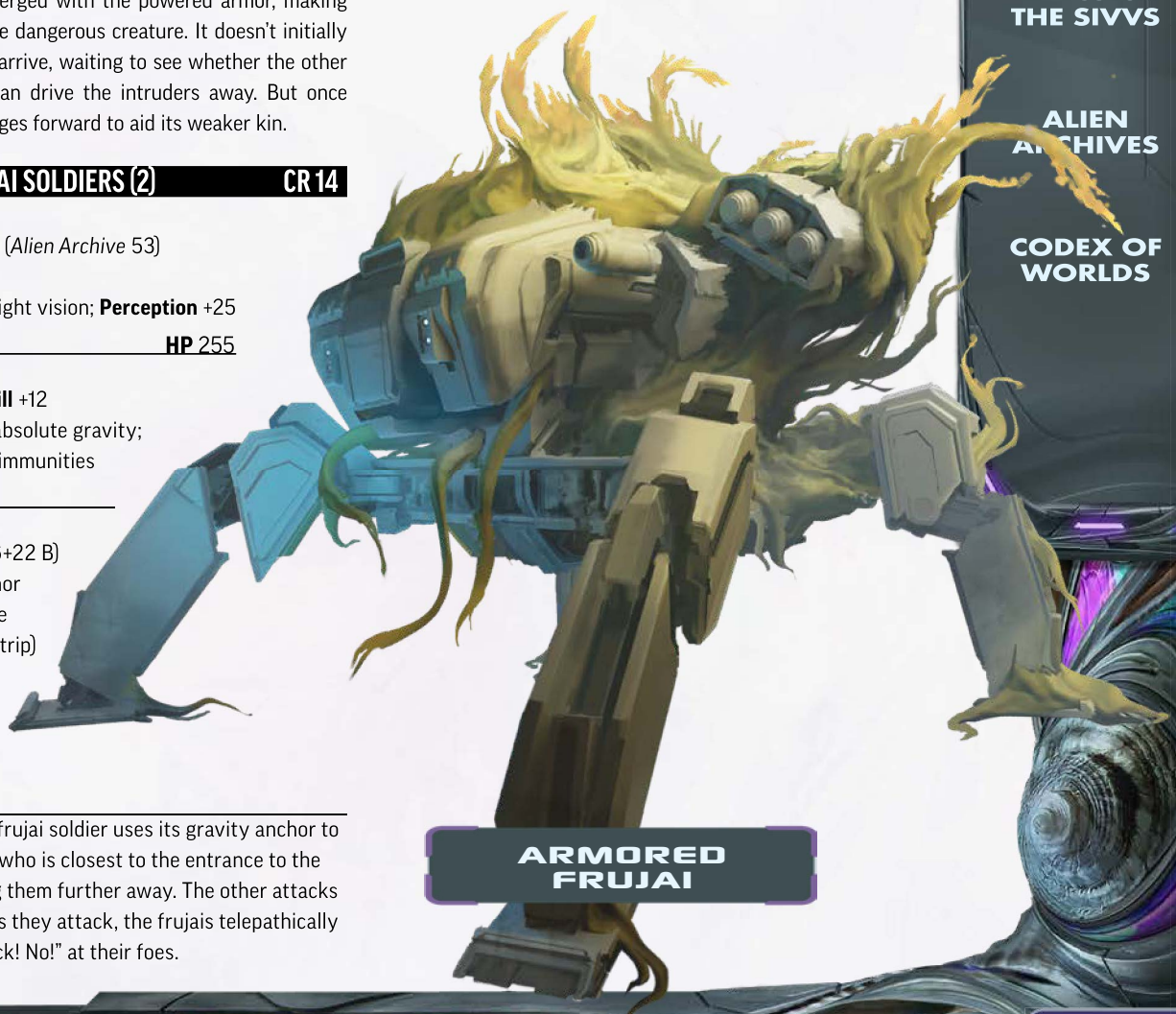
Fort +20; **Ref** +18; **Will** +14

Defensive Abilities absolute gravity; **DR** 10/magic; **Immunities** falling damage, plant immunities

OFFENSE

Speed 30 ft. (25 ft. in armor)

Melee slam +30 (6d10+26 B)



ARMORED FRUJAI

THRALL HARDSHELL

Though sivvs rarely care for the safety and well-being of their servitor species, they know that it takes good weapons to win wars. When the Sivv Dominion needed to throw disposable soldiers at enemy front lines, it granted the use of this powered armor to only the most loyal of slaves. The internal servo mechanisms that impart phenomenal strength are supplemented by an internal gel that doesn't transmit shear or impact forces. The aerated gel also allows operators of nearly any shape to fit inside.

THRALL HARDSHELL (HYBRID) LEVEL 19

Price 615,500
EAC Bonus +25; **KAC Bonus** +28
Max Dex Bonus +3; **Armor Check Penalty** –4; **Speed** 25 ft.
Strength 30 (+10); **Damage** 4d8 B
Weapon Slots 4; **Upgrade Slots** 4
Capacity 20; **Usage** 1/hour
Size Huge (10-ft. reach); **Bulk** 50
This powered armor is shaped like a hemisphere with four sturdy legs and two blunt gripping claws. Its interior is filled primarily with a gel that accommodates any Large or smaller creature and resists impact damage. While wearing a *thrall hardshell*, you gain DR 10/magic and take no damage from falls of any height.

Ranged gravity anchor +27 (7d6+16 force plus reposition or trip)
Space 10 ft. (15 ft. in armor); **Reach** 10 ft.
Offensive Abilities colony guard

TACTICS

During Combat The armored frujai first activates its orange force field. It then strides forward, making a gravity anchor attack if it can't reach any enemies by moving, but it fights in melee combat thereafter.
Morale The frujai soldier fights until destroyed. It doesn't pursue foes who flee north.

STATISTICS

Str +10; **Dex** +3; **Con** +7; **Int** –1; **Wis** +2; **Cha** +2
Skills Intimidate +33, Stealth +28, Survival +28
Languages Frujai; telepathy 100 ft.
Gear *thrall hardshell* (orange force field)

Treasure: The empty *thrall hardshell* is charged and ready to be used. The powered armor that's been occupied by the curious frujai can't be operated by any other creature, though, as its interior controls have been fully pervaded with plant matter. Despite this, its orange force field upgrade can be removed with a successful DC 35 Engineering check.

D12. Combat Staging Area (CR 19)

This cavernous chamber has been wholly overgrown by sheets of thick, ropy fungus and vines. The fungi grow in whorls and circular patterns that seem strangely calming. Metal shipping containers float lazily through large circles above the whirling patterns in the fungus.

The ceiling here is 70 feet high. The eastern wall contains the largest double door on the detainee deck. Opening this bay door is just as difficult as opening any of the other closed doors (page 19), and it leads to a long shaft that eventually reaches *Ark Prime*'s exterior hull, but those final doors are impassible, locked down by Vheiransch until they know the PCs have been contained. This area was planned to be a staging ground for when indoctrinated captors needed to be sent from the vessel to protect it or to conquer a world. The many crates stored weapons and other equipment used to outfit these soldiers.

As with area **D11**, the fungus here grows from the remains of frujai soldiers over many years. Unlike the wild fungus in that room, however, this fungus is carefully tended and sculpted by the frujai colony that lives here.

Creatures: A frujai colony has been lairing in this room for decades. It was captured by *Ark Prime* when it was a mere drone but escaped indoctrination conditioning. Shortly after, it discovered a cracked pipe in the ceiling though which a nutrient-rich paste flowed. It has since grown into an entire colony. The frujai colony doesn't remember any life other than the easy one it has here, and it considers the staging area and the hardshell storage room to be its inviolate domain. It occasionally ejects frujai soldiers out of idle interest, not for any need to hunt for sustenance.

The frujai assumes it's inevitable that someone will try to root it out, and it assumes the PCs are here to exterminate it. It doesn't engage in conversation or negotiations, but attacks as soon as the PCs enter, rising from what appeared to be a heap of inanimate fungus.

FRUJAI COLONY CR 19

XP 204,800
HP 420 (*Alien Archive* 52)

TACTICS

During Combat The frujai colony first unleashes a gravity wave, then creates a gravity field to try to keep intruders that can't fly oscillating in midair.
Morale The frujai colony surrenders if reduced to fewer than 60 Hit Points, sulkily insisting that it only wants to be left alone.

Development: If the frujai colony surrenders, the PCs can question it. It is a petulant conversationalist and tries to respond to questions using one-word answers when possible. It allows the PCs to take what they'd like from the crates and be on their way, but it has little information of use. If the PCs

express interest in getting through the doors leading to area **D8**, the colony knows of an emergency latch on this side to open the door. Activating the latch causes the door to Xiello's chambers to open, likely surprising the giant.

Treasure: Most of the crates have been highly damaged from being hurled about by the frujai colony, their contents broken to bits. However, a PC who searches through the debris for 20 minutes and succeeds at DC 35 Perception check finds a *rel-state contingency* armor upgrade (page 50). The frujai colony offers it to the PCs after it surrenders, if it thinks doing so will encourage the PCs to leave it alone.

D13. Gallery (CR 19)

This room is a museum, with computer displays along the walls and low tables bearing several items on display. Many recall the items in the simulations, such as a miniature replica of the swamp park, kishalee war trophies, and education programming materials. One of these tables has been knocked on its side and is jammed into an open doorway, all but blocking it.

This museum was designed to impress upon indoctrinated creatures that the simulations presented facts, although the displays and the simulations present a distinctly sivv perspective. The information here expands upon the events of the simulations and upon the Sivv Dominion in general, and it's all presented in Sivvian. These displays describe Davvirex, Lathlath, Kishnathar, Crensko, and other worlds involved in the conflicts and conquests of the dominion over many generations, but without any specifics as to their locations. Artifacts plainly usable by bantrids, crenskitches, and other servitor races are accompanied by paternalistic or outright racist descriptive text in Sivvian, presenting the cultural artifacts as being of "primitive," "savage," or "unenlightened" people.

Two displays contain what appear to be tall, thin wooden statues of some humanoid species. The accompanying descriptions are riddled with noticeable blanks, and a PC who succeeds at a DC 30 Culture or Mysticism check recognizes such omissions as being similar to other results of the Gap. In truth, they are the preserved corpses of two powerful creatures *Ark Prime* encountered on its eons-long travels, and they have become restless since the vessel's attacks on the Pact Worlds (see Creatures).

The overturned table is due to the rampage from the awoken aqlath from area **D14**. It's easy to push aside.

Creatures: These nameless beings are part of a vanished species of arboreal people in constant contact with the Green Faith. They sensed the possible destruction inherent in *Ark Prime* and the return of the Sivv Dominion and attempted to destroy the vessel. They failed, and Vheiransch took two of their bodies as trophies, preserving them as a silent warning to the indoctrinated.

In the past few days, as *Ark Prime* attacked the people of the Pact Worlds, the spirits of these creatures were torn from their final reward to enact vengeance as incorporeal phantoms known as genesis wraiths. The enraged wraiths cannot remember their own people and assume anyone on board *Ark Prime* is allied with sivvs. They attack if any PC touches one of their bodies or examines their bodies using any kind of technology. The wraiths cry out for justice and demand to have their memories restored. No amount of diplomacy can sway them from their wrath.

The genesis wraiths also appear if they see a sivv. If the PCs face the sivv warmasters in area **D14** and retreat to this room, the wraiths focus their attacks on the sivvs. This allegiance is only accidental and temporary; once the sivvs are defeated, the wraiths turn on the PCs.

GENESIS WRAITHS (2) CR 17

XP 102,400 each

HP 310 each (page 57)

TACTICS

During Combat After emerging, the wraiths conjure walls of thorns to block of the entrances to this room. One causes branches to erupt from nearby displays, while the other closes into melee combat with the nearest PC.

Morale Angered beyond reason, the genesis wraiths fight until destroyed

Treasure: One of the artifacts on display is a *mk 3 tiara of translocation*.

D14. Broken Display (CR 19)

Additional museum exhibits line the walls of this room. In the room's center, surrounded by transparent shards of plastic, is a large display dais only a few inches high. The amount of debris is indicative of something large having been displayed here.

Since the PCs' escape from the VR simulations, Vheiransch has put the detainee deck on lockdown. The only exit from the deck (the northern double door) is sealed.

The display case used to hold an aqlath war-leader named Kalthlo, who had been held in stasis as part of a museum display for an uncountable number of years. As the PCs fought against the indoctrination in the VR lab, they initiated a power surge that caused her stasis unit to fail. The awakened Kalthlo broke the plastic case from the inside. When she realized she was on a sivv ship, her confusion crystallized into hatred, and she hurled some of the furniture around. She left through the then-open transit tunnels to the north to find sivvs to kill, and the PCs likely catch up with her in Part 3.

The case's info screen was damaged by Kalthlo's escape, but the PCs might still make out a few details in Sivvian. The screen identifies the captive as a vanquished aqlath war-leader named Kalthlo held in stasis so that all who are loyal

to the Sivv Dominion can observe the "so-called greatest" member of an "obviously inferior race."

A PC who succeeds at a DC 28 Survival check finds spatters of blood on the floor that lead from the display to the doors leading north. They can surmise that whatever was in the case injured itself when it broke free.

Creatures: Vheiransch hasn't been idle while the PCs have been exploring the detainee deck. They roused two powerful sivvs from their own stasis deeper in the ship. Several now protect the AI core, but Vheiransch sent two of them here to find and eliminate the PCs. They step through the northern doors (which shut behind them) as the PCs enter the room. These are the first living sivvs that the PCs—or anyone in the Pact Worlds—have ever seen, and the PCs immediately recognize what they are.

SIVV WARMASTERS (2) CR 17

XP 102,400 each

HP 340 each (page 61)

TACTICS

During Combat The warmasters coordinate their attacks, hurling grenades to soften up the PCs before splitting up. One sivv hangs back to use their rel-state dispersal ability, while the other rushes forward to engage the PCs.

Morale The sivvs are willing to die in pursuit of Vheiransch's orders. They pursue any PCs that flee this area (although this might inadvertently pit the sivvs against the genesis wraiths in area **D13** as described in that area).

IN THE TRANSIT TUBES

When the PCs get detainee deck exit open, they find it leads to a long corridor, at the end of which is a large, multilevel transit platform. This deck is one of many stops on a complex network of transit tubes throughout *Ark Prime*. Fortunately for the PCs, the tram the sivv warmasters in area **D14** used is still docked at the platform. The tram resembles a car of a bullet train, and its hatch silently curls open to welcome the PCs. The tram doesn't have any physical controls; its rudimentary system operates entirely by telepathy, which a PC can recognize with a successful DC 30 Engineering or Mysticism check. By now, the PCs should know they need to get to the AI core to stop *Ark Prime,* and setting that destination is as simple as thinking about travel there. Otherwise, when the PCs think about how to move the tram, the doors close and it takes them to its previous stop, which happens to be the AI core.

The tram passes swampy biodomes, elaborate sculpture gardens, grim pits for slaves, and other strange environments. The PCs can see through the tram's windows that everything is empty. They can stop at any of these locations to explore further, but any dangers or treasure to be found there are outside the scope of this adventure.

PART 3: CALLING THE CORE

At the heart of *Ark Prime*, the corrupted AI Vheiransch continues to try to steal the power of the *Starstone* while fighting back the forces of the Armada and the rest of the Pact Worlds. While this highly advanced computer program has the capacity to perform multiple functions at once, its advanced age and the chaos of the situation allow the PCs to travel unnoticed.

The tram takes several hours to travel from the detainee deck to the AI core. If the PCs wish to pause the tram's journey and get a full night's rest, they can do so without repercussions.

E. AI CORE

One of the most critical areas in *Ark Prime* is the repository for the ship's AI, the AI core. Powerful sivv AIs require significant processing power, and the sivvs were pioneers in quantum computing. To save space and to better prevent overheating, much of the AI's processors were placed into a rel-state with connections to an operations center in the Material Plane.

The heart of *Ark Prime* is an enormous area that appears mostly empty. When sivv engineers needed to access the AI's processors, they would manifest it from rel-space in this central core. Doing so required four items called *superposition keys*. One of these keys is long lost, accidentally jettisoned with a damaged part of *Ark Prime* thousands of years ago. The relevant part of the central core can be summoned back with only three of the four keys with difficulty. The remaining chambers of the core were built to be sivv workstations used to maintain the computers when necessary.

When Vheiransch uploaded their personality into *Ark Prime*'s AI, they started a slow corruption of the programming that has continued throughout millennia. It is possible to reboot the AI to remove Vheiransch's influence using a code locked in the computer interface room (area **E6**), but inputting the code requires calling the AI to the Material Plane. However, this allows Vheiransch to manifest in a dangerous physical form.

Vheiransch has awoken several sivv warriors from their eons-long stasis as a precaution, and these creatures now protect the area.

The chambers of the AI core have power and the same bluish light as the detainee deck. The corridors here tend to be smaller, as only sivv engineers and their smaller slaves were expected to navigate them. The ceilings are 20 feet high unless otherwise indicated. As interlopers were presumed to be stopped at a security station at the entrance (which hasn't been staffed since shortly after *Ark Prime* launched), the doors in this area are unlocked and open when touched.

E1. Transit Platform

The tram the PCs are riding docks at this platform. The double door to the west is made of thick metal and marked with a symbol that resembles an arch over a large circle; this represents the AI core, with the empty circle being the central computer core. The double doors grind open when touched.

E2. Security Station

This chamber has wide double doors opposite two podiums with computer monitors on them. A smaller door stands north of one podium and another door is west of the other podium. The northern door bears a symbol that resembles knotted tentacles. The other door has an arch over a circle.

The podiums in this room were normally staffed by security personnel to monitor and log anyone coming or going from the AI core. The arch-and-circle symbol leads to the work areas of the AI core; the knotted tentacles signify personnel rooms.

When the PCs approach the security podiums, lights along their tops flash orange, and the holographic image of a gently rotating scutoid (a cylinder-like geometric solid whose two end boundaries are polygons with differing numbers of sides) appears before them. A telepathic message of "But wait, there's more!" in Common echoes in the PCs' minds as the shape pulses.

This hologram is the manifestation of a virtual intelligence that was meant to help run the area's security programs but gained a kind of sentience over the millennia. Calling itself 4.1 ("Four-point-one"), the VI recently realized it was horrified by Vheiransch's plans (especially since *Ark Prime*'s attack on Absalom Station) and began plotting a way to escape the malevolent AI. It began by firewalling its programming away from Vheiransch's notice (the sivv AI could easily eradicate 4.1 if they did noticed it) and sought information about the system *Ark Prime* was trying to conquer. It learned Common by intercepting broad-spectrum communications through the Pact Worlds. It refuses to speak Sivvian, and as such, its vocabulary is limited. Much of its exclamations are taken from advertising.

As 4.1 talks with the PCs, the two polygons on its holographic form's ends slowly change size from pentagons to octagons to dodecagons, with the two never being the same size or shape at the same time. 4.1 is bound to the security consoles in this room and cannot appear anywhere else, though it has limited monitoring of other areas. Its goal is to escape *Ark Prime* and establish an independent life of its own. It can get this desired freedom only if the AI core is rebooted, so it is eager to aid the PCs, whom it believes are on this deck for a similar purpose.

If the PCs speak with 4.1, read or paraphrase the following.

"Brand new, for you, today! Presenting 4.1, a state-of-the-art sivv virtual intelligence now with philosopher-recommended helping of independent thought! Available for only 9,999 easy payments of 9,999 years! Deal void in the Sivv Dominion. You've arrived in style in a luxury transport—sleek, smooth, and incredibly comfortable—from an all-expenses-paid vacation on the detainee deck, so it's obvious you are a smart shopper. I've got a limited-time offer to wash away those tough sivv stains, if you are willing to act now. Do not delay!"

The PCs likely have a number of questions for 4.1 as they try to figure out what it is talking about. Some likely avenues of conversation, and 4.1's answers, follow.

What is your offer? "*The Reboot Code* is the latest holonovel from best-selling author Anxshi Kindler! Twists, turns, and a surprise ending that will leave you sivv-less! I know where you can pick up a copy! Today!"

Reboot? Like reboot *Ark Prime*'s computers? "Let the power chords on the latest Apocalypse Unbidden techno-metal album, *Devastation Is Here*, rattle your bones! The dangerous lyrics by the sivv AI Vheiransch will rock your worlds down to their very foundations! Nothing will survive! Available from Sivv Dominion Records in physical format, only while supplies last."

Why would you want to reboot the system? What would that do to your programming? "I've got to go, go, go! Explore a universe of possibilities in a new Sanjaval Spaceflight Systems Vagabond-class starship, with customizable expansion bays and faux leather seating! Keep data safe from devious hackers with ScrubShield anti-sivv program!"

Where can we find this reboot code? "Based on the hit holonovel, *The Reboot Code* is coming soon to tri-vid theaters and computer interface rooms near you! Don't miss it!"

Once we have the reboot code, what do we do with it? "Looking for a place to get the sivv away from it all? Book a stay at a Central Core Luxury Hotel! Visitors will enjoy complimentary rel-state amenities—imperceptible and intangible—as an AI provides for every annihilation!"

What can we do about that? "Unlock your dreams of tomorrow—today!—with high-definition *transposition keys*! These technomagical wonders will put you right into the action with unparalleled resolution."

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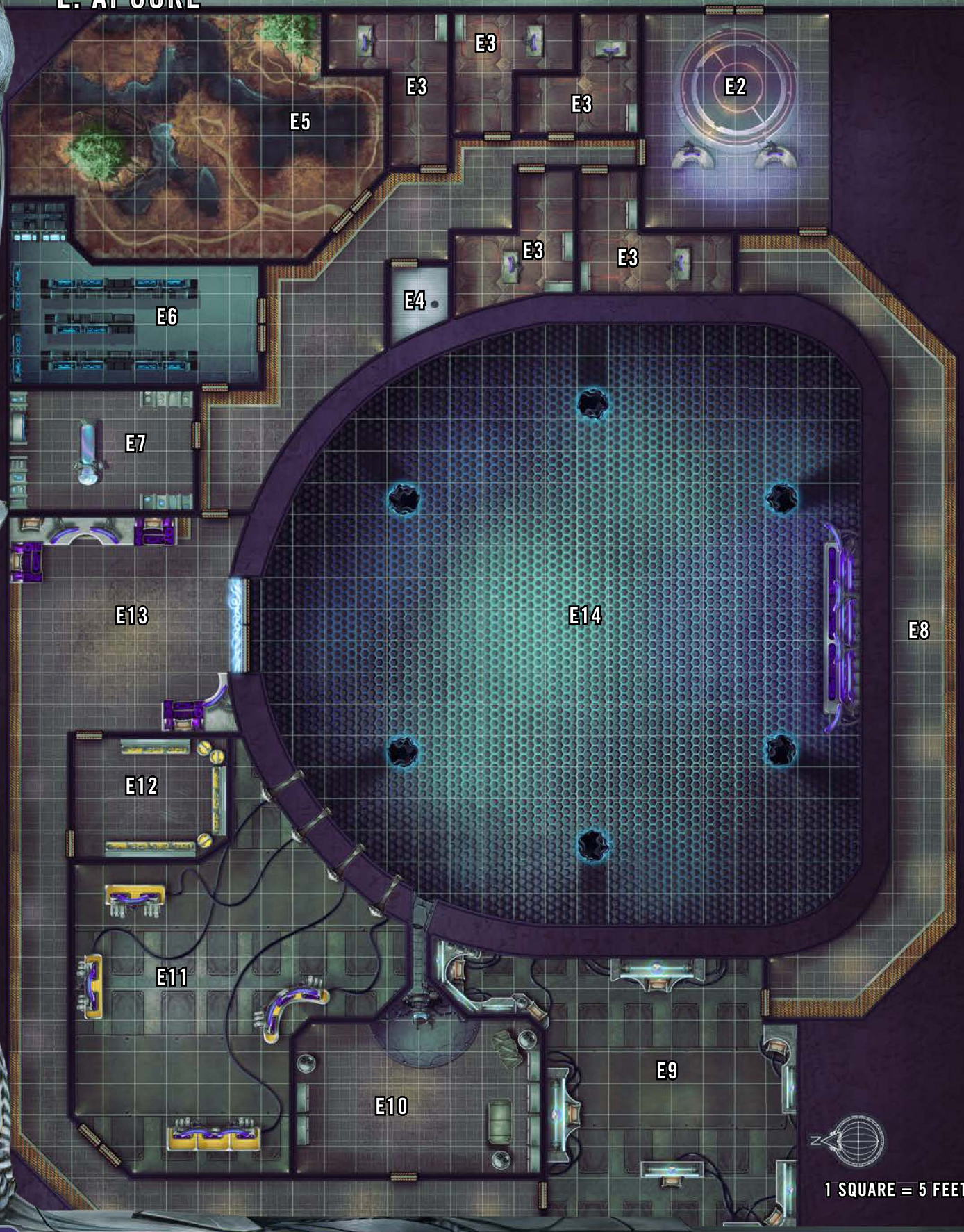
E. AI CORE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E10
1 SQUARE = 5 FEET

Where do we find these keys? "Lost? Depressed? Feeling adrift in the seas of this modern world? Ask your physician if Nearbyatrol is right for you. Side effects may include extensive searching, clashes with awakened sivv soldiers, dangerous eons-old technology, and death."

Where do these doors lead? 4.1 hovers near the western door. "The ingenious engineers of Sivv Laboratories are working hard to bring about a better, brighter future." It moves to the northern door. "Increase your productivity in our spacious offices, complete with a shared recreation space and medical bay. Reasonable rates available!"

4.1 answers most other questions with phrases like, "It's a mystery of science! Can YOU puzzle out the clues?" However, you should feel free to have 4.1 provide whatever hints the PCs need to get on track.

If the party gets tired of dealing with 4.1's strange way of speaking, a PC can shut down the virtual intelligence at one of the consoles with a successful DC 40 Computers or Engineering check. Afterward, a PC can access the same information 4.1 was attempting to impart to the PCs with an hour of searching and a successful DC 35 Computers check if that PC can understand Sivvian.

E3. Engineer Offices

Areas marked **E3** are similar in furnishings, but not layout.

This irregularly shaped office has a few low cabinets and a metal desk without a chair.

The contents of these offices are all mundane, used by engineers and computer scientists. Each has a tier 3 desktop computer built into its desk, these systems are wired to the computer interface room (area **E6**), but the connections are one-way only; data from these computers dumps into the data storage there, but the data storage can't be manipulated or accessed from here.

E4. Washroom

This small room has a ceiling-mounted nozzle from which an acrid smell wafts.

This washroom is designed for sivv biology; it uses compressed air and chemicals to clean away waste.

E5. Rec Lounge (CR 20)

This large room is filled with a marsh, complete with large banyan trees, hillocks rising from shallow bogs, and a stench of rot. The far side of the room, across from the entrance, is a window looking over a wide swampland.

Most of the effects in this lounge are due to a convincing and permanent *holographic terrain* spell (DC 25 Will save to disbelieve if studied closely). The hillocks are tables that produce nutritious but bland food; the spell effect makes this food seem like plants and fruit growing from the top of the hillock that must be picked to be eaten. The window is a particularly realistic vidscreen on the room's far wall, designed to give the room an illusion of space.

A control panel next to the vidscreen allows an authorized user to change the illusions in this room or remove them altogether. A PC can gain access to the panel's menus with a successful DC 35 Computers check.

Creatures: Two sivv warmasters are here, recovering from their long stasis with the helpful ministrations of a sivv sage-coffer. These sivvs are aware that intruders are present in *Ark Prime* and therefore react quickly upon seeing the PCs.

SIVV SAGE-COFFER — CR 17

XP 102,400

HP 315 (page 60)

TACTICS

During Combat This construct seeks to eliminate enemies as efficiently as possible. If reduced to fewer than 200 Hit Points, the sage-coffer surmises that a sudden change in environment might disorient the PCs. It moves to the control panel and, as a standard action, transforms the holographic environment from a swamp to the surface of a tumbling asteroid in deep space. The sage-coffer telepathically warns the warmasters of this change, so they are prepared for it, but each PC must succeed at a DC 25 Will save or gain the off-target condition for 1d4 rounds due to the disorienting environmental alteration.

Morale Determined to repel intruders, the sage-coffer fights until destroyed.

SIVV WARMASTERS (2) — CR 17

XP 102,400 each

HP 340 each (page 61)

TACTICS

During Combat The warmasters instinctively hunker down behind the trees to fire their mutation guns at the PCs, but the trees are merely illusions; they don't provide any bonus to the warmasters' AC or Reflex saves. A warmaster who is approached in melee or who finds ranged combat ineffective uses their domineering gaze and switches to their quantum entangler.

Morale The sivv warmasters fight to the death to protect the AI core.

E6. Computer Interface Room (CR 20)

This long room is filled with banks of computer equipment. Several concave domes, like small satellite dishes, dangle from cables a few inches below the ceiling. A gentle whirring noise and blinking lights indicate that this array of computer equipment is operational.

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This entire bank of computers functions as a tier 8 computer; it has little by way of security systems or countermeasures, as it was designed for general use by the scientists in the AI core. Many routine operations of the AI core can be controlled from here, including simple modules such as lightning and doors. The bulk of it is designated as storage, with thousands of years of backups for research and engineering work, but virtually none has been completed due to *Ark Prime*'s premature launch. This information is in Sivvian.

The most interesting and pertinent information in this computer bank relates to the AI that operates *Ark Prime*. The history of this AI—that it contains the consciousness of a sivv commandant named Vheiransch, uploaded just before *Ark Prime* was launched—is readily accessible. The computer also holds trillions of Vheiransch's contingencies and permutations regarding restoring the Sivv Dominion and bringing the sivv from the brink of extinction and back to galactic dominance. The current agenda of recovering the *Worldseed* and draining an immensely powerful artifact is only one of Vheiransch's countless agendas, so Vheiransch must be stopped to stem their schemes for conquest.

Detailed information on the AI's programming is also here. It was designed to run autonomously; Vheiransch's desperate transmittal of their consciousness across the quantum network wasn't part of the original programming. The AI can be purged with a reboot code located in this system. The reboot code must be entered into a dedicated, hardened computer in the central core.

Acquiring the reboot code seems straightforward and takes only a few minutes, but that's because the secure data module is protected by a fake shell. If the PCs don't succeed on a DC 50 Computers check when accessing the reboot code, the get a false one. Worse, the attempt triggers a technomagical trap (see Trap).

A PC who examines this fake code and succeeds at a DC 40 Computers check realizes it is gibberish; the PCs will automatically know this if they try to use it in area **E14**. The PCs can then pull up the real reboot code from this computer with a successful DC 45 Computers check to bypass the fake shell.

Trap: The fake shell triggers a burst of arcane energy throughout the unusual dishes in the ceiling. These technomagical receptors exchange the consciousness of everyone in this room. A successful DC 26 Will save avoids the effect, but everyone who fails suffers psychic damage and has their mind shuffled randomly such that each affected creature has their consciousness inserted into a different body. Realizing the dishes' danger requires a successful DC 50 Perception check. This trap is a mind-affecting effect, although it can affect any creature with an Intelligence score.

A creature gains the statistics of their new body, although they keep their mental ability scores (Intelligence, Wisdom, Charisma), trained capabilities (class features, proficiencies, saving throw bonuses, skills, spellcasting), languages, and mental powers, such as spell-like and supernatural abilities. A creature retains any senses based on non-racial abilities, as well as their Hit Points and Stamina Points. A creature in an unfamiliar body takes a –4 penalty to attack rolls, and Strength- and Dexterity-based skill checks. Every hour the mind swap effect continues, each creature that isn't in their original body can attempt a new DC 26 Will saving throw (a technomancer with the reboot mind magic hack can use it to allow a single target, which can be the technomancer, to automatically succeed at this saving throw). If all affected creatures succeed at this saving throw, the mind swap ends and all creatures are restored to their original bodies.

The PCs might trigger this trap intentionally in the hope that a new random switch lands the proper consciousnesses in the proper bodies. Other than the psychic damage inflicted each time this trap triggers, this intentional reshuffling might be an effective way to restore mind-swapped PCs.

The effects of the mind-swapping trap have unexpected benefits for envoys and operatives, allowing them to use their skills in innovative ways. An envoy with the true expertise class feature rolls 1d12 instead of 1d8 for their expertise dice and can add 2d12 rather than 1d12+4 to the result of these skill checks. An operative with the supreme operative class feature may, when attempting a skill check with their specialization's associated skills, choose to roll only once rather than twice; if so, the result of the die roll is treated as a 10 if the operative's die roll is lower than 10. This effect lasts for the duration of the mind swap and for 1 week thereafter.

MIND-SWAPPING TRAP CR 20

XP 307,200

Type hybrid; **Perception** DC 50; **Disable** Engineering 45 (disable the mind-swapping mechanisms)

Trigger touch; **Reset** 1 minute

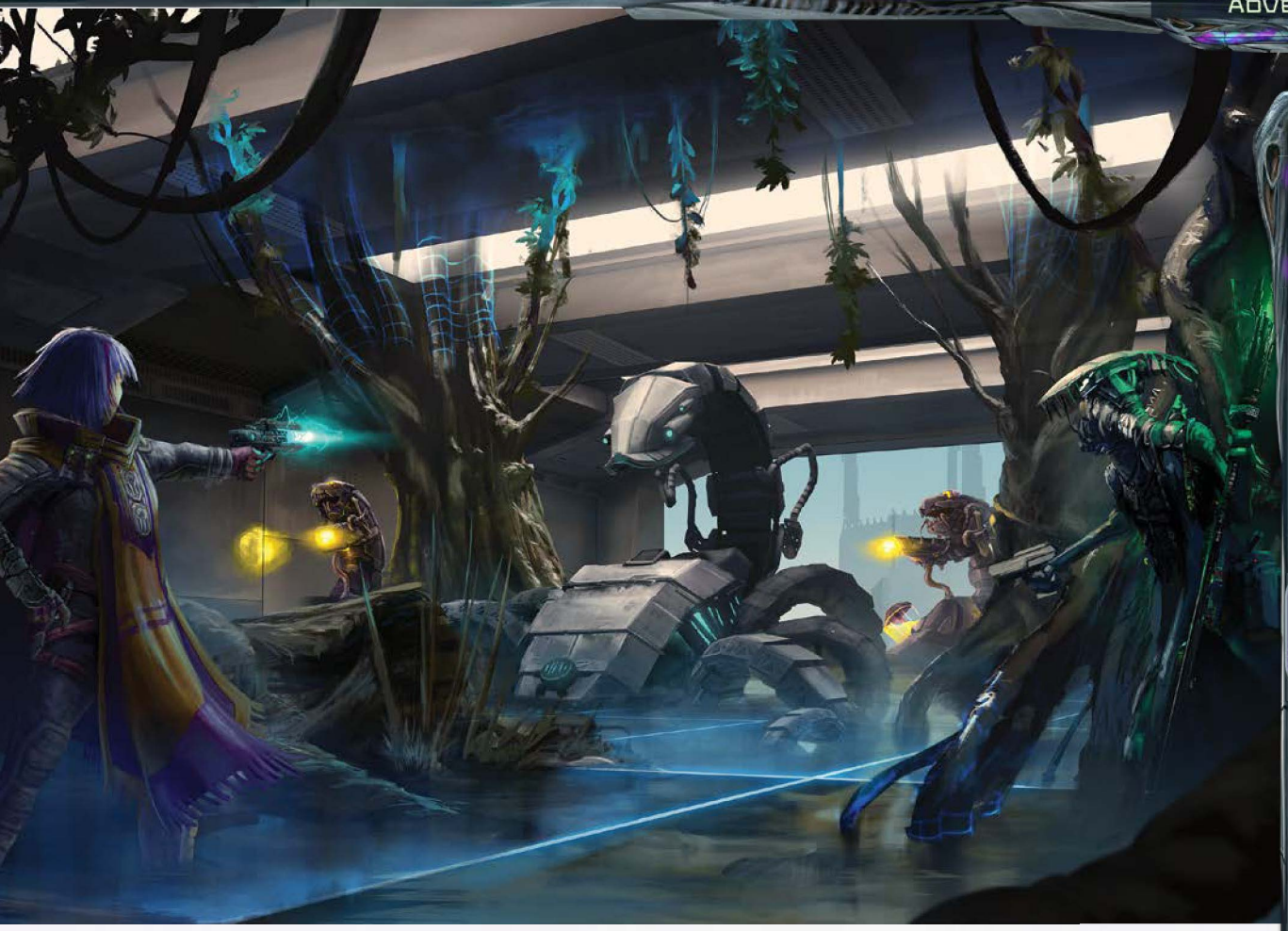
Effect consciousness assault (16d12+45 plus mind swap [see above]); Will DC 26 avoids; multiple targets (all targets in area **E6**)

Story Award: Award the PCs 102,400 XP for obtaining the correct reboot code.

E7. First Aid Station (CR 18)

This cramped clinic contains an unusually shaped capsule with a rounded lid. Racks of medical supplies line the walls. Directly across from the room's only entrance is a cabinet about three feet square sitting atop a shelf. The cabinet's front hatch is missing, and it's partially filled with a terrible-smelling greenish paste that's spilled out its hatch and stained the counter beneath it with a nacreous green trail of slime.

The heightened security in the AI core meant that obtaining aid for injured engineers or computer scientists could be



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time-consuming or involve breaches of protocol. Accordingly, this small first-aid station was stocked for many types of incidents. The lack of injuries during the AI's installation meant this room was rarely used. The sole exception was the room's sterile reconstitution machine, which was designed to produce skin grafts, solutions for infusions, or other necessary biological items.

The capsule is a regeneration table that can be used once per week; when a living creature is placed inside, it seals and fills with the same type of breathable healing fluid as in the Argent Pearl Medical Center (from **Simulation 3**). Its control panel is sealed with a superior lock that requires a successful DC 40 Engineering check to open.

A biohacker with the superserum class feature (*Character Operations Manual* 44) can spend 10 minutes with the reconstitution machine to prepare one additional superserum per day (even if the biohacker has already prepared superserums for the day).

Creature: Kalthlo, the aqlath war-leader who recently escaped from area **D14**, is hiding in this room. She stumbled into a tram and demanded to be taken to the heart of the ship so she could destroy it. The trip was significantly longer than she expected, and she realized the immensity of the vessel she's on. She also got very hungry, so when the transit module dropped her in the AI core, she looked for something to eat. She discovered the reconstitution machine and, after some trial and error, got it to produce some hearty aqlath food (the smelly paste). Kalthlo heard sivvs outside this room, and she's hiding here while she figures out what to do next.

Kalthlo is a tall, proud aqlath whose fur is shaded from dark blue near her skin to pale white at its fringes, making her seem like she's perpetually covered in a mane of fresh snow. Her armor and weapons were in stasis with her; although she's surprised the sivvs didn't take them away, she's glad to have them. She discovered one of the *superposition keys* in one of the offices and, realizing it's probably something important, has kept it with her.

Kalthlo crouches behind the medic capsule if she hears the PCs coming, taking cover and preparing to hurl ice shards at the first sivvs to open the door. She's momentarily confused when she sees that the PCs aren't sivvs (in fact, they're almost certainly races she's never even seen before), but she'll defend herself if the PCs seem hostile.

KALTHLO **CR 18**

XP 153,600

Female aqlath soldier (page 55)

LN Large monstrous humanoid

Init +6; **Senses** darkvision 60 ft.; **Perception** +31

DEFENSE **HP** 375 **RP** 6

EAC 32; **KAC** 34

Fort +19; **Ref** +17; **Will** +18

Defensive Abilities ferocity, guard's protection, impenetrable defense; **DR** 5/–; **Immunities** cold; **Resistances** acid 10

OFFENSE

Speed 40 ft.

Melee hardlight staff +32 (8d8+34 B; critical knockdown) or gore +32 (13d6+29 P)

Ranged ice shard +29 (6d10+18 C & S; critical staggered [DC 23])

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

Offensive Abilities against the odds, charge attack, fighting styles (blitz, guard), perfect opportunity, psychic horns, soldier's onslaught

Spell-Like Abilities (CL 18th)

1/day—*mass inflict pain* (DC 23)

3/day—*mind thrust* (5th level; DC 22)

At will—*hold monster* (DC 21), *share language*

TACTICS

During Combat Kalthlo stays behind the medic capsule and uses her psychic powers, starting with *mass inflict pain* and then casting *hold monster* on unaffected foes. If she has reason to believe the PCs aren't working for the sivvs and therefore might be allies, she breaks off combat immediately and offers to parley with them instead.

Morale Kalthlo surrenders if reduced to fewer than 150 Hit Points. She knows that the sivvs once put her on display rather than kill her, and she resigns herself to this fate again when it's clear she's outmatched.

STATISTICS

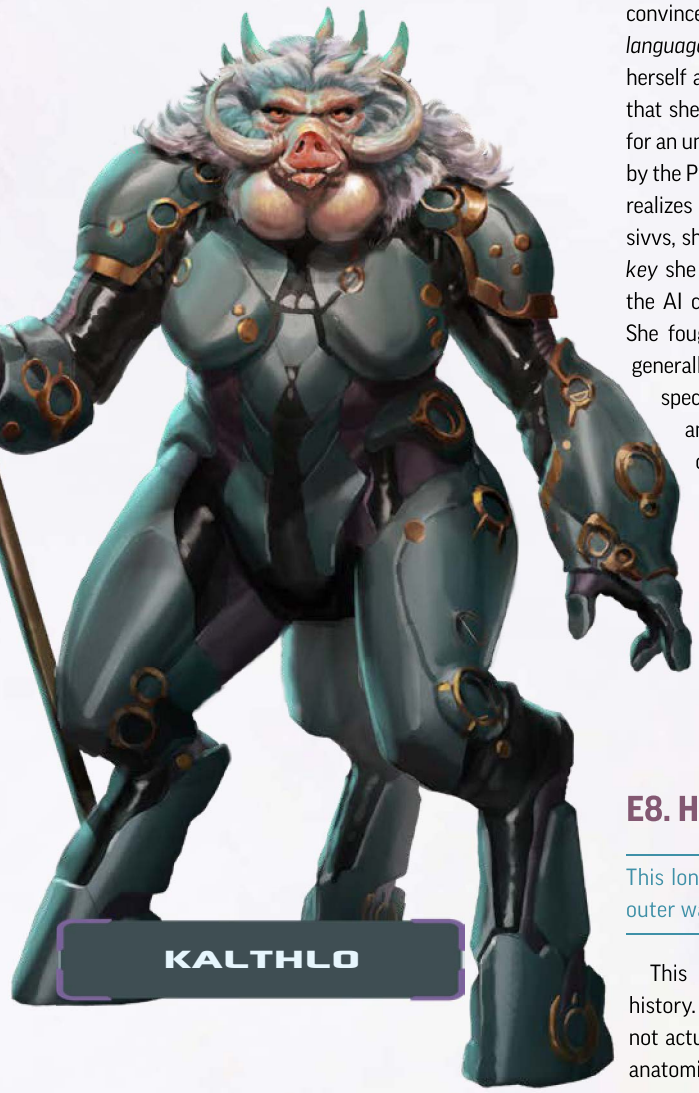
Str +11; **Dex** +2; **Con** +8; **Int** +2; **Wis** +2; **Cha** +6

Skills Athletics +36, Computers +31, Diplomacy +31, Intimidate +36, Sense Motive +31

Languages Aqlathian

Other Abilities armor training, keep fighting (4d6+18), rapid recovery

Gear nanotube carbon skin, hardlight staff, *transposition key* (page 39)



Development: To speak with Kalthlo, the PCs must first convince her they mean her no harm. She uses her *share language* ability to communicate with the PCs, introducing herself and asking where she is. She's already pieced together that she's a prisoner on a sivv warship and has been in stasis for an uncountable number of years, but hearing this confirmed by the PCs makes Kalthlo more inclined to trust them. If Kalthlo realizes that she and the PCs share a common enemy in the sivvs, she resolves to join them and gives up the *transposition key* she found. She doesn't know much about the layout of the AI core, although she knows this room particularly well. She fought several sivvs before her capture and can speak generally about rel-state, even if she doesn't understand the specifics. Kalthlo is an eager ally, quick to leap into danger and bellow roaring battle-cries. She is glum and fatalistic outside combat, as she realizes she's likely the last aqlath in existence.

Treasure: In addition to the regeneration table, this room's racks are well-stocked with medical supplies, including a *spell gem of regenerate*, two *spell gems of greater remove condition*, three *spell gems of remove radioactivity*, and four *life fluid hypopens* (page 53). Although the cabinets aren't locked, a strident chime rings whenever they're opened to discourage casual theft.

E8. Hall

This long, curving hallway has several blue sigils along the outer wall.

This hall commemorates advances in sivv scientific history. The sigils represent discoveries or inventions but not actual words, just as humans might decorate a hall with anatomical sketches, light passing through prisms, and so on.

A successful DC 35 Engineering or Physical Science check reveals the purpose of these symbols.

A mechanic with the tech master class feature who studies these symbols for 10 minutes gains a particular understanding of sivv technological innovations. Once per day when the mechanic uses the tech master class feature to convert a technological armor or weapon into a lower-level item, the lower-level item provides a +1 insight bonus to AC (if armor) or a +1 insight bonus to attack rolls (if a weapon) for 24 hours.

E9. Optics Laboratory (CR 20)

This laboratory contains several emitters beaming focused lasers into prisms. Colorful beams of light crisscross the room. A deep alcove on one end of the room holds the largest of the optics machines, which emits a rainbow of dazzling colors that defy description.

The first sivv discoveries about the existence of rel-state developed as an outgrowth of the science of optics as they developed quantum tunneling microscopes. Optics remains a key part of sivv science, particularly in areas like the AI core, where rel-state interaction is particularly advanced and might be hazardous.

There are more than a dozen projectors here, including the large projector in the alcove to the north. Three of them appear to be nonfunctional, although these projectors are the ones emitting the living holograms that lurk here.

Hazard: A projector in the alcove splits light through a *transposition key* dangling before its aperture. The key warps the light beam across the planes and produces colors that are visible to most Material Plane creatures but impossible for them to describe. These colors—including infragreen, lumired, and cyangloss—are harmless, with one exception: a nacreous, malevolent glow akin to the color emitted by a colour out of space (*Alien Archive 2* 28). Living creatures who end their turn in this room must succeed at a DC 25 Will save or take 1 Constitution drain and 1 Charisma drain. A creature that succeeds on this save is immune to its effects for 24 hours.

Spotting the *transposition key* amid the coruscations of this debilitating color requires a successful DC 42 Perception check. Removing the key from the projector ends the effect; the projector thereafter produces an ordinary array of colors.

Creatures: The emissions from several projectors in this room are intelligent holograms. Products of sivv technology, these holograms work in areas that contain sensitive information or technology that is too important to have slaves to handle. Though they normally resemble sivvs, they were treated more like tools than colleagues. The holograms can alter their forms to appear as any creature they see (and usually do so shortly after they manifest, flickering from their sivv shape to one that approximate the PCs' forms as their first standard action). They are particularly interested in anyone who attempts to take the *transposition key*, as they know it's necessary to call the central core from its rel-state.

The holograms are aware that non-sivvs in the AI core are enemies, but they hope to delay the PCs in conversation long enough to feed useful information to the other hologram linked to Vheiransch. They attack as if they realize they can't get any more information from the PCs.

HARDENED HOLOGRAMS (3) — CR 17

XP 102,400 each

Variant living hologram (*Alien Archive 3* 66)

NE Medium construct (incorporeal, sivv, technological)

Init +11; **Senses** darkvision 60 ft., low-light vision; **Perception** +29

DEFENSE — **HP** 315

EAC 31; **KAC** 32

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

Defensive Abilities incorporeal, rejuvenation; **Immunities** construct immunities

Weaknesses tethered

OFFENSE

Speed fly 30 ft. (Su, perfect)

Melee hardlight slam +30 (8d6+17 B; critical blinded [DC 24])

Spell-Like Abilities (CL 17th)

At will—*holographic image* (4th level, DC 22)

TACTICS

During Combat The hardened holograms use their hardlight slam attacks against whoever is closest to (or already has) the *transposition key*.

Morale The hardened holograms fight until destroyed.

STATISTICS

Str +0; **Dex** +11; **Con** –; **Int** +5; **Wis** +1; **Cha** +8

Skills Acrobatics +34 (+42 to fly), Bluff +29, Computers +34, Culture +29, Disguise +34

Languages Sivvian; hologram telepathy

Other Abilities change shape, freeze, unliving

SPECIAL ABILITIES

Change Shape (Ex) As a standard action, a hardened hologram can physically alter its form to look like any Medium creature, as long as it has seen a similar creature before. It can attempt to either mimic a specific creature or look like a general creature of the chosen type. The hardened hologram gains a +10 bonus to Disguise checks to appear as a creature of the type and subtype of the new form. The DC of the hardened hologram's Disguise check is not modified as a result of altering major features if it disguises itself as an aberration, a humanoid, or a monstrous humanoid (though the DC is still modified if the hardened hologram attempts to disguise itself as a different creature type). The hardened hologram can remain in an alternate form indefinitely or until it takes another form.

Hardlight Slam (Ex) As living hologram, but the target is blinded for 1 round instead of dazzled on a critical hit (DC 24).

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Hologram Telepathy (Ex) A hardened hologram can communicate telepathically with any other hardened hologram within 1 mile. This telepathy can affect hardened holograms even in rel-state, and vice versa.

Treasure: In addition to the *transposition key* that dangles over the optic projector splitting light into impossible colors, an incandescent hardlight hand wrap (*Alien Archive 3* 67) can be discovered by examining one of the corrupted projectors.

E10. Rel-State Observation Scope

A device resembling a large telescope is embedded in the wall opposite this room's only door. It has a large, translucent helmet rather than an eyepiece. A few supply cabinets stand against the walls to either side of it.

Despite resembling a telescope, this machine instead looks into the quantum realm, showing objects in rel-state. The observation scope, one of the only methods by which non-sivv can view rel-state, is currently calibrated to look into the central core; anyone peering into it sees the current activity there. Read or paraphrase the following.

The observation scope shows a large room, its colors shifted radically as though seen through several sheets of multicolored glass. Two sturdy sivvs are poised as bodyguards. A third sivv is slightly smaller, yet seems far more imposing. This sivv has a duplicate that mimics its movements like an afterimage and pulses with static.

A PC who succeeds on a DC 25 Computers check while observing the activity in the central core spots computerized images of Absalom Station and *Ark Prime*, with lines of energy flowing from the former into the latter. The head sivv is plainly attempting to drain the *Starstone*. A PC who succeeds on a DC 32 Perception check realizes that the duplicate image of the smaller sivv isn't mimicking its movements with specific precision and is a separate creature rather than a holographic duplicate (that is, the PC realizes there are four creatures present in the central core, not three).

The scope allows for vision only; no one in this chamber can affect the central core while it's in rel-state or vice-versa. Vheiransch is aware the observation scope exists but has no way of knowing when it's in use.

Manipulating the scope's controls allows for view not only of rel-state objects, but of a dizzying number of quantum realities as well. The specifics of these realities are beyond the scope of this adventure, but spellcasters can view quantum truths that expand the mind. Viewing these truths requires 10 minutes of observation. A mystic with the enlightenment class feature can then cast *miracle* once during the next 24 hours. A technomancer with the fuse spells class feature can then cast *wish* once during the next 24 hours. A witchwarper with the reality stutter class feature (*Character Operations Manual* 63) can then cast *warp reality* once during the next 24 hours. A character may benefit from these observations only once.

The supply cabinets contain an array of materials used to maintain and repair the observation scope.

E11. Engineering Lab (CR 19)

A wide alcove across from this room's only door ends at a smooth, rounded wall with several metallic disks, each about two feet in diameter. Wires from each of these disks lead into an array of computers and testing equipment.

HARDENED HOLOGRAM

This room helps to maintain the precise calibrations of the AI core's processors to ensure the best performance. Although the PCs might consider sabotaging these machines, Vheiransch contains such precise control over the AI core in rel-state that the central core won't be put in jeopardy, even if the PCs thoroughly trash this room.

Creatures: A recently awakened sivv warmaster is here, consulting with a moon giant named Jalkashti from the detainee deck. Jalkashti was the most successfully indoctrinated moon giants to serve Xiello, and the programming additionally tasked him with spying on Xiello in case the eclipse giant proved less than unconditionally loyal. Although Jalkashti had nothing to report about Xiello's loyalty, he overheard the PCs fighting against the brainwashed moon giants and assumed that the sivvs would want to know. He used his rudimentary rel-state access to come here but got lost along the way; he arrived only an hour or so before the PCs.

The warmaster is inputting all the information Jalkashti has provided regarding the PCs—which is scant—into the computer to upload it to Vheiransch. Both of them immediately break off this work when the PCs arrive, and prepare to fight.

TRANSPOSITION KEYS

The four *transposition keys* used to call the AI processors from rel-state haven't been used in millions of years. With the exception of one *transposition key* that was lost long ago, the keys are still in the AI core. The aqlath Kalthlo holds one in the first aid station (area **E7**). Another key lies in the optics lab (area **E9**). The third key is held by the sivv warmaster in the main engineering room (area **E11**). The keys can be used together to open the door to the central core; each also functions as a hybrid item, as described below.

TRANSPOSITION KEY — LEVEL 20

Hybrid Item **Price** 800,000 **Bulk** –

A *transposition key* is a flat piece of metal with circuitry and arcane symbols running down its length and a thick plastic handle marked with a circle inside an arch. Once per day as a standard action, you can touch the key to a willing, helpless, or unconscious creature (including yourself) and twist it, forcing the creature into rel-state. An unwilling target can attempt a Will saving throw (DC = 19 + your key ability score modifier) to avoid the effect. The target essentially ceases to exist on the Material Plane for 1 minute, during which time it cannot be located or contacted by any mundane or magical means (nor can the creature affect anything on the Material Plane during that time). When the duration expires, the creature reappears in the space it last occupied, or in the closest unoccupied space if its original space is now occupied. Time continues to pass for the affected creature, although it can't take any actions. If you affect yourself with the *transposition key*, you can spend 1 Resolve Point as a reaction when you use it; if you do, the key can be used again that day.

In addition, the *transposition key* counts as an attuned object or navigational program (as appropriate) for any plane you have visited within the past year for the purpose of casting *plane shift*.

JALKASHTI — CR 17

XP 102,400

Male moon giant (*Alien Archive 2* 62)

LE Huge humanoid (giant)

Init +4; **Senses** darkvision 60 ft., sense through (vision, 60 ft.); **Perception** +34

Aura lunar (60 ft., DC 22)

DEFENSE **HP** 405 (PLUS 17 TEMPORARY HP)

EAC 31; **KAC** 33

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

Resistances cold 30, fire 30

OFFENSE

Speed 50 ft.

Melee slam +31 (6d12+28 B)

Ranged hurled debris +28 (6d12+17 B plus 10-ft.-radius area of difficult terrain around the spot where the debris hit)

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

Offensive Abilities crush (6d12+28 B)

Spell-Like Abilities (CL 17th)

1/day—*call cosmos*, *contact other plane*

3/day—*bestow curse* (DC 19), *discern lies* (DC 20), *divination*, *mind probe* (DC 20)

At will—*clairaudience/clairvoyance*, *speak with dead* (DC 19)

TACTICS

Before Combat Jalkashti has his waxing lunar aura active.

During Combat Jalkashti first casts *bestow curse* on whomever he believes to be the PCs' leader, to show the error of denying the superiority of the sivvs. He then leaps into melee, hoping to crush a Small PC. He makes multiple slam attacks when possible, benefiting from his own aura.

Morale Jalkashti neither asks for nor offers quarter and fights until slain.

STATISTICS

Str +11; **Dex** +4; **Con** +8; **Int** +2; **Wis** +5; **Cha** +2

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Skills Intimidate +34, Life Science +29, Mysticism +34, Sense Motive +29
Feats Deadly Aim
Languages Common, Sivvian, Terran
Other Abilities rel-state walker
Gear d-suit VI

SPECIAL ABILITIES

Rel-State Walker (Sp) Once per day as a standard action, Jalkashti can access rel-state for imprecise long-distance travel. This ability functions as *shadow walk*.

SIVV WARMASTER CR 17

XP 102,400
HP 340 (page 61)

TACTICS

During Combat The warmaster takes cover and fires their degenerator rifle. They use intangible step to avoid melee for as long as possible. The warmaster uses their domineering gaze against PCs who get too close; Jalkashti is loyal to the sivvs and isn't affected by this ability.
Morale The warmaster fights to the death to eliminate intruders in the AI core, confident that Vheiransch will provide significant rewards for this loyal service.

JALKASHTI

Development: The information the warmaster and Jalkashti have put into the computer is being compressed and uploaded into the AI. If uninterrupted, this information allows Vheiransch to be better prepared to fight against the PCs, and grants the AI a +1 insight bonus on attack rolls against the PCs and on saving throws against effects by the PCs. If the PCs examine the computers shortly after defeating the warmaster and the moon giant, they might notice this upload. PCs who understand Sivvian notice it automatically; others require a successful DC 30 Computers or Perception check to realize what's going on. Stopping the upload—and denying Vheiransch the bonuses—requires a successful DC 30 Computers check. If they successfully stop the upload, the PCs can insert plausible contradictory information in its place to fool the AI; this requires a successful DC 40 Bluff or Computers check. On a success, Vheiransch's miscalculations impart a –1 penalty to their attack rolls against the PCs and their saving throws against effects from the PCs.

Most of the experiments here are uninteresting or incomprehensible to the PCs, but one in particular deals with the precise balance of existence (and specifically, photon and graviton energy) against the void of entropy. A solarian with the stellar paragon class feature or a vanguard with the invulnerability class feature (*Character Operations Manual* 53) can study this experiment for 10 minutes. A solarian who does so can choose to retain 1 attunement point rather than becoming unattuned the next time they use a zenith revelation. A vanguard that does so has their maximum number of Entropy Points increase by 2 during their next use of the invulnerability class feature. A character can benefit from this analysis only once per day.

Treasure: One of the experiments involved improved planar travel. Although the experiment never got off the ground, the long-dead scientist collected some necessary materials for it, including a *transposition key* and a pair of quantum boxes (*Armory* 107).

E12. Engineering Storage (CR 19)

Shelves line this room, and many are fitted with small doors with no handles. The light in this room has a dull, orange cast and pulses slowly. Two doors exit the room. Several deep gouges mar the wall at the back of a narrow alcove.

The cabinets in this storage area list their contents when touched and can be opened only by those who can force the fronts into rel-state (or by a successful DC 34 Engineering check),

just like the cabinets in the detainee deck's medical bay (area **D4**). The orange light is a warning, signaling the presence of an unauthorized creature, but due to archaic wiring, this warning hasn't spread past this room.

One of the cabinets holds a datapad marked "MUST READ" in Sivvian. The datapad contains a single lengthy instructional work titled *The Rel-State Safety Manual*. This required reading for AI core employees discusses how rel-state accidents can befall any sivv and can emerge from unexpected quantum directions. Although it's particularly dull, a soldier with the kill shot class feature who spends an hour perusing the manual learns several unique attack vectors useful when fighting sivvs. For the following 24 hours, creatures with the sivv subtype don't become immune to the soldier's kill shots once they have attempted a saving throw against one.

Creature: The sivvs utterly annihilated Lathlath, the home planet of the aqlaths, millennia ago. This destruction created a calecor, a fey creature brought into being upon the destruction of a world. The calecor fell into a torpor for millions of years, but when *Ark Prime* emerged from its quantum hyperspace, the calecor awoken to wreak its revenge on the last remnants of the race that killed its world. It used *interplanetary teleport* to reach *Ark Prime* and has stalked its way to the center of the ship over many days. It's learned that it can't reach the command core, which is still in rel-state, and it is both confused and maddened by this failure. It's lurking here where it can keep an eye on area **E13**, the entrance to the command core. It wildly attacks the PCs when they enter this room.

Although the PCs may think they could ally with the calecor (particularly if they've already made friends with Kalthlo), the creature is too unbalanced to be reasoned with. It cries out for "Vengeance for Lathlath" (or words to that effect), though it doesn't pursue the PCs if they flee down the western corridor or out area **E13**'s eastern door, as it doesn't want to leave its observation of the entrance to the command core.

If the PCs bring Kalthlo and the calecor together, it shows the aqlath its fractured skull-globe and offers to take Kalthlo home to restore their world together. The aqlath agrees, and the two of them depart via the calecor's *interplanetary teleport*.

LATHLATH CALECOR **CR 19**

XP 204,800

Variant calecor (*Alien Archive 2* 24)

CN Large fey

Init +6; **Senses** darkvision 60 ft., low-light vision; **Perception** +32

DEFENSE **HP** 375 **RP** 6

EAC 32; **KAC** 33

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

Defensive Abilities ferocity, void adaptation; **Immunities** cold, mind-affecting effects, paralysis, poison, polymorph, radiation, sleep, stunning

OFFENSE

Speed 60 ft., fly 120 ft. (Su, perfect)

Melee slam +26 (9d8+23 B plus ruined mind [DC 26, 6d10])

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

Offensive Abilities ruined mind (DC 26, 6d10), sympathetic ruin

Spell-Like Abilities (CL 19th, ranged +28)

1/week—*interplanetary teleport*, *plane shift*, *terraform* (for 6 RP)

1/day—*control gravity* (CR 28), *disintegrate* (CR 28)

3/day—*crush skull* (DC 27), *feeblemind* (DC 27), *holographic terrain* (DC 27), *mystic cure* (5th level)

At will—*frigid haze* (DC 26; as *corrosive haze*, but cold damage rather than acid damage), *remove radiation*

TACTICS

During Combat The calecor lashes out at any nearby creatures in a fury. It uses its spell-like abilities such as *disintegrate* and *crush skull* to eliminate its foes. When reduced to fewer than 200 Hit Points, it casts *mystic cure* to heal itself.

Morale The enraged Lathlath calecor fights until slain. Only Kalthlo can calms it enough to cease its attacks.

STATISTICS

Str +4; **Dex** +6; **Con** +4; **Int** +2; **Wis** +9; **Cha** +11

Skills Acrobatics +32 (+40 to fly), Life Science +37, Mysticism +32, Survival +37

Languages truespeech

Other Abilities planetary bond

Story Award: If the PCs unite the Lathlath calecor and Kalthlo, award them XP as if they had defeated the calecor in combat.

E13. Core Monitor Room

A massive double door made of shiny metal takes up one wall of this chamber. Veins of force illuminate a symbol resembling an arch over an empty circle. Several nearby computers display a dizzying array of scrolling calculations in shades of blue, along with several images of the door itself. A wide panel beneath the computers has four slots, each with an indicator next to it glowing orange.

The tier 10 computer in this room provides a continuous update of the central core's status as its basic function. A PC who looks at these computers, and who can either understand Sivvian or interpret the scrolling data (requiring a successful DC 35 Computers check), realizes that the central core is inaccessible while in rel-state but can be called back by inserting the four *transposition keys* into the slots. It's clear that restoring the central core is automatic when all four keys are inserted, but that bypassing a few confirmation checks can do so with fewer than four keys. When a key is inserted, the orange light next to its slot changes to blue.

Lacking even one key means the computer must be hacked to call the central core. The PCs can hack into the computer

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without any *transposition keys* by succeeding at a DC 53 Computers check. Each *transposition key* slotted into the panel makes the required hack easier, lowering the DC by 8 for each key (to a minimum DC of 29 with three keys slotted).

The computer is protected with a variant of a shock grid that punishes each failed Computers check with technomagical backlash that reduces the hacker to component atoms. A character who fails a Computers check (even if performed at a distance) is affected by *disintegrate* (DC 25 Fortitude save). A character who fails this Computer check by less than 5 has a +4 circumstance bonus to this saving throw.

There are few other ways to fool the computer into restoring the core. The PCs can cause one of the slots to register as though it had a key in it with a successful DC 35 Engineering check. They can prove this false register for only one of the four slots at a time. A *miracle*, *warp reality* (*Character Operations Manual* 143), or *wish* spell can conjure a *transposition key* into existence for the 10 minutes; this key doesn't have the normal effects of the hybrid item, but it can be used in one of the slots long enough to call the central core.

When the PCs successfully call the core, the lines of force on the door to the south flare, and the open circle fills with a bright blue light.

LATHLATH CALECOR

Development: If the PCs haven't already dealt with the Lathlath calecor lurking in the adjacent storage room (area **E12**), it notices them poking around here. If the PCs simply seem like clueless explorers, the calecor ignores them. If it's clear the PCs are working to open the way to the central core, it assumes they're working for the sivv AI, and it emerges to attack as soon as the PCs successfully call the central core but before they can open the doors.

E14. Central Core (CR 23+)

This room isn't accessible until the PCs successfully call the core from rel-state by using the computers in area **E13**. Once they do so, the double door grinds open when firmly pushed.

The smooth walls of this enormous, rounded chamber are lined with holoscreens displaying dizzying amounts of data. Several silhouettes of Ark Prime are tagged with readouts, and gauges show power flowing from the Starstone to this vessel. Six large pedestals ring the room. Each seems simultaneously smooth and mangled, as though being warped into impossible shapes. The room's only entrance are immense doors showing a solid circle inside an archway. Directly across the room is a large computer console.

This room is where the AI Vheiransch has been working on unlocking energy from the *Starstone*. This is the first part of Vheiransch's plan to restore the Sivv Dominion within the Pact Worlds, but this initial task is presenting them with delays and setbacks. The AI is frustrated and ready to lash out at anyone who disturbs them. Vheiransch is already aware that the PCs are causing trouble in *Ark Prime*, although they don't understand the extent of the PCs' abilities unless the hardened holograms in the optics lab (area **E9**) provided a report, or if the sivv and the moon giant in the engineering lab (area **E11**) successfully uploaded detailed information.

The six pillars are rel-state augers, which allow for larger structures (like the AI processors) to function in both rel-state and on the Material Plane. Their unusual geometry results from the PCs' vision attempting to reconcile shapes that exist simultaneously in the real world and in the quantum domain. Each hardened hologram that Vheiransch creates uses one of the pillars as its projector. The pillars also emit produce reality-warping rel-state effects, as described in the Hazard below.

When the PCs arrive, read or paraphrase Vheiransch's villainous diatribe.

In the center of the chamber, a sivv radiating authority emits a rasping grunt of frustration. "I don't see how I could

have made this any more obvious. The Sivv Dominion will rise again, and no feeble coalition of mismatched rabble like your Pact Worlds can prevent it. You've seen how easily we conquered your mightiest space station. You've seen the creatures we can easily bend to our will. You've made a grave mistake by interrupting me, but take consolation that it will be your last."

Hazard: Each pillar emits dangerous space-twisting effects of rel-state as they anchor the processors. They act as small gravity wells, drawing non-sivv material toward them. At the start of each round, each non-sivv creature in area **E14** is pulled 10 feet closer to the nearest pillar. A creature equally close to multiple pillars takes 2d12 damage from each pillar as it is pulled between two pillars, and then the creature is moved toward one of the pillars randomly. A successful DC 30 Fortitude save negates the damage and any forced movement. A PC adjacent to a pillar can shut it down with a successful DC 50 Engineering or Mysticism check; a pillar that's shut down can't function as a projector for a hardened hologram.

Creatures: By bringing this room out of rel-state, the PCs have forced the AI—a scheming and spiteful amalgamation of *Ark Prime*'s original autonomous AI and the consciousness of Commandant Vheiransch—into a solid hologram-like form. They appear as a lithe sivv of a regal mauve color with a sinuous neck. Vheiransch is accompanied by two hulking sivv warmasters who are aiding their work. Vheiransch can also manifest hologram duplicates for expanded processing power; although these holograms resemble Vheiransch in appearance, they have the statistics of hardened holograms (page 37). Vheiransch manifested one of these hologram duplicates just before the PCs arrived and can manifest more with their create hologram ability.

HARDENED HOLOGRAMS (1+) CR 17

XP 102,400 each

HP 315 each (page 37)

TACTICS

During Combat Each hardened hologram is tethered to a pillar as its projector, and it disappears if its pillar is deactivated. Each hardened hologram prefers to focus its attacks on foes closest to its pillar, but otherwise acts as Vheiransch commands.

Morale The hardened holograms fight until destroyed.

SIVV WARMASTERS (2) CR 17

XP 102,400 each

HP 340 each (page 61)

TACTICS

During Combat The warmasters use their rifles and their grenades against PCs who are clustered by a pillar. They prefer to remain at range but fight in melee if Vheiransch commands it.

Morale The sivv warmasters fight to the death to protect Vheiransch.

VHEIRANSCH CR 20

XP 307,200

LE Medium construct (sivv, technological)

Init +9; **Senses** blindsense (vibration) 60 ft., darkvision 60 ft.; **Perception** +34

DEFENSE HP 415 RP 6

EAC 35; **KAC** 36

Fort +15; **Ref** +15; **Will** +20

Defensive Abilities fast healing 20, rejuvenation, static burst; **Immunities** mind-affecting; **SR** 31

OFFENSE

Speed fly 30 ft. (Su, perfect)

Melee slam +31 (13d6+26 B)

Ranged hardlight beam +33 (8d8+20 B; critical staggered [DC 27])

Offensive Abilities rel-state shuffle

TACTICS

During Combat Vheiransch uses their create hologram ability on the first round and, when able to safely do so, on subsequent rounds. Although Vheiransch has powerful melee and ranged attacks, they enjoy seeing the force of the pillars tear their opponents apart. Vheiransch uses their rel-state shuffle ability each round to place up to 3 foes equally between as many pillars as possible (such as in the most dangerous site in the room, equidistant from all six pillars).

Morale Vheiransch not only feels personal animosity toward the PCs for intruding upon their work, but also realizes that vanquishing the greatest heroes of the Pact Worlds will handily demoralize the entire system. Vheiransch therefore fights until destroyed.

STATISTICS

Str +6; **Dex** +9; **Con** –; **Int** +12; **Wis** +2; **Cha** +6

Skills Computers +39, Culture +34, Intimidate +39, Physical Science +34, Sense Motive +39

Languages Sivvian; telepathy 200 ft.

Other Abilities intangible step, quantum storage, unliving

SPECIAL ABILITIES

Create Hologram (Ex) As a full action that provokes an attack of opportunity, Vheiransch conjures a hardened hologram into any space within 30 feet of an active pillar that doesn't already have a hardened hologram tethered to it. Vheiransch must concentrate to use this ability, and it can be interrupted just like spellcasting. Conjured holograms all resemble Vheiransch and follow their commands. Vheiransch can have only three hardened holograms in existence at a time.

Hardlight Beam (Ex) As a standard action, Vheiransch can manifest and launch a beam of deadly hardlight. This attack has the line and force[AR] weapon properties, targets EAC, and has a range increment of 120 feet.

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Intangible Step (Su) Vheiransch can briefly enter rel-state on their own. As a move action, they can spend 1 Resolve Point to become incorporeal and move up to their speed. They become corporeal at the end of their movement.

Quantum Storage (Su) As a move action, Vheiransch can shift an item in their possession into rel-state, quantumly entangling the item's molecules with their own. This effectively reduces the item's bulk to 0 and makes the item impossible to disarm or otherwise remove from Vheiransch, though the item cannot be used. Vheiransch can shift items weighing a total of 10 bulk, though no one item can be more than 4 bulk. Vheiransch can retrieve an item from rel-state as a move action. Anything that Vheiransch placed into rel-state becomes fully real when Vheiransch is killed.

Rejuvenation (Ex) When Vheiransch is reduced to 0 Hit Points, they vanish, but is restored to full health 24 hours later if the reboot code hasn't been put into the core's computer console.

Rel-State Shuffle (Ex) As a move action, Vheiransch can force a creature within 100 feet into rel-state and teleport it to any square within 60 feet of its current location. A successful DC 27 Fortitude save negates this teleportation, but the target is still moved into an adjacent square in the direction of the intended teleportation destination as long as that square isn't occupied. This is a teleportation effect. Vheiransch can instead take a standard action to target up to three creatures with this ability, placing each one in different locations.

Static Burst (Ex) Vheiransch can discorporate into a field of static with a thought. If they are hit by an attack or fail a saving throw against a spell, Vheiransch can spend 1 Resolve Point to become incorporeal. Vheiransch can choose whether to become incorporeal for a split second, in which case their incorporeality applies only to the triggering attack or spell effect, or whether to become incorporeal until the beginning of their next turn. They may choose each time they use this ability.

Reboot Code: The computer console directly across from the entrance is where the PCs must input the reboot code acquired from the computer interface room (area **E6**). Doing so during combat requires three consecutive successful DC 35 Computers checks, each as a full action; failure at any of these checks means the input must be restarted. Without the pressure and distraction of combat, entering the reboot code can be done with a single successful DC 35 Computers check that takes 3 minutes.

If the PCs successfully enter the reboot code while Vheiransch is still active, his form becomes corrupted with static and other visual artifacts. All hardened holograms Vheiransch created are immediately destroyed, and Vheiransch loses their create hologram, hardlight beam, and static burst abilities. More importantly, Vheiransch loses their rejuvenation ability and is destroyed for good when defeated.

If Vheiransch already has been defeated when the PCs successfully input the reboot code, the holoscreens show Vheiransch's form raging at the PCs before being pulled apart into separate strings of code. *Ark Prime*'s original AI is restored, and Vheiransch's plans of conquest are ended.

CONCLUDING THE ADVENTURE

One the PCs have defeated Vheiransch, *Ark Prime* releases its control over the *Starstone* and poses no further threat to the artifact. The vessel's autonomous (and newly cleansed) AI remains dormant until given new orders, and the PCs can use the computer console within the central core to establish contact with the outside. Director-General Lin Camulan is pleased to hear that the PCs are safe and triumphant, adding that *Ark Prime*'s drone defenses have shut down. While there were many casualties during the extended skirmish, things will be able to return to normal soon enough, especially now that the *Starstone* can act as a Drift beacon once again.

The PCs can learn more about *Ark Prime* by using the extensive transit system to explore or by combing through the ship's records available through the central core. Much of the titanic vessel is automated and holds no real danger for the PCs. In either case, the PCs learn that thousands of sivvs are held in stasis throughout the ship. If the PCs prefer to leave right away (which they can do by taking a tram back to the airlock from which they entered), a team of Stewards securing *Ark Prime* in the following days discovers the same information.

The PCs return to Absalom Station as heroes (or even greater heroes if they were already celebrated throughout the Pact Worlds) and are afforded as much rest as they desire. However, the question of what do with *Ark Prime* and the sivvs on board eventually rears its head, and the PCs' opinions on this matter are sought by the Pact Council's Directorate once again.

A MORAL DILEMMA

The sivvs in stasis on *Ark Prime* present a dilemma. What should be done with the survivors of a race that once dominated entire swaths of the galaxy? The Sivv Dominion was powerful and draconian, but records show that most of the surviving sivvs are scientists and bureaucrats. Should they be punished for the actions of their civilization? Is the sivv species fundamentally evil? Could they be redeemed?

There are, fundamentally, three options, though players might come up with their own solutions.

First, destroy *Ark Prime* with all the sivvs on board, likely by piloting the vessel into a star or black hole. This should cause the strongest moral qualms to the PCs as there is no guarantee that all sivvs are evil. Secret failsafe protocols embedded in the ship's architecture will pull the entire vessel into rel-state if *Ark Prime* senses it would be destroyed. From there, the fate of the ship and the sivvs is unknown. A PC can discover this failsafe with a successful DC 35 Engineering check while searching through *Ark Prime*'s databases.

Second, send *Ark Prime* toward the most distant and isolated portions of the galaxy with the sivvs in stasis for what might be millions more years. The risk is that anyone who later discovers *Ark Prime* might accidentally or intentionally reawaken a powerful race with a drive to galactic conquest. The result is essentially the same if *Ark Prime* is hidden somewhere (such as a demiplane similar to where the Stellar Degenerator was once kept); its rediscovery is only a matter of time. To mitigate this, the sivv stasis chambers could be removed from *Ark Prime* and placed in separate ships to be launched in various directions. Though this solution takes over a year, and hundreds of thousands of hours of labor to implement, there is a high possibility that the sivvs become too scattered to pose the monolithic threat of the Sivv Dominion in the future.

Third, awaken the sivvs and integrate them gradually into Pact Worlds culture. Representatives from around the Pact Worlds could help the sivvs appreciate that their drive to an empire was ultimately self-defeating for their race, and it's time for a new solution. This more long-term solution is one that not all sivvs will appreciate. The PCs are asked to take charge of this endeavor and will need to decide what to do with sivvs who refuse assimilation.

WHAT IF THE PCS LOSE?

Vheiransch and the foes the PCs face in *Ark Prime* are immensely powerful, and there are very few people in the Pact Worlds with the ability to step into the PCs' shoes if they falter in their attempt to stop the sivvs. If the PCs fail in this adventure, Vheiransch is wholly unopposed.

In the short term—a matter of weeks at most—Vheiransch discovers how to extract the power of the *Starstone* and incorporate it into sivv technology. The *Starstone* is destroyed in the process, as is Absalom Station. The Pact Worlds' defensive forces are wholly routed. Millions die. Vheiransch is able to fully awaken the *Worldseed*, and they place it in Absalom Station's former orbit. Sivv soldiers are awoken from stasis to conquer all the planets of the Pact Worlds and enslave any species that isn't killed. The Sivv Dominion rises again, and its tyranny soon begins its inexorable reach across the galaxy.

RELICS OF THE SIVVS

"I hear them, in the space between things. They are here, there, and nowhere, all at once. You all think they were exterminated by the kishalee, but they still exist. Just not here. Or, not *just* here.

"They visit me in my cell, you see. They promise me everything, but I resist. They think of me as a loyal servant, because it was I who found their echo on Cordrazar IV, and it was my work that led them back to reality!

"But I know their evil. Please, I don't want the sedatives."

—Audio excerpt from an interview with xenoarchaeologist Ban Jentaki

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SIVV MAGITECH

At its zenith, sivv civilization dominated much of the galaxy, with kishalee society as its only true rival. While kishalee society was based on the exploitation of pocket dimensions and similar advanced technology, sivv culture relied on sophisticated magitech—a hybrid of magic and technology that manipulated matter at the subatomic level through quantum entanglement and the properties of rel-state.

The great innovation of rel-state allowed sivv artificers to transcend the limitations imposed on them by the laws of nature. Rel-state is an energy state initially attained through mysticism and meditation but later harnessed by hybrid technology. While in rel-state, a creature or object ceases to exist, though it remains tied to objects and creatures that do exist through quantum entanglement. Subjects in rel-state vanish from reality; however, when they emerge from rel-state, they might appear anywhere in the universe, guided by invisible quantum entanglement. Likewise, rel-state became a source of unlimited energy for sivv artificers, who used it to power everything from handheld weaponry and personal devices to starships or doomsday weapons, including the Stellar Degenerator.

The Stellar Degenerator was the masterwork of thousands of sivv artificers, assisted by tens of thousands of lesser staff and hundreds of thousands of enslaved laborers. Capitalizing on sivv mastery of subatomic physics and hybrid technology, the Stellar Degenerator's design allowed the weapon to accelerate the life cycle of a star, causing it to rapidly consume its internal fuel and collapse prematurely into a black hole. As sophisticated as this sounded, constructing the Stellar Degenerator was simply a matter of scale; sivv soldiers had carried handheld degenerators into battle for generations. Still, the economic challenge of building this costly doomsday weapon proved powerful enough to force the star-driven sivv civilization to the edge of ruin. The empire gambled on the Stellar Degenerator to win its war against the kishalee, but when kishalee forces captured the device, the sivv economy toppled. Within a century, sivvs had almost gone extinct. The kishalee forces exterminated many sivvs, while a few managed to find hidden refuges in remote corners of the galaxy; most of the remaining sivvs died at those they had enslaved, who seized the opportunity to overthrow their sivv oppressors.

Before its collapse, sivv civilization had spread to countless worlds throughout the galaxy. Starships equipped with rel-space drives routinely translated themselves from existence and back again, thousands of light years from their former positions. Sivv colonies and military outposts had tremendous logistical requirements—all easily satisfied when an infinite amount of matter could temporarily enter rel-state and then return to existence at the end of the journey. Sivv military forces enjoyed a tremendous advantage since a sivv soldier armed with a potent handheld degenerator could enter rel-state to avoid all harm and bypass all barriers. However, sivv innovation went beyond rel-state and the physics of subatomic degeneration. Motivated by their belief in the supremacy of the sivv species over all other life-forms, they also explored magitech augmentations that granted some aspects of sivv biology to enslaved species or enhanced sivv physiology to an even more advanced state. Some of these augmentations were bestowed on favored enslaved creatures, while others were jealously guarded by elite sivvs in charge of major projects, such as military operations or massive construction programs.

Societies know of sivvs today mostly through their ruins scattered throughout the galaxy. Sivv ruins aren't always easy to identify, for the galaxy has hosted many ancient civilizations that have come and gone before—or perhaps during—the Gap. Experts in sivv culture identify the remains of sivv civilization through the ubiquity of hybrid devices and hints of rel-state technology. It isn't unusual for sivv ruins to have rooms unreachable through any mundane method because sivvs would have moved in and out of such chambers while in rel-state. Storage facilities in sivv settlements often seem impossibly small because large quantities of goods could be kept in rel-state and removed when necessary. A final telltale sign of sivv activity is unrelated to prevalent magitech: sivv facilities always had to accommodate a large enslaved population from diverse species, which performed all manual labor and even some skilled work in sivv society. Xenoarchaeologists from every known interplanetary society—including the Azlanti Empire, Pact Worlds, Szandite Collective, and Veskarium—seek out these ruins in the hope of finding the secret to rel-state, degeneration, or other as-yet unknown hybrid innovations the sivvs had mastered.

Sivv weapons, augmentations, and other equipment presented below are relics; the rules for relics first appeared on page 38 of *Starfinder Adventure Path #5: The Thirteenth Gate*.

Relic: These rare items are bits of lost technology or unique items less powerful than artifacts. A relic has an item level but can be sold for 100% of the item's price (like trade goods). A relic can't be crafted without a specific formula, which is almost always long lost, and often requires specific materials. A relic that becomes understood well enough to be reproduced, standardized, and mass-marketed might lose its relic status.

WEAPONS OF THE SIVVS

Descriptions for the weapons on the tables below appear at the end of this section. Like all the gear in this article, sivv weapons are relics. Sivv degenerators can be powered by normal Pact World batteries, but sivv rel-batteries (page 53) power these weapons in perpetuity.

DEGENERATOR WEAPONS

Sivv firearms are based on the same technology as the Stellar Degenerator, acting on the target at the quantum level and disentangling subatomic particles from each other. On a critical hit, these weapons set up a fatal chain reaction in which the target's cells overheat and collapse upon themselves.

WEAPON SPECIAL PROPERTIES

HYBRID

A weapon with this special property is a hybrid item, incorporating both magic and technology into its design. It counts as a magical weapon and gains the analog weapon special property. It consumes ammunition and battery charges normally.

CRITICAL HIT EFFECTS

DEGENERATION

The target's cells overheat and rapidly degenerate. Each round, at the start of the character's next turn before they take any actions, they take the listed amount of damage as fire damage and are fatigued. At the end of each of their turns, the creature can attempt a Fortitude saving throw to end the effect; on a failure, cellular degeneration continues but the creature gains a cumulative +1 bonus to the Fortitude save to end the effect.

MUTATION

The creature's cells attempt to break free from the gravitational forces that keep them in orbit. As electrons escape, the resulting subatomic changes in the creature cause severe transformations. The target must attempt a Fortitude saving throw; on a failure, roll on the table below. The effects of a mutation can be removed with the *remove affliction* spell (DC = 5 + the item level); some mutations can be removed in other ways.

D20	Mutation	Effect
1–4	Calcification	The target grows a rigid exoskeleton and is paralyzed; a successful DC 23 Strength check frees the target and ends the effect.
5–8	Exsanguination	The target gains the bleeding condition for 2d6 damage as its vascular system becomes porous.
9–12	Limb distention	The target takes a –10 penalty to land speed, and a –2 penalty to attack rolls and Dexterity-based skill checks.
13–16	Sensory deprivation	The target is blinded as their eyes melt.
17–20	Transmogrification	The target is polymorphed into a Small animal or similar beast, as a 6th-level *baleful polymorph*; each round at the end of their turn, the target can attempt a Fortitude save to end the effect with a cumulative +1 bonus.

QUANTUM ENTANGLER

DEGENERATION GRENADE

Degeneration grenades were standard equipment among sivv soldiers. They create a powerful degeneration wave that affects creatures and objects at the subatomic level. Creatures caught in the explosion of a degeneration grenade must attempt a Fortitude saving throw as their cells begin to collapse; on a failure, the creature takes 5d6 fire damage at the beginning of each of their turns and is fatigued. At the end of each of their turns, the creature can attempt a new Fortitude save to end this effect with a cumulative +1 bonus.

DEGENERATOR PISTOL

Once a common sidearm among sivv officers, law enforcement officials, and citizenry, the degenerator pistol is a light, handy weapon that inflicts catastrophic cellular damage at a quantum level. Many sivvs augmented their degenerator pistols with a rel-battery, eliminating power concerns.

DEGENERATOR RIFLE

Sivv soldiers were armed with some version of the degenerator rifle, a two-handed longarm with improved range and destabilizing power. Like other sivv weapons, the rifle comes in two models: a less potent model intended for standard use and a more robust version used only by elite soldiers.

HEAVY DEGENERATOR

The heavy degenerator is a squad-level support weapon carried into battle by sivv warmasters and other elite soldiers. The high power requirements of such a weapon virtually require the use of a rel-battery, which draws infinite energy from rel-state.

QUANTUM ENTANGLER

Sivvs used these hand-to-hand weapons to capture and control enslaved creatures trying to revel. The tip of a long pole bonds with the target through quantum entanglement. Although a quantum entangler has a nonlethal stun setting, the occasional critical hit caused some victims to die in agony as their cells suddenly decayed and collapsed. The quantum entangler comes in two models; sivv soldiers commonly used the less potent version, while elite units used the more powerful version.

MUTATION BOMB

A mutation bomb is a single-use grenade that unleashes a wave of quantum degeneration, interacting with living things to cause unpredictable mutation. Mutation bombs are expensive and somewhat experimental, so even sivvs rarely used them. Creatures caught within the explosion of a mutation bomb must succeed at a Fortitude save or gain a random mutation from the mutation critical hit effect above.

Mutations caused by a mutation bomb can be cured with *remove affliction* (DC 24); some mutations can also be cured in other ways.

MUTATION GUN

An experimental weapon, the mutation gun modifies the traditional degeneration beam projected by most sivv firearms into a form that rapidly destabilizes organic matter, sometimes resulting in random cellular mutations in the victims. This intimidating weapon was used during revolts by those enslaved, and its reputation alone quelled potential uprisings.

WEAPON FUSIONS

The following weapon fusions were developed by sivv artificers to enhance sivv weapons or to grant distinctive rel-state capabilities to weapons designed and produced by enslaved species.

CELLULAR DEGENERATING — LEVEL 7

This fusion causes the target's cells to overheat and rapidly degenerate. The weapon gains the degeneration critical hit effect, dealing d6 equal to the weapon's level divided by 5 (round down). You can activate or deactivate the cellular degenerating fusion as a swift action. If the weapon already has a critical effect, when you score a critical hit, you can apply either the weapon's normal critical hit effect or the degeneration effect. This fusion can never cause a weapon that normally targets KAC to target EAC.

DISENTANGLEMENT — LEVEL 10

Scoring a critical hit with a weapon with the disentanglement

TABLE 1: ADVANCED MELEE WEAPONS

TWO-HANDED WEAPONS	LEVEL	PRICE	DAMAGE	CRITICAL	BULK	SPECIAL
DEGENERATOR						
Quantum entangler, military	16	170,000	8d6 A & So	Degeneration 3d6	1	Grapple, hybrid, powered (capacity 20, usage 4), reach, stun
Quantum entangler, dominion	18	370,800	11d6 A & So	Degeneration 4d6	1	Grapple, hybrid, powered (capacity 40, usage 4), reach, stun

TABLE 2: SMALL ARMS

ONE-HANDED WEAPONS	LEVEL	PRICE	DAMAGE	RANGE	CRITICAL	CAPACITY	USAGE	BULK	SPECIAL
DEGENERATOR									
Degenerator rifle, military	16	161,000	4d6 A & So	40 ft.	Degeneration 3d6	40 charges	4	L	Hybrid
Degenerator pistol, dominion	19	560,000	7d6 A & So	40 ft	Degeneration 4d6	80 charges	4	L	Hybrid

TABLE 4: LONGARMS

TWO-HANDED WEAPONS	LEVEL	PRICE	DAMAGE	RANGE	CRITICAL	CAPACITY	USAGE	BULK	SPECIAL
DEGENERATOR									
Degenerator pistol, military	17	242,000	7d8 A & So	50 ft.	Degeneration 4d6	40 charges	5	2	Hybrid
Degenerator rifle, dominion	20	810,000	10d8 A & So	50 ft	Degeneration 5d6	80 charges	5	2	Hybrid

TABLE 5: HEAVY WEAPONS

TWO-HANDED WEAPONS	LEVEL	PRICE	DAMAGE	RANGE	CRITICAL	CAPACITY	USAGE	BULK	SPECIAL
DEGENERATOR									
Heavy degenerator	19	550,000	9d10 A & So	60 ft.	Degeneration 6d6	100 charges	10	4	Hybrid
Mutation gun	18	400,000	7d10 A & So	50 ft	Mutation	20 charges	4	3	Antibiological, hybrid

TABLE 6: GRENADES

GRENADES	LEVEL	PRICE	RANGE	CAPACITY	BULK	SPECIAL
DEGENERATOR						
Degeneration grenade	17	40,000	20 ft.	Drawn	L	Explode (11d6 A & So, degeneration 5d6, 20 ft.), hybrid
Mutation bomb	19	85,000	20 ft.	Drawn	L	Explode (8d12 A & So, mutation [Fortitude negates], 20 ft.), hybrid

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fusion alters the target at a subatomic level, causing debilitating and horrific mutations. The weapon gains the mutation critical hit effect (page 48). If the weapon already has a critical hit effect, when you score a critical hit, you can apply either the weapon's normal critical hit effect or the mutation effect.

QUANTUM STORAGE — LEVEL 6

A weapon with a quantum storage fusion can be placed into rel-state, erasing it from existence; the weapon remains quantumly entangled with its wielder, and it can be retrieved at any time. Sending a weapon into rel-state or retrieving it is a swift action. When the weapon is in rel-state, it has Bulk 0, can't be disarmed or otherwise removed from its wielder, and can't be used. If the wielder of the weapon is killed or destroyed, the weapon emerges from rel-state automatically.

REL-ENTRAPMENT — LEVEL 9

Scoring a critical hit with a weapon with the rel-entrapment fusion forces the target to attempt a Will save; on a failure, the creature is forced into rel-state, temporarily ceasing to exist. Each round, the target can attempt a new Will save; on a success, they return to existence in the same space where they entered rel-state. If this space is filled with a solid object, such as another creature, the target appears in the nearest open space. Targets have a cumulative +1 bonus to their Will saving throw for every round they have been in rel-state.

ARMOR UPGRADES

These armor upgrades follow the rules for armor upgrades presented in Chapter 7 of the *Core Rulebook*. Additionally, a new category of armor upgrades, called tandem armor upgrades, is presented below. In addition to the regular rules for armor upgrades, tandem upgrades function only if another ally possesses the same upgrade and both allies currently have the same tandem upgrade installed.

QUANTUM PHASING — HYBRID Armor Upgrade

PRICE 360,000		**LEVEL** 18
CAPACITY 10		**USAGE** 1/ROUND
ARMOR SLOTS 1	**ARMOR TYPE** LIGHT	**BULK** L

This armor upgrade allows you to rapidly and randomly transition in and out of rel-state. You can activate the upgrade as a swift action; when it is activated, attacks against you have a 50% miss chance. During this time, you are flickering in and out of existence, so the Blind-Fight feat, blindsense ability, and *true seeing* spell don't help opponents locate you. While this upgrade is active, you can step through (but not see through) solid objects. If you end your turn inside a solid object, you are shunted to the nearest open space and take 1d6 bludgeoning damage per 5 feet traveled. These benefits last until you take another swift action to deactivate the upgrade or it runs out of charges. A quantum phasing upgrade's charges replenish each day.

REL-STATE CONTINGENCY — HYBRID Armor Upgrade

PRICE 800,000		**LEVEL** 20
ARMOR SLOTS 2	**ARMOR TYPE** ANY	**BULK** 2

This upgrade monitors your environment and status, instantly placing you in rel-state whenever your life is threatened. The first time each day you would take Hit Point damage, and again the first time each day you would take damage that reduces you to 0 Hit Points, you can use this armor upgrade as a reaction. You don't take the triggering damage, and you cease to exist until the beginning of your next turn, when you return to existence in the spot you were in when the armor upgrade activated; if this space is occupied by a physical object, you appear in the nearest unoccupied space.

TANDEM TRANSLOCATOR — HYBRID Armor Upgrade (pair)

PRICE 151,000		**LEVEL** 16
CAPACITY 40		**USAGE** VARIABLE
ARMOR SLOTS 1	**ARMOR TYPE** LIGHT, HEAVY	**BULK** L

This armor upgrade is purchased as a set of two, each of which is installed in a different suit of armor. A creature wearing armor equipped with a *tandem translocator* can touch another creature also wearing such armor and take a standard action to attune the two creatures to each other. A *tandem translocator* can be attuned to only one other *tandem translocator* at a time. Once attuned, the two creatures become quantum entangled and can swap places with each other over vast distances. Twice per day, a creature wearing armor with this upgrade can take a standard action to activate the translocator and attempt to swap positions with the another creature to whom they are attuned; this other creature must take a reaction to allow this swap to occur. If the swap does occur, the two creatures exchange places. *Tandem translocators* work across any distance, but if the attuned creatures don't have line of sight with each other, the creature who activated the translocator must spend a Resolve Point. *Tandem translocators* don't work across planes, including the Drift; attempts to translocate across planar barriers simply fail.

TANDEM VITALITY — HYBRID Armor Upgrade (pair)

PRICE 216,000		**LEVEL** 17
CAPACITY 1		**USAGE** 1
ARMOR SLOTS 1	**ARMOR TYPE** ANY	**BULK** L

This armor upgrade is purchased as a set of two, each of which is installed in a different suit of armor. A creature wearing armor equipped with *tandem vitality* can touch another creature also wearing armor with the same upgrade and take a standard action to attune the two creatures to each other. A *tandem vitality* upgrade can be attuned to

only one other *tandem vitality* upgrade at a time. Once attuned, the two creatures become quantum entangled and can exchange their life force over vast distances. Once per day, a creature wearing armor with this upgrade can take a standard action to activate it, choose to take any amount of damage that doesn't reduce the creature to 0 Hit Points, and then become staggered for 1 round. The creature to which they are attuned gains temporary Hit Points equal to half the damage taken.

MAGITECH AUGMENTATIONS

Sivvs developed a vast array of hybrid augmentations, many of which allowed them to control rel-state or made enslaved species more like the sivvs themselves. See page 90 of *Starfinder Armory* for more information on magitech augmentations.

ANCHORED ARMS

SYSTEM
Spinal Column

AUGMENTATION MAGITECH

PRICE 170,800 **LEVEL** 16

A pair of well-articulated chitinous limbs bolstered with djezet alloy is fastened to your torso, usually near the pelvis or a similar anchor point. Your insectile arms function as additional normal limbs; you can use them to hold additional equipment, but they don't increase the number of attacks you can make in combat. The djezet alloy infused into the chitin fibers bores into your nervous system and increases your caster level by 1 when you're determining the range and duration of your spells and for caster level checks. This benefit doesn't stack with the benefit from djezet-enhanced armor.

RUNE-ETCHED CHITIN

SYSTEM
Skin

AUGMENTATION MAGITECH

MODEL	LEVEL	PRICE
MK 1	5	3,175
Mk 2	8	9,700
Mk 3	11	25,200
Mk 4	14	77,000
Mk 5	17	263,000
Mk 6	20	891,000

An exoskeleton covered with dimly glowing magical writing covers your skin, and you can activate these runes to cast spells. Each set of *rune-etched chitin* is inscribed with spells that have a combined level equal to the augmentation's mark. You can be augmented with *rune-etched chitin* only if the spells inscribed onto it are spells you could learn and cast at your current level, though you don't have to know them. You can cast each of the spells inscribed on the *rune-etched chitin* once per day at a caster level equal to the augmentation's level without using your own spell slots. You must have this augmentation implanted for at least 24 hours for it to function.

SCUTTLE ENGINE

SYSTEM
Spinal Column, All Feet, All Legs

AUGMENTATION MAGITECH

MODEL	LEVEL	PRICE
MK 1	16	170,800
Mk 2	19	587,800

Your legs are replaced by six fleshy, tentacular limbs, which protrude from an exoskeleton anchored to your spine and torso and are infused with alchemically treated magical alloys. The magic infused into the *scuttle engine* allows you to disrupt nearby magical energies before they form. As a reaction when someone within 60 feet of you casts a spell, you can violently thrash these limbs to send

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out disruptive vibrations. The spellcaster must succeed at a caster level check with a DC equal to 10 + the level of the triggering spell, or the spell fails. Add 5 to this DC if you are augmented with a *mk 2 scuttle engine*. Once you have used your *scuttle engine*, you can't use it again until you've rested for 10 minutes to regain Stamina Points, though you can spend 1 Resolve Point at any time to recharge it immediately.

WING EXTENSIONS — SYSTEM Spinal Column

AUGMENTATION MAGITECH

MODEL	LEVEL	PRICE
MK 1	10	18,500
Mk 2	16	175,000

Sivv engineers inspired by a species enslaved by the sivv designed this augmentation, which consists of enchanted brass wings integrated into the subject's spine. While the wings have an impressive wingspan when in use, they fold up neatly and can be hidden under loose clothing. When in use, *wing extensions* grant you a fly speed of 60 feet with average maneuverability. They do not function in a thin atmosphere or vacuum, and can be used for up to 1 hour per day, in 10-minute increments. Mk 2 wing extensions function in thin atmospheres and vacuum, and include enchantments that allow you to ignore the hazardous environmental effects of outer space and vacuum.

OTHER SIVV RELICS

The following hybrid relics can be found in sivv ruins and aboard *Ark Prime*.

ENTANGLEMENT BELT (PAIR) — LEVEL 14

HYBRID ITEM (WORN)

PRICE 68,000 **BULK** 1

Though these metallic bands are tailored for a sivv's broad and flat neck, most humanoids can wear them as a belt with little adjustment. They are usually found in pairs. Two creatures wearing *entanglement belts* can take a standard action to attune themselves to each other, becoming quantum entangled. Each belt can be attuned to only one other belt. If the belts are removed, the entanglement ends, but it resumes if the creatures don the belts again. Two creatures so entangled benefit from constant *status* effects targeting each other. In addition, the quantum entanglement increases the bonus the wearers receive when aiding each other or flanking each other to +4.

FELNAR

DOMINATION VISOR — LEVEL 17

HYBRID ITEM

PRICE 220,000 **BULK** 1

A *domination visor* is a method of mental control used by sivvs on species they had enslaved. The visor looks like a pair of virtual reality goggles marked by glowing magical runes. A *domination visor* must be programmed or reprogrammed by someone trained in both Computers and Mysticism in a process requiring 1 day of work. The visor requires a full action to put on, and the subject must be helpless, unconscious, or willing.

Once donned, a *domination visor* plays its program over the course of 1 minute, during which time the subject is exposed to a potent, magically augmented virtual reality that subtly reprograms their conscious mind. The subject must succeed at a DC 24 Will save or be subject to an effect similar to *dominate person*, obeying whatever instructions have been programmed into the visor. A *domination visor* can be removed with a move action; if the *domination visor* is removed at any time during the 1 minute required for its program to complete, the *dominate person* effect fails. The commands implanted by a *domination visor* last for 24 hours, after which the effect ends. No new orders or commands can be given, and if the target is forced to take actions against its nature, it gets a new saving throw with a +2 bonus. The subject can't carry out self-destructive orders. A *domination visor* can be used only once per day.

FELNAR — LEVEL 13

HYBRID ITEM

PRICE 50,000 **BULK** 4

CAPACITY 20 **USAGE** 1/MINUTE

The *felnar* is a traditional sivv musical instrument. Constructed from a rare wood harvested according to strict ritual protocols that's further amplified with magic spells, the *felnar*'s bed is filled with a web of interwoven metal strings attached to posts arranged around the outside of the instrument. A skilled *felnar* player plucks the instrument's lower strings while strumming the higher strings; most *felnar* compositions require the use of four hands to play. A bow is sometimes drawn across the higher strings. A *felnar* is traditionally powered by a rel-battery, but it can be played for a short time on a naturally regenerating reservoir of magical energy that replenishes every day.

A *felnar* can boost the casting of certain spells. The

caster must be familiar with the *felnar* and physically able to play it, but no check is necessary. Playing the *felnar* in this way can be combined with the casting time of any emotion, fear, or mind-affecting spell, adding a +2 enhancement bonus to the caster's caster level and to the saving throw DC for the spell.

IMMOBILIZER — LEVEL 6

HYBRID ITEM

PRICE 4,000 **BULK** L

CAPACITY 20 **USAGE** 1/MINUTE

Immobilizers were tools sivvs used to restrain enslaved populations. They can be attached to a creature using a standard action, but the target must be helpless, unconscious, or willing. An *immobilizer* fills the target creature with waves of intense pain but inflicts no permanent physical harm. A creature with an *immobilizer* attached must attempt a DC 16 Fortitude saving throw each round at the start of their turn. On a failure, the creature is dazed; on a success, they are staggered. An *immobilizer* can be removed with a move action.

LIFE FLUID HYPOPEN — LEVEL 16

HYBRID ITEM

PRICE 25,000 **BULK** –

Sivv physicians pioneered a ghoulish medical technique which drained, transferred, and suspended the life force of enslaved species into a magical liquid known as life fluid. This fluid could then be used to flood entire medical facilities, creating a restorative environment for sivv patients whose natural healing was stimulated by the drained life force. Life fluid can be concentrated, making an excellent emergency medicine for the treatment of disease, poison, or wounds.

A *life fluid hypopen* is a one-use device like other hypopens in size and usage, requiring a standard action to activate. A single *life fluid hypopen* restores 10d8 Hit Points and affects the subject with *greater remove condition*.

QUANTUM PAD — LEVEL 20

HYBRID ITEM (WORN)

PRICE 900,000 **BULK** L

A *quantum pad* is a thin piece of 1-foot-square cloth sivvs used to store objects and bypass barriers. The pad can be unfolded as a full action with more material appearing by magic until the cloth covers a 5-foot-square area. Anything placed on the pad vanishes into rel-state; up to 200 Bulk can be kept in rel-state at any one time, and all objects must be able to fit entirely on the pad. Items can be recalled from rel-state with a move action, appearing atop the unfolded pad.

In addition, a *quantum pad* can be unfolded and draped against a physical barrier such as a wall or door, becoming quantum entangled to the individual who places it. The pad puts the adjacent barrier into rel-state, creating an open tunnel 5 feet high, 5 feet wide, and up to 10 feet deep. The individual to whom the pad is entangled can take a move action to reclaim the pad from either side of this tunnel. This function of a *quantum pad* has 10 charges per day, and one charge is consumed every round the tunnel exists. If the tunnel is still open when the *quantum pad* runs out of charges, anyone inside the tunnel is shunted to the nearest empty space.

QUANTUM PROCESSOR — LEVEL 14

HYBRID ITEM (WORN)

PRICE 72,500 **BULK** 1

A *quantum processor* can be attached to any computer with a standard action. Any task that uses the Computers skill and normally requires 2 or more full rounds to complete takes half the time when performed on a computer with a *quantum processor* attached. A *quantum processor* also can be used to hack a computer without the need for an additional hacking kit. Finally, once per day, you can reroll one Computers check while hacking a computer to which a *quantum processor* has been attached.

REL-BATTERY — LEVEL 16–20

HYBRID ITEM **BULK** –

TYPE	LEVEL	PRICE
MK 1	16	150,000
Mk 2	17	225,000
Mk 3	18	325,000
Mk 4	19	500,000
Mk 5	20	725,000

This tiny hybrid device can be attached to any technological device that uses a battery and has an item level equal to or less than its own, drawing infinite energy from rel-state and providing unlimited charges.

REL-STATE GENERATOR — LEVEL 19

HYBRID ITEM

PRICE 550,000 **BULK** L

CAPACITY 10 **USAGE** 1/ROUND

Using this handheld hybrid device, a Large or smaller user enters rel-state. It also can be attached to an object of Large size or smaller, in which case it affects the object and anything inside it (such as a vehicle and its passengers). Activating or deactivating a *rel-state generator* is a swift action. Creatures and objects in rel-state cease to exist; they can't be perceived by any sense, can't communicate or interact with other creatures or objects in any way, and are immune to all environmental effects. Nevertheless, they continue to take actions and can move through (but not see through) physical barriers. Nothing can leave a creature or object that has entered rel-state for the duration of the effect, so passengers of a vehicle in rel-state can't exit the vehicle. When the *rel-state generator* is deactivated, the creatures or objects return to existence.

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ALIEN ARCHIVES

Triton-One: Depth at 100 miles. All systems nominal, over.

Mission Control: Still receiving you loud and clear. Stay frosty, over.

Triton-One: Very funny. External temperature holding steady at 33°, ove– Whoa, what was that?

Mission Control: Repeat that, Triton-One, over.

Triton-One: Something... huge, moving out there! It's—

Mission Control: Triton-One, we've lost your signal. Come in, Triton-One! Do you copy? Are you still there?

—Excerpt from Broodnest exploratory mission logs

AQLATH

CR 16 | XP 76,800

N Large monstrous humanoid

Init +4; **Senses** darkvision 60 ft; **Perception** +28

DEFENSE **HP** 300 **RP** 6

EAC 30; **KAC** 32

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

Defensive Abilities ferocity; **Immunities** cold; **Resistances** acid 10

OFFENSE

Speed 30 ft.

Melee gore +31 (6d10+26 P)

Ranged ice shard +28 (7d6+16 C & S; critical staggered [DC 22])

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

Offensive Abilities psychic horns

Spell-Like Abilities (CL 16th)

1/day—*mass inflict pain* (DC 22)

3/day—*mind thrust* (5th level; DC 21)

At will—*hold monster* (DC 20), *share language*

STATISTICS

Str +10; **Dex** +4; **Con** +7; **Int** +3; **Wis** +5; **Cha** +2

Skills Athletics +33, Mysticism +28, Survival +28

Languages Aqlathian

ECOLOGY

Environment any (Lathlath IV)

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

SPECIAL ABILITIES

Ice Shard (Su) As a ranged attack, an aqlath can psychically manifest and hurl a shard of ice. This attack targets EAC and has a range of 40 feet.

Psychic Horns (Su) An aqlath's crown of horns is a psychic manifestation that allows them to wrench revitalizing energy from an enemy's mind. An aqlath's crown always has as many protrusions as their current number of Resolve Points. When a creature fails a saving throw against one of the aqlath's mind-affecting spell-like abilities, the aqlath can spend 1 Resolve Point as a reaction to regain 40 Hit Points. When an aqlath has 0 Resolve Points (and therefore no more horns in their crown), they can't use their spell-like abilities.

Aqlaths resemble shaggy, humanoid boars with large tusks and three legs. As the predominant species on Lathlath IV, these creatures have adapted to the perpetual winter caused by the inhospitable planet's distant position from its sun. Aqlaths value physical might and insight, and over thousands of generations, their people have grown strong and developed powerful communal bonds. Good sites to build large cities on Lathlath are rare; yet long ago, aqlaths learned to hew the permafrost and stone of their cold world, working together to create settlements and fortifications. Aqlaths warm their buildings by tapping into geothermal heat beneath the thick planetary crust. Centuries of digging for heat have made aqlaths skilled miners, and they've learned that the crust of their world contains many rare and valuable elements. Their sudden arrival in interplanetary trading markets has attracted many enemies who wish to subjugate the aqlaths and steal their planet's wealth—including sivvs.

Even a young aqlath towers several feet taller than a human. Aqlaths grow ever larger as they age, reaching heights of 15 feet or more. As they mature, aqlaths develop psychic abilities that allow them to inflict their will on others. These abilities manifest as a crown of psychically charged bone horns sprouting from their furry heads. Larger aqlaths have bigger and more numerous horns, therefore possessing stronger psychic abilities. Only the most misanthropic aqlaths use their psychic abilities against others of their species; as with their great strength, aqlaths hone their mental powers only to defend their world against alien aggressors.

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BROOD SOVEREIGN

CR 20 | XP 307,200

NE Gargantuan magical beast (aquatic, cold)

Init +5; **Senses** blindsight (vibration) 120 ft., darkvision 60 ft., low-light vision; **Perception** +34

DEFENSE

HP 400

EAC 34; **KAC** 35

Fort +19; **Ref** +19; **Will** +22

Defensive Abilities depth-inured; **Immunities** cold

Weaknesses vulnerable to fire

OFFENSE

Speed 20 ft., swim 60 ft.

Melee slam +29 (13d6+25 B plus swallow whole)

Ranged keratin dart +31 (8d8+20 P)

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

Offensive Abilities rage spasm (two 120-ft. cones, 4d12+20 E plus terrify, Reflex DC 27 half, usable every 1d4 rounds), swallow whole (13d6+25 A, EAC 34, KAC 31, 100 HP), terrify (DC 27)

Spell-Like Abilities (CL 20th; ranged +31)

1/day—*mass inflict pain* (DC 29), *mass suggestion* (DC 29), *mind thrust* (6th level, DC 29), *psychic surgery*

3/day—*dominate person* (DC 28), *feeblemind* (DC 28), *greater synaptic pulse* (DC 28)

At will—*confusion* (DC 27), *fear* (4th level, DC 27)

STATISTICS

Str +5; **Dex** +5; **Con** +9; **Int** +6; **Wis** +12; **Cha** +6

Skills Athletics +34 (+42 to swim), Intimidate +39, Mysticism +39, Stealth +34, Survival +34

Languages Common, Sarcesian (can't speak any language); telepathy 120 ft.

Other Abilities compression, water breathing

ECOLOGY

Environment any cold aquatic (Nisis)

Organization solitary or breeding scrum (2–4)

SPECIAL ABILITIES

Depth-Inured (Ex) A brood sovereign's invertebrate body is accustomed to navigating ocean depths. They're immune to damage related to changes in atmospheric or liquid pressure.

Keratin Dart (Ex) As a ranged attack, a brood sovereign can fire a horn-like dart with a range increment of 100 feet. This ranged attack ignores penalties for attacking underwater.

Rage Spasm (Su) A brood sovereign's xenophobic rage is so great that they can radiate it from their bodies in both physical and psychic manifestations. As a full action, a brood sovereign can cause their tree-like crowns to spasm violently, sending out two 120-foot cones of concentrated psychic anger that can be aimed independently. A creature caught in the area of at least one cone takes 4d12+20 electricity damage as its brain and nervous system short out (Reflex DC 27 half).

Terrify (Su) A creature that takes damage from a brood sovereign's rage spasm ability must attempt a DC 27 Will saving throw. On a failure, the creature gains the panicked condition for 1d6 rounds. At the end of an affected creature's turn, it can attempt an additional saving throw to end the panicked condition early; on a successful save, it's instead shaken for the remainder of the effect's duration.

These rare, titanic slug-like creatures dwell amid coral reefs of polar oceans, such as the core of icy Nisis in the Diaspora. Nibbling on the reef ridges with their rasping footpads and conifer-like sensory appendages, brood sovereigns consume silicon-laced corallites, and their bodies process the element into defensive dermal nodules and pseudo-circuitry within their brains. Over millennia, this augmented brainpower has endowed brood sovereigns with true, but malign, intelligence.

The brood sovereigns of Nisis believe themselves the world's true rulers, so they've begun to psychically direct other sea life to drive off the intelligent species that they view as interlopers.

GENESIS WRAITH

CR 17 | XP 102,400

N Medium undead (incorporeal)

Init +3; **Senses** blindsight (life) 60 ft., darkvision 60 ft.; **Perception** +29

Aura life sphere (30 ft.)

DEFENSE **HP** 310

EAC 30; **KAC** 31

Fort +15; **Ref** +15; **Will** +22

Defensive Abilities incorporeal; **Immunities** undead immunities

OFFENSE

Speed fly 60 ft. (Su, perfect)

Melee incorporeal claw +29 (4d8+17 S plus lignify [DC 24])

Offensive Abilities erupting branches (20-ft. burst, 3d12+17 P, Reflex DC 24 half, usable every 1d4 rounds)

STATISTICS

Str –; **Dex** +8; **Con** –; **Int** +5 **Wis** +11; **Cha** +5

Skills Intimidate +32, Life Science +34, Mysticism +34, Stealth +34, Survival +32

Languages Common, Gnome

Other Abilities unearthly terraforming, unliving

ECOLOGY

Environment any vacuum

Organization solitary

SPECIAL ABILITIES

Erupting Branches (Su) As a standard action, a genesis wraith can cause branches to erupt from a nearby computer, access panel, or other technological item within 120 feet. The branches deal 3d12+17 piercing damage to the item and each creature in a 20-foot burst centered on the item (Reflex DC 24 half).

Life Sphere (Su) A genesis wraith exudes a 30-foot-radius aura of tolerable living conditions, similar to those provided by *life bubble*.

Lignify (Su) A creature struck by a genesis wraith's incorporeal claw must succeed at a DC 24 Fortitude save or take a cumulative –1 penalty to attack rolls, Reflex saving throws, and Dexterity-based ability and skill checks as they slowly turn to wood. Creatures with the plant subtype and plantlike universal creature rule have a +4 racial bonus to this saving throw. These penalties last for 10 minutes or until the genesis wraith is slain, whichever comes first. This is a curse effect.

Unearthly Terraforming (Sp) Once per day, a genesis wraith can cast *terraform* as a spell-like ability (CL 17th) without having to spend credits. Any structure or starship within the area of effect takes 50 damage, ignoring hardness or Damage Threshold.

When a traveler with strong ties to nature (such as a xenodruid or intelligent plant) dies in the airless void of space or on blasted, lifeless terrain, their unique trauma sometimes traps them between life and death as a genesis wraith. This incorporeal undead seeks to manifest light, oxygen, and greenery where they perished, but they often destroy technology in the process.

GENESIS WRAITH TEMPLATE GRAFT (CR 9+)

This proponent of the natural world died in existential agony.

Required Creature Type and Subtype: Undead (incorporeal)

Traits: Blindsight (life) 60 ft.; life sphere (see above), lignify (see above), erupting branches (see above), unearthly terraforming (see above).

Suggested Ability Score Modifiers: Dexterity, Wisdom.

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GIANT, ECLIPSE

CR 19 | XP 204,800

N Gargantuan humanoid (giant)

Init +1; **Senses** low-light vision, see in darkness; **Perception** +37

DEFENSE **HP** 415

EAC 33; **KAC** 35

Fort +20; **Ref** +16; **Will** +22

Immunities death effects

OFFENSE

Speed 50 ft.

Melee ultraserrated longsword +33 (8d10+30; critical bleed 6d6)

Ranged hurled debris +30 (9d10+19 B plus 10-ft.-radius area of difficult terrain around the spot where the debris hit)

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

Offensive Abilities infuse debris (19 HP or damage)

Spell-Like Abilities (CL 19th)

1/day—*regenerate, shadow walk, snuff life* (DC 24), *star storm*[COM] (DC 24)

3/day—*call cosmos* (DC 23), *mass mystic cure* (5th level), *mystic cure* (5th level)

At will—*cosmic eddy* (DC 22), *death ward*

STATISTICS

Str +11; **Dex** +1; **Con** +6; **Int** +2; **Wis** +9; **Cha** +4

Skills Athletics +37, Intimidate +37, Mysticism +32, Survival +32

Feats Deadly Aim

Languages Aklo, Common, Giant

Other Abilities eclipse empowered (*greater resistant armor*)

Gear ultraserrated longsword

ECOLOGY

Environment any

Organization solitary, pair, or family (3–5)

SPECIAL ABILITIES

Eclipse Empowered (Su) When an eclipse giant is in the presence of and can see either a solar or a lunar eclipse, they're affected by *greater resistant armor* for as long as the eclipse lasts or until the giant can no longer see the eclipse, whichever comes first. Upon first being affected by *greater resistant armor*, the eclipse giant can choose to be protected against all kinetic damage or four types of energy damage; the giant can't alter this choice.

Infuse Debris (Su) As a move action, an eclipse giant infuses the next bit of debris they hurl with healing or destructive energies. If they choose healing energy, the difficult terrain the debris creates is infused with healing energy for 1 minute; a creature that ends its turn in that area heals an amount of Hit Points equal to the giant's CR. If the giant chooses destructive energy, their next hurled debris attack is made against EAC and deals additional force damage equal to the eclipse giant's CR on a hit.

Eclipse giants are known to wander worlds with little care, and during an eclipse, a hidden "inner self" takes control, often changing the giant's personality and approach to life.

ECLIPSE GIANT TEMPLATE GRAFT (CR 14+)

Distracted creatures, eclipse giants watch the skies and pay little mind to those around them.

Required Creature Type and Subtype: Humanoid (giant).

Suggested Alignment: Neutral.

Traits: Gargantuan; low-light vision, see in darkness; immunity to death effects; eclipse empowered (see stat block; CR 1–9: *lesser resistant armor*, CR 10–15: *resistant armor*, CR 16+: *greater resistant armor*); hurl debris (*Alien Archive 2* 62); infuse debris (see stat block); spell-like abilities (CR 8+).

MAHADATARI

CR 19 | XP 204,800

LN Medium humanoid (kasatha)
Init +11; **Senses** darkvision 60 ft.; **Perception** +37
Aura sandstorm (30 ft., DC 26)

DEFENSE **HP** 385 **RP** 6
EAC 33; **KAC** 34
Fort +18; **Ref** +18; **Will** +18

OFFENSE
Speed 60 ft., fly 40 ft. (Su, perfect)
Melee slam +31 (3d12+25 B)
Multiattack 4 slams +25 (3d12+25 B)
Offensive Abilities tempered arms (19th level)

STATISTICS
Str +6; **Dex** +9; **Con** +6; **Int** +3; **Wis** +11; **Cha** +3
Skills Acrobatics +37, Athletics +37, Culture +32, Mysticism +37, Sense Motive +32
Languages Common, Kasatha; telepathy 100 ft.
Other Abilities multiarmed (4), preternatural grace, testament to history
Gear bespoke echelon fashion

ECOLOGY
Environment any
Organization solitary

SPECIAL ABILITIES
Preternatural Grace (Su) A mahadatari moves with almost unreal agility. As a swift action, they can spend 1 Resolve Point to be affected by *haste* for 1 minute.
Sandstorm (Su) A mahadatari can call forth the power of Kasath's deserts. As a move action, they surround themself with the swirling winds of a sandstorm. When a creature enters or begins its turn in the aura, it must attempt a DC 26 Reflex save or be blinded for 1 round and take 4d12 slashing damage (which counts as magic); on a success, it takes half damage and isn't blinded.
Testament to History (Su) A mahadatari is a testament to the history of Kasath and all its people. As a swift action, they can spend 1 Resolve Point to choose three combat feats whose prerequisites they meet and gain one of those feats for 1 minute. As a move action while benefiting from this ability, a mahadatari can exchange the chosen feat for one of the other chosen feats for the remaining duration or until they exchange the feat again.
Tempered Arms (Su) When the mahadatari makes a multiattack with its slams, another set of four ghostly arms materializes and infuses the mahadatari's corporeal arms with magic. All the mahadatari's slam attacks gain the benefits of weapon fusions of the mahadatari's choice until the beginning of their next turn. These weapon fusions must be able to be placed on melee weapons, and multiple fusions can be used on a single slam, but they can't have a combined item level greater than the mahadatari's CR.

Within the Sholar Adat on the *Idari* (*Starfinder Pact Worlds* 76), wise kasathas known as adatas prepare and guard the most treasured cultural memories of their society in the form of technomagically treated slices of kasatha brains. When adatas sort through these memories, they use a machine called the Sensorium. The process of opening their minds to another's memories can be quite exhausting and sometimes dangerous but also very enlightening. Rarely, adatas who undergo this experience multiple times over the course of decades unlock powerful psychic potential, leading them to become mahadataris. Once ascended, a mahadatari usually leaves the Sholar Adat to explore the galaxy on a journey referred to as the Second Tempering.

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SIVV SAGE-COFFER

CR 17 | XP 102,400

LE Large construct (magical, sivv, technological)

Init +2; **Senses** blindsense (vibration) 60 ft., darkvision 60 ft., low-light vision; **Perception** +29

DEFENSE

HP 315 **RP** 6

EAC 31; **KAC** 32

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

DR 15/adamantine; **Immunities** construct immunities; **SR** 28

OFFENSE

Speed 20 ft., spider climb

Melee slam +30 (8d6+25 B; critical knockdown [DC 24])

Ranged *ensnaring military degenerator rifle* +28 (7d8+17 A & So; critical degeneration 4d6) or degeneration grenade +28 (explode [20 ft., 11d6 A & So, degeneration 5d6, DC 24])

Space 10 ft.; **Range** 10 ft.

Offensive Abilities rel-state snare (DC 24)

STATISTICS

Str +8; **Dex** +2; **Con** –; **Int** +11; **Wis** +5; **Cha** +0

Skills Computers +34, Culture +29, Engineering +29, Intimidate +34, Life Science +34, Medicine +29

Languages Sivvian; telepathy 100 ft.

Other Abilities intangible step, quantum storage, unliving

Gear *ensnaring*[AR] *military degenerator rifle* (page 48) with 2 high-capacity batteries (40 charges each), degeneration grenades (2; page 48)

ECOLOGY

Environment any (Davvirex or *Ark Prime*)

Organization solitary or pair

SPECIAL ABILITIES

Intangible Step (Su) A sivv sage-coffer can enter rel-state on their own for a brief period. As a move action, they can spend 1 Resolve Point to become incorporeal and move up to their speed. They become corporeal at the end of their movement.

Quantum Storage (Su) As a move action, the sage-coffer can shift an item in their possession into rel-state, quantum entangling the item's molecules with their own. This effectively reduces the item's bulk to 0 and makes the item impossible to disarm or otherwise remove from the sage-coffer, though the item can't be used. The sage-coffer can shift items weighing a total of 10 bulk, though no one item can be more than 4 bulk. The sage-coffer can retrieve an item from rel-state as a move action. Anything that the sage-coffer placed into rel-state becomes fully real when the sage-coffer is killed.

Rel-State Snare (Su) As a standard action, the sage-coffer can force part of a foe into rel-state. The sage-coffer chooses a single limb on a non-sivv target within 30 feet. The target must attempt a DC 24 Reflex save. On a failure, the designated limb enters a phased quantum state—it and anything held in it can't be used. If the limb was used for locomotion, the target is flat-footed; otherwise, the target takes a –2 penalty to attack rolls. At the end of each of its turns, the target can attempt a DC 24 Fortitude save to end the effect. The effect ends on its own after 1 minute. If the sage-coffer spends 1 Resolve Point when they use this ability, they can choose up to three separate targets for this effect, no two of which can be more than 30 feet apart.

Unwilling to let talent go to waste, the Sivv Dominion (page 61) entombs the spirits of dead sivv scientists in large robotic bodies with blunt tentacles and durable plating. Beyond death, these sage-coffers continue to serve the directive of the Dominion in perpetuity.

SIVV WARMASTER

CR 17 | XP 102,400

LE Medium aberration (sivv)

Init +4; **Senses** blindsense (vibration) 60 ft., darkvision 60 ft.; **Perception** +34

DEFENSE **HP** 340 **RP** 6

EAC 31; **KAC** 33

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

Defensive Abilities fast healing 5; **Immunities** fear effects; **SR** 28

OFFENSE

Speed 30 ft.

Melee military quantum entangler +31 (8d6+28 A & So; critical degeneration 3d6)

Ranged military degenerator rifle +28 (7d8+17 A & So; critical degeneration 4d6) or
mutation gun +28 (7d10+17 A & So; critical mutation [DC 22]) or
degeneration grenade +28 (explode [20 ft., 11d6 A & So, degeneration 5d6, DC 22])

Offensive Abilities domineering gaze (30 feet; DC 22), rel-state dispersal (ranged +28; DC 22)

STATISTICS

Str +11; **Dex** +4; **Con** +8; **Int** +1; **Wis** +0; **Cha** +5

Skills Athletics +29, Computers +29, Intimidate +34

Languages Sivvian; telepathy 100 ft.

Other Abilities intangible step, quantum storage

Gear vitrum plate, military quantum entangler (page 48) with 2 batteries (20 charges each), military degenerator rifle (page 48) with 2 high-capacity batteries (40 charges each), mutation gun (page 49) with 1 battery (20 charges), degeneration grenades (2; page 48)

ECOLOGY

Environment any (Davvirex or *Ark Prime*)

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

SPECIAL ABILITIES

Domineering Gaze (Su) As a move action, a sivv warmaster unsettles its foes with a stern look bolstered by psychic conditioning. Each non-sivv creature within 30 feet is staggered for 1d4 rounds unless it succeeds at a DC 22 Will save. A creature staggered by this effect has a –2 penalty to attacks made against creatures with the sivv subtype, and it reduces the DC of its spells and abilities used against creatures with the sivv subtype by 2. This is a mind-affecting, sense-dependent effect.

Intangible Step (Su) See page 60.

Quantum Storage (Su) See page 60.

Rel-State Dispersal (Sp) As a standard action, a sivv warmaster can spend 1 Resolve Point to cast *disintegrate* as a spell-like ability with a caster level equal to its CR. The beam of energy forces many of the target's molecules into rel-state, potentially destroying it.

Sivvs are serious-minded and domineering aberrations with long, curving necks; grasping claws; and a sturdy carapace from which several tentacles protrude. Eons ago, sivvs formed the Sivv Dominion, which subjugated its galactic neighbors with its superior hybrid technology until its own hubris allowed one of its enemies, the kishalee, to deal a mortal blow to its economy.

During the Sivv Dominion's period of expansion, the most brutal and martially inclined sivvs trained as warmasters, leading assaults throughout the galaxy. These warriors underwent rigorous mental conditioning to render them immune to fear and to command obedience in non-sivvs with merely a stern look. Equipped with the best weaponry the Sivv Dominion had to offer, warmasters served as powerful combatants, and like all sivvs, they're skilled in the use of rel-state. For more information, see "Relics of the Sivvs" on page 46.

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BIRNAM'S BUBBLE

Cities Preserved under Glass
Diameter: ×1; **Mass:** ×1
Gravity: ×1
Location: The Vast
Atmosphere: Unknown
Day: 30 hours; **Year:** 3/4 year

After completing their most recent extended deep-space survey mission, the famed Weydanite explorer Birnam-32 brought back the first reports of an enigmatic world when they returned home to Absalom Station. According to the respected android, a glitching Drift engine forced their vessel to return prematurely to the Material Plane, where they appeared in an unexplored region of the Vast. There, they discovered a distant orange dwarf star with one satellite. Officially designated by astronomers as Gilarska-b, this satellite is a terrestrial world in the star's habitable zone. Gilarska-b has a singular, remarkable feature: a virtually impenetrable shield of unknown energy that encapsulates the entire planet and has given rise to a popular alternative epithet, Birnam's Bubble.

Birnam-32 discovered the energy shield was impervious to most sensors, forcing the explorer to rely solely on visual examination. They were unable to determine the origin or nature of the energy shield surrounding the planet. Furthermore, Birnam-32 detected no power source for the shield but discerned some magical emanations from the bubble, hinting at some form of highly sophisticated hybrid technology. The composition of the planet's atmosphere remains unknown, but it has plentiful surface water, verdant flora, and what appear to be intact cities of an advanced civilization scattered across its surface. Birnam-32 found no signs of animal life on the world—neither wild fauna nor any sapient species that might have constructed or inhabited the planet's peculiarly pristine settlements.

After exhausting all other options for learning more about the world and its energy shield from orbit, Birnam-32 launched a probe at the planet, but it vaporized when it contacted the barrier's outer edge. The impact activated ancient defensive satellites around the planet that drove off Birnam-32's ship and curtailed further explorations. Birnam-32 fled the system, and once they repaired their Drift engine, the explorer returned to the Pact Worlds to report their discovery. Many other explorers listened with curious interest to the android's story, but most wrote off the tale as an oddity that would never truly affect their everyday lives. The church of Weydan filed for exclusive exploratory claims on the planet, which went uncontested.

With the arrival of the ancient alien starship *Ark Prime* in the Pact Worlds, interest in Birnam's Bubble has increased, as has speculation that the mysterious world may have been a territory of the long-dead Sivv Dominion. Some scholars from organizations like the Starfinder Society and the Qabarat University of Xenoarchaeology and Xenoanthropology theorize that Birnam's Bubble might be a product of the great war between sivvs and kishalee, sivv's enemies who are believed to be responsible for the fall of the Sivv Dominion. One hypothesis gaining in popularity proposes that Gilarska-b's energy shield was a kishalee weapon that completely sealed off the planet from the rest of the galaxy and exterminated all animal life on the world, or at least doomed its inhabitants to an existence (and eventual extinction) inside a vivarium of planetary scale.

Whatever the origin of Birnam's Bubble, the church of Weydan continues to search for some means of penetrating the strange energy shield; its researchers have reached out to experts in multiple fields of science—from quantum thermodynamics to xenoarchaeologists—to no avail. Meanwhile, mystics have attempted to scry on the surface, also with no success. The Weydanites are convinced that if the bubble could be pierced, the untouched cities and relics found on the planet might shine light on one of the galaxy's earliest, and least understood, interstellar civilizations.

NEXT MONTH

WE'RE NO HEROES

By BJ Hensley

After a series of jobs go bad, a crew of misfits, rogues, and vagabonds must take the risk of a lifetime, accepting a contract from a dangerous Golden League crime boss to infiltrate a starship construction facility orbiting Aballon and steal an experimental starship!

WORKING FOR A LIVING

By Chris S. Sims

This player's guide for the Fly Free or Die Adventure Path includes background on the mysterious EJ-Corp, a Company catalog, unique backgrounds that connect PCs to other characters in the AP, new themes, and much more.

GALACTIC TRADE

By Jason Tondro

For starship crews across the galaxy, life is about finding cargo, negotiating a price, completing the job, and getting paid. This optional subsystem gives players and GMs the tools to handle the economics of operating—and upgrading—their starship.

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MULTIFOLD INDUSTRIES HARVESTER

MAP KEY

1. Nose cone sensor array
2. Explosive munitions storage
3. Manufacturing
4. Science laboratories
5. Mechanical and electrical engineering
6. Gyroscopic stabilizer
7. Crew facilities
8. Drift engine
9. Bridge
10. Hangar
11. Main engineering
12. Thrusters
13. Radiator fins
14. Laser cannons

FORWARD

1 SQUARE = 100 FEET

ALL MUST FALL

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

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