

STARFINDER[®]

A detailed illustration of a white and grey mouse-like creature with orange eyes, wearing a futuristic orange and silver spacesuit. The creature is holding a large, complex blaster with purple energy. In the background, a spaceship is being pulled into a purple energy net, with lightning bolts in the sky.

FLY FREE OR DIE
ADVENTURE PATH

MERCHANTS OF THE VOID

BY LEO GLASS



OLIPHAUNT

TIER 3

Refitted Evgeniya-Jaimisson Sledgehammer

Medium transport

Speed 12; **Maneuverability** good (turn 1)

AC 11; **TL** 13

HP 70; **DT** —; **CT** 11

Shields medium 90 (forward 23, port 22, starboard 22, aft 23)

Attack (Forward) high explosive missile launcher (4d8; 20 hexes)

Attack (Turret) chain cannon (6d4; 5 hexes)

Power Core Pulse Black (120 PCU); **Drift Engine** Signal Basic; **Systems** basic computer, basic mid-range sensors, crew quarters (common), mk 3 defenses, mk 1 armor; **Expansion Bays** arcane laboratory, *null-space cargo hold* (2), recreation suite (HAC), tech workshop

Modifiers +2 Computers (sensors only); **Complement** 6 (minimum 1, maximum 6)

SPECIAL ABILITIES

Null-Space Cargo Holds EJ Corp has converted two of the *Oliphaunt*'s expansion bays into one continuous *null-space cargo hold*, four times as big on the inside as a normal cargo hold. One *null-space cargo hold* can contain 50 tons of goods instead of 25 (for a total of 100 tons in the *Oliphaunt*'s combined hold). For the purposes of holding Huge objects, the *null-space cargo hold* counts as four continuous cargo holds, instead of two; this extra cargo space is represented by the dotted blue rectangles on the *Oliphaunt* deck plans on the inside back cover.

EJ Corp has two problems. First, the Company manufactures the Kalistocracy's golden commerce barges—gigantic transports that set out from Aballon's Horse Eye Orbital Plate. But these vessels' reputation for being unwieldy, slow, and full of precious cargo has made them targets for recent pirate attacks, threatening this lucrative contract. Second, initial sales of the Company's latest starship, the Sledgehammer-class transport, have been soft. Though the ship is fast and maneuverable, the vessel's engine-forward design necessitates an elongated hull that reduces the ship's available storage space, rendering it unattractive to interstellar merchants.

Enter the *Oliphaunt*, Executive Vice President Eline Reisora's attempt to kill two skyfishers with one laser blast. As part of a secret research and development project, Reisora constructed the starship prototype to combine the Sledgehammer's acceleration and mobility with increased cargo capacity. To do so, the Company outfitted the starship with two *null-space cargo holds*—hybrid technology that synchronizes the space of a location on the Material Plane with that of an equally sized dimensional pocket. Essentially, the equipment enables a room to be twice as large on the inside as it is on the outside, resulting in a cargo hold with double the normal capacity. Despite the *Oliphaunt* being a mere transport, if all of its expansion bays were converted to *null-space cargo holds*, it could transport the same load as a bulk freighter. Much like its namesake, the Oliphaunt of Jandelay—a hulking creature with the power to swallow its enemies whole—the *Oliphaunt* has an appetite far in excess of its size. Best of all, because of the Sledgehammer's reputation for limited cargo capacity, the *Oliphaunt* remains an unattractive target for opportunistic raiders.

The Company only recently finished preliminary testing of the *null-space cargo holds* aboard the *Oliphaunt*. However, because the ship was stolen before work was complete, the other expansion bays are outfitted with temporary facilities. The arcane laboratory and the tech workshop, for example, were used by EJ Corp researchers to fabricate magical and technological components essential to null-space fabrication on-site. The holographic amusement chamber (HAC) was implemented not for recreational purposes, but to test dangerous applications of extradimensional technology in a simulated environment.

STARFINDER

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

<i>Alien Archive</i>	AA	<i>Character Operations Manual</i>	COM
<i>Alien Archive 2</i>	AA2	<i>Near Space</i>	NP
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ON THE COVER

The *Oliphaunt* comes to the rescue of *Wild Magic*, stormrunning on Vesk-5—watched over by rival captain Niva Rofo in this cover by Tomasz Chistowski.



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MERCHANTS OF THE VOID

PART 1: POUNDS OF FLESH

3

A mysterious buyer asks the crew of the *Oliphaunt* to procure some strange goods on Absalom Station: black heart necrografts bound for Vesk-2. After rival free traders beat them to the deal, the crew must quickly find a new seller and outrun their rivals to deliver the shipment.

PART 2: A ROCK AND A HERD PLACE

14

The crew of the *Oliphaunt* put their wrangling skills to the test after being asked to transport wild defrexes to Vesk-3. Unfortunately, the Company has finally pinpointed their ship—and will happily kill to get it back.

PART 3: ENEMY OF THE EMPIRE

22

The *Oliphaunt* takes a contract for the Veskarium to track down and capture a dangerous fugitive hiding on Gaskar III. Of course, such tasks are rarely as they seem, and the crew uncovers a deeply guarded secret that leads to a difficult choice.

PART 4: NO ONE OUTRUNS THE STORM

29

While rescuing a crew of stormrunners, the *Oliphaunt* nets a haul of valuable minerals from Vesk-5. While trying to offload the ore, however, the PCs fall into a trap: a shadowy faction of merciless Vesk has targeted them and others from their past.

ADVANCEMENT TRACK

3

The PCs begin this adventure at 3rd level.

4

The PCs should reach 4th level by the end of Part 2.

5

The PCs should be 5th level by the end of the adventure.

ADVENTURE BACKGROUND

In “We’re No Heroes,” the PCs made some enemies after severing ties with Evgeniya-Jaimisson Corporation. Hired by the Golden League crime boss Lord Sinjin, the crew quit EJ Corp and mustered out, using their severance packages to secure entry to a starship factory orbiting Aballon. There, they found the *Oliphant*, a transport ship equipped with an experimental null-space cargo hold constructed by Eline Reisor, an Executive Vice President in EJ Corp. After successfully boosting the starship, the crew rendezvoused with Sinjin’s lieutenant Deminda on an asteroid in the Diaspora to hand off the ship and get paid, only to find themselves betrayed and fighting for their lives. After a narrow escape—replete with hastily planted explosives—the crew must now evade the wrath of both Sinjin and Reisor. Luckily for the crew of the *Oliphant*, they’re not alone. Their former dispatcher in the Company, **Tarika** (NG female brenneri), has also gone independent; she’s dedicated to helping the crew find work and stay flying—in exchange for a small percentage of the profits, of course.

PART 1: POUNDS OF FLESH

After the crew escapes Deminda’s ambush, let them brainstorm things to do, which might include resting and recuperating, repairing damage to the *Oliphant* caused by Deminda’s bomb, or looking for work. Presuming the crew hasn’t left the Pact Worlds system, the adventure begins when Tarika contacts them within 24 hours of escaping Sinjin’s ambush.

FREELANCE AND FANCY-FREE

In her recorded message, Tarika sits atop a padded stool in front of a cluttered workbench, rolling the worm-screw of her favorite trusted wrench back and forth between her webbed fingers. In-system communications require 1d6 – 1 hours to reach their destination (*Starfinder Core Rulebook* 430), meaning Tarika sent this message hours ago.

“Welp, this ain’t exactly what I had in mind when I said I was fixin’ to go independent, but I’m glad y’all made it off that rock without too many bullets in yer brisket. And hey, Sinjin shirked the deal! So y’all are the proud new owners of a cargo

hold big enough for a stuffed nyssholora! Book it to Absalom Station. I found a job that’ll light yer doshko.”

When the transmission ends, the PCs can travel to Absalom Station. When they arrive, Tarika suggests meeting at Docking Bay 87, a loading zone reserved for starships traveling to and from Eox.

DOCKING BAY 87

The entrance to Docking Bay 87 is a wide airlock door set into a wall of reinforced glass, which has reinforced bunkers attended by undead elebrians. Beyond the glass walls, a line of docking segments connect to a single long walkway exposed to the vacuum of space—where undead dockworkers come and go. While most of the docked vessels have ashen hulls resembling monstrous rib cages, a destroyed luxury liner bearing signs of battle damage languishes in a nearby segment. A PC who succeeds at a DC 14 Culture check recognizes this craft as an Opulos Drift Cruiser (*Starfinder Pact Worlds* 161).

Tarika converses with one of the corpsefolk working the airlock checkpoints as the crew approaches. When she sees them, Tarika squeals then runs toward the crew and exclaims, “It’s so nice to see y’all livin’ and breathin’!”

Tarika points toward the wrecked luxury liner. “Believe it or not, that unfortunate wreck is our next meal ticket. The Harlequin’s Prayer was a Vercite starliner. Got popped by pirates. Hull burst. Killed almost everyone on board. Sad, but how does that keep us in credits? Well, I found a buyer on Vesk-2 looking for fifty tons of black hearts. Those are necrografts—strips of dead flesh you can get attached to your insides to, you know, ignore stuff that kills us living people, like vacuum and radiation. And where do we get enough corpsicles for all those necrografts? You guessed it!” She gestures dramatically to the wrecked luxury liner. “There’s a broker named Rishae who handles stuff like this. She’s at the Revenant Urge, a club here on the station.

“Wha’dya say? Should I tell her yer comin’?”

Tarika doesn’t have much information on the mysterious individual who wants to buy the necrografts, except that they’re willing to pay up to 20 BP for the delivery.

“They ain’t interested in telling us who they are until we arrive, goods in hand,” Tarika warns. “And they’ve advertised this job across the Pact Worlds. Whichever crew tracks down the cargo and delivers fastest gets the prize.”

If the crew is willing to take the job, Tarika sends them to the Revenant Urge, a club dedicated to Urgathoa and located in Absalom Station’s Downlow district, where **Rishae Tulvauran** (CN female lucandrian necrograft envoy) meets with potential clients. “Rishae may have what we need already on hand and, if not, she’ll know how to get them. Sorry I can’t be of more help but, y’know... corpse trading is kind of a niche market.”

MERCHANTS OF THE VOID

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THE CREW OF THE WINTERMOURN

SIDE JOBS

SCOUNDREL’S GAMBITS

ALIEN ARCHIVES

CODEx OF WORLDS

WITHOUT A PRAYER

The destruction of the *Harlequin's Prayer* was no accident, nor was the ship victim of a simple pirate attack. The *Oliphaunt's* crew doesn't need to solve this mystery to proceed in the Adventure Path, but if they do, they can use the evidence they gather to secure the necrografts they need without paying Ryan Vuul, the mastermind of the scheme.

Ryan is a cult leader and maker of necrografts operating out of Singularity House (area **D**); he has a constant need for corpses to grow his cult and keep his business running. During a tour of the *Harlequin's Prayer*, he spotted a design flaw and planted a thermal salve on the ship's Drift engine, sabotaging it. He then hired Tremeshkan Carva to attack the vessel. When the *Harlequin's Prayer* tried to enter the Drift to escape the pirates, the sabotaged Drift engine blew the ship apart, killing everyone aboard. Ryan didn't have the connections to buy their corpses, but he knew who did: Rishae Tulvauran. When Rishae found out Ryan wanted to buy pristine corpses in mass quantity, she bought the former crew of the *Harlequin's Prayer* from Blackwind Engineering for a bargain and turned them around to Ryan for a quick profit.

The crew might discover clues to Ryan's plot throughout Part 1 of this adventure. The original invite connecting Ryan to the *Harlequin's Prayer* can be found in area **D1**. The Drift engine in area **C** still shows signs of sabotage, and evidence of more of the thermal salve Ryan used appears in Singularity House (in area **D7**). Tremeshkan's corpse can also be found at the House, stored in a cryogenic locker (area **D6**). The descriptions for each area detail these clues.

XP: If the *Oliphaunt's* crew solves this mystery and catches the culprit—detaining Ryan for mass murder or turning the evidence over to a law enforcement agency like the Stewards—award them 800 XP.

Once the crew has secured the necrografts, Tarika can get the exact location of the buyer. She asks the crew to contact her when they've secured the black hearts.

If the crew feels squeamish about profiting off the unfortunate death of others, Tarika expresses sympathy but remains practical. At some point in the conversation, she tells the crew about space goblins who salvaged the Drift engine from the *Harlequin's Prayer*.

"Hey now, we aren't the first people to try to make some creds out of this tragedy. A bunch'a goblins already came by and made off with the Drift engine from that wreck! I don't know what they think they're gonna do with it, but the *Harlequin's Prayer* had a Signal Booster—a big step up from the basic Drift engine in most starships, including your fancy new *Oliphaunt*."

The crew can use this Signal Booster to drastically reduce their travel time to Vesk-2 (*Starfinder Near Space* 26–31), but they don't yet know how important that will be—by the time they acquire the black hearts they need to satisfy the job, another ship will already be on its way to make the delivery. If the crew doesn't inquire after the engine now, they can come back later—once they've met the crew of the *Wintermourn*—to pursue this lead. Asking around at Docking Bay 87 and succeeding at a DC 14 Diplomacy check to gather information results in the following:

TABLE 1: HARLEQUIN'S PRAYER INQUIRY

Result	Information
14+	Dock workers remember three goblins who took the Signal Booster to the Heap, a junkyard in Botscrap. The engine was broken, so the goblins got it for cheap.
17+	Tremeshkan "the Razor" Carva, a notorious shirren space pirate and Free Captain, attacked the ship. News bulletins all over the docking bay feature the shirren's face.
20+	The <i>Harlequin's Prayer</i> had thousands of passengers, including the ship's owner, Verthani fashion mogul Otan Saema. Saema was in debt to Blackwind Engineering, who now owns the ship and leads the salvage operation. Blackwind sold the dead bodies to a... specialized broker: Rishae Tulvauran.
23+	Although the Stewards blame Tremeshkan Carva for the tragedy, and the ship did sustain some weapon damage, dockworkers insist that only an internal explosion could've caused the kind of damage dealt to the ship's interior.

THE REVENANT URGE

When the crew decides to meet with the seller, they head to the Revenant Urge in the Downlow. When they arrive at the club, read or paraphrase the following.

The Revenant Urge's aesthetic combines the haunting and traditional with the ultra-modern and chic. The building resembles a macabre cathedral decorated with a towering spire at each corner and flying buttresses, pointed arches, and ornate columns of onyx and black marble. The entrance is an oversized door of coppery metal framed by pillars of bone and adamantine and the rib bones of a giant undead beast. Above the door, a circular rose window made of holographic crystal projects the silhouette of the goddess Urgathoa—depicted as a woman with a skeletal lower half dancing with a scythe. The acrid odor of burning plastic and chemical solvents lingers in the air, and the pulse of muffled bass throbs behind the door.

The double door opens to a vaulted hall; seven floors with open balconies overlook a crowded dance floor, along with one more floor at the building's summit. Gigantic speakers blare hypertronic sludge house. Floating above the crowds

of dancers, undead dancers whirl about in hovercages while brandishing bladed weapons or caressing dangerous animals. The patrons themselves—mostly undead—writhe and contort to the music, illuminated by flashing strobes. A few clubbers jump from bungee cords tethered to the upper floors, their silhouettes bouncing in and out of view. Each of the four spires that anchor the building contains a lavish elevator with walls made of holographic crystal. When the crew enter, they see a robot squox (*Starfinder Alien Archive* 2 118) near the entrance rise up on its hind legs and stare at them. After a moment, it scampers off through the crowd, toward the bar. This robot is **Digit** (N technological construct), the drone companion of **Dizzy** (NG agender dragonkin mechanic), engineer on a starship called the *Wintermourn*. For more details on the *Wintermourn* and its crew, see pages 38–43; they've come here to buy 50 tons of black hearts from Rishae, just like the PCs, but they arrived first. The PCs will meet the majority of the *Wintermourn*'s crew soon, but this scene introduces them to Dizzy first, the friendliest (and only good-aligned) member of the bunch. Try to make a positive impression with Dizzy, so that when the PCs later come to think of the *Wintermourn* as rivals, their feelings aren't entirely negative.

Dizzy waits at the bar; they instructed Digit to watch the door for possible competition, and Digit runs back to Dizzy to report the arrival of the *Oliphant*'s crew. As a dragonkin, Dizzy stands out from the other bar patrons; Digit also runs right up to them and jumps on their lap, eager for affection. Dizzy greets PCs who approach them, introducing themselves and their drone.

"Call me Dizzy. This is Digit." The dragonkin looks around at the gothic ambiance of the club and raises a drink to their muzzle. "First time in this place. All seems a little much, you know? Like, they're trying too hard. I hear on the weekends people bungee down from the seventh floor while laser turrets open fire on them. That sounds... fun?"

A trained ambassador, Dizzy attempts to establish a rapport with the crew and find common ground with them. They let the PCs play with Digit and happily buy drinks, swap news about cybergrunge music and culture, or discuss the latest trends in robotics or computers. If a crew member takes a liking to Dizzy, the dragonkin challenges them to hologames on their datapad.

Dizzy admits they're part of the crew of the *Wintermourn*, a transport ship captained by Niva Rovo, a former miner. "Niva's upstairs right now, haggling with Rishae, like I suspect you all intend to do. I'm sorry we got here first, but, you know, speed is



**RISHAE
TULVAARAN**

everything in this business. No hard feelings." If the PCs insist they need to talk to Rishae immediately, Dizzy coyly responds, "I dunno. The captain doesn't usually fancy interruptions. I mean, you can knock, but don't be surprised if my pal Nemelith sticks a big gun in your face. That's just how she says hello to strangers." If the crew insists, Dizzy provides directions. "Top floor," they say. "Last confessional on the right." As they return to their drink, they add, "Good luck!" The PCs can proceed to *Securing a Deal* on page 6; Dizzy follows them to reunite with the crew of the *Wintermourn* when they emerge from Rishae's confessional.

If the PCs wait at the bar long enough, Niva and Nemelith eventually arrive at the bar, having closed the deal with Rishae. Use *Meeting the Wintermourn's Crew* (below) and the article on pages 38–43 to roleplay this meeting. Dizzy introduces everyone. Niva briefly looks the PCs over and comments as she departs, "We're here to work, not sip necrotinis or whatever the hell they serve in this place."

The *Oliphant*'s crew might not interact with Dizzy at all here; instead, they can learn Rishae's location from any staff member at the club, who directs them to the confessionals on the top floor.

MEETING THE WINTERMOURN'S CREW

The top floor of Revenant's Urge is a long, marble-floored hall filled with seven ornate doors that lead into elaborately decorated, room-sized confessional booths, each elaborately decorated. The booths are actually holographic amusement chambers (HACs). Worshippers of Urgathoa confess their transgressions to her clergy here—instances where they exemplified temperance or demonstrated self-restraint. To help these heretics atone for their blunders, members of the church use the HACs to simulate the subject's wildest fantasies, hoping to rehabilitate them of their moderation. Inside the last booth on the right, **Niva Rovo** (CN female ysoki soldier) and **Nemelith Zydan** (LE female human witchwarper), two crew members of the *Wintermourn*, aggressively negotiate a deal to buy 50 tons of mk 1 black heart necrografts from Rishae. For this adventure, Niva's crew are intended to be non-combatant adversaries for the PCs. While their statistics appear on pages 38–43, they should interact with the *Oliphant*'s crew in evocative, fun, and challenging ways—but not lethal. Let the actions of your PCs drive relationships between the two crews; take notes on these interactions to keep these relations consistent throughout the Adventure Path.

By the time the PCs arrive, the deal with Rishae has concluded. Niva and Nemelith emerge, followed by Rishae.

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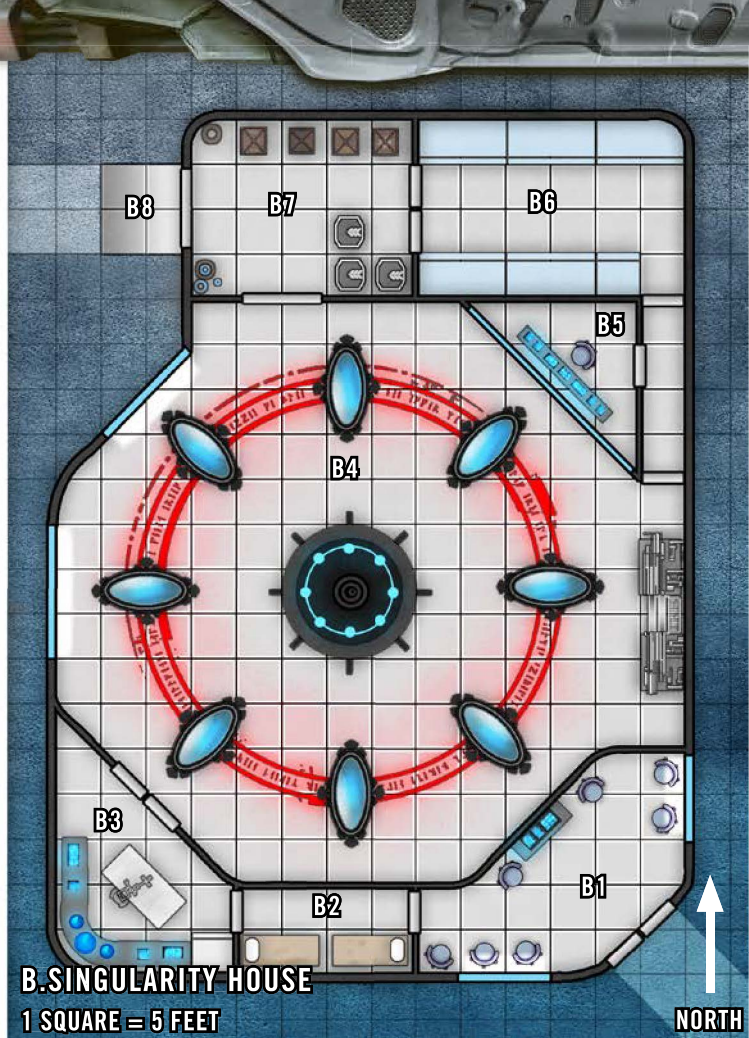
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"Always a pleasure," she says to the ysoki as Niva walks away. "You cunning little rat."

At this comment, Niva turns around and makes a pained gesture. "I'm hurt, Rishae. Hurt. How could you call me that, after all the times we've ripped each other off?"

Dizzy, who has followed from the bar, meets Niva and Nemelith and gestures to the PCs. "Captain, it is my pleasure to introduce the crew of the *Oliphant*."

"The what?"

"It's an ancient monstrosity that once ravaged Golarion," Nemelith says, eyeing the PCs with one hand resting on the hilt of her hand cannon. "It devoured entire armies. You really ought to read a book, Niva, darling."

Niva grunts, inspecting the PCs and responding to anything they might say. Soon, however, she turns to Dizzy and says, "Tell Jinx to pick us up. We're leaving." Dizzy responds in signed Common, making their left hand into a fist at about shoulder height and bobbing it back and forth to communicate "Aye, aye." Rishae has returned to the confessional and awaits the PCs.

SECURING A DEAL

Rishae is a lucandrian (*Starfinder Alien Archive* 3 68), but smoldering red wraith motes (*Starfinder Armory* 94) have replaced her moon-like eyes. After haggling with Niva and Nemelith, she's in a foul mood and starts off indifferent to the PCs. "I'm not sure I can help you," she says when she learns what they've come for. "I've already sold the necrografts to

Rovo, and I don't have another 50 tons of spare black hearts just lying around. Even if I did, you heard her; they're already on their way to your mystery client."

When pressed for what she can do, Rishae explains that it would take several days to get the necrografts the crew wants—and it'll cost them 10 Build Points. If the crew balks at this price, she's willing to trade the cargo for corpse leases, a contract in which clients preemptively sign over their corpses to Rishae for her to resell after their deaths. "Necrocrafters always need raw material," she explains. "And zombies and skeletons make great workers. You won't need your body after you're dead. You won't even miss it." She's willing to reduce the cost of the cargo by 2 BP for every corpse lease each crew member signs. A successful DC 19 Diplomacy check reduces the price of the cargo to 8 BP, but she won't go any lower.

If she catches the crew staring, or if they ask about her eyes, she eagerly explains her own necrografts.

"You know, my first few months as a necrograft broker, no client could look me in the eyes. Hard to take a person in this business seriously with stars shooting out of their retinas. So, I had a colleague fork out my eyeballs and plug in the ones from a specter. No one has asked me about moon crystal recipes or how to read constellations since. Now, the only thing on a client's mind is what augmentation can help them tell death to kiss off. Plus, I got a good deal—I'm basically product placement, after all."

The crew likely leaves Rishae's confessional disappointed; the cargo costs most of their BP, and even if they could wait days for Rishae to have it ready, they likely won't beat the *Wintermourn* in the 3d6-day journey to the Veskarium. Allow the crew to commiserate with one another over their ill fortune, perhaps returning to the bar downstairs for a drink or two.

In less than an hour, Rishae tracks the crew down, striding purposefully towards them with a look of fury on her face.

"That two-timing, double-dealing, swindling... ice-miner! She's ripped me off! That whole time she and her witchwarper sidekick had me chatting upstairs, their pilot was stealing the black hearts from my own storage yard! And you. You!" She pokes the Oliphaunt's captain with her index finger. "You are going to help me get even. I don't have your necrografts, but I know where you can get them. Rygan Vuul runs a necroforge in the Sparks with all the equipment to make what you need. His cult worships him as a living god or something. I stay away from him, but maybe you can persuade him to cut you a deal."

If the crew paid Rishae for the necrografts or signed corpse-leases, Rishae refunds their BP and tears up the contract. "Just beat that rat to the punch, and we're even."

Persons of Interest: After she helps the crew, Rishae becomes a person of interest to the Adamant Scale (page 33).

A. THE HEAP (CR 4)

The crew of the *Oliphaunt* needs a faster Drift engine if they hope to beat the *Wintermourn* to Vesk-2. If they haven't thought of it yet, Tarika reminds them about the *Harlequin's Prayer* and suggests that the crew poke around Docking Bay 87 for a lead, which should lead them to the Heap: a large public junkyard in Botscrap, which hosts a massive pile of derelict starships, power armor, vehicles, and other garbage. The infosphere reveals the location of the Heap.

Use the map on page 6 for the Heap. Ascending the Heap prompts a DC 14 Athletics check; a character who fails this check is fatigued by the time they reach the top. The junk throughout area **A** is difficult terrain.

Creatures: When the crew members climb to the top of the mound, they find a small path within high piles of garbage that leads to a goblin work site. Near the entrance, the characters hear a hushed argument.

Whispers resonate from within a rusty gun safe half-buried under a heap of trash. A squeaky, unsure voice speaks softly, "But shouldn't... shouldn't we go have a look? What if that thing zapped Goog?"

Someone with a raspier, gruff tone replies, "If you're so worried, you go out there. You're the reason we're in this mess. I says, 'Let's replace the containment unit.' But nooooo. 'I can just repair the Drift leak,' you says. 'Let me laser weld the manifold,' you says. Now look where we are! Hidin' in a

metal box prayin' we don't get electrocuted!" The whispers stop as the muffled sounds of a petty scuffle ensue.

If the PCs open the rusted-out door of the safe, **Rattlesnarp** (LN male space goblin mechanic) and **Fleagreeb** (CE female space goblin mechanic) tumble out, fighting. Once the scuffle ends, the goblins explain the situation. They attempted to repair the Drift engine's containment manifold. When the engine activates, it tears open a rift that pulls extraplanar forces onto the Material Plane. (Rygan Vuul orchestrated this sabotage to destroy the *Harlequin's Prayer*, as described in the sidebar on page 4). When the goblins triggered the extraplanar leak by reconnecting the power supply, they accidentally summoned a lightning elemental. It attacked the goblins, severely wounding **Goog** (NG male space goblin mechanic) while Rattlesnarp and Fleagreeb fled. If the crew attempts to negotiate over the Drift engine, neither goblin discusses the matter until the issues of the engine leak, elemental, and their missing brother are all resolved.

Goog survived but has hidden himself inside one of the Drift engine's maintenance hatches; he refuses to move, lest he trigger the leak again and die. A "G" on the map on page 6 indicates Goog's position. A character who succeeds at a DC 19 Perception check notices him.

The elemental returns to the area soon after the crew meet Rattlesnarp and Fleagreeb, attacking on sight.

MEDIUM LIGHTNING ELEMENTAL CR 3 XP 800

N Medium outsider (air, elemental, extraplanar; *Starfinder* Adventure Path #13: *Fire Starters* 57)

Init +6; **Senses** darkvision 60 ft.; **Perception** +8

DEFENSE HP 40

EAC 14; **KAC** 16

Fort +7; **Ref** +5; **Will** +2

Immunities electricity, elemental immunities

Weaknesses extraplanar link

OFFENSE

Speed 20 ft., fly 100 ft. (Su, perfect)

Melee slam +12 (1d6+7 B & E; critical power siphon [page 8])

Offensive Abilities jolting surge, lightning strikes

TACTICS

During Combat The elemental is aware of the extraplanar leak. It blocks the crew's escape and tries to force them back towards the Drift engine with jolting surge, using slam attacks and power siphon to recharge jolting surge.

Morale The elemental fights to the death or until the crew disables the extraplanar leak.

STATISTICS

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

Skills Acrobatics +13, Athletics +8

Feats Flyby Attack, Improved Initiative

Languages Auran

Other Abilities extraplanar link

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SPECIAL ABILITIES

Extrapolanar Link (Ex) If the extrapolanar leak trap is disabled, the elemental immediately returns to its home plane.

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

Lightning Strikes (Ex) The lightning elemental's slam deals half electricity damage and half bludgeoning damage.

Power Siphon (Ex) Whenever the lightning elemental critically succeeds on an attack against a technological construct or a creature wearing or wielding technological gear, the elemental recharges its jolting surge ability.

Trap: The damaged Drift engine is still dangerous. When a creature comes within 15 feet, a portal to the Elemental Plane of Air opens, unleashing high winds and crackling lightning.

EXTRAPLANAR LEAK CR1

XP 400

Type hybrid; Perception

DC 21; Disable

Any two of the following:

Engineering

DC 12 (disconnect emergency power supply), Computers

DC 12 (deactivate thermal sensor), or Mysticism

DC 12 (sever arcane connection to the Elemental Plane of Air)

Trigger proximity (thermal, 15 feet); **Reset** immediate

Effect vortex of flying shrapnel and lightning (2d6 bludgeoning and electricity damage); Reflex DC 12 half; multiple targets (all targets within 15 ft. of the Drift engine)

Development: After the crew deals with the elemental and extrapolanar leak, Goog emerges from his hiding place within the Drift engine. If the crew expresses a desire to buy the Drift engine, Fleagreeb and Rattlesnarp are elated at the prospect and begin bickering about what they should spend the money on: a super weapon to take revenge on the other inhabitants of the Heap (Fleagreeb's idea) or Rattlesnarp's dream invention, a pair of time-traveling pants. Goog loses his calm and launches into a tirade directed at his brother and sister.

"Stop it! Every wakin' minute, you squabble and nitpick! What does it get us? Extra crispy and half dead! Well, it's time for the head of the family to take charge, like Mom always wanted. And I say there's no point in selling that engine, 'cause you two will just waste the credits on terrible inventions that have no chance of ever getting us off this crummy station!" Goog turns away from his brother and sister. "There's nothing here for us anymore. We want to go with you, wherever you're going. Just let us see the stars aboard your ship a little while, hop to a planet or two, until we find the right place for a fresh start. Do that for us, and the Drift engine is yours."

The crew can accept Goog's offer or that of his siblings, who demand 9 BP for the Signal Booster. Either way, the goblins promise to fix the extrapolanar leak, resize the engine to fit a Medium starship, and install it. It takes 72 hours to accomplish these tasks, and the goblins will each work 8 hours a day. If the crew pay them 400 credits (total), they will work 12 hours a day. Player characters trained in Engineering can also contribute their time to this task.

Treasure: Amid the lingering elemental energies from the disabled trap, the crew can find two transparent *mk 1 elemental gems* (Armory 112); if used, they summon air elementals.

Clue: A character who examines the Signal Booster and succeeds at a DC 14 Engineering check recognizes a chemical burn that ate a hole in one of the engine's manifolds as intentional sabotage. The edges of the burn bear a strange, gummy residue, probably left over from whatever caused the burn.

Persons of Interest: If the PCs agree to take the space goblins with them to Vesk-2, and perhaps beyond, Fleagreeb, Rattlesnarp, and Goog become

LIGHTNING
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persons of interest to the secret faction within the Veskarium known as the Adamant Scale (page 33).

Story Award: If the crew defeats the elemental by disabling the extraplanar leak, award them the XP they would have earned from defeating the creature in combat.

B. SINGULARITY HOUSE

Singularity House functions as Rygan Vuul's augmentation shop and cult sanctum in a vacant engineering bay in the Sparks neighborhood of the Spike. Vuul espouses a philosophy he calls "singularity," by which he means the pursuit of an infinite existence through undeath, and he prefers to sell his hand-crafted augmentations to fellow believers. As a result, many of his clients have become his followers, revering him as a living god.

Use the map on page 6 for Singularity House. The crew can enter through the waiting room (area **B1**) and request an audience, meeting with Rygan in his necroforge (area **B4**). However, if they fail to persuade Rygan to let them in, or if they decide to infiltrate the building, Singularity House has various security systems designed to thwart intruders.

- **Cameras:** The waiting room (area **B1**) and loading ramp (area **B8**) have security cameras monitored by Rygan from the necroforge (area **B4**); a successful DC 17 Stealth check allows a character to slip past a camera without being noticed by Rygan. A successful DC 14 Engineering check can deactivate a camera.
- **Doors:** Doors inside Singularity House are made of wood and locked; they can be broken (Hardness 5, 15 HP, Break DC 18) or bypassed with a successful DC 14 Computers or Engineering check.
- **Alarm:** A failed attempt to bypass a door or a failed attempt to hack any of the building's computers triggers an alarm that sounds throughout the facility, alerting Rygan.
- **Computers:** Unless noted otherwise, the computers in the building are tier 1 (DC 17 to hack). A firewall (DC 19 to hack) protects the building's network; a character who successfully hacks the firewall gains control of the cameras, doors, alarm, and other tier 1 computers in the facility, but not the tier 2 computer in the control center (area **B5**). The building network can also be controlled remotely through Rygan's datapad.

Clues: Rygan Vuul orchestrated the destruction of the *Harlequin's Prayer* (see the sidebar on page 4). The PCs can find clues to his culpability throughout Singularity House.

B1. WAITING ROOM

The double door to the southeast is flanked by small plants with blood-red flowers and segmented leaves that resemble finger bones. On the northwest wall, a computer with two large screens displays promotional videos and a user interface the crew can use to contact Rygan. When touched, the interface asks the user to identify themselves and asks those without an appointment—such as the crew—to record a message.

A character can persuade Rygan to admit them without an appointment with a successful DC 14 Bluff check. If the character suggests they're willing to serve as a patient for Rygan's experimental necrografts, they get a +3 circumstance bonus to this check. If the character sincerely desires to serve as an experimental subject, this check automatically succeeds.

If the check succeeds, Rygan speaks to the crew through his datapad, saying, "Welcome. Come to the necroforge, and I shall show you what immortality looks like." He unlocks the doors to areas **B2** and **B3**, which open invitingly for the crew. If the check fails, Rygan says simply, "Get out." He continues to monitor the crew through security cameras and, if they don't leave, prepares to ambush them in the necroforge.

Besides the main entrance, the only other door leads west to area **B2**.

Clue: Hacking the computer here reveals a recorded message from Otan Saema, owner of the *Harlequin's Prayer*, expressing their admiration for Rygan and inviting him aboard the ship for an all-expenses-paid cruise. Rygan received the invitation a month ago, and he accepted.

B2. RECOVERY ROOM

This small, bare alcove contains two 10-foot long holographic recovery units, small chambers that provide recovery simulations to promote healing for surgery patients. Both are empty.

B3. SURGERY ROOM

Rygan conducts his operations in a cramped chamber with an overhead robotic arm with an integrated lamp and medical imaging devices, all located on a track above a surgery table littered with implements and spattered with blood.

Treasure: A dermal stapler (*Armory 100*) and a standard battery lie on the surgery table. Two tier 1 analgesics, two tier 1 antibiotics, two tier 1 coagulants (*Armory 132*), and two tier 1 excitants (*Armory 133*) can be found in the storage lockers.

B4. NECROFORGE (CR 4)

This massive room features a circle of eight 10-foot-long translucent glass capsules, each containing a corpse. The capsules infuse corpses with negative energy from an arcane circle inscribed on the floor. Negatively charged flesh is then placed in a necrofabricator (controlled by the computer in area **B5**) in the center of the room, which weaves it into necrograft augmentations. Overhead screens display images from the building's security cameras; Rygan glances at these screens as he works. To the north, a garage door leads to area **B7**, and a door to the east opens into areas **B5** and **B6**. A pair of power generators stands against the east wall. The ceiling is 25 feet high, but rafters 20 feet above obstruct the top of the room.

Acquiring the Black Hearts: The crew can acquire the black hearts from Rygan in many ways; the most obvious are detailed on page 10, but your players might try something unexpected. Regardless, it will take 2 days to fabricate the necrografts the crew needs; if Rygan doesn't do this task for them, they can

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automate the process using the computer in area **B5** once they gain access to it.

Augmentation: Ryan desperately wants a volunteer to test his latest necrograft: a mk 1 undead adrenal gland overloaded with necrotic energy to provide additional immunities. Ryan agrees to fabricate the black hearts the crew needs if a PC allows him to surgically implant the augmentation within them and monitor the results. The surgery takes 4 hours and the character must spend 8 hours in recovery in area **B2**; the necrofabricator can begin its work during the operation. The experimental necrograft functions as a mk 1 undead adrenal gland (*Armory* 97), but activating the gland also grants immunity to cold damage and poison. However, the necrograft has a dangerous side effect: the first time the character attacks or casts a spell in any combat, they become confused for 1d4 rounds. This drawback should come as a surprise during the character's next combat.

A character trained in Medicine can remove the augmentation in 1d4 hours with a successful DC 16 Medicine check while using a medkit, medical lab, or medical bay on a starship. On a failure, the surgery takes twice as long, and the character is exposed to devil chills (*Core Rulebook* 418). Once extracted, a successful DC 16 Engineering or Mysticism check can repair the augmentation, removing the confusion effect. A failure on this check destabilizes the gland, and it vaporizes instantly.

Blackmail: If the crew acquires evidence of Ryan's involvement in the destruction of the *Harlequin's Prayer* (see the clues throughout this area, area **B5**, and the Without A Prayer sidebar on page 4), they can use this evidence to blackmail Ryan into manufacturing the necrografts for them.

Force: If the crew fights Ryan and reduces him to 10 HP or less, he surrenders and offers to make the necrografts in exchange for his life. If the PCs kill Ryan, they can use the computer in area **B5**, the necrofabricator, and the raw corpse flesh from area **B6** to forge their own.

Creatures: Ryan Vuul and three cybernetic zombies that he built and named necroharvesters work here, extracting flesh from corpses to fabricate experimental necrografts. If the crew infiltrates the building and Ryan becomes aware of them, he arranges an ambush. The necroharvesters hide in the rafters, and Ryan casts *disguise self* to appear as a male half-orc patient covered in blood (Will DC 15 to recognize the appearance as an illusion if a PC interacts with Ryan). He uses Bluff to lie, insisting "Dr. Vuul tried to inject me with a sedative and slice me open!" while pointing to a door across the room. If the PCs fall for the ruse, he waits until an opportune moment to initiate combat with *overheat* as the necroharvesters drop from the rafters to attack.

RYGAN VUUL

CR 2

XP 600

Male corpsefolk (elebrian) technomancer
NE Medium undead

Init +6; **Senses** darkvision 60 ft.; **Perception** +7

DEFENSE

HP 21

EAC 12; KAC 13

Fort +1; **Ref** +1; **Will** +7

Immunities undead immunities

OFFENSE

Speed 30 ft.

Melee survival knife +4 (1d4S)

Ranged diffraction perforator pistol +6 (1d4 So plus penetrating; critical bleed 1d4)

Technomancer Spells Known (CL 2nd; ranged +6)

1st (3/day)—*disguise self*, *overheat* (DC 15)

0 (at will)—*daze* (DC 14), *energy ray*

TACTICS

During Combat Ryan maneuvers to cast *overheat* against as many PCs as possible, then uses *energy ray* against characters taking cover behind a containment capsule, hoping to rupture its glass casing if he misses (see Hazards on page 11).

Morale If Ryan is reduced to 10 HP or fewer, he surrenders.

STATISTICS

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

Skills Bluff +7, Computers +7, Engineering +12, Medicine +12, Mysticism +12

Feats Improved Initiative

Languages Common, Eoxian

Other Abilities magic hacks (energize spell), spell cache (mk 1 necrocortex), unliving

Gear kasatha microcord I, diffraction perforator pistol^{AR} with 2 batteries (20 charges each), survival knife, credstick with 1,500 credits; **Augmentations** mk 1 moonlight fibers^{AR}, mk 1 necrocortex^{AR}

NECROHARVESTERS (3)

CR 1/2

XP 200 each

N Small undead

Init +3; **Senses** darkvision 60 ft.; **Perception** +4

DEFENSE

HP 13

EAC 10; KAC 12

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

Immunities undead immunities

Weaknesses vulnerable to electricity

Defensive Abilities integrated weapons^{AA2}

OFFENSE

Speed fly 30 ft. (Ex, average)

Melee claw +6 (1d6+2 S) or

integrated standard syringe stick +6 (1d3+2 P plus tier 1 sedative)

Ranged integrated azimuth laser pistol +3 (1d4 F; critical burn 1d4)

Offensive Abilities self destruct (1d6+1 E)

TACTICS

During Combat The necroharvesters get in melee range to inject enemies with sedative syringes, then either use their claws or fall back to fire their laser pistols.

Morale The necroharvesters fight until destroyed unless ordered to stand down by Rygan.

STATISTICS

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

Skills Acrobatics +9, Athletics +4, Stealth +4

Other Abilities mindless, unliving

Gear azimuth laser pistol with 1 battery (20 charges), standard syringe stick^{COM} with tier 1 sedatives (2), datapad

SPECIAL ABILITIES

Self-Destruct (Ex) A necroharvester self-destructs when reduced to 0 HP, dealing 1d6 + 1 electricity damage in a 10-foot-radius burst (Reflex DC 9 half).

Hazards: The eight glass capsules in the room bathe the corpses inside in cryogenic gases, preserving the tissue while infusing the bodies with necromantic energy. A capsule provides partial cover, or regular cover if a character crouches down behind it. If a character misses a target benefiting from this cover, there's a 50% chance the capsule is hit instead, rupturing its glass casing and releasing a blast of pressurized cold. All creatures adjacent to the capsule take 1d6 cold damage (Reflex DC 14 avoids). A capsule can be specifically targeted and is AC 10, automatically breaking if it takes any damage. Each capsule can be ruptured only once.

Persons of Interest: If Rygan makes the necrografts for the PCs and lives, the Adamant Scale considers Rygan a person of interest in Part 4 of this adventure (see page 33).

Story Award: If the characters acquire the black hearts from Rygan without attacking him, award them XP as if they had defeated him and the necroharvesters.

B5. CONTROL CENTER

This small, triangular room contains the tier 2 computer (DC 21 to hack) that controls the necrofabricator and stores all of Rygan's personal records; the computer has a lockout countermeasure that activates after three failed attempts, lasts for 1 day, and sends an alarm to Rygan's datapad. Hacking the computer provides the crew with evidence confirming Rygan as the mastermind behind the wreck of the *Harlequin's Prayer* (see the sidebar on page 4).

B6. CRYOGENIC CHAMBER

This chamber contains cryogenically cooled *null-space chambers* for mass storage.

Treasure: The storage containers hold frozen corpse flesh. The crew has enough raw material here to create 50 tons of mk 1 black heart necrografts, using the necrofabricator in area B4.

Clue: A character who opens one of the containers spots a shirren head—it belongs Tremeshkan "the Razor" Carva, a well-known space pirate and Free Captain; she can be identified with a DC 17 Culture check.

B7. STOCKROOM

This small stockroom contains a wall-mounted computer and shipping containers full of mundane supplies.

Treasure: A character who searches the cargo containers finds a set of *mk 1 animistic tools* (Armory 120); the tools grant a bonus to the Engineering skill.

Clue: A character investigating the shipping containers and supplies who succeeds at a DC 14 Perception or Physical Science check recognizes the contents of one of the crates as a powerful thermal solvent. If the crew spotted the gummy residue left on the Drift engine in the Heap (area A), they recognize this solvent as the source of that residue.

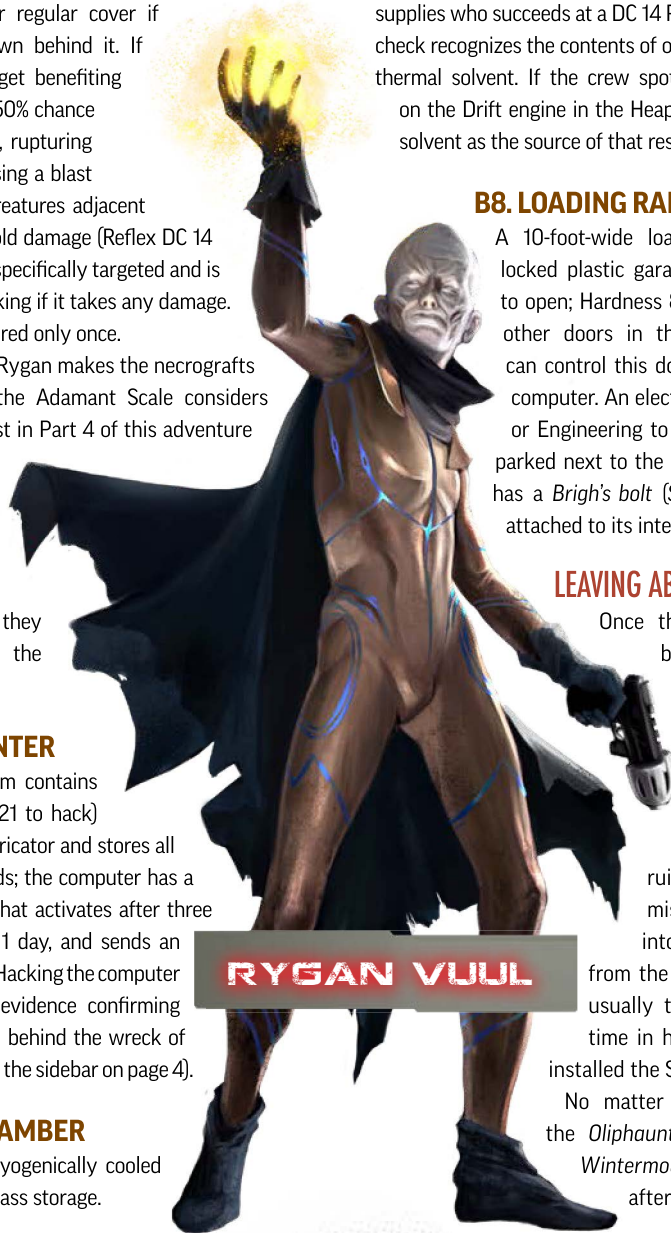
B8. LOADING RAMP

A 10-foot-wide loading ramp leads up to a locked plastic garage door (Engineering DC 14 to open; Hardness 8, 30 HP, Break DC 24). Like other doors in the facility, Rygan's datapad can control this door, which can also open via computer. An electronic lock (DC 19 Computers or Engineering to bypass) keeps a cargo lifter parked next to the ramp secure; the cargo lifter has a *Brigh's bolt* (Starfinder Pact Worlds 200) attached to its interior.

LEAVING ABSALOM STATION

Once the PCs have acquired the black hearts and installed a Signal Booster in the *Oliphaunt*, Tarika sends them the coordinates of the buyer, who lives on the island of Kilti, deep within the Ghost Mire—ruins plagued by a terrifying mist that transforms people into specters. Drift travel from the Pact Worlds to Near Space usually takes 3d6 days; divide this time in half if the PCs obtained and installed the Signal Booster drive.

No matter how many days it takes the *Oliphaunt* to arrive at Vesk-2, the *Wintermourn* arrives only moments after the *Oliphaunt*.



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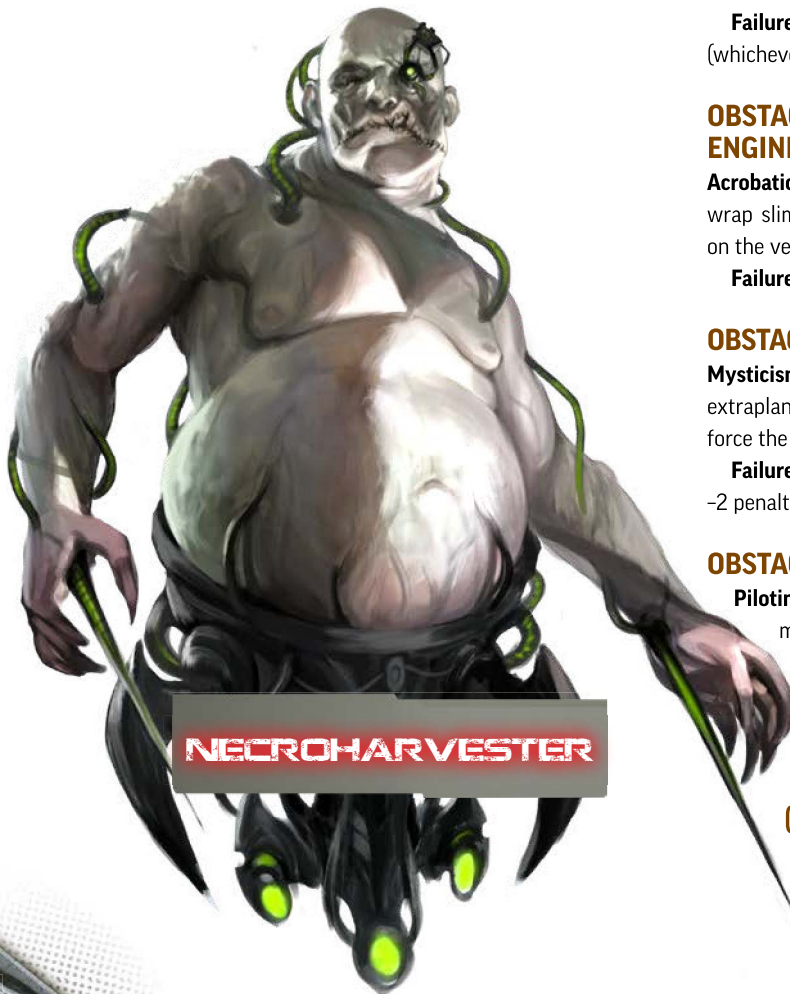
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EVENT 1: RACE TO THE GHOST MIRE (CR 3)

When the crew arrives at Vesk-2, they emerge from the Drift amid a dense swarm of hundreds of immense creatures floating in space. The creatures have massive tentacles that radiate bright bioluminescent colors and translucent, gelatinous bodies that flash with inner fire and electricity; a character who succeeds at a DC 14 Mysticism check or science officer who scans them identifies the creatures as pyrozoa—magical beasts whose amorphous bodies produce and vent superheated plasma through their pores. Beyond the swarming pyrozoa lies Vesk-2, an ocean planet dotted with sprawling islands.

After a few moments, the *Wintermourn* arrives in the system, well within range of the *Oliphaunt*'s sensors. The crew of the rival starship immediately attempts to establish video comms with the *Oliphaunt*. The PCs recognize Niva, Dizzy, and Nemelith sitting aboard the bridge, and they also see the starship's pilot, **Jinx** (N male verthani operative; page 42). Niva addresses the PCs on-screen.

"Can't say I'm surprised to see y'all again. Had a feelin' you were on the same job we are. I'm impressed you managed to beat us here, though. What say we settle it with a race?"



First one through this cluster of fire jellies and on planet is first in line to talk to the buyer. Deal?"

Without waiting for an answer, the *Wintermourn* ignites its thrusters and surges toward Vesk-2, weaving deftly between the pyrozoa. If the crew of the *Oliphaunt* hope to deliver the goods first, they must win the race using the rules for starship chases (*Starfinder Starship Operations Manual* 44–47); six obstacles are described below.

OBSTACLE 1: MISDIRECTION (CAPTAIN)

Bluff, Diplomacy, or Intimidate DC 23: Niva attempts to rattle the crew of the *Oliphaunt*, claiming they have no shot of beating her pilot, Jinx, as he's the only pilot to have successfully navigated the Blockade, a necrotic minefield in the Diaspora (an exaggeration, as other pilots have accomplished this feat).

Failure: The crew's next chase action takes a –2 penalty.

OBSTACLE 2: ELECTROMAGNETIC INTERFERENCE (ENGINEER, SCIENCE OFFICER)

Computers or Engineering DC 13: The massive swarm of plasma-spewing pyrozoa creates a field of electromagnetic energy that interferes with the ship's power core, causing the entire ship to lurch as its systems sputter.

Failure: The next engineer or science officer check (whichever comes first) takes a –2 penalty.

OBSTACLE 3: HANGERS ON (CHIEF MATE, ENGINEER)

Acrobatics, Athletics, or Engineering DC 14: Several pyrozoa wrap slimy tentacles around the *Oliphaunt*, increasing drag on the vessel.

Failure: The next Piloting check takes a –2 penalty.

OBSTACLE 4: FALSE REALITY (MAGIC OFFICER)

Mysticism DC 15: Nemelith briefly creates a swirling portal of extraplanar chaos in front of the *Oliphaunt*, a distraction to force the starship to change course.

Failure: The crew's next chase action check takes a –2 penalty.

OBSTACLE 5: MAGNETIC RAKE (PILOT)

Piloting DC 18: The *Wintermourn* blasts the starship with a magnetic pulse from its rakes, pushing the *Oliphaunt* into the path of a massive pyrozoa spewing plasma from its carapace.

Failure: Take 1 hit.

OBSTACLE 6: NARROW PASS (GUNNER, PILOT)

Piloting or Gunnery DC 16: The *Oliphaunt* can blast its way through a dense wall of pyrozoa or try to squeeze through the small gaps between the creatures.

Failure: Take 1 hit.

Development: If the *Oliphaunt* wins the chase, Niva keeps her word and waits to speak with the buyer until after the *Oliphaunt* crew have had their turn, but if the *Wintermourn* wins the chase, Niva expects the characters to yield to her. See Who Goes First, below.

Story Award: If the PCs beat the *Wintermourn* to the surface of Vesk-2, award them 800 XP.

HELPING HEARTS

When the *Oliphaunt* lands, the crew finds a sprawling network of ancient ruins, recently excavated. Mangled pieces of sabotaged excavation equipment—drills and backhoes, all marked with the emblem of the Veskarium—surround the ruins. Among the hundreds of tents pitched, some have been converted to temporary medical facilities. Thousands of *ijtikris* (*Alien Archive 2 54*), sapient squid-like creatures native to this world, populate the entire area—all afflicted with necrotic diseases or poisoned by radiation. Victims of these afflictions fill a mass grave a few hundred feet from the tents.

If the crew asks about what's going on, some *ijtikris* explain that the Veskarium has attempted to uncover the ruins here for decades; the *ijtikris* who dwell in the area oppose this excavation, believing it will unleash a terrifying evil imprisoned by their ancestors. This belief stems from centuries-old texts that are highly respected in *ijtikri* culture.

When the PCs ask about someone wishing to purchase black hearts, the *ijtikris* direct the party to a surgical tent.

Who Goes First: If the *Oliphaunt* won the race through the pyrozoa, Niva keeps her word and waits outside the tent until the *Oliphaunt's* crew has negotiated their transaction. However, if the *Wintermourn* won the race, Niva expects the crew to yield to her. She glowers coldly if they don't, labeling them cheaters. "Reputation is all we got out in the Drift," she warns. "You sure you want to be known as a crew of sore losers?" If the crew yields at this point, Niva forgives them instantly, but if they persist, she leaves. "I can find business elsewhere," she says. True to her word, she tells every starship captain and crew she meets of the *Oliphaunt's* refusal to accept the ramifications of their own failure; after this exchange, consider reducing the initial attitude of other merchant crews the PCs meet in the Veskarium by one category. If the *Oliphaunt* came in second and the crew waits for Niva to complete her deal with Dr. Shazarad, the skittermander offers only 10 BP—half the original sell price.

Although she foresees more sick *ijtikris*, she has no immediate need for the extra necrografts and only has enough resources to pay half price for the crew's delivery.

The Good Doctor: Dr. Shazarad Quomp

(CN female skittermander operative), a lime-furred skittermander wearing surgical scrubs, inhabits the surgical tent. Shazarad smokes a cigar as she examines a datapad. "Heya, 'nufriends," turning the familiar greeting into a growl. "You must have my organ delivery." As long as the crew negotiates with Shazarad first, she offers to buy the necrografts for the original quoted price of 20 BP. If the PCs ask, she explains the conflict between the *ijtikris* and the Veskarium and mentions she abandoned her position at a medical clinic in the Veskarium stronghold of Command-2 to help these people.

"I admire the *ijtikris*," Shazarad says, gazing out the tent at the protesters beyond. "Standing up for what they believe in! But this place is gonna kill 'em.

So, I figured I'd help! Necrografts may be a little squishy, but they're perfect for this situation. Why, with a black heart inside 'em, my friends outside won't even notice the radiation. Or the poisonous air. And, uh, maybe they won't notice the fact they're dead inside. I don't know! But, I'm helping, and that's what matters."

Shazarad assures the crew that the *ijtikris* know all about the necrografts, and she would never implant one in an unwilling subject, but she also admits that the people here continue to suffer. Many have run out of options, and they'd rather accept the partial death of a necrograft over the final death of going without one—the only option Shazarad and the *ijtikris* can afford. She doesn't expect the crew to do her any favors, and she'll certainly follow through with her side of the deal.

If the crew refuses to sell, Shazarad buys the necrografts from Niva instead. If the crew tries to donate the necrografts for free, Shazarad insists they take her money but won't force the issue if the crew refuses payment.

Persons of Interest: If the PCs sell to Shazarad, she becomes a person of interest to the Adamant Scale (page 33).

Story Award: Once the PCs sell their cargo, no matter who they sell it to, award them 800 XP.

COMPLETING THE JOB

After the negotiation with Shazarad, the crew can take a few days of downtime, perhaps upgrading the *Oliphaunt* or taking



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their space goblin passengers to visit a new planet. They might seek out a new job, and after a few days, their search succeeds beginning Part 2 of this adventure.

PART 2: A ROCK AND A HERD PLACE

Within a day or two of looking for jobs on Vesk-2, the crew receives a message from a pair of ranch owners on Vesk-3. The recorded transmission shows a dapper skittermander (*Starfinder Alien Archive* 106) and a coal-black pahtra (*Alien Archive* 2 94). These are **Karmalar Gravender** (LG male skittermander) and his wife **Adani Samor** (NG female pahtra). Adani crosses her arms, rolling her eyes as her husband speaks. The pair stand in a barn lined with high-tech monitors displaying the vitals of animals within—clumsy bovines called monoux—while drones hover about delivering inoculations.

"Greetings, proprietors of the Oliphaunt! I am Baron Karmalar Gravender, though my dearest confidants call me Karm. Most beloved among these companions is my partner, Adani Samor, humble matron of Skitterhaven Ranch: Home for the Found. Now, you might be thinking, to what do you owe this unexpected but pleasurable correspondence? Well, our rangelands have been ravaged by a mysterious predator! This week we found the remains of three prize monoux, maimed and devoured! And Gumbembo discovered our ruthig flock drained entirely of blood! I fear it won't be long before whatever plagues us tires of feeding on animals and comes for the whelps!

"Our only hope is to respond as any soldier loyal to High Despot Cahan would: with overwhelming and decisive force! We must acquire animals so belligerent, so pugnacious, that no carnivore would dare desecrate our—"

Adani sighs and interrupts. "Look, we need defrexes—a few adults to frighten off whatever's killing our livestock. But if we're gonna do this, I want to do it right: start a whole operation breaking defrexes as mounts, training them for live performances, festivals, even trivids. Maybe even breed 'em when they mature. We need sixty head or so? I know you're not professional defrex herders, but word is your crew is resourceful enough to make Niva Rovo crap her pants a little. That's good enough for me."

Skitterhaven Ranch is a 254-acre homestead 50 miles east of Morandomandran, an ancient skittermander city. The ranch's infosphere site proudly proclaims it a "Home for the Found"; the ranch specializes in giving displaced skittermanders, vesk, and other youths a home as well as being a place to learn discipline,

collaboration, and the trade of livestock farming. Skitterhaven Ranch has been owned and operated by its proprietors, Karm and Adani, for nearly 15 years. Herding and domesticating defrexes (*Alien Archive* 3 12) remain big businesses on Vesk-2 and Vesk-3.

Adani offers to pay 1 BP for every 10 head of defrexes the crew can bring to Skitterhaven Ranch, and a bonus of 5 BP if the crew can deliver at least 60 of the creatures. The *Oliphaunt* can fit up to 100 in its combined cargo hold. Adani recommends the crew venture to Kahrudi Canyon to gather this many defrexes. The vast gorge, deep within the Yiti Preserve on Vesk-2, creates a natural barrier that isolates defrexes from other predators, protects their dens, and allows them to flourish.

A Little Help: Aware that the crew are new to defrex herding, Adani sends along the infamous tell-all memoir, *Taming the Herd: The Secrets of Kamazren Ranch*, a book written by Tottarox Matrox, a skittermander who labored for years on Vesk-2's largest defrex homestead, Kamazren Ranch. Tottarox reveals several techniques for herding and domesticating defrexes that he claims have been kept hidden as trade secrets. Though melodramatic and at times even racy, *Taming the Herd* does provide useful advice. The PCs can refer to the memoir at any time for guidance on what they need to herd defrexes and take care of them long enough to reach Skitterhaven Ranch.

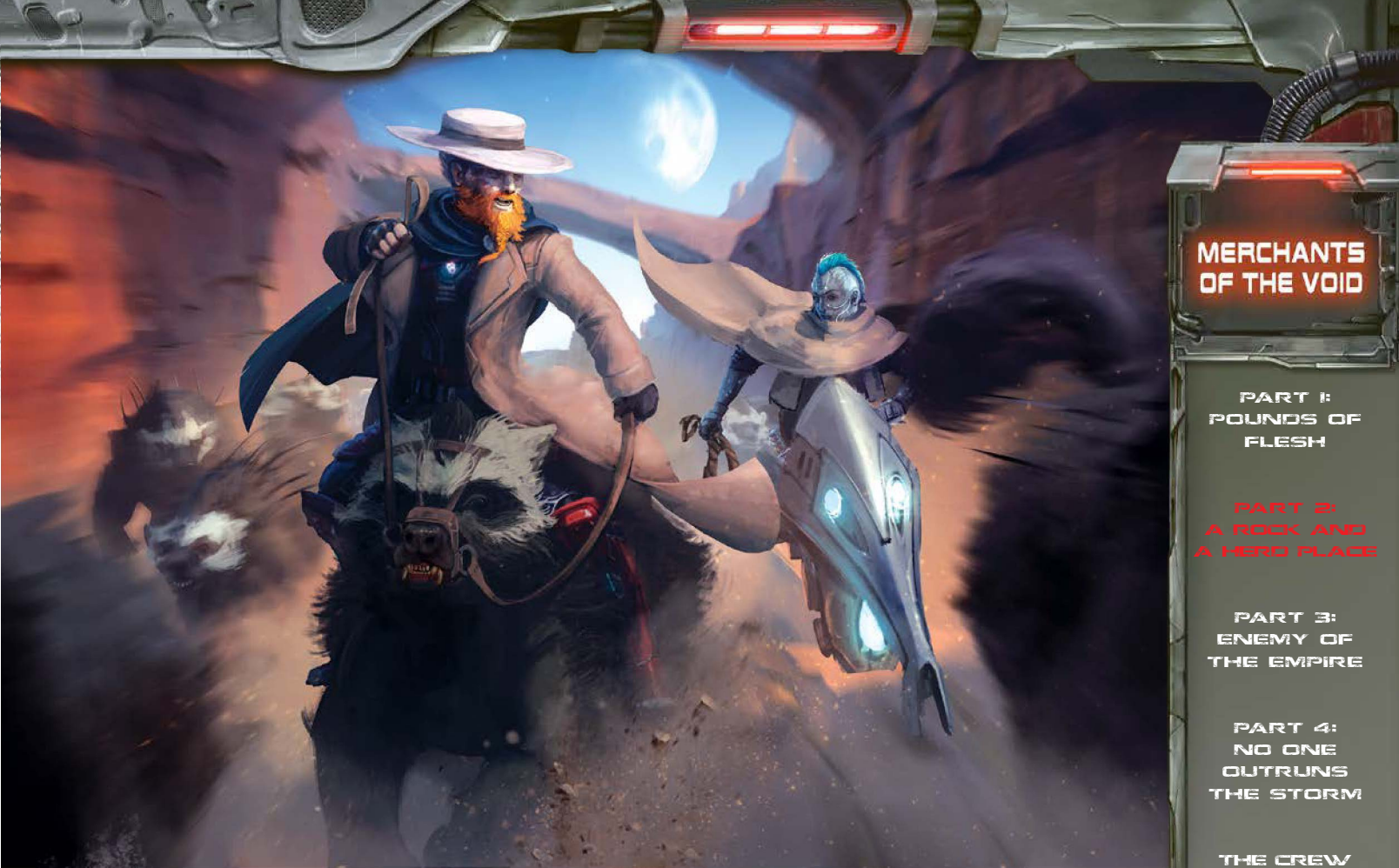
PREPARING FOR THE DEFREX DRIVE

The crew should prepare before they arrive at Kahrudi Canyon; they might choose to acquire transportation, hunting licenses, or other resources.

The crew can rent enercycles or even trained defrex mounts at Yiti Preserve. Renting a defrex mount costs 500 credits per day, while renting an enercycle costs only 70 credits per day. The crew might try to acquire transport without paying for it; acquiring an enercycle in this way requires a DC 14 check using Diplomacy (to persuade a shop owner to loan the vehicle for free) or Engineering (to hot-wire the enercycle and fly off with it). Characters can attempt to lure a defrex mount away with a DC 19 Survival check or persuade a rancher to let them borrow the animal with a DC 19 Diplomacy check. Without transportation, the crew will have to herd defrexes on foot (substantially increasing the danger of the drive).

Herding is legal in Kahrudi Canyon as long as each crew member has a license; licenses cost 150 credits, and the crew can purchase them through the infosphere. Alternatively, the crew can forge a license with a successful DC 14 Computers check. The characters might decide to forgo a license or buy only one and hope that suffices.

The crew can purchase tools and aids to make herding easier; each tool interacts with the mechanics of *Driving the Herd* (page 15). The scent of blood attracts defrexes, and a single-use blood lure can be purchased at the preserve for 50 credits; a blood lure grants a +2 item bonus to a PC attempting to overcome the Jagged Rocks obstacle (page 15). A sound file with a defrex call can be purchased for 50 credits, or a character might find one



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on the infosphere for free with a successful DC 14 Computers check; the call allows the crew to automatically succeed at one of the checks required during the drive. Finally, defrex wranglers often use small reptiles known as flushing lizards; these creatures emit a loud, shrill bark that causes defrexes to retreat. A flushing lizard can be rented for 100 credits per day. A character using a flushing lizard on an Intimidate check against a defrex gains a +2 circumstance bonus.

EVENT 2: DRIVING THE HERD (CR 3)

The crew can land the *Oliphaunt* at Yiti Preserve to begin the roundup. They quickly find tracks, dens, scat, and other signs of defrexes before eventually finding several of the animals themselves, many of them adolescents.

Defrexes are detailed on page 12 of *Starfinder Alien Archive 3*, but wrangling defrexes isn't a combat encounter; in fact, the crew probably wouldn't survive conflict with these powerful creatures! Instead, the defrex drive presents a complex skill challenge in which the PCs must wrangle enough defrexes to assemble a sizable herd.

The defrex drive takes place over 6 rounds. Each round, the GM presents an obstacle the crew must overcome, and the players select one crew member to resolve this obstacle by attempting any associated skill check. The DCs for these skill checks are determined by the character's method of transportation: DC 14 for a defrex mount, DC 19 for an energycle, and DC 24 if the character is on foot. If the character succeeds at their check, the group earns 1 success. At the end

of the 6 rounds, the number of successes the crew has earned determines the number of animals they bring to area **D**.

The crew must overcome the following challenges during the defrex drive.

OBSTACLE 1: JAGGED ROCKS

A group of adolescent defrexes attempts to flee, heading straight into jagged rocks that jut from the ground. A PC must race off and draw them back into the larger group. The character attempts a Survival check to ride a defrex, a Piloting check to steer an energycle, or an Athletics check to jump out ahead of the defrexes on foot. On a failure, the character falls and takes 2d4 damage from the rocky terrain; if the character fails by 5 or more, they catch a stray claw while attempting to maneuver around the defrexes and take 1d6+6 slashing damage.

OBSTACLE 2: LICENSING CHECK

A group of Veskarium agents on energycles arrive to inspect the drive. If every member of the crew has a license, they automatically overcome this obstacle and earn 1 success. Otherwise, the crew can either try to avoid the agents or negotiate with them. To avoid the inspection, the character must succeed at a Perception or Survival check. On a failure, they're fined 100 credits; on a failure by 5 or more, the herd strays into dangerous territory and sets off a small avalanche while the crew is distracted; every character takes 3d6 bludgeoning damage (Reflex DC 14 half). To negotiate with the inspectors, the character must succeed at a Bluff, Diplomacy, or Intimidate check. On a failure, they're fined

as above, and on a failure by 5 or more, the DC for the next drive action is increased by +2.

OBSTACLE 3: POACHING TRAP

The PCs inadvertently discover a hidden spike pit left by poachers. Randomly determine the character in peril from the pit. That character's mount or vehicle automatically goes into the pit, but is unharmed aside from a few scrapes. The character, however, must succeed at a DC 14 Reflex save to leap the pit; on a failure, they fall and take 2d6 piercing damage. A character on foot that leaps the pit earns 1 success. Otherwise, to overcome this obstacle, a different member of the crew must succeed at an Engineering (if the character piloted a vehicle), Survival (if the character rode a defrex mount), or Medicine (if the character fell in) check. On a failure, the next Piloting or Survival check the crew attempts in the drive takes a -2 penalty; on a failure by 5 or more, the smell of rotting entrails caked to the spike causes the crew to be sickened for the next round of the drive.

OBSTACLE 4: PREDATORY FLORA

A carnivorous plant lashes out with spur-covered vines at an adolescent defrex. A character must protect the defrex and can attempt a Perception check to spot the threat early, or a Survival or Intimidate check to keep the defrex safely away. On a failure, the PC is exposed to id moss (*Core Rulebook* 419); upon failing by 5 or more, the character also takes 1d6+6 slashing damage from an angry defrex.

OBSTACLE 5: SKIRMISH

A deadly scuffle breaks out among the defrexes. A character has many ways to overcome this obstacle. They can attempt a Perception check to spot the problem before it occurs and disperse the aggressors of the group. Alternatively, characters can attempt to interpose themselves, their mount, or their vehicle with an Athletics, Survival, or Piloting check, respectively. Finally, a character can separate the animals with an Intimidate or Survival check. On a failure, the crew's next attempt that uses the skill attempted here takes a -2 penalty. On a failure by 5 or more, the character is fatigued.

OBSTACLE 6: DOMINANCE DISPLAY

One of the adult defrexes attempts to assert control of the herd, charging forward at a character in front of or behind the group. A character can overcome this obstacle with a successful Intimidate or Survival check; if the character is riding an enercycle, they can attempt a Piloting check instead, and characters on foot can attempt Athletics. On a failure, the

character takes 1d6+6 piercing damage from a defrex bite; on a failure by 5 or more, roll on the Wounding Weapons table (*Core Rulebook* 183) and apply the results to the PC.

Development: The drive ends after 6 rounds. The table below provides the results of the defrex drive.

TABLE 2: DRIVE OUTCOMES

Successful Herding Actions	Herd Size	Outcome
6	100	Success
5	80	Success
4	60	Success
3	40	Failure
2	20	Failure
1	10	Failure

Story Award: Award the PCs 800 XP for completing the defrex drive, regardless of whether they succeeded or failed.

C. DIATHA MOUNDS (CR 4)

As the PCs drive the defrexes back to the *Oliphaunt*, they hear a series of howls that quicken the herd's pace. A PC who succeeds at a DC 14 Life Science check recognizes that the howls belong to newborn defrex pups. Following the cries, the herd and the PCs arrive at a steep embankment; the animals come to a stop, and the crew can see the source of the trouble: a trapped defrex mother and her pups.

Use the map on page 18 for the diatha mounds.

Creatures: A mother defrex has tumbled

down a cliffside into a 15-foot-by-20-foot pool of scalding, bubbling mud that's 10-feet deep. Though large enough for her head and claws to thrash above the surface of the mud, she can't swim out. Trapped in the smoldering muck, the animal slowly burns to death while her nine pups cry out from the top off the embankment. She won't survive without the crew's intervention. Beyond the mud pit lie three large mounds riddled with strange holes belching gas. A PC who succeeds at a DC 14 Life Sciences check identifies these as diatha mounds, home to a species of explosive slug common to Vesk-2. If the PCs dismount to help, the herd stays put, recognizing the distress of their kin. If the PCs attempt to herd the pups, they refuse to move without their mother. To descend from the ledge down to the mud pit, a PC must succeed at a DC 15 Athletics check. If they fail by 5 or more, the character falls 30 feet, taking 3d6 damage. As the PCs



KARMELAR GRAVENDER

move closer to the trapped defrex, two diathas immediately burrow to the surface to defend their homes.

DIATHAS (2)

CR 1/2

XP 200 each

HP 13 each (*Alien Archive 3 18*)

TACTICS

During Combat The diathas move to the character closest to their mounds, attempting to bite them.

Morale When reduced to 4 HP or less, the diathas use their explosive charge ability, biting and detonating to protect their warren from intruders.

Hazard: The constant release of regurgitated incendiary gas and volatile materials from the burrowed diathas has transformed the ground here into a turbulent pit of boiling mud that belches fire. The boiling mud is difficult terrain and 10 feet deep. At the start of its turn, a creature within the pit of scorching mud takes 2d4 fire damage (Fortitude DC 16 half); the sunken defrex trap (see below) also takes this damage. While a creature remains still within the mud pit, it doesn't sink. However, if a Large or smaller creature attempts to move into, within, or out of the pit, it must succeed at a DC 16 Athletics check to swim. If the creature fails this check, they're pulled to the bottom (or held there if already at the bottom of the pit). Characters who activate the environmental protections of their armor are protected from suffocation and drowning, but not from the hazard's fire damage.

Trap: Now exhausted, the mother defrex remains still to avoid being sucked below the surface, but she occasionally stirs and thrashes from the pain of searing gases singeing her flesh. The sunken defrex trap below represents the challenge of rescuing the wounded animal. If the PCs succeed at three checks to disable the trap, they free the mother defrex, who then returns to her pups at the top of the cliff.

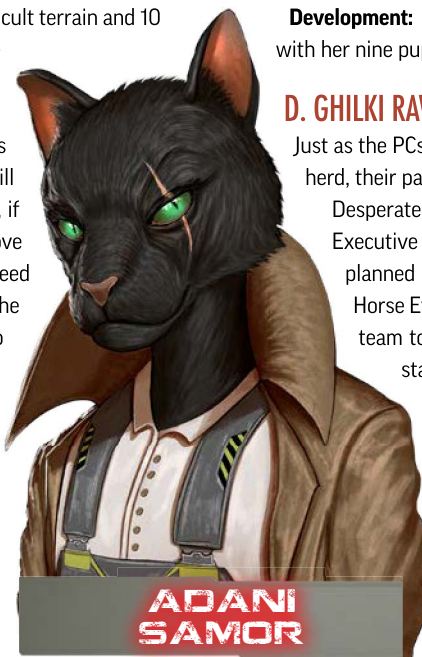
SUNKEN DEFREX

CR 3

XP 800

Type analog; **Perception** DC 24; **Disable** Engineering or Survival DC 19 (construct or find a lasso, net, pole, or other rescue device); Life Science, Stealth, or Survival DC 19 (coax the defrex to interact with the device or stealthily secure it); and Athletics DC 21 (to move the animal 10 ft. and free it from the burning mud)

EAC 13; KAC 17; HP 38; Fort +6; Ref/Will +3; the defrex is susceptible to effects that target animals, such as a xenodruid's speak with animals ability



Trigger proximity (visual, 10 feet); **Init** +8; **Reset** immediate
Initial Effect thrashing claws and fangs +13 (6d6 P & S plus grab); one target within 10 feet; **Secondary Effect** the grappled or pinned creature moves 5 ft. toward the defrex and falls prone. This movement breaks the grapple and ends the pinned condition. The sinking defrex can only grapple or pin one creature at a time. A creature who succeeds at a DC 24 Acrobatics check can escape such a grapple or pin.

Treasure: Amid the diatha mounds lies the decomposing corpse of a poacher who frequently stole diatha larvae from this area to convert them into explosive ammunition. His corpse has a tactical railgun (*Armory 44*) and 25 longarm rounds of amplified diatha ammunition (*Alien Archive 3 19*), which deal an additional 2d4 fire damage.

Development: If the PCs reunite the mother defrex with her nine pups, all ten of them join the PCs' herd.

D. GHILKI RAVINE (CR 4)

Just as the PCs leave Kahrudi Gulch with their defrex herd, their past starts to catch up to them.

Desperate to reclaim the *Oliphaunt*, Eline Reisora, Executive Vice President of EJ Corp, has busily planned her vengeance. After the crew left Horse Eye Orbital Plate, she turned her science team to the task of tracking down the stolen starship, and after finding the *Oliphaunt* in the Veskarium, she contracted a Company network specialist by the name of Kreech Nakkan to hunt them down and kill them. Always planning ahead, however, Eline doesn't rely entirely on her hired muscle to do the job; she has a secret weapon that will create a disaster on board the *Oliphaunt* long after Kreech dies.

A bit of a conspiracy fiend, Kreech has an obsession with rumors of grays, reptoids, and fungal creatures supposedly infesting every corner of the Pact Worlds, from the Stewards to the Pact Council itself. Reisora bought Kreech's assistance by offering him a custom drug that would protect him from mind control and allow him to see shapeshifters in their true form. However, this serum has a terribly deadly side effect unknown to Kreech: a batch of incendiary nanites programmed to seek out other creatures, replicate, and detonate in a fiery explosion. While the crew fend off Kreech's assassination attempt on their way back to the *Oliphaunt*, the nanites will settle into the defrexes, leading to a catastrophe when the *Oliphaunt* is in the Drift (see Reisora's Revenge on page 20).

Use the map on page 19 for Ghilki Ravine.

Creatures: Kreech arrived at Yiti Preserve by passenger shuttle and tracked the PCs. Now he waits for them in Ghilki Ravine, a

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slender, 20-foot-deep passage through Kahrudi Canyon. He has set an ambush along a bottleneck the PCs must pass through to reach their starship, planting four flash grenades as mines (see Hazards on page 20). Now he watches in hiding behind improved cover atop one of the plateaus that surround the ravine, observing through the sights of his tactical rail cannon; a character can spot him with a successful DC 23 Perception check. His pet, Ghoul—an Eoxian creature known as a skellid hound that has a hairless body and a skeletal carapace that covers its head, neck, and back—hides among some bushes beyond the flash grenades; a character can spot the hound with a successful DC 20 Perception check. By the time the PCs arrive, the nanites that infest Kreech's body have already spread through the ravine, where they take some of the defrexes as their next hosts.

Kreech and Ghoul wait to attack until the flash grenades detonate or they're spotted. If the PCs walk into the flash grenade hazard (page 19), Kreech and Ghoul attack immediately, benefiting from surprise.

The plateau cliffs are 20 feet high; climbing up either side requires a DC 15 Athletics check.

KREECH NAKKAN CR 3

XP 800

Male nuar soldier

CE Medium monstrous humanoid (necrograft [Armory 94])

Init +4; **Senses** darkvision 60 ft.; **Perception** +13; conspiracy serum

DEFENSE HP 40 RP 3
EAC 14; KAC 16

Fort +5; **Ref** +7; **Will** +4 (+3 vs. mind-affecting effects)

Defensive Abilities unflankable

OFFENSE

Speed 35 ft.

Melee horn +9 (1d6+10 P) or

mk 2 enervating hand +9 (4d4 C) or

venomous mk 1 heavy bone blade +9 (2d4+7 S plus turbocurarine)

Ranged merc minelayer +12 (as per grenade type) or tactical rail cannon +12 (1d10+4 P; critical bleed 1d4)

Offensive Abilities fighting style (bombard), grenade expert

TACTICS

During Combat Kreech stays prone and behind improved cover, unloading on the crew with his tactical rail cannon. If an enemy reaches him, he defends himself with his poisoned bone blade and enervating hand.

Morale Kreech fights to the death; at 0 HP, he uses his Diehard feat to get revenge (see Development on page 20).

STATISTICS

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

Skills Athletics +8, Intimidate +8, Stealth +13, Survival +13

Feats Diehard

Languages Common, Orc

Gear golemforged plating II, maze-core merc minelayer^{AR} and tactical rail cannon^{AR} with 60 heavy rounds, venomous mk 1 heavy bone blade with turbocurarine^{COM} (4 doses), frag grenades II (2), web grenades I^{AR} (2); **Augmentations** mk 1 enervating hand^{AR}, mk 1 phantom basal ganglia^{AR}, venomous mk 1 bone blade^{AR}

SPECIAL ABILITIES

Conspiracy Serum (Ex) Kreech has a +2 bonus on saves against mind-affecting effects and a +2 bonus on Perception checks to penetrate disguises.

Gore (Ex) Kreech can charge without taking the normal charge penalties to his attack roll or AC.

Maze Mind (Ex) Kreech can attempt a special level-based Wisdom check (1d20 + 3) instead of using his total bonus in Piloting to navigate or his total bonus in Survival for orienteering.

GHOUL CR 1

XP 400

Male radioactive predator (*Alien Archive* 2 102)

N Medium animal

Init +2; **Senses** blindsight (life) 60 ft.; **Perception** +5

DEFENSE HP 20
EAC 11; KAC 13

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

Immunities radiation

OFFENSE

Speed 40 ft.

Melee bite +8 (1d6+3 P plus radioactive fangs)

Offensive Abilities radioactive fangs

TACTICS

During Combat Ghoul hides in the ravine until Kreech initiates his attack. Once combat begins, Ghoul avoids stampeding defrexes, moving to the nearest PC and making full attacks.

Morale If Kreech dies, Ghoul flees (and returns after the combat ends); see Treasure. Otherwise, he fights to the death.

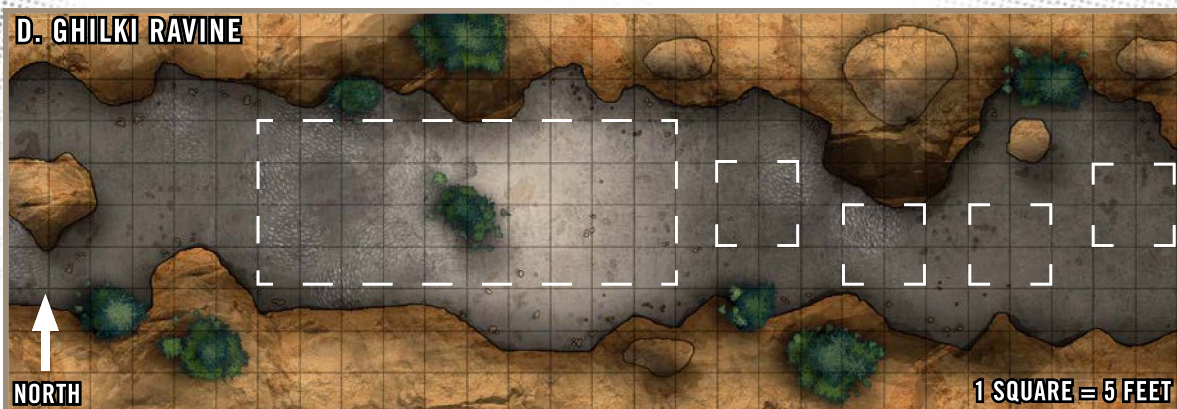
STATISTICS

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

Skills Acrobatics +5, Athletics +5, Stealth +10, Survival +10

Gear environmental field collar^{AA3}

D. GHILKI RAVINE



SPECIAL ABILITIES

Radioactive Fangs (Ex) Ghoul's teeth have absorbed massive amounts of Eoxian radiation. A creature that takes damage from Ghoul's bite attack must succeed at a DC 14 Fortitude save or contract radiation sickness (*Core Rulebook* 404); armor environmental protections don't protect against this effect.

Hazards: Kreech has planted four flash grenades in the ravine (marked on the map). A flash grenade detonates when any creature moves into any of the four 10-foot-by-10-foot areas indicated on the map. All creatures within the area must succeed at a DC 12 Reflex save or be blinded for 1d4 rounds. If no character is in front of the herd of defrexes, the defrexes trigger the mines, spooking the creatures. If the crew has someone leading the herd into the ravine, that character must succeed at a DC 23 Perception check to notice the grenades then quickly stop the herd with a successful DC 19 Survival check. A character who fails to notice the grenades triggers the first one and, when one or more grenades go off, Kreech and Ghoul attack. If not already, the herd becomes agitated and stampedes when the ambush begins.

The herd of defrexes occupies a 20-foot-by-50-foot rectangle marked on the map with dotted lines. When the herd takes off, they have a 50% chance of stampeding east towards the *Oliphaunt* and a 50% chance of stampeding west, back the way they came. The defrex herd moves at a Speed of 40 feet due to the cramped terrain and the animals' confusion. The stampede continues in one direction until it leaves the map. A character caught in the path of the stampeding herd takes 3d6 total bludgeoning, piercing, and slashing damage (Reflex DC 14 half; a character who fails this check by 5 or more gains the prone condition). Characters can move in and through the herd, but the spaces it occupies are difficult terrain.



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Treasure: If Ghoul outlived his master, he returns as the crew rounds up the defrexes. A character can attempt to befriend him with a successful DC 14 Survival check; this check is modified by Ghoul's starting attitude, which is hostile to most, but unfriendly to nuars, undead, soldiers, or anyone with a necrograft. If he becomes friendly, he will follow a character onto the *Oliphaunt*. A member of the crew who wishes to bond with Ghoul and make him a companion creature should work with the GM to determine Ghoul's statistics and abilities, using the rules for Creature Companions in *Starfinder Alien Archive* 3.

Development: When Kreech is reduced to 0 HP, he collapses, unconscious and dying. At the start of his next turn, he spends 2 RP to stabilize. A turn after that, Kreech spends 1 RP to regain 1 HP. Waking up, he pulls the pin from a frag grenade II and moves 35 feet toward the nearest PCs, attempting to catch himself and as many of his enemies as possible in the 15-foot explosion. Before the explosion, gurgling in his own blood, he stammers, "It's EJ Corp—you don't just get to quit."

After defeating Kreech, the PCs can round up the herd, usher them into the *Oliphaunt*'s cargo hold, and leave the planet.

Persons of Interest: If the PCs somehow manage to prevent Kreech from destroying himself, he confesses that Eline assigned him to kill the crew and bring her the *Oliphaunt*. He might even develop a sort of strange friendship with the crew if they forgive him for the attack. If the PCs spare his life, he even hands over all his gear; he chooses to retire early and let the Company think he's dead. If Kreech survives, he becomes a person of interest to the Adamant Scale (page 33).

EVENT 3. REISORA'S REVENGE

Eline's nanites migrated from Kreech into several defrexes as they moved through Ghilki Ravine, and 1d4 hours after the PCs activate their Drift engines on their way to Vesk-3, the nanites begin to activate from inside of the defrex herd. For the next series of encounters, you should refer to the map of the *Oliphaunt* found on the inside back cover of this adventure.

With a successful DC 14 Perception check, a character within earshot of the starship's cargo hold hears several of the defrexes howling, barking, and scraping at the walls. The sound of distressed predators builds to a terrifying volume before tremendous, deafening explosions reverberate through the starship. Any crew members in the cargo hold (area 10) at the time of the explosion take 3d6 fire damage (Reflex DC 14 half) and are knocked prone as five of the defrexes explode. When the nanite-infested defrexes explode, they also release an electromagnetic pulse that disrupts technological systems throughout the *Oliphaunt*, and the starship temporarily loses power. The surviving herd stampedes out into the hallway of the *Oliphaunt*, thrashing over one another and barreling down the starship's cramped corridor. As they enter new parts of

the ship, a few of the defrexes succumb to the delayed effects of the nanites and detonate.

Explosive Stampede: As the defrexes stampede through the ship, any PC caught in the way takes 3d6 slashing, piercing, and bludgeoning damage (Reflex DC 14 half). The animals bite, claw, and slam into each other as they stampede, bursting into the arcane laboratory (area 2) and tech workshop (area 5). Several stagger into the ship's hover lift (area 7)—which have been damaged by the EMP and are moving erratically up and down between decks—and reach the holographic amusement chamber (area 14).

Crew members on the *Oliphaunt*'s bridge immediately realize the ship has lost power, and the rumbling of the stampede alerts them to the wild animals charging through the corridors. However, they can't detect the specific malfunctions in each of the *Oliphaunt*'s chambers from the bridge, and the ship's computer has shut down. The crew must discover the explosive consequences of Eline's plot firsthand as they regain control of the ship room by room.

Amid the panic and confusion, the crew must disable the traps in areas 2, 5, 10, and 14. Each failed attempt to disable any of the four traps (or a failed attempt to recycle and reseal the airlock doors in area 10) results in the deaths of 5 defrexes. Time is also against the crew; every 5 turns, 5 defrexes perish, either slain by the various hazardous malfunctions on the ship, exploding from the nanites, or simply harming themselves in their panic.

If the crew sticks together, disabling each trap should prove relatively easy, though it might take longer to address all the ship's issues. If they split up, however, each challenge might be too difficult. If you don't want to run the risk of your players splitting up and getting frustrated, close off areas of the ship until the crew disable each trap.

2. ARCANES LABORATORY (CR 2)

The panicked and wounded defrexes that ran down the port branch of the ship's corridors were forced into this area, knocking over containers of sensitive arcane reagents and damaging magical equipment that has released harmful energies. The magical chaos further fuels the herd's panic, and the defrexes rend and claw each other amid the confusion.

Trap: To disable the trap, the crew must calm the beasts to get them to stop fighting or diffuse the effects of the magical reagents to end the chaos. This trap's HP represents the Hit Points of the defrexes, and destroying the trap (instead of disabling it) kills 25% of the total herd.

ARCANES FRENZY

CR 2

XP 600

Type hybrid; **Perception** DC 23; **Disable** Survival DC 18 (to calm the animals down) or **Mysticism** DC 18 (to dispel the magical energies stirring the defrexes into a frenzy)

EAC 12; **KAC** 16; **HP** 25; **Fort** +5; **Ref/Will** +2; the defrexes

are susceptible to effects that target animals, such as a xenodruoid's speak with animals ability

Trigger location; **Init** +7; **Reset** immediate

Initial Effect Roll on Table 3: Arcane Frenzy Effect below; multiple targets (all targets in the room)

TABLE 3: ARCAN FRENZY EFFECT

1d6	Description	Effect
1	flaming burst	2d6 fire damage (Reflex DC 13 half)
2	stupefying aura	dazed for 1 round (Will DC 13 negates)
3	intense magical light	blinded for 1 round (Fortitude DC 13 negates)
4	defrex claws	2d6 slashing damage (Reflex DC 13 half)
5	chaos aura	confused for 1 round (Will DC 13 negates)
6	stench aura	sickened for 1 round (Fortitude DC 13 negates)

5. TECH WORKSHOP (CR 2)

The defrexes that fled down the starboard branch of the ship's corridor were forced into this area, damaging the laser welders. Now, two robotic arms erratically swing about, arcing laser beams in all directions.

Trap: To disable the trap, the crew must dismantle, reprogram, or destroy the arms outright.

LASER WELDERS

CR 2

XP 600

Type technological; **Perception** DC 23; **Disable** Athletics DC 18 (to rip off one arm and jam it into the other) or Computers DC 18 (to access the computer console and reprogram the arms to stop) or Engineering DC 18 (to disconnect the power source of the arms)

Trigger location; **Reset** immediate

Initial Effect (2d6 F plus burning 1d4 [Reflex DC 13 half]); multiple targets (all targets in the room)

10. NULL-SPACE CARGO HOLD (CR 2)

As the PCs enter the cargo hold, a secondary explosion rocks the ship; the airlock computer succumbs to the EMP effect and cycles the aft airlock open, causing a decompression event.

Hazard: Each character takes 3d6 bludgeoning damage and must succeed at a DC 14 Fortitude save or be moved 20 feet toward the airlock. Gravity in the area immediately fails and creatures who don't have activated environmental protections, including the defrexes, begin to suffocate. Safety protocols aboard the starship recognize that decompression has occurred, sealing the double door back to the corridor until the crew can reset the airlock. Unfortunately for the crew, they must address other problems here, too. The explosions have also disrupted the delicate balance of

hybrid tech inside the cargo hold, causing space-time in the chamber to expand and contract repeatedly. The crew and defrexes are compressed and stretched, almost like being pulled into a black hole; ending this effect requires disabling the Null-Space Fluctuation trap (below).

A character can reset the airlock before disabling the trap with a successful DC 19 Athletics check (to do it manually), Computers check (to hack the damaged system on the aft wall), or Engineering check (to repair the doors themselves). A failure on this check kills 5 defrexes, similar to a failure on a check to disable a trap. Once PCs reseal the doors and the airlock resets, the cabin begins to repressurize.

Trap: To disable the trap, the crew must recalibrate the sensitive hybrid technology of the null-space cargo hold.

NULL-SPACE FLUCTUATION

CR 2

XP 600

Type hybrid; **Perception** DC 23; **Disable** Engineering or Mysticism DC 18 (repair or replace the damaged components) or Physical Science DC 18 (to recall knowledge regarding how to nullify extradimensional anomalies)

Trigger location; **Reset** immediate

Initial Effect 50% chance of either dimensional compression (2d6 B plus entangle [Fortitude DC 13 negates]) or dimensional elongation (2d6 S plus entangle [Fortitude DC 13 negates]); multiple targets (all targets in the area)

14. HAC (CR 2)

The electromagnetic pulse has severely damaged the HAC; it now runs a combat simulation of three skittermender commandos and a vesk warrior, all of whom furiously attack the panicked defrexes. To make matters worse, the *Oliphant's* hybrid magic has made the holograms into hard light, capable of inflicting real harm. When the crew arrive in this room, the holograms turn away from the animals and focus their attacks on them. A character trained in Culture immediately recognizes the holograms as characters from a popular children's trivid, *Skittersoldiers: Nufriends of Destruction*.

Trap: To disable the trap, the PCs must destroy the hardlight holograms in combat, disassemble the malfunctioning projectors, or reprogram the computer.

HARDLIGHT HOLOGRAMS

CR 2

XP 600

Type technological; **Perception** DC 23; **Disable** Computers DC 18 (to reprogram the simulation) or Mysticism DC 18 (to dispel the magical energies making the holograms physical)

EAC 12; **KAC** 16; **HP** 25; **Fort** +5; **Ref/Will** +2; construct immunities

Trigger location; **Init** +7; **Reset** immediate

Initial Effect hardlight rounds +12 (2d6 P); four targets in area (attack target KAC)

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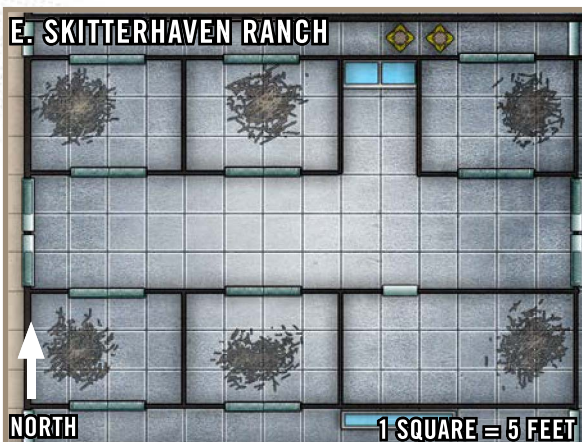
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Development: Once the crew has disabled all the traps, they can put their starship back together, tend to the wounded defrexes, and continue their mission. As the defrexes move back into the cargo hold, several of them vomit clouds of gray nanites. A character trained in Engineering or Mysticism who examines the nanites identifies them as having explosive properties. A character trained in Computers who examines them discovers they're EJ Corp technology.

XP: Award the PCs 1,600 XP for surviving the explosive stampede in addition to the XP for disabling each trap.

E. SKITTERHAVEN RANCH (CR 5)

When the crew members return to Vesk-3 and arrive at Skitterhaven ranch, they can land in an open field where they can herd the defrexes into a pasture adjoining a well-maintained barn. Adani and Karm greet the PCs inside. They take inventory of the delivery, counting the defrexes the crew managed to bring. Neither Karm nor Adani seem bothered by the defrexes' wounds, and they express delight that the PCs succeeded despite so many challenges.

Use the map above for the barn at Skitterhaven Ranch.

Creatures: A stridermander (*Alien Archive* 3 104) hides in this room's ceiling, waiting to ambush everyone. Because the creature's chameleon ability keeps it obscured while motionless, spotting it requires a DC 33 Perception check. While the crew negotiates with Karm and Adani, the barn door to the east slowly opens. A second stridermander initially reveals a slender feeding tendril with a toothy maw before drawing attention to itself to distract from its companion hiding in the ceiling. The crew has finally encountered the creatures responsible for the raids on Skitterhaven Ranch.

STRIDERMANDERS (2)

CR 3

XP 800 each

HP 40 (*Alien Archive* 3 104)

TACTICS

During Combat The stridermander to the east engages the PCs and attacks with its feeding tendril, bite, or spear.

The one in the ceiling looks for an opportunity to attack Karm or other skittermanders (possibly even one of the PCs), with its feeding tendril. If the crew defends Karm, the stridermanders work together, focusing their attacks on the largest or strongest PC.

Morale If one stridermander dies, the other fights until reduced to 20 Hit Points, then tries to grab a creature with its feeding tendril and flee.

Special: If the crew rescued the mother defrex from area C, she bursts through the stall doors, barreling in from the pasture outside to defend the crew. As she's still wounded, use the statistics for a defrex juvenile on page 12 of *Starfinder Alien Archive* 3.

Treasure: Once the crew defeats the stridermanders, Adani and Karm, true to their word, pay 1 BP for every 10 head of defrexes and a bonus of 5 BP if the characters delivered at least 60. If the crew brought even a single defrex, Adani and Karm pay them 3,000 credits.

Persons of Interest: If the crew successfully delivered the defrexes to Adani and Karm, the proprietors of Skitterhaven Ranch draw the attention of the Adamant Scale (see Persons of Interest on page 33).

ENDING THE RUN

After the *Oliphant* leaves Skitterhaven Ranch, the crew might wish to upgrade their ship with the BPs they earned from this job. A few weeks should pass between this run and Part 3 of this adventure, giving the crew time to find a new home for Fleagreeb, Rattlesnarp, and Goog. By the end of this part of the adventure, the crew should advance to 4th level.



The crew's next job begins where their last job ended: on the lush, vegetation-covered planet of Vesk-3. After the crew has had enough downtime, the PC who spoke the most with Karm during Part 2 receives an incoming call on their comm unit. The voice on the other end belongs to Captain **Eshovayo Fireheart** (LG male vesk operative), a mid-ranking Veskarium officer within Directive 9, the Veskarium's military intelligence branch. Eshovayo explains that his unit focuses on capturing fugitives that continuously elude the Veskarium's grasp. Recently, one such fugitive committed a crime at an industrial facility within Command-3, Vesk-3's largest city and capital; Eshovayo would like the crew's assistance bringing her to justice. While he doesn't want to discuss the details over his

comm unit, Eshovayo heard from Karmalak Gravender—who he describes as “a loyal ally of the empire”—that the bold and skilled crew of the *Oliphaunt* produces excellent results. Eshovayo states that the bounty on the fugitive is 10 BP dead, 15 BP alive. He also offers the crew an up-front stipend of 5,000 credits just for accepting the mission. If the crew expresses interest in serving the Veskarium, he asks to meet them at TruBlu Dyeworks, the scene of the crime, as soon as they can.

A character who succeeds at a DC 21 Diplomacy check to gather information learns that Eshovayo is a decorated officer known for his loyalty, integrity, and commitment to justice; he earned his surname when he rescued skittermander civilians and his fellow soldiers from a burning building overrun by the Swarm. Researching TruBlu Dyeworks on the infosphere or another source reveals it to be a manufacturer of organic dyes, especially Zayada blue; a character who succeeds at a DC 21 Computers check discovers that a recent armed burglary at the company's headquarters left 14 people dead, including eight civilian employees of the facility.

THE COLOR OF BETRAYAL

After the *Oliphaunt* lands at the spaceport in Command-3, the crew can travel via public transportation to TruBlu Dyeworks. The city has several distinct layers; the original settlement, now home to some of the city's most nefarious criminals, sits well below the modern levels. TruBlu's corporate headquarters lies on an upper layer reserved for industrial and commercial facilities. The expansive and lavish corporate campus includes 20 different dye processing facilities, a maglev transportation system, a sculpture garden, and an exercise facility.

Eshovayo meets the crew outside the Zayada blue processing center, emerging from a black urban cruiser. He greets the crew and leads them into the facility, through a security checkpoint, a warehouse, and a greenhouse strung with cables bearing large, desiccated leaves weighted with clumps of shriveled, dried berries. These rooms shows signs of forced entry and battle: bloodstains, broken glass, and scars from weapons. When the group reaches the greenhouse, Eshovayo explains the situation.

Captain Fireheart plucks a leaf from the greenhouse wall, turns it over, and delicately splits one of the brown sacs on its back with the tip of his claw. A tiny golden insect with thousands of legs and circular mandibles crawls out and over the vesk's hand. “Zayapedes burrow inside the leaves of bruwayo bushes,” he says. “And those only grow around

the city of Zayada, south of here. Skittermanders call these things ‘the gold of the garden planet,’ but the real gold is inside.” As Eshovayo crushes the insect between his nails, a vibrant blue liquid dribbles down his finger. “Zayada blue. So popular, the whole company is named after it.

“However, about one in a hundred of these zayapedes holds a more valuable treasure, too small for you to see—a bacterium that can be used to create a biological weapon called hellfire toxin. Hellfire is so dangerous and lethal that even the Veskarium rejected its use. Shortly before I contacted you, a team of highly trained and, as of yet, unidentified individuals broke in here and killed more than a dozen people, including eight civilians. When TruBlu took stock of the damage, they discovered the theft: hundreds of zayapedes—all carrying the toxin and slated for safe disintegration. We do have a lead: a formian by the name of Jassk Beskask; used to work at this facility and visited, unprompted, just before the attack. We have reasonable suspicion that they stole the bugs then and set up the attack to cover their tracks.

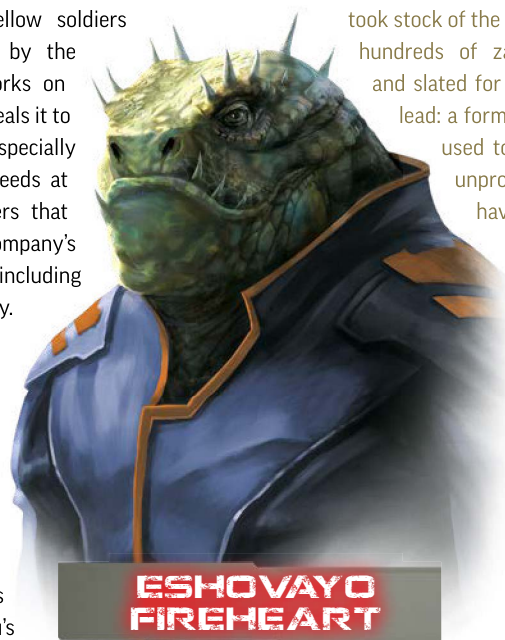
“There is only one person who has ever successfully weaponized hellfire toxin, and she used it to slaughter a city of innocent people. Her name is Agavana Oathbreaker, the Butcher of Burandamana. We think this formian, Jassk, was working for Agavana. We don't know where Agavana is, but Jassk owns a music shop on Gaskar III, a planet in Near Space.

I want you to go there, interrogate Jassk Beskask for Agavana Oathbreaker's whereabouts, and bring her back to me—alive, if you can. I have some questions for her.”

Eshovayo also answers the PCs' questions. Note that, while the captain doesn't lie, he's sorely mistaken about Agavana's true nature and the theft of the zayapedes (see The Butcher of Burandamana sidebar on page 25.)

Who's Agavana Oathbreaker? “A former Veskarium soldier who betrayed her own people. Eight years ago, she deserted her unit, demanded the empire free hundreds of imprisoned criminals she claimed had been unjustly incarcerated, and when her request was denied, she unleashed hellfire toxin on the city of Burandamana. Hundreds of thousands of innocent people burned alive from that bioweapon. It took weeks for some of them to die.”

Why not track her down yourself? “Agavana has avoided capture for almost a decade. She knows how we think and how we operate. She won't expect me to hire a bunch of outsiders like you.”



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What about this Jassk person? "They own a music shop called Sonic Future in Gaskari, on Gaskar III. They're not a soldier, so you shouldn't have any trouble getting them to talk."

If the crew accepts the mission, Eshovayo is pleased. "Good, I will leave you to your work," he says. "May Damoritosh guide your doshko."

Treasure: If the crew accepts the mission, Eshovayo gives them a credstick loaded with 5,000 credits.

THE JOURNEY TO GASKAR III

Drift travel to Gaskar proves uneventful. The city of Gaskari was built around a colony ship filled with people leaving the Veskarium; its denizens constructed a temple of Weydan in the ship's forward sections, followed by a thriving metropolis around it once the vessel settled at the western foothills of the Summer's Mercy Mountains.

F. SONIC FUTURE

A skilled engineer specializing in hybrid tech designs, **Jassk Beskask** (CG agender formian) worked the disintegration chamber of TruBlu Dyeworks for a decade. After retiring, Jassk used their savings to start a small shop, Sonic Future, which specializes in high-tech musical instruments. Jassk lives in a small apartment above the shop. A devout follower of Weydan, Jassk moved to Gaskari and embraced the city's Weydan community. That's where they met Agavana, who showed them victims of hellfire toxin at Liberator's Sanctum (area H). Together, the two hatched the plan to steal the zayapedes, which Jassk accomplished fairly easily thanks to their thorough knowledge of TruBlu's facility. Agavana has since assigned them two bodyguards, just in case the Adamant Scale finds the trail.

Creatures: Jassk works the counter here. When the crew confronts Jassk, they refuse to answer questions or reveal

anything about their involvement in the theft or the whereabouts of Agavana—at least at first.

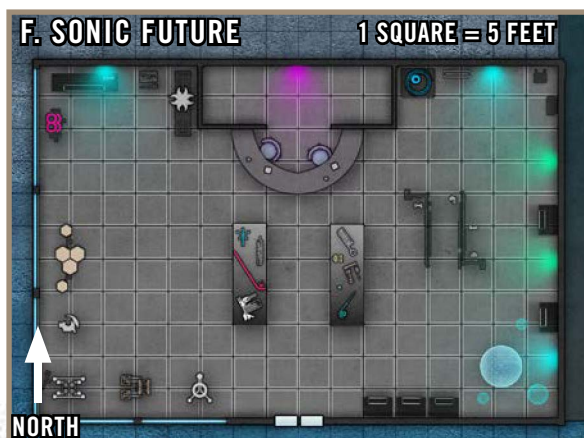
"Look, I don't know what you're talking about. I'm a pacifist. But they're not." Jassk points toward the back room. The entrance to the room immediately erupts with gunfire as two robots wearing dusters, wide-brimmed hats, and bandoliers emerge, guns blazing. One construct bears the inscription "mk 2" on her forehead, just below the brim of her hat. The other's forehead reads "mk 4" instead.

Two sentient robotic organisms (*Starfinder Pact Worlds* 213) known as **Charity mk 2** (CG female SRO soldier) and **Charity mk 4** (CG female SRO operative), watch from the back room, suspicious of anyone who

enters. Both are iterations of an SRO bounty hunter named Charity who continues to redesign and improve herself, building new models and uploading versions of her intelligence (see page 27 for the latest Charity, mk 5). These Charities have been assigned to protect Jassk, and as professional fighters, they jump at the chance for a skirmish.



**JASSK
BESKASK**



CHARITY MK 2

CR 1

XP 400

Female SRO soldier (*Starfinder Pact Worlds* 213)

LG Medium construct (technological)

Init +4; **Senses** darkvision 60 ft.; **Perception** +5

DEFENSE

HP 20

EAC 11; **KAC** 13

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

Defensive Abilities robotic

OFFENSE

Speed 30 ft.

Melee tactical starknife +8 (1d4+3 P)

Ranged red star nova rifle +8 (1d6+1 E & F; critical blind)

Offensive Abilities fighting style (sharpshooter), sniper's aim

TACTICS

During Combat Charity mk 2 unloads on characters behind cover using sniper's aim. If she gets the opportunity, she intimidates a character using her voice amplifier.

Morale Charity mk 2 fights until destroyed.

STATISTICS

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

Skills Athletics +5, Engineering +5, Intimidate +10 (+12 with voice amplifier)

Feats Laugh at Danger^{COM}

Languages Common

Other Abilities healing circuit, integrated equipment
Gear thinplate, red star nova rifle^{AR} with 2 batteries (20 charges each), tactical starknife, frag grenades I (2);
Augmentations voice amplifier^{AA}

SPECIAL ABILITIES

Healing Circuit (Ex) Charity mk 2 counts as a living creature for the purposes of magic healing effects that work on living creatures, though the number of Hit Points restored in such cases is halved. A character must use the Engineering skill to perform the tasks of the Medicine skill on Charity mk 2. Charity mk 2 heals naturally over time as living creatures do and can benefit from magic or technology that can bring constructs back from the dead as well as effects that normally don't affect constructs (such as *raise dead*).

Integrated Equipment (Ex) Charity mk 2 has an internal, integrated standard datajack and comm unit. If she's willing or helpless, these can be removed or destroyed without damaging her.

Robotic (Ex) Charity mk 2 is immune to bleed, death effects, disease, nonlethal damage, poison, and sleep effects unless those effects specify that they affect constructs. She can be affected by effects or spells that normally target only humanoids but receives a +4 racial bonus to saving throws against such effects. Charity mk 2 can eat and drink but doesn't need to, and she must recharge her internal batteries by entering an offline mode that's similar to sleep for 8 hours every day. She doesn't breathe or suffer the normal environmental effects of being in a vacuum.

CHARITY MK 4

CR 1

XP 400

Female SRO operative (*Starfinder Pact Worlds* 213)
NG Medium construct (technological)

Init +10; **Senses** darkvision 60 ft.; **Perception** +5

DEFENSE

HP 17

EAC 11; **KAC** 12

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

Defensive Abilities robotic

OFFENSE

Speed 30 ft.

Melee tactical sword cane +4 (1d4+1 P; critical bleed 1d3)

Ranged precision coil rifle +6 (1d6+1 P) or
subzero hail pistol +6 (1d4+1 C & P; critical bleed 1d4)

Offensive Abilities operative specialization (ghost), trick attack +1d4

TACTICS

During Combat Charity mk 4 moves to the other side of the room to catch the crew in a crossfire, using Stealth or Bluff to trick attack with her subzero hail pistol.

Morale Charity mk 4 fights until destroyed.

STATISTICS

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

Skills Acrobatics +11, Bluff +11, Computers +11,

THE BUTCHER OF BURANDAMANA

Agavana "Oathbreaker" didn't commit the theft of the zayapedes, nor did she massacre the population of Burandamana. The murder of employees at TruBlu served as a cover-up by a clandestine faction of the Veskarium so secretive that even the High Despots don't know about it—the Adamant Scale.

The Adamant Scale is an intelligence agency comprised of fervent Vesk nationalists who protect the Veskarium against all threats by any means necessary. They discovered hellfire toxin, covertly took over TruBlu to mass produce it, and tested it on Burandamana's populace. The Adamant Scale hoped to use the bioweapon against the Pact Worlds but were disappointed when it failed to kill everyone in the city. They wiped out the survivors by hand and returned to the lab to make a better bioweapon.

Agavana Stoneblood (as she was known before the Veskarium branded her a criminal) was stationed in Burandamana, which served as a testing ground for hellfire toxin. Adamant Scale agents killed her while cleaning up loose ends, but she awoke in the morgue, a vision of Weydan before her eyes. Since her return and conversion to Weydan's worship, Agavana has investigated the Adamant Scale, becoming a threat to that organization. She persuaded Jassk Beskask to steal the zayapedes so that she could research an antidote to hellfire toxin. When the Adamant Scale discovered the theft, they staged a break-in at their own facility to cover it up and create an excuse for Captain Fireheart—who doesn't know the truth—to track Agavana down.

Engineering +11, **Piloting** +6, **Stealth** +11, **Sleight of Hand** +6

Feats Improved Initiative

Languages Common

Other Abilities healing circuit, integrated equipment

Gear second skin, precision coil rifle with 50 longarm rounds, subzero hail pistol^{AR} with 2 batteries (20 charges each), tactical sword cane^{PW}

SPECIAL ABILITIES

Healing Circuit (Ex) As Charity mk 2.

Integrated Equipment (Ex) As Charity mk 2.

Robotic (Ex) As Charity mk 2.

Development: When the fighting stops, Jassk slowly rises from behind the counter, cowering and unfriendly to the crew. Any customers has since left the shop, and holes riddle the instruments on display. If the PCs Bluff or Intimidate Jassk, or somehow make them friendly to the crew, Jassk admits Agavana took them to a hidden base, "but she made sure not to tell me where we were going, and I have no idea where it is!" Jassk insists Agavana is a "passionate rebel and follower of

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Weydan" and describes people suffering from hellfire toxin in great detail. She didn't tell Jassk her plans for the zayapedes, but Jassk trusted her. Use this to establish to the crew that Agavana deceived Jassk and manipulated them into doing her dirty work.

There's another way to find Agavana's hidden lair: a character can attempt to hack one of the Charities or repair their memory circuits—Jassk suggests these options if the crew doesn't think of them on their own. A character who succeeds at a DC 21 Computers or Engineering check determines that Agavana has been living with Charity mk 5 in an abandoned temple of Weydan known as Liberator's Sanctum. The ruins lie on a small coastal island several hundred miles northeast of Gaskari.

G. RENUNCIANT BRIDGE (CR 4)

Liberator's Sanctum served as a temple of Weydan for those who aimed to right the wrongs of the Veskarium. Gaskar's original peoples built it atop a small coastal island called Yul, named for the vesk prophet Gaskar Yulalov, who preached against the Veskarium's growing tyranny until his arrest and execution. The only way onto the island is by crossing Renunciant Bridge, named for radical disciples of Yulalov. A massive statue bearing Yulalov's likeness still stands at the eastern side of the span. Storms have ravaged the bridge itself, so it no longer fully stretches from the mainland to the Isle.

Use the map on this page for Renunciant Bridge.

Creature: Thanks to the holofang waiting in the water, the bridge initially appears completely intact. The portion of the map where the bridge looks more transparent compared to the rest indicates an illusion fabricated by the holofang. A character can disbelieve this illusion with a successful DC 13 Will save. The water under Renunciant Bridge is 20 feet deep.

HOLOFANG

CR 4

XP 400

HP 20 (page 59)

TACTICS

During Combat The holofang waits patiently at the edge of the bridge for a creature to walk into its open maw. If no creature does, the holofang moves close to the characters,

attempts to swallow someone whole, and returns to the river with its meal.

Morale The holofang fights to the death.

H. LIBERATOR'S SANCTUM

The temple's original denizens abandoned it when a cyclone destroyed the aboveground portions of the structure. When Agavana discovered this area eight years ago, she found the bottom levels remarkably intact and converted them into her headquarters. The map on page 29 depicts the basement level of the sanctum; the rest of the structure has been completely destroyed. The temple's denizens don't act violently toward the crew, who can then explore the sanctum and eventually confront Agavana and Charity mk 5 in the command center (area H4).

H1. Underground Entryway: A pile of boulders blocks the stairs that lead down to the temple's cellar. A spell placed upon the boulders makes them roll away harmlessly and reveal the staircase if anyone says, "The door is always open," a well-known aphorism of Weydan; *detect magic* can reveal this spell and a character who succeeds at a DC 16 Mysticism check recalls the aphorism to bypass it. Alternatively, a character who succeeds at a DC 21 Athletics check can manually move the boulders.

H2. Infirmary: Portable medical pods that provide automated care to sick patients crowd this long room occupied by species from throughout Near Space. Nurse drones fly back and forth monitoring patients, all suffering from hellfire toxin. Their bodies appear covered in charcoal gray bulbs that burn with an inner fire and ebb and swell as if breathing. The room smells like a campfire. The nurse drones ignore the crew but, if pressed, state that they can find Liberator Agavana Stoneblood in the sanctuary through the door to the south.

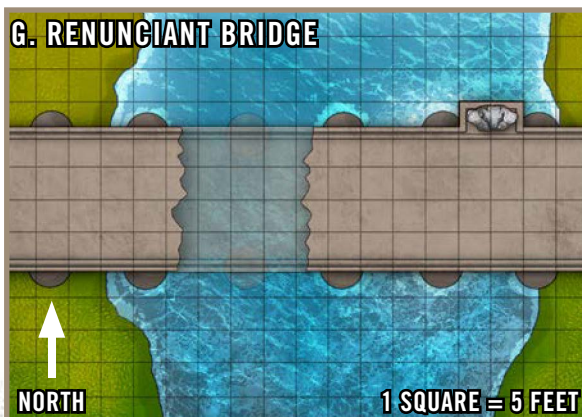
H3. Vaccination Lab: This room has been converted into a vaccination lab, complete with light tables cluttered with medical equipment used to seed and manufacture vaccines. Large incubation machines along the walls glow with strange light. A few nurse drones work here; similar to the drones in area H2, they direct the crew south.

H4. Command Center: The former sanctuary of the temple bears Weydan's symbol on the floor. It now functions as a command center; dozens of displays track creatures around the galaxy. Several maps, carefully tagged and pinned, hang about the room. Blue crystals on the walls emit a strange but pleasant hum.

THE BUTCHER BOUNTY (CR 6)

The crew can find their target, Agavana, in the command center, but as the crew may have gathered in previous rooms, they might find that she's not what they expected.

Creatures: **Charity mk 5** (CG female SRO envoy) speaks with **Agavana Stoneblood** (NG female borai [vesk] mystic) in front of an altar at the room's northern corner littered with maps and charts. Agavana has her back to the crew when they enter, a blue and silver cloak pulled over her head. Charity, however, sees the crew as soon as they enter and addresses them.



"Well, if it ain't the scamps that turned the other 'mes' into scrap metal! But seein' as how I know how to fix myself up pretty good, I'll let that go. Now, are we all gonna throw down while my friend here melts your brain, or are you gonna listen to what the lady has to say?"

If the crew attacks, Charity and Agavana defend themselves. If the characters choose to talk first, Agavana turns around slowly, dropping her cloak. Characters trained in Mysticism recognize her as a borai, a type of corporeal undead. Agavana's skin appears pale and cracked, marred with circular scars that implicate her death from hellfire toxin.

"I do not know you, but I suspect you have been sent here by some imperial agent who calls me Oathbreaker. But I don't answer to that name. Through life and death, I have held my oath to the Veskarium. I remain Agavana Stoneblood."

Agavana waits for the crew to ask her questions, but she willingly relates her story (see The Butcher of Burandamana sidebar on page 25). She believes Weydan brought her back from death to right the wrongs of the empire, and she has committed herself to hunting down the Adamant Scale.

"The Adamant Scale," Agavana explains, "is a faction within the Veskarium so well-hidden that even the Council of Despots does not know of its existence. The Adamant Scale claims to protect the empire and strike at its enemies, but its members answer to no one save themselves. It was the Adamant Scale who turned the humble zayapede into deadly hellfire toxin—a poison I have experienced firsthand, as you might see. They toil tirelessly for the perfect bioweapon, and when I find their victims, I bring them here for treatment. However, experimenting on small populations will never be enough for the Adamant Scale. I believe they are preparing another large test on the scale of Burandamana, and I persuaded Jassk to steal the zayapedes so I could find an antidote in time.

"Instead, you have found me. Can we avoid violence? I need more time, and I have already hired a starship to transport me somewhere far from here. Simply let me go. That is all I ask."

Agavana doesn't know about the attack on TruBlu that left 14 people dead, but when told, she suggests the Adamant Scale likely arranged it. "TruBlu is nothing but a front for their activities. Most TruBlu employees know nothing, but the company's leaders serve the Adamant Scale. They are trying to make you fight and ferry me back to them. I will not go."

Although Agavana tells a convincing story, she has no evidence of the Adamant Scale's existence, let alone their involvement with hellfire toxin. A successful DC 13 Sense

Motive check reveals that, at the very least, Agavana believes everything she said.

The crew must decide whether or not they believe Agavana's story. If they don't trust her and choose to detain and bring her to Captain Eshovayo, she and Charity mk 5 fight for their freedom. If, however, the PCs believe her, Agavana secures her medical data and personal effects, then waits outside with Charity mk 5 and the PCs until the starship she hired arrives (see Starship Combat on page 29).

CHARITY MK 5

CR 3

XP 800

Female SRO envoy (*Starfinder Pact Worlds* 213)

CG Medium construct (technological)

Init +2; Senses darkvision 60 ft.; Perception +8

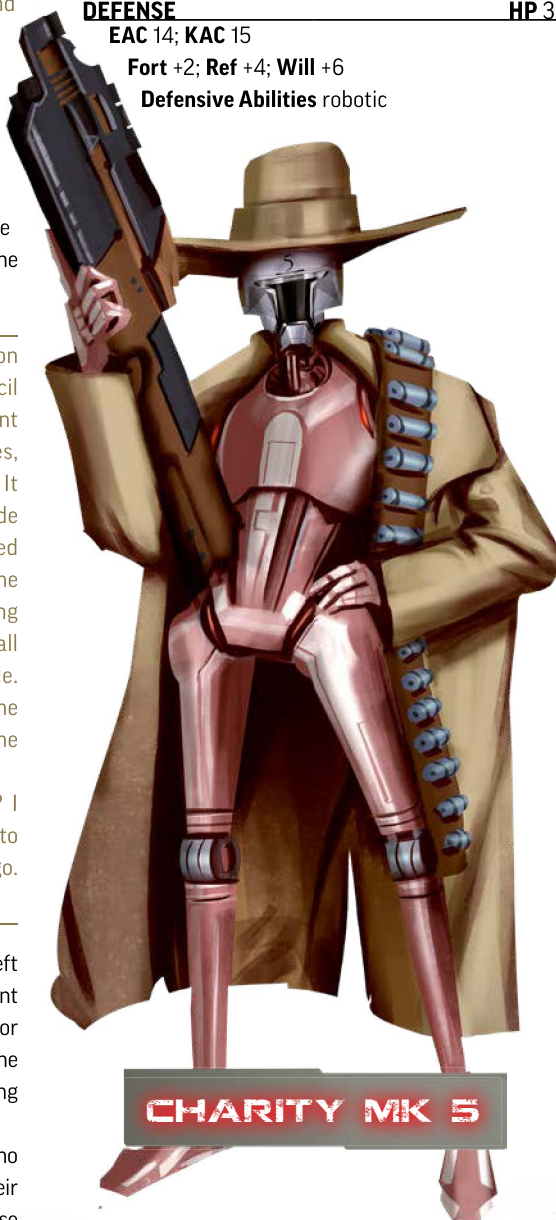
DEFENSE

HP 35 RP 3

EAC 14; KAC 15

Fort +2; Ref +4; Will +6

Defensive Abilities robotic



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OFFENSE

Speed 30 ft.

Melee tactical dueling sword +7 (1d6+3)

Ranged bombard shellgun +9 (1d6+3 F; critical burn 1d4)

TACTICS

During Combat Charity mk 5 attacks with her shellgun, using inspiring boost and dispiriting taunt to support Agavana and disrupt the PCs, respectively. She fights from behind cover as much as possible.

Morale Viewing this as her last stand to protect someone she believes in, Charity mk 5 fights until destroyed.

STATISTICS

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

Skills Bluff +13, Culture +8, Computers +13, Diplomacy +13, Engineering +8, Intimidate +13, Sense Motive +13

Feats Advance Warning, Fast Talk

Languages Common

Other Abilities envoy improvisations (inspiring boost, dispiriting taunt)

Gear graphite carbon skin, bombard shellgun^{AR} with 24 shells, tactical dueling sword; **Augmentations** standard hideaway limb

SPECIAL ABILITIES

Healing Circuit (Ex) As Charity mk 2 (page 24).

Integrated Equipment (Ex) As Charity mk 2.

Robotic (Ex) As Charity mk 2.

AGAVANA STONEBLOOD

CR 5

XP 1600

Female borai (vesk) mystic

NG Medium undead

Init +0; **Senses** darkvision 60 ft.; **Perception** +11

DEFENSE

HP 60

EAC 16; **KAC** 17

Fort +4; **Ref** +4; **Will** +8

Defensive Abilities deathly, resist energy drain

OFFENSE

Speed 30 ft.

Melee claw +8 (1d3+5 S) or

tactical chitinblade +8 (1d6+5 S; critical bleed)

Ranged lightning pistol +10 (1d6+5 E)

Mystic Spells Known (CL 5th; ranged +10)

2nd (3/day)—*mind thrust* (DC 17), *mystic cure*

1st (6/day)—*command* (DC 16), *reflecting armor*, *summon creature*

0 (at will)—*telekinetic projectile* (DC 15), *telepathic message*

Offensive Abilities natural weapons

TACTICS

During Combat Agavana seeks cover to cast *reflecting armor* and *summon creature*, then targets vulnerable characters with *mind thrust* while assisting Charity mk 5 with *mystic cure* or *command*.

Morale If reduced to fewer than 10 Hit Points, Agavana surrenders, believing it Weydan's will that she be taken prisoner.

STATISTICS

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

Skills Diplomacy +16, Disguise +16, Medicine +16, Mysticism +16, Survival +11

Feats Combat Casting, Sacred Strike

Languages Common, Vesk

Other Abilities connection powers (healing channel, lifelink), living shell, mindlink, mystic connection (healer)

Gear vesk brigandine II, tactical chitinblade^{AR}, lightning pistol^{AR} with 2 high-capacity batteries (40 charges each)

SPECIAL ABILITIES

Deathly (Su) For effects targeting creatures by type, borais count as both humanoids and undead (whichever effect is worse). Agavana is immune to negative energy damage and gains a +1 racial bonus to saving throws against disease, exhaustion, fatigue, mind-affecting effects, paralysis, poison, sleep effects, and stunning.



AGAVANA
STONEBLOOD

Living Shell (Su) Agavana counts as a living creature for the purposes of what can affect her (such as magical healing). If destroyed, Agavana can be brought back to her normal undead state with spells (such as *raise dead*) that restore life to her body as if she were alive.

Old Talents (Ex) Agavana has a vesk's natural weapons. When she attempts to disguise herself as a vesk, the DC of her Disguise check isn't modified as a result of disguising herself as a different creature type.

Resist Energy Drain (Su) Agavana takes no penalties from energy drain effects but she can still be destroyed if she accrues more negative levels than she has class levels. Any class levels a borai has taken are removed without the need for an additional saving throw.

If, rather than fighting, the crew waits outside with Agavana for her hired ship, the PCs recognize the vessel when it arrives. The *Wintermourn* descends softly and lands nearby. When its cargo hold opens, the crew can briefly greet and chat with Niva, Nemelith, Jinx, and Dizzy. Agavana boards the vessel and thanks the crew for serving freedom, Weydan, and the people of the Veskarium.

Starship Combat: As the *Wintermourn* starts to lift off from the planet, Charity mk 5 leads the crew back to the temple. "Well," she begins, "that was all in a good day's work—" She then explodes in a blast of plasma as two BMC Maulers (*Starfinder Core Rulebook* 314) streak by overhead. The ships complete their strafing run before also rising to the sky in pursuit of the *Wintermourn*. Niva's voice suddenly comes over the crew's personal comm. "Dammit!" she says, "I thought we finally lost those lizards in orbit! Hey, if you can get these two off our backs, I'll owe ya one." The *Oliphant* moves faster than the Maulers, so if the crew wants to help Agavana get away, they can catch the vesk fighters as they leave Gaskar III's atmosphere.

BMC MAULERS (2)

TIER 4

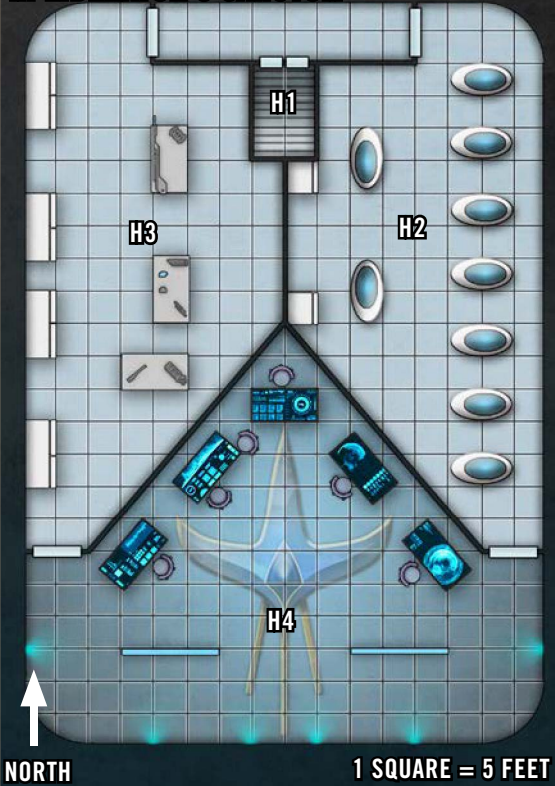
Starfinder Core Rulebook 314

HP 35 each

Following the Maulers, the crew of the *Oliphant* engages in their first ship-to-ship combat with this challenging fight. If your players are familiar with the rules of starship combat and welcome the difficulty, the *Wintermourn* can escape cleanly once the PCs engage the Maulers, contacting the *Oliphant* later to express their thanks. However, if your players feel less confident with starship combat, the *Wintermourn* can stay to help from the outskirts of the combat with its various crew members offering tips for their respective crew roles. Either way, if the situation turns dire, the *Wintermourn* can swoop back in to more substantially help the *Oliphant* finish the fight.

Story Award: If the crew helps Agavana escape, award them 1,200 XP.

H. LIBERATOR'S SANCTUM



ENDING THE JOB

If the crew returns to Captain Fireheart with Agavana in tow, they can collect the bounty as promised: 10 BP for her corpse or 15 BP if she still lives. Fireheart commends them for their diligence.

Persons of Interest: If the crew chose to capture Agavana for the Veskarium, the Adamant Scale captures her, and she returns in Part 4 of this adventure as a person of interest. However, if the crew chose to help her escape, Captain Fireheart receives punishment for his failure and becomes a person of interest to the Adamant Scale instead (page 33).



While the crew completes their mission to recover Agavana, Tarika begins looking for a new job for them. After a few weeks, she sends the crew a message.

Tarika appears on the screen with a wide smile. "Look at my li'l den of kittens, all grown up into tough-as-nails bounty hunters! Listen, while y'all were flyin' 'round on the Veskarium dime, an old friend of mine called up, looking for a hand,

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Her name's Yatraxo Rezzmin, an' she's a stormrunner, flyin' her ship *Wild Magic* through the gas of Vesk-5 to catch starmetals that get ejected outta the planet's core. Now, stormrunnin' is illegal, but we don't let a little thing like the law get between us and a paycheck now, do we?

"OI' Trax needs a ship to transport her haul from Vesk-5 to a bazaar in the Marixah Republic, far beyond the reach of the Veskarium. I told her you'd be perfect! I'm sending you the coordinates to Quariskt, the formian colony on Vesk-5 that Trax works out of. She'll meet ya there."

Characters curious about stormrunning or Vesk-5 can learn more about both topics on any infosphere. Vesk-5 is a purple gas giant surrounded by many moons and a ring of space debris collected over millions of years. Vesk-5.1 is the largest moon and primary settlement, but Quariskt is just one of the many formian colonies located in the ring (see pages 44–49 of *Near Space* for more information on Vesk-5, and pages 47 and 141 of that book for details on stormrunners).

As the *Oliphaunt* nears Quariskt, the ship's scanners detect a massive lightning vortex nearby, which swirls with rare minerals. The crew can detect a ship within the storm, and a science officer must succeed at a DC 7 Computers check to identify the ship as *Wild Magic*, a Kevolari Venture (*Core Rulebook* 311); the ship remains stationary, however. If the Computers check succeeds by 5 or more, the science officer can determine that *Wild Magic* has sustained damage. When the crew investigate—such as by communicating with the ship or approaching it—**Yatraxo Rezzmin** (CN female feychild gnome) answers them. There's too much interference for a video signal, and even the audio sounds choppy.

"Who's there? Can't scan a damn thing in this vortex. I'd stay away if I was you; turns out this storm is home to a lot more than flying rocks. A shard diver jumped us in the middle of our run—can you believe it? Get out of here before it does the same to you!"

Yatraxo might warn the *Oliphaunt* to stay away, but she's their next client, so they have good reason to rescue her.

EVENT 4. RESCUING WILD MAGIC (CR 3)

As the *Oliphaunt* enters Vesk-5, atmospheric currents of deep magenta that whip hydrogen rain and belch stray lightning grab hold of the ship. Ahead, the crew spots the vortex storm—a massive lightning storm that spirals up from the planet's core like a tornado. As the crew nears the vortex, they can clearly see two large silhouettes within.

Starship Combat: One of the silhouettes in the vortex storm belongs to *Wild Magic*. The other belongs to a shard diver, a starship-scale creature that hunts in the swirling chaos of vortex storms with its maw open, feeding upon minerals ejected from the planet's core. The shard diver perceived *Wild Magic* as a threat and disabled the ship. Place *Wild Magic* at

the center of the map and the shard diver in an adjacent hex; *Wild Magic*'s energy nets have come loose from the ship and lie facing *Wild Magic* 1d6 hexes away in a random direction. The shard diver attacks the *Oliphaunt* as soon as it enters the vortex storm, making *Wild Magic*'s rescue difficult, but the shard diver won't pursue beyond the vortex storm.

SHARD DIVER

TIER 1

CN Small starship magical beast (page 60)

HP 32

Hazard: The vortex storm is a damaging zone (*Starfinder Starship Operations Manual* 135) with a diameter of 7 hexes that inflicts 2d6 damage every round, centered on *Wild Magic*. Tracking weapons can't be used within a vortex storm. At the beginning of each Helm Phase, the pilot of the *Oliphaunt* must attempt a DC 21 Piloting check; on a failure, the ship's speed is reduced by half, its Turn increases by 1 until the beginning of the next Helm Phase, and at the end of the current Helm Phase, the ship moves 1 hex towards the center of the storm and changes to a random facing. The shard diver is immune to the damage and effects of the vortex storm.

Rescuing *Wild Magic*: Each round, the vortex storm deals 2d6 damage to *Wild Magic*, and if the ship takes 55 damage before being repaired, it's destroyed. Docking with *Wild Magic* is impossible within the storm, but a character who succeeds at a DC 15 Engineering check can spend one round of starship combat fabricating a hook to snag the ship's abandoned nets. To use the hook method, the *Oliphaunt* must move to a hex adjacent to the nets, and a character with environmental protections must wield the hook from the cargo bay, succeeding at a DC 21 Athletics check. The character can attempt this check once per turn.

Once this check succeeds, the net can easily attach to the *Oliphaunt* before catching *Wild Magic* and dragging it to safety. To do so, the *Oliphaunt*'s pilot must maneuver into *Wild Magic*'s hex and succeed at a DC 16 Piloting check. On a success, *Wild Magic* remains in the *Oliphaunt*'s hex, moving along with it, until the pilot chooses to let it go. On a failure, the *Oliphaunt* continues moving through *Wild Magic*'s hex, but the pilot can try again.

Jubilant over her rescue, Yatraxo cheers the crew on from the helm of *Wild Magic*. She occasionally reminds them of her ship's imminent destruction and points them to the net if the crew doesn't think of this tactic themselves. Once free of the storm, Yatraxo can communicate more easily with the crew over video channels.

"Yee haw! Now that was something I ain't never done before! Now I'm mighty thankful for the rescue, but without a run of starmetals, I ain't got no cargo for you and no credits to pay you with. What do you say we use my old nets and some quick engineering to turn your 'elephant' or whatever into a proper stormrunner!"

STORMRUNNING

Yatraxo has a cheerful and excitable demeanor, currently amplified by the adrenaline rush of surviving a near-death experience. While *Wild Magic* took substantial damage, its crew remains uninjured. With advice from Yatraxo, the crew can properly equip the *Oliphaunt* with *Wild Magic*'s energy nets, powering them to attract, catch, and contain valuable minerals thrown up from Vesk-5's turbulent core. A perilous occupation, stormrunning requires cooperation between the ship's science officer (who detects the minerals as they rise from the core), the pilot (who must guide the ship on an intercept course), and the chief mate (who operates the net then hauls caught minerals into the cargo hold). Stormrunners often wait days or weeks for the right conditions to arise, but with the vortex storm here, the *Oliphaunt* can make its run immediately, taking care to avoid or overpower the shard diver.

Scanning the Storm: To find valuable minerals as they drift through the storm, the science officer must succeed at a DC 16 Computers check. On a failure, the crew wastes 10 minutes and the ship takes 2d6 damage from the damaging zone (as described on page 31). If the science officer fails, they can try again.

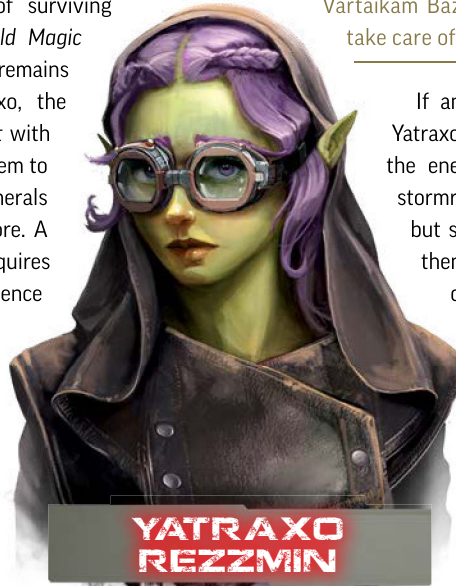
Making the Catch: Once the crew detects a flying mineral fragments, the pilot can intercept them with a successful DC 18 Piloting check. On a failure, the pilot can try again, but the DC rises to 20 as the debris turns to fall back towards the planet's core. If the pilot fails this check, the crew must begin again with Scanning the Storm.

Hauling it In: To bring a net full of valuable minerals into the cargo hold, the chief mate must succeed at a DC 20 Athletics check; up to one other character can aid the chief mate on this check. If the chief mate fails by 5 or more, the mineral comes loose from the net and the crew must try Making the Catch again.

Once the crew succeeds at Hauling it In, they've learned the art of stormrunning. You can briefly narrate the rest of the run: the *Oliphaunt* soars through the purple skies of Vesk-5, catching chunks of radioactive blue-green abyssium, green crystal noqual, shining siccattite, and even coppery horacalcum that careens up from the planet's interior. Yatraxo asks the crew to drag *Wild Magic* to Quariskt, where she can get repairs. She already has a buyer lined up for the starmetal cargo.

"We can't sell anywhere in the Veskarium," Yatraxo says. "What we just did breaks about a dozen laws, supposedly for our own safety, but we know what's really goin' on,

don't we? The Veskarium just wants all this sweet loot for themselves! Anyhow, I got a buyer all lined up for ya at Vartaikam Bazaar on Marixah. Name's Lindol. He'll take care of ya, and you can send me my cut."



If any of the crew want to haggle with Yatraxo over her cut, she insists that without the energy net and her advice on how to stormrun, the crew wouldn't have a job at all, but she also recognizes the debt she owes them. She asks for 30% but a character can bargain her down to 25% with a successful DC 21 Bluff, Diplomacy, or Intimidate check, and to 20% if the check succeeds by 5 or more.

Persons of Interest: After being rescued by the crew of the *Oliphaunt*, Yatraxo becomes a person of interest to the Adamant Scale (page 33).

Story Award: Award the crew 800 XP for rescuing Yatraxo and *Wild Magic* and 800 XP for a successful stormrun.

VARTAIKAM BAZAAR

When the *Oliphaunt* arrives in the Marixah Republic, the crew can see why many know the planet as the "Jewel of Unity." A shining blue marble of vast oceans and lush continents, Marixah is a temperate world home to a diverse array of species, who all work together to create a free and prosperous world. The crew can land at a starport close to the Vartaikam Bazaar, an ancient marketplace that dates back to during the Gap. A character who succeeds at a DC 16 Culture check recalls that supposedly a vast tunnel network used to smuggle illegal goods runs under the market.

As the crew enter the market looking for a buyer, they notice that many of the shops and stalls have closed—especially those that import from the Veskarium. A character who succeeds at a DC 16 Diplomacy check to gather information learns that, a few days ago, Marixah law enforcement conducted a mass shakedown of the bazaar, arresting anyone who imports or exports anything to Vesk-5 while offering no explanation. A character who succeeds at a DC 21 Diplomacy check to gather information discovers the rumor that a mysterious official representing the Veskarium ordered this crackdown, citing increased stormrunning as "detrimental to the Republic's relationship with the Veskarium," but locals don't believe this reasoning and suspect that the arrests served as fronts to capture a specific target.

Lindol Syfskoda (CN male dromada [Starfinder Alien Archive 3 29]), the crew's contact, has gone into hiding. The crew finds his market stall, "Lindol & Sundries," closed and empty. They can locate him with a successful DC 21 Bluff, Diplomacy, or Intimidate check; on a failure, they waste an hour wandering

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the market and can try again with a different skill. If they fail with all three skills, they must wait one day before they can try to find Lindol again. On a success, the crew receive directions to Body Begone, ostensibly a service devoted to the quick clean-up of unattended corpses that operates out of a small office in an antiquated building in the bazaar.

SMUGGLER CONTACT

Smugglers use Body Begone as a front for meeting with clients. The crew can find Lindol sleeping in Body Begone, where he retreated to after being chased out of his regular place of business by the recent crackdown—and afraid to return to his own home. However, he remains reluctant to open the door lest he be arrested. A character must succeed at a DC 21 Bluff or Diplomacy check to convince him to open the door. Alternatively, a character can bypass the lock with a DC 23 Computers check, or they can force open the door (Hardness 8, 30 Hit Points, DC 24 to break). Lindol won't call the police if the crew try to break into the room; instead, he flees to the back of the office and hopes for a miracle.

Inside, the office has little more than a large table surrounded by chairs; a tier 1 computer sits near one end of the table. Lindol begins unfriendly to the crew of the *Oliphaunt*. However, if crew members persuade him to open the door with a successful Diplomacy check, he becomes indifferent. If they broke in or tried to bully him with Intimidate, Lindol is hostile. He received a communication from Yatraxo over a week ago and expected someone with the gnome's cargo. His attitude towards the crew determines his initial offer for the smuggled starmetals: 1 BP if hostile, 5 BP if unfriendly, 10 BP if indifferent, or 15 BP if friendly or helpful. While negotiating, a successful DC 21 Bluff, Diplomacy, or Intimidate check improves Lindol's attitude by one category, but failure by 5 or more worsens it by one category instead. Lindol presumes the crew owes Yatraxo a cut of this money, but he personally doesn't concern himself with how the crew pays Yatraxo her share.

With the bargaining concluded, Lindol shakes the hand of the PC that led the negotiation, saying, "I'll meet you at your hangar in two hours. I'll have help, a cargo truck, and your money." He escorts them to the door and locks it behind them.

Unfortunately, Lindol never arrives at the hangar. About an hour after the crew meets with him at Body Begone, the *Oliphaunt* receives a message, routed to them through the starport traffic control computer. A character who consults or uses the ship's computer notices this message automatically. It reads only "ARRESTED HELP TRANQ."

A PC who succeeds at DC 16 Computers check to research the infosphere or Culture check realizes the message points to Tranquility Rehabilitation Center, a Marixah prison. A character trained in Computers can easily find Lindol's arrest record; Marixah Republic law enforcement picked him up before he got transferred to Calm 93 by order of a Veskarium official named Renevaya. The character conducting this search can attempt a DC 21 Computers check; on a success,

they suspect the arrest record was too easy to find, perhaps intentionally left for someone to follow.

TRANQUILITY REHABILITATION CENTER

Tranquility is a state-of-the-art prison complex comprising hundreds of isolated facilities known as "calms," each built on separate artificial islands. A massive hexagonal wall patrolled by drones and topped with anti-air weaponry surrounds the entire region. Tranquility structures the calms as small island villages devoid of conventional security with only a drone or two to perform maintenance and interface with guests. Each island houses only 16 prisoners, and from their calms, inmates can see surrounding islands and their occupants, creating a sense of community with no risk of overcrowding. Every island has plenty of room for exercise. Many prisoners have painted the walls of their calms with murals, and everything from the paint color to individual room design intends to minimize psychological pressures and conflicts. AI consoles throughout the facility provide counseling as well as advice on developing life skills, self improvement, or routines to increase mental and physical wellness. Inmates can cook their meals and do laundry on their own, but they can choose to have drones serve them, too. Tranquility has open visitation 24 hours a day, which requires neither supervision nor observation. A character consulting the infosphere can discover all of this information easily.

INFILTRATING TRANQUILITY

The crew has two especially likely methods to get inside Tranquility. First, they can claim to visit Lindol Syfskoda on Calm 93; visitors can reserve automated shuttles daily to transport them to the prison, the trip taking about an hour from the nearby port city of Doba. However, weapons aren't permitted on a shuttle; to bring their weapons aboard, the crew must smuggle them, which they can accomplish through two ways: a successful DC 26 Sleight of Hand check (to hide the weapons in the passenger compartment); or a successful DC 21 Engineering check (to disable security) followed by a successful DC 16 Athletics or Engineering check (to open the shuttle's cargo hold). Characters can assist these efforts with additional DC 16 skill checks, such as Bluff (to distract guards), Computers (to hack cameras) or Disguise (to impersonate Tranquility staff), though allow your players to get creative with how they assist. Each successful such check adds +2 to the Sleight of Hand check to hide the weapons or the Engineering check to disable security. On a failure, automated security measures detect the weapons and sabotage them with an EMP effect; any weapon without the analog or archaic property stops working. Characters might not become aware of their weapons' states until they enter combat. A character can restore a weapon to working order with a successful DC 21 Engineering check and 1 minute of work.

Alternatively, the crew could try to penetrate Tranquility's security in the *Oliphaunt*. While sensors keep a look out for

intruders, the crew can fly high above Tranquility and then simply descend down inside it, beyond the range of the wall-mounted guns. However, characters researching this approach discover heat sensors that monitor the air above the prison; if the ship wishes to avoid detection, the crew must cut all power, fall through the range of these heat sensors, and then ignite thrusters just before the ship hits the water. (A more aerodynamic ship could glide in without power, but the *Oliphaunt* has no aerodynamic lift.) This plan requires a successful DC 21 Piloting check; characters can assist with successful DC 16 Computers or Physical Sciences checks, each adding +2 to the Piloting check. On a failure, the ship ignites power too late, hits the water hard, and takes 5d6 damage to a random quadrant without the benefit of shields.

Your players might come up with other methods of getting into the prison; adjudicate these approaches using the two methods described here as your guide.

Story Award: When the crew reaches Calm 93, award the PCs 800 XP.

PERSONS OF INTEREST

Renevaya the Gentle, a leader among the Adamant Scale, wants the crew of the *Oliphaunt* to come to her. She presumes that, after their meeting with Agavana, she must eliminate them for knowing too much about her organization. She has taken extreme steps to learn all she can about the crew, capturing virtually every significant individual they've interacted with since taking their first job on Absalom Station and bringing these persons of interest to her secret base on Calm 93. There, she subjected these individuals to a device known as a *mind siphon*, accessing their memories and, incidentally, subjecting them to mental trauma, memory loss, and radical changes in personality. Renevaya seems convinced that the crew have told others about the Adamant Scale and has obsessed over finding this information, even if it isn't present. Every time she uses the *mind siphon* on a victim, however, the device erases more of their permanent memory, so her search becomes harder and harder. Increasingly desperate, she left a trail for the crew to follow from Vartaikam Bazaar so she can capture them, subject them to the *mind siphon*, find out who they told about the Adamant Scale, and murder them.

When the crew arrives at Calm 93, it is populated by "new and improved" versions of people they've met throughout this adventure. Although every character designated a person of interest throughout the adventure appears at Calm 93, most of them are background characters. Select only a few to highlight, choosing those the PCs found especially interesting, likable, or fun to roleplay with. The *mind siphon* has traumatized every person of interest; they believe their arrests resulted from various crimes against the Marixah Republic or the Veskarium, and are contrite and eager to serve their punishment, brimming with hopeful plans for their release and reentry to society. Their personalities drastically differ from when the crew originally met them. For example,

the three goblins Fleagreen, Goog, and Rattlesnarp agree with each other in all things, have formed a musical trio, and aspire to join the Absalom Station Symphony Orchestra together. Eshovayo Fireheart has developed an obsession with playing a farming-simulator vidgame and has no recollection of ever being a captain for the Veskarium. Rishae Tulvaaran has embraced her lucandrian heritage and begs the crew to intercede with administration to get her necrograft eyes removed. Rygan Vuul wants to join the Stewards.

The crew of the *Wintermourn* are a special case; Renevaya tried to capture all of them but she only got Niva and Dizzy; she's already subjected Dizzy to the *mind siphon* and is currently subjecting Niva to it. However, Nemelith and Jinx have infiltrated Calm 93 to rescue their comrades. The PCs will meet them when they reach Calm 93's examination room (below).

CALM 93

The Adamant Scale secured Calm 93 from the Marixah Republic years ago, and Renevaya now uses the facility to produce hellfire toxin in preparation for a large-scale test that will encompass all of Tranquility. As the crew arrive, they see acres of forest, beach, and grassland surrounding a small whitewashed village. Individuals, too far away to recognize, play outdoor sports, enjoy the pleasant weather, or hike. The crew can spot a prominent welcome center near the beach; brick paths wind among the inmate homes (referred to as "guest rooms"), eventually leading to a community center, commissary, and examination room. While a handful of drones fly to and from the facility, they ignore the PCs unless approached, whereupon they direct characters to the welcome center.

The welcome center boasts a colorful map of Calm 93 with each guest room conveniently labeled; if the crew haven't yet figured out that people from their past wholly comprise this calm's population, they discover that fact now. This point provides a good time for one or two persons of interest to arrive and interact with the PCs. They happily explain the benefits of their incarceration to the crew and offer to take them on a tour of the facility. Other persons of interest appear in the community room, relaxing as they play board games or watch videos. If the crew witnesses a meal time, everyone files into the commissary and greets each other with smiles, waves, and happy banter. If asked about the examination room, the inmates say they go once a day for "a checkup"; they avoid talking about the examination further, changing the subject if asked.

When one or more of the characters reach the examination room, however, they find surprising visitors: Nemelith and Jinx have also infiltrated the facility, using a different tactic than the crew used to enter. Nemelith does the talking for the pair, brusquely assuring the crew of the *Oliphaunt* that they came here "for an old fashioned jailbreak, darling" and invites the PCs to team up. Nemelith and Jinx interact with the PCs according to their previous interactions; for example, if the

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Oliphaunt lost the race to the Ghost Mire but didn't wait their turn, Nemelith notes, "I know you've got no code of honor, so I don't expect you to care about anyone but yourselves." If the crew fought off the Maulers and helped the *Wintermourn* escape with Agavana, she reminds them, "I know you care about more than credits, so let's do this right."

The examination room contains two exam tables and a series of storage cabinets for medical supplies. A character who succeeds at a DC 21 Perception check or spends 10 minutes examining the area finds a small pressure plate in the south wall; when pressed, it opens a hidden door leading to a staircase.

I. HELLFIRE BUNKER

Hidden beneath Calm 93 is a secret bunker where Renevaya the Gentle prepares the next test of hellfire toxin and interrogates the PCs' associates to protect the Adamant Scale. Use the map on page 35 for Hellfire Bunker.

Two security robots patrol the bunker, moving 15 feet per round in a clockwise pattern that begins at area **I2** and leads through areas **I5**, **I6**, **I7**, up to **I3** and back to **I5**. This patrol might discover the PCs' group, but the characters can also elude or ambush them.

OBSERVER-CLASS SECURITY ROBOTS (2) CR 1

XP 400 each

HP 17 (*Alien Archive* 94)

TACTICS

During Combat The security robots use stickybomb grenades against clustered enemies, then coordinate against the biggest threat with their pulsecaster pistols.

Morale The security robots fight until destroyed.

I1. STAIRS AND ENTRYWAY (CR 4)

The stairs lead down to a double door equipped with a lethal shock grid. The door is locked (DC 21 to disable). Anyone who tries to open the locked door or who fails to unlock the door triggers the trap.

SHOCK GRID CR 4

XP 1,200

Type technological; **Perception** DC 26; **Disable** Computers DC 21 (to hack the panel) or Engineering 21 (to disable the grid manually)

Trigger special; **Reset** 1 round

Effect 4d6 electricity damage, Reflex DC 15 half; multiple targets (everyone within 10 feet north of the door)

I2. PRISONER INTAKE

New inmates are brought into this large chamber for acclimation to Calm 93, and prisoners also return here every day for their regular "checkups." Renevaya's assistants meet inmates in this room before leading them through the bunker to the *mind siphons* (areas **I9a** and **I9b**).

A character who succeeds at a DC 16 Perception check finds the destroyed remains of Dizzy's drone, Digit, scattered about the chamber. If the crew doesn't notice Digit's remains, Jinx does; either way, he collects the pieces for his best friend.

Development: After exploring this room, Nemelith and Jinx split up from the PCs to cover more ground, allowing the PCs to proceed without interference from NPCs. However, if the crew gets in trouble facing Renevaya or Dizzy, Nemelith and Jinx might arrive in time to help.

I3. SUPPLY ROOM

This room contains storage shelves piled high with food, water, and fuel.

I4. PERSONAL CHAMBERS

Three identical small rooms each contain a simple bed and furnishings. Renevaya and her guards sleep in these chambers, which can function as holding cells in emergencies.

I5. DOJO

Members of the Adamant Scale practice martial arts in this training facility. Many of the Adamant Scale are vanguards, and the walls of the dojo appear decorated with cosmological symbols related to entropy, maps that show the universe's increasing slide towards a no-energy state, and diagrams of various common species—including those of the PCs—with physiological weak points clearly labeled and highlighted in bold colors.

I6. TECH LAB

The Adamant Scale uses this workshop to fabricate hellfire toxin and the eventual delivery system, which will target all of Tranquility with the lethal bioweapon; they still have several months of work left before completing their plan.

I7. MONITORING ROOM (CR 7)

This gigantic room features an enormous array of holoivid screens controlled from a long tier 2 computer console with three chairs. Doors lead east and west. To the southwest, a door leads to the armory (area **I8**). Two other doors access the *mind siphons* in areas **I9a** and **I9b**. Long windows give a view of the prisoners held captive there.

Creatures: As the crew enters, they see **Renevaya the Gentle** (LE female vesk vanguard) waiting for them at the center of the room, watching the screens. An Adamant Talon (page 35) hides above each entrance (DC 18 Perception check to notice), waiting to drop down and attack when their master gives the signal.

A vesk at the center of the room clad in a black cloak and metal face mask engrosses herself with watching the enormous screens, some of which display the inmates of Calm 93 as they go about their daily lives. Other screens show construction sites throughout Tranquility, particularly ones that show



I. HELLFIRE BUNKER

1 SQUARE = 5 FEET



huge tanks slowly being installed beneath the various islands. “I have gone to a great deal of trouble to find out what you know,” she says, turning from the screens with reluctance. “About me, about hellfire toxin, and about the Adamant Scale. I have interrogated everyone I can get my claws on. And now, here you are. I don’t need anyone else—now that I have you. So, here is my offer: stay here voluntarily. Surrender to me, and I will release all my prisoners.”

Although Renevaya will release most of her prisoners, she intends to murder anyone who knows about the Adamant Scale, which includes Agavana Stoneblood at the very least. Unless Agavana has already died, Renevaya almost certainly won’t keep her word. A PC can detect her lie with a successful DC 21 Sense Motive check. If asked who she is, Renevaya gives her name and explains.

“Do you know how I acquired this name? Every day, the vesk who recruited me into the Adamant Scale told me how meek I was. No matter how fiercely I fought. No matter how many vesk, Swarm, or Pact Worlds warriors I disemboweled. In his eyes, I was forever too timid, too restrained, too gentle to do what is necessary to protect the empire. Every day, he reminded me of that, until I killed him and took his place.”

Renevaya largely stalls for time. When she believes her guards have moved to ideal positions, she gives them the signal to attack, but if the crew converses with her, she tries to persuade them to surrender peacefully.

“Most of these people, they mean nothing to you. But how many innocent people need to get caught in your wake, targeted as a consequence of your actions, for you to feel

guilt, shame, or compassion? A dozen? A hundred? Because I have plenty of room here, and I can keep going until we find where you have decided to draw whatever line lets you sleep at night.”

If the crew members haven’t attacked Renevaya yet, she signals the Talons to leap from above, and the battle begins.

ADAMANT TALONS (2)

CR 3

XP 800

Female vesk vanguards (*Starfinder Character Operations Manual* 50)

LE Medium humanoid

Init +1; Senses low-light vision; Perception +10

DEFENSE

EAC 14; KAC 16

Fort +5; Ref +5; Will +2 (+2 vs. fear effects)

Defensive Abilities mitigate

OFFENSE

Speed 30 ft.

Melee claw +11 (1d3+5 S) or entropic strike (claw) + 11 (1d4+7 A & S)

Ranged vapor cavitation pistol +8 (1d6+3 E & F; critical pulse 1d4)

Offensive Abilities entropic strike

TACTICS

During Combat The Adamant Talons fight with their shields and entropic strikes, using Entropy Points on mitigate to reduce damage by 3 each time.

Morale Both Adamant Talons fight to the death.

STATISTICS

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

Skills Acrobatics +8, Athletics +13, Stealth +8

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Feats Improved Combat Maneuver (sunder)
Languages Common, Vesk
Other Abilities aspect insight (boundary), entropic pool, reactive 1/day
Gear squad defiance series, basic knight's shield^{COM}, vapor cavitation pistol^{AR} plus 2 batteries (20 charges each)

RENEVAYA THE GENTLE

CR 5

XP 1,600

Female vesk vanguard (*Character Operations Manual* 50)
 LE Medium humanoid

Init +2; **Senses** low-light vision; **Perception** +13

DEFENSE

HP 84 RP 4

EAC 17; **KAC** 19

Fort +7; **Ref** +7; **Will** +4 (+2 vs. fear effects)

Defensive Abilities mitigate

OFFENSE

Speed 30 ft.



ADAMANT
TALON

Melee claw +14 (1d3+8 S) or
 entropic strike (claw) +14 (1d6+10 A & S) or
 entropic strike (tactical doshakari) +14 (1d6+10 A & P)

Ranged swagger handcannon +11 (1d12+3 P)

Offensive Abilities entropic attunement (force), entropic strike

TACTICS

During Combat Renevaya prefers to make entropic strikes with her doshakari, defend herself with her shield, and use Entropy Points on mitigate to reduce damage by 5 each time.

Morale Renevaya fights to the death.

STATISTICS

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

Skills Acrobatics +11, Athletics +16, Deception +11, Stealth +11

Feats Improved Combat Maneuver (sunder)

Languages Common, Vesk

Other Abilities aspect embodiment (boundary), aspect insight (boundary), entropic pool, reactive 1/day, vanguard disciplines (dampen, flatten bullets)

Gear enforcer armor ^{AR}, field tactical shield^{COM}, swagger handcannon plus 12 shells, tactical doshakari^{NS}

Development: Upon Renevaya's death, alarm klaxons go off throughout Hellfire Bunker. A character who checks the computer in this room can see an army of robotic drones being summoned from Tranquility Rehabilitation Center's perimeter walls that will arrive at Calm 93 within minutes.

18. ARMORY

Weapon and shield racks, as well as armor stands, line the walls here, but most have nothing on them.

Treasure: The weapon racks hold an advanced doshko, an aurora storm doshko, a field irising shield^{NS}, and a red star plasma doshko.

19A. MIND SIPHON ROOM A

This room has an exam table with a large humming machine built around it—the *mind siphon*.

The crew finds Niva Rovo strapped into the *mind siphon* as it probes her psyche. Wall screens currently display Niva's memories. A character can safely turn off the machine with a successful DC 21 Computers, Engineering, or Mysticism check; on a failure, it explodes, releasing a psychic wave that deals 3d6 damage (Will DC 21 half) to creatures in the room. The *mind siphon* can't be moved. Niva has lost nearly all her strength but can walk with assistance. A character who attempts to converse with her finds that she believes herself part of a traveling troupe of Brethedan acrobats. If the PCs don't rescue Niva, Jinx and Nemelith do.

19B. MIND SIPHON ROOM B

This room appears identical to area 19a, save for Lindol being restrained on the table instead; the crew can rescue him in

the same way as Niva, again risking the psychic explosion. Lindol has been only briefly subjected to the *mind siphon*, so he can walk on his own. He also answers questions from the crew as best he can.

EVENT 5. DIZZY ATTACKS (CR 5)

After the crew frees Lindol (and potentially Niva), they can make their way out of the facility. When they reach area **I2**, however, Dizzy and a guardian robot block their escape. After repeated exposure to the *mind siphon*, Dizzy believes himself a high-ranking Veskarium operative, dispatched to protect the empire from its enemies at all costs. Dizzy designed and created the new guardian robot at their side.

For the purposes of this encounter, Dizzy doesn't actually fight, instead taunting the PCs as they combat the guardian robot. The *mind siphon* has so mentally fatigued Dizzy that any damage they receive immediately knocks them unconscious; however, the guardian robot might attempt to prevent Dizzy from taking damage using its sentry shield projector (*Armory* 52). A character who tries to reason with Dizzy can attempt a DC 19 Bluff, Diplomacy, or Intimidate check; on a success, the character reminds Dizzy of their former self, which causes them to break down in tears out of shame for aiding the Veskarium zealots. If restored to their faculties, Dizzy leaves the facility with the crew on their own volition.

GUARDIAN ROBOT

CR 5

XP 1,600

HP 70 (*Alien Archive* 3 86)

TACTICS

During Combat The guardian robot ensnares the most threatening PC in its nyfiber net, then uses its voltaic anchor pistol. If overwhelmed, the robot deploys flash or smoke grenades to move to a better position.

Morale The guardian robot fights until destroyed.

Development: If Nemelith and Jinx haven't reappeared yet, they arrive as the guardian robot is destroyed. If the crew didn't rescue Niva, she also appears with Nemelith helping her along. If Dizzy is unconscious or crying, Jinx comforts them and helps them escape.

EVENT 6. RESCUING THE INMATES

When the crew emerges from the examination room, the flying drones that monitor Calm 93 continually broadcast loud warnings.

"ALL RESIDENTS SHOULD RETURN TO THEIR ROOMS AND AWAIT INSTRUCTIONS. ENFORCEMENT DRONES ARE ON THEIR WAY TO RESTORE ORDER. DO NOT BE ALARMED."

The inmates of Calm 93 obey these instructions and return to their rooms—including the persons of interest captured by the Adamant Scale during this adventure. While nothing

stops the PCs from leaving the prison immediately, if they want to save any of these characters, they must act fast. Make sure your players understand the stakes: anybody still on Calm 93 when the enforcement drones arrive will become permanent (or, at the very least, long-term) inmates of the prison, regardless of their innocence.

Because of this time pressure, the crew must move quickly to rescue the persons of interest. If they choose this route, have each PC pick up to four persons of interest they want to save; that PC must roll a DC 16 Bluff, Diplomacy, or Intimidate skill check. On a success, that group of NPCs realizes the danger and joins the jailbreak; on a failure, they remain unconvinced, but other PCs can attempt to sway them with subsequent rolls. Each PC can roll only once, and after these attempts, the crew and those they've rescued can make their getaway just in the nick of time; if they arrived by shuttle, Nemelith and Jinx insist that everybody escape with them on the *Wintermourn*, parked in the woods nearby.

Story Award: For rescuing Lindol and any other persons of interest, award the PCs 1,200 XP. Once free, Lindol fulfills his side of the deal and pays the agreed-upon 20 BP; if the crew helped Yatraxo escape from Calm 93, he deducts her cut for them and pays her directly.



However they make their escape, the PCs aren't pursued. Investigating the newly revealed Hellfire Bunker takes much greater priority for the Marixah Republic than tracking down a few escaped inmates. Over several days, those subjected to the *mind siphon* gradually recover, though the mental trauma they've suffered never goes away entirely; every once in awhile, each former inmate finds themselves acting out the false identity inflicted by Renevaya and her machine.

Once Agavana recovers from the *mind siphon* or receives word of the crew's jailbreak, she contacts the *Oliphaunt* to express her gratitude and hope. "Finally, with the Adamant Scale revealed, my name can be cleared. I am excited to return home, to my work. You have made that possible, and I owe you a great debt."

Unfortunately, Agavana's dreams prove short-lived. Not long after the initial reporting on the break-in, Marixah Republic and Veskarium media blare one unified story: "Agavana Oathbreaker, The Butcher of Burandamana, operated a secret terror cell below Tranquility prison." It seems the evidence didn't matter after all—the Adamant Scale remains.

The story of the crew of the *Oliphaunt* continues in the next volume of *Fly Free or Die*: "Professional Courtesy!"

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THE CREW OF THE WINTERMOURN

"Why do rimehounds wear jetpacks? Most mining gigs in the Winterlands are simple bore-and-cores, sure. But say the drill operator forgets to bolt the casing head to the blowout preventers. Where's all that glacier gas gonna go? Up the flow line and into the thasteron hold, that's where. After an hour of drillin', that collection tank looks worse than a ysoki's cheeks stuffed full o' frag grenades. The pressure builds until, kablam!, that rig's nothing more than modern art in the middle of nowhere. When the auger hits the ice, you best be ready to look up and fly."

—Niva Rovo, captain of the *Wintermourn*

A fugitive with the symbol of justice branded on his chest, a mother of eight from an alternate reality, a Triaxian noble more interested in repairing engines than honoring their diplomatic station, and a ysoki ice-miner-turned-starship-captain who can't silence the screams from her past—meet the crew members of the *Wintermourn*. Pharasma have mercy on their souls.

Throughout "Merchants of the Void" and the Fly Free or Die Adventure Path, the PCs compete against the *Wintermourn*'s crew members: Niva, Nemelith, Jinx, Dizzy, and the drone Digit. Though they're technically recurring antagonists, these NPC rivals should appear likable enough that the PCs might sometimes partner with or befriend them. Depending on the PCs' choices, the rival crew members might sabotage the party, help a PC they trust, or feign friendship before a sudden betrayal. The descriptions and statistics below will help you roleplay these characters and give you the tools you need if one or more of your PCs end up in a scrap with the *Wintermourn*'s crew—but try to keep those fights nonlethal and something everyone can walk away from, at least for now.

INCREASING THE CREW'S CR

Most creatures encountered by player characters don't change in CR, even if the PCs leave them alive and encounter them again later. The crew of the *Wintermourn* work differently, however; as recurring characters, it's important they remain a challenge even as the PCs advance in level. While future volumes of Fly Free or Die will include updated stat blocks for key encounters with *Wintermourn*'s crew, here's some guidance on increasing their CR no matter when your PCs might encounter them.

Niva uses the combatant array and soldier class graft with style techniques from the wrathful warrior fighting style (*Character Operations Manual* 91). Select gear boosts for Niva that enhance either melee combat or combat with laser weapons. Niva always wears heavy armor with a jetpack. Consider special abilities such as Jet Charge (*Character Operations Manual* 116) or Slam Down (*Character Operations Manual* 118). Guard is a good secondary fighting style for her.

Dizzy uses the expert array and mechanic class graft. Add Master Crafter and mechanic tricks that focus on starship combat, such as provisional repair (*Armory* 146), recalibrate engine (*Armory* 146), and recalibrate weapon (*Armory* 147). Dizzy relies on nonlethal attacks, so their weapons should always have the nonlethal or stun properties. For Digit, add special abilities that improve survivability and maneuverability—increasing speed, granting new movement modes (such as flight), or adding DR or invisibility.

Nemelith uses the spellcaster array and witchwarper class graft (*Alien Archive* 4 151). Inhibit and magic deletion (*Character Operations Manual* 64 and 65, respectively) make good additional paradigm shift choices for her. Consider replacing some of her special abilities with alternate class features from the esotericist archetype (*Character Operations*

Manual 99–100), such as enigmatic nullification, enigmatic retribution, or spell shaping. Nemelith's spell selection focuses on dealing damage, but don't ignore utility spells. Her weapons of choice are one-handed projectile weapons that deal high damage.

Jinx uses the expert array and operative class graft. As his CR increases, add bluff and stealth stunts, such as hidden strike (*Character Operations Manual* 82), set-up (*Character Operations Manual* 81), and sniper's stunt (*Character Operations Manual* 82). Operative exploits such as holographic clone, improved evasion, and stalwart also make good choices. Jinx wields weapons that deal electricity or fire damage.

NIVA ROVO

NIVA ROVO

CR 3

XP 800

Female ysoki soldier 3

CN Medium humanoid (ysoki)

Init +2; **Senses** darkvision 60 ft.; **Perception** +8

DEFENSE

HP 40

EAC 14; **KAC** 16

Fort +5; **Ref** +3; **Will** +4

OFFENSE

Speed 30 ft., fly 30 ft. (jetpack, average)

Melee diamagnetic storm hammer +11 (1d8+9 B & E; critical knockdown)

Ranged utility molecular borer +8 (2d4+3 C or F)

Offensive Abilities fighting styles (wrathful warrior^{COM}), frenzied fighting^{COM}, gear boost (melee striker)

STATISTICS

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

Skills Athletics +13, Engineering +8, Intimidate +13,

Piloting +8, Profession (miner) +8, Stealth +13, Survival +8

Languages Common (signed and spoken), Ysoki

Other Abilities cheek pouches, moxie

Gear reinforced EVA suit II^{AR} (jetpack), diamagnetic storm hammer^{AR} with 2 batteries (20 charges each), utility molecular borer (*Starfinder Adventure Path* #34 45) with 2 batteries (20 charges each), frag grenade II (2), personal comm unit

SPECIAL ABILITIES

Wrath of the Fallen (Ex) If Niva is in a frenzy resulting from her frenzied fighting ability and she sees an ally take damage, she can take a reaction to make a melee attack.

Niva Rovo captains the *Wintermourn*, a heavily upgraded mining transport. Her crew earns a living by completing payload deliveries, passenger drop-offs, and salvage operations. However, Niva sometimes entertains illegal job offers if they pay well enough, including smuggling, extraction, robbery, stormrunning, data hacking, and blackmail. Each crew member knows to tread carefully when challenging Niva since she has a fearsome temper. Those who cross or threaten

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the safety of her crew rarely live to regret it—though on rare occasions she repays betrayal with cunning sabotage, rather than violence.

Few know the reason behind Niva's deep-seated rage. At 19, Niva enlisted in the Brethedan military as a combat engineer. When the Swarm attacked, she reluctantly fought alongside vesk forces—until an antecursor's poison stinger pierced her lung. Discharged to Akiton, she worked as a drill operator for VitariTech, the largest thasteron mining company in the Winterlands. But VitariTech reassigned Niva's team to a round-the-clock construction project at a location known only as Site 5. Niva discovered that the machines they assembled were actually experimental atmospheric regenerators that, if activated, could incinerate the surface of the entire planet. Before Niva could warn anyone, assassins abducted her and

forced her to watch as they slathered her colleagues in liquid thasteron, burning them alive. When the assailants tried to kill her, Niva slaughtered them in a violent rage and escaped via the starship she captains today. She later discovered the Aspis Consortium initiated the attack on her coworkers. Niva still fears that the criminal organization seeks to permanently silence her.

DIZZY

DIZZY

CR 2

XP 600

Agender dragonkin mechanic 2 (*Starfinder Alien Archive* 40)

NG Large dragon

Init +0; **Senses** darkvision 60 ft., low-light vision;

Perception +7

DEFENSE

HP 23

EAC 13; **KAC** 14

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

Immunities electricity, paralysis, sleep

OFFENSE

Speed 40 ft., fly 60 ft. (Ex, clumsy)

Melee tail +8 (1d3+4 B nonlethal)

Ranged frost subduer +6 (1d3+2 C nonlethal; critical staggered)

Offensive Abilities breath weapon (60-ft. line, 3d6 E, DC 13, usable every 1d4 rounds)

STATISTICS

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

Skills Acrobatics +7, Computers +12, Diplomacy +7, Engineering +12, Physical Science +12

Languages Common (spoken and signed), Draconic, Brethedan, Triaxian, Vesk

Other Abilities artificial intelligence (drone), custom rig (cerebral implant with standard datajack), mechanic tricks (technological medic^{COM}), robotics specialist

Gear vesk brigandine (pet carrier^{AA2}), frost subduer^{AR} with 2 batteries (20 charges each), flash grenade I, stickybomb grenade I, engineer's puzzle box^{AR}, engineering kit, hacking kit, tier 1 personal comm unit with control module and wipe countermeasure

SPECIAL ABILITIES

Partner Bond (Ex) Dizzy and Jinx can communicate with each other as if they both had telepathy with a range of 100 feet. In combat, when Dizzy is within 30 feet of Jinx, both characters roll initiative checks separately and treat the higher result as the result for both of them.

Robotics Specialist (Ex) Once per day, Dizzy can reroll a failed Engineering check to build, modify, or repair a construct (including Engineering checks attempted when using their technological medic mechanic trick), but they must take the result of the second roll. Also, the DC of their Engineering checks to identify creatures and technology is reduced by 5.



DIGIT

CR –

N Tiny construct (technological)

Init +3; **Senses** darkvision 60 ft., low-light vision;
Perception +4

DEFENSE

HP 12

EAC 10; **KAC** 11

Fort –2; **Ref** –2; **Will** +1

Defensive Abilities integrated weapons; **Immunities**
construct immunities

OFFENSE

Speed 40 ft., climb 20 ft.

Melee bite +2 (1d4+1 P)

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

Ranged pulsecaster pistol +4 (1d4+1 E nonlethal)

STATISTICS

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

Skills Acrobatics +9, Computers +4, Engineering +9, Sleight
of Hand +9, Stealth +9

Feats Improved Combat Maneuver (disarm)

Languages Common, Draconic, Triaxian

Other Abilities reduced actions (*Starfinder Alien*
Archive 138), simulated squox tricks, unliving

Gear integrated pulsecaster pistol with 2 batteries
(20 charges each), integrated camera

SPECIAL ABILITIES

Simulated Squox Tricks (Ex) Digit can use

Acrobatics to jump instead of Athletics and
can use its Acrobatics bonus as its attack
bonus when it attempts a dirty trick, disarm,
or trip combat maneuver. If Digit succeeds at
a dirty trick, it can choose only between the
entangled and off-target conditions. Digit's
robotic tail, front paws, and mouth count
as hands free for disarm attempts.

At 21 years old, Dizzy serves as the *Wintermourn's* engineer, performing maintenance and repairs and affectionately referring to the ship as "Winter." Their talent extends to deciphering technology, and they're a capable security specialist and hacker. When the crew needs to recon tight spaces or shadow someone discretely, Dizzy relies on their beloved drone, a robotic squox named Digit. Dizzy abhors violence and often pleads with Jinx, with whom they share their partner bond, to convince Niva and Nemelith to solve problems peacefully. When off mission, Dizzy tinkers with the *Wintermourn*, programs new tricks for Digit, or plays their harmonifoil—a unique Triaxian instrument that produces sounds from a dragonkin's wing movements.

In the Territorial Dominion of Raikal—a small feudal hegemony on Triaxus—Dizzy is known by their more formal title: Ordained Emissary Dizzuldandran of the Citadel Tempest. Raikal's empress, an ancient void dragon (*Alien Archive* 2 43) named Vynalduvyn, assigned Dizzy their position at birth, but Dizzy felt suffocated by their duties as ambassador and threw themselves into understanding machines. Dizzy first met Niva, Nemelith, and Jinx when the three tried to steal a quantum oscillator from Vynalduvyn to repair the *Wintermourn's* Drift engine, but they were caught and imprisoned. Dizzy had orders to evaluate the prisoners and arrange suitable punishment. Instead, Dizzy explained to Niva why that part wouldn't solve her problem and drew out a chalk schematic on the cell floor depicting a suitable jury-rigged alternative. Niva offered Dizzy a job on the spot, and the four escaped together.

NEMELITH ZYDAN

NEMELITH ZYDAN

CR 2

XP 600

Female human witchwarper 2 (esotericist) (*Character*
Operations Manual 60, 99)

LE Medium humanoid

Init +2; **Perception** +7

DEFENSE

HP 21 RP 3

EAC 12; **KAC** 13

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

OFFENSE

Speed 30 ft.

Melee tactical switchblade +4
(1d4+2 S)

Ranged bravado handcannon +6
(1d8+2 P; critical knockdown)

Witchwarper Spells Known (CL

2nd; melee +4)

1st (4/day)—*jolting surge*,

overheat (DC 15)

0 (at will)—*charming veneer*, *daze* (DC 14)

STATISTICS

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

Cha +4

Skills Culture +8, Diplomacy
+12, Intimidate +12,
Mysticism +12,
Stealth +8

Feats Diehard,
Spellguard^{COM}

Languages Akitonian, Common
(spoken and signed), Kasatha

Other Abilities infinite worlds (3/day),
magical devotion^{COM}

Gear freebooter armor I, bravado handcannon^{AR}
with 30 shells, tactical switchblade^{AR}, frag
grenade I (2)

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ZYDAN

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SPECIAL ABILITIES

Grasp the Chain (Ex) If Nemelith is below her maximum

Hit Points, the DC of saving throws to resist her special abilities and spells increases by 2.

Lady Painbringer Nemelith Zydan of Akiton 331 wields magic and martial prowess in terrifying tandem. She relishes bloodshed more than her fellow crew members and makes the hard choices the others can't. She wades through combat wearing the latest fashions or reciting poetry, justifying such eccentricity by quipping that "refinement is indispensable, darling." When wounded, she often thanks her enemies for inflicting pain. Out of combat, Niva relies on Nemelith's charm and dry wit when negotiating the terms of a job, as well as her attention to detail when devising plans. Nemelith abstains from using technology, devoting her efforts to the esoteric study of magic. When off mission, the witchwarper usually spends her time in clubs socializing well into the night with society's elite... or polishing sharp implements.

Though Nemelith looks like a typical Hylki woman in her 60s, she claims to come from an alternate reality in which the kasathas of the *Idari* launched a military invasion against Akiton. She asserts that Akiton's resistance force—which includes her wife and eight adult children—has staved off total annihilation by embracing the tenets of Zon-Kuthon. Nemelith encourages her allies to "grasp the chain," by embracing their psychological or physical pain to transform it into a deadly weapon.

Niva first met Nemelith when the *Wintermourn* encountered a planar tear in the Drift. While Niva and Jinx did their best to rescue as many as possible, they could only save Nemelith. Niva isn't sure if Nemelith has told the truth about her origin, though the captain appreciates having someone who knows magic aboard the ship. Nemelith takes their relationship far more seriously, vowing to honor "the chains that bind" her as a loyal member of Niva's crew until she can find a way home.

JINX

JINX

CR 2

XP 600

Male verthani operative 2 (*Starfinder Alien Archive* 118)

N Medium humanoid (verthani)

Init +5; **Senses** deaf, low-light vision; **Perception** +12

DEFENSE

EAC 13; KAC 14

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

Defensive Abilities evasion

OFFENSE

Speed 30 ft.

Melee runner spark knife +6 (1d4+2 E & S+2 P; critical arc)

Ranged azimuth optical laser +8 (1d6+2 F; critical burn 1d6) or flame pistol +8 (1d4+2 F; critical burn 1d4) or series-21 plasma guide +8 (1d8+2 E & F)

Offensive Abilities bluff stunts (feinting stunt^{COM}), operative specialization (daredevil), stunt and strike^{COM}

STATISTICS

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

Skills Acrobatics +13, Athletics +13, Bluff +13, Computers +8, Piloting +13, Profession (Steward officer) +8, Sense Motive +13, Stealth +13 (+23 using skin mimic)

Languages Common (spoken and signed), Vercite (spoken and signed)

Other Abilities easily augmented, operative exploits (uncanny pilot), skin mimic

Gear freebooter armor I, flame pistol with 2 standard petrol tanks (20 petrol each), runner spark knife^{AR} with 2 batteries (20 charges each), series-21 plasma guide^{AR} with 1 battery (20 charges), personal comm unit; **Augmentations** azimuth optical laser^{AR}, data jack, mk 1 personal upgrade (dexterity)

SPECIAL ABILITIES

Deaf (Ex) Jinx can't attempt Perception checks to listen and is immune to effects that rely on hearing to function.

Dogfighting Expert (Ex) When Jinx succeeds at a starship stunt, he can immediately attempt a Bluff check against the Sense Motive check of one enemy pilot. If this Bluff check succeeds, the enemy pilot takes a -4 circumstance penalty to their next Piloting check this starship combat.

Partner Bond (Ex) See page 40.

Rumor holds that Jinx successfully maneuvered a BMC Mauler with malfunctioning engines through the Blockade—a necrotic minefield in the Diaspora—while outgunning and outrunning a Brightsword squadron. Pilots who face him in starship combat and survive describe him as adaptable, tenacious, and unpredictable. Niva discovered Jinx's penchant for deception and theatricality extends beyond the cockpit at a casino in the Burning Archipelago's Brass Bazaar, where Jinx enticed her to wager



JINX

and lose the *Wintermourn* in a game of skimmer. The ysoki later won the starship back in an incident that ultimately compelled Jinx to join her crew, though he still occasionally reminds her who the ship's "real owner" is.

At age 5, Jinx was diagnosed with mindfire. Though he survived the disease, a near-fatal fever left him with profound hearing loss in both ears. He relies primarily on lipreading to communicate with others; he also signs, adjusts the color and patterns of his skin, or sends texts from his comm unit. Jinx's influence on the other crew members presents a unique advantage, as they often sign to conceal their intentions from others or modify a plan. At Dizzy's suggestion, the rest of the crew initially learned key signs for use in missions; they eventually all attained fluency.

Jinx regards Dizzy as the sibling he never had. Only Dizzy knows that he grew up in Peacewatch, the Steward citadel on Verces. Then known as Xegas Xervanas, his parents persuaded him to join the God-Vessel caste, branding his chest with the symbol of Iomedae—a longsword atop a brilliant sunburst. He developed most of his piloting skills as a member of Overwatch, the Stewards' starship fleet. There, he earned his nickname defeating veteran pilots in simulated combat, where others' inability to best him quickly became known as "the jinx" of the Steward flagship *Steadfast*. He soon became bored and realized that his knowledge of law enforcement protocols might benefit him as a smuggler. He has since flown missions with the augmented terrorist group NextStep, as well as other criminal organizations.

THE WINTERMOURN

The *Wintermourn* is a refitted VitariTech Lodestone, a mining transport designed by one of the largest mining corporations on Akiton to draw thasteron closer to the planet's surface. To do this task, the vessel makes use of magnetic rakes mounted on the ship's X-shaped frame, allowing it to easily locate thasteron veins. After she stole the ship, Niva outfitted the forward booms with twin lasers. While combining the extra firepower with the rakes pushes the *Wintermourn* to its power limits, Niva chose to keep the excavators equipped, realizing they provide a unique advantage in starship combat.

Though she seldom tells the story, Niva named the starship the *Wintermourn* in solemn remembrance of her colleagues killed as a result of VitariTech's dangerous dealings with the Aspis Consortium in the Winterlands. She has vowed to avenge her friends once she has the resources to do so.

Traditional crew assignments are listed below, but the crew can adopt new roles as necessary.

WINTERMOURN

Refitted VitariTech Lodestone

TIER 3

Medium Transport

Speed 10; **Maneuverability** average (+0 Piloting, turn 2)

AC 15; **TL** 16

HP 70; **DT**—; **CT** 14

Shields Medium 90 (forward 23, port 22, starboard 22, aft 23)

Attack (Forward) magnetic rake (special; 10 hexes), twin laser (5d8; 20 hexes)

Attack (Rear) magnetic rake (special; 10 hexes)

Power Core Arcus Ultra (150 PCU); **Drift Engine** Signal Basic; **Systems** basic computer, budget medium-range sensors, crew quarters (common), mk 2 armor, mk 3 defenses; **Expansion Bays** cargo hold (2), escape pods, smuggler compartment, tech workshop

Complement 6 (minimum 1, maximum 6)

CREW

Captain (Niva) Engineering +8 (3 ranks), gunnery +8 (3rd level), Intimidate +13 (3 ranks), Piloting +8 (3 ranks)

Engineer (Dizzy) Computers +12 (2 ranks), Engineering +12 (2 ranks)

Gunner (Nemelith) gunnery +6 (2nd level)

Pilot (Jinx) Piloting +13 (2 ranks)

SPECIAL ABILITIES

Magnetic Rake The *Wintermourn*'s magnetic rake is a starship weapon that can target a starship or other object within 10 hexes, as long as that object is made predominantly of metal. The pilot of the targeted object must attempt a Piloting check (DC = 15 + 1-1/12 × the *Wintermourn*'s tier) to avoid the polarizing energies of the rake. If this check fails, the *Wintermourn*'s gunner can move the target 2 hexes in any direction; alternatively, the *Wintermourn* moves 2 hexes closer to the target.

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SIDE JOBS

"The galaxy is a tough place, ya know? I mean, it's fine for the interplanetary corps, the cybernetic mercs they pay, and the mega-rich those mercs protect. But us little folks? The cargo-haulers, dockworkers, and paid-by-the-hour gun-carriers? We don't got anybody looking out for us. So we need to look out for ourselves. And looking out for yourself takes credits. If we've got a little network connecting people who have jobs with people who want to make a little extra, that's just good sense, right?"

—Scarlon Gniz, case manager for Moonlighters

Side jobs are designed for when you need some extra encounters in between the big plot beats of an Adventure Path (especially the Fly Free or Die Adventure Path). Maybe your players managed to skip some of the content presented, or maybe your *Oliphaunt* has more crew members than the adventure assumes. Additionally, if your players come up short of their expected wealth by level, it may be worthwhile to use a side job as a way to provide them with some extra credits without having to shoehorn them into an existing encounter.

Alternatively, if you aren't running Fly Free or Die, you can use the side jobs presented here as a quick palate cleanser between campaigns or when you're looking for a session's worth of fun and excitement. Whatever the reason, any group can easily incorporate a side job or two.

You should keep in mind that if you run your players through all of an Adventure Path's encounters along with these side jobs, and they're a typically sized group who earn the average amount of credits and recovered gear, the PCs might end up with more experience and items than the rest of the Adventure Path expects. This can actually be a good option if your players have been struggling—side jobs don't present a great deal of extra material, so the boost they provide will help in the short term while ultimately having only a minor impact on the PCs' overall effectiveness. But by the same token, if your players are already having an easy time with an adventure, you may not want to give them more advantages going into the next set of encounters.

MOONLIGHTERS

The two side jobs presented here assume the PCs are contacted by Moonlighters—a company that specializes in making arrangements for one-time jobs with “independent contractors,” including anyone who owns their own starship, such as the PCs. These jobs come from “confirmed legitimate parties” who pay Moonlighters to find someone to get the task done. Moonlighters assigns these jobs to independents and pays them a large cut of the invoiced credits once the task is complete. The company has a pretty good reputation: it pays its contractors in full and on time, even if the original hiring parties try to back out of the deal. However, it's understood that clients don't always provide the agency with all the details for a job—so complications aren't uncommon. Additionally, Moonlighters' definition of “confirmed

legitimate parties” seems to include anyone who has credits and isn't too obviously crooked; rumor has it that the company doesn't pry too deeply into the background of its prospective employers during their usually perfunctory confirmation process.

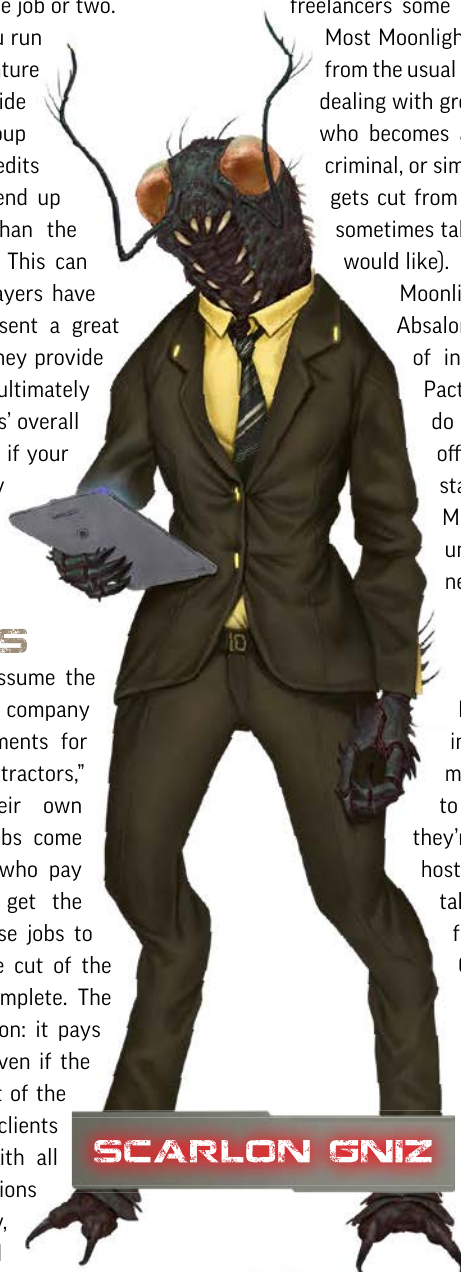
On the other hand, Moonlighters is a bigger player in the galactic business scene than any single ship's crew, and a client who puts contractors in unnecessary or undisclosed danger risks losing access to Moonlighters' considerable stable of freelance crews. If the PCs ask around about Moonlighters or do their own infosphere research once the company has contacted them, one detail is almost universally agreed upon: Moonlighters never does a contractor dirty on purpose, and when things do go wrong, it generally slides the freelancers some extra compensation for the trouble.

Most Moonlighters jobs go smoothly, overall—apart from the usual troubles of operating in deep space or dealing with greedy port officials—and any employer who becomes a known bad operator, a confirmed criminal, or simply a proven financial risk eventually gets cut from Moonlighters' network (though that sometimes takes longer than most wronged crews would like).

Moonlighters operates primarily out of Absalom Station simply because the majority of independent ships pass through the Pact Worlds sooner or later, but they do a great deal of business via satellite offices and associates on other space stations. Like most larger companies, Moonlighters uses unlimited comm units, allowing them to reach out to nearby ships when a time-sensitive job crops up or hand-pick reliable contractors for more difficult jobs.

Each starship crew that Moonlighters takes an interest in working with receives a case manager who tries to match the crew to appropriate jobs. In the PCs' case, they're first contacted by **Scarlon Gniz** (N host shirren envoy), who asks them to take a single briefcase of memorabilia for the band Strawberry Machine Cake to their next destination, where a courier will pick it up when they land. That job pays 100 credits.

If the PCs accept, everything goes smoothly. The credits are transferred to the PCs' accounts shortly after they've made the delivery, and Gniz soon contacts the crew again to mention that they have another job lined up.



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IF LOOKS COULD SKREEL

This side job is suitable for 3rd-level characters.

BACKGROUND

A reckless bioscience company called Inquest is trying to find ways to produce cheaper medicinals and believes it may be on to a radical new process. However, its methods require some unethical testing. Inquest contacts Moonlighters to ship a live but sedated skreesire and a handful of skreelings to a remote research outpost, though it leaves out the specifics and purpose of the cargo.

THE JOB OFFER

Scarlion Gniz contacts the PCs with another Moonlighters job. The task is a little more complicated than their first courier mission, but it pays significantly better.

A medical research company, who Gniz explains wishes to remain anonymous, wants to transport some complex chemical compounds from the PCs' current location to their next destination while avoiding the normal taxes and tariffs such a shipment would incur. (It doesn't matter where the PCs are or where they're going—their plans happen to match up with the client's needs, which is why Gniz contacts them.)

Naturally, Gniz wouldn't ask the PCs to do anything illegal—their part of the transfer doesn't involve any smuggling or lawbreaking. They just need to rendezvous at their current destination with a vesk cargo ship, the *Titanosaurus*, and pick up several sealed crates. The PCs then transport the goods to their next destination but, before landing, shove the crates out of the airlock into a prearranged orbit. The PCs are given a beacon to attach to the crates, which activates after they leave, and another ship comes along to pick them up. The PCs don't know the crates' end destination, and the crew that picks them up won't know where they came from. As a result, when the crates get to their final port, they won't appear on a manifest as having come from the world the PCs are on now, meaning they won't be subject to the normal tariffs. Gniz admits the scheme seems a tad shady, but there's no rule against it, and certainly there's nothing illegal about the part the PCs are asked to play.

In return for ferrying cargo to a system where they were already headed, Gniz offers them 1,500 credits, with a 25% payment in advance (375 credits).

MEET THE TITANOSAURUS

The *Titanosaurus* is conveniently parked on the same world as the PCs, just a few hours' flight away. The PCs are given the ship's transponder frequency and can arrange to pick up the cargo through the *Titanosaurus*'s quartermaster, a gruff vesk named **Kroyvutsa** (N female vesk mechanic).

She mostly wants to get the cargo transferred without a fuss and keeps the PCs away from any part of her ship besides the cargo hold. If the PCs cause any trouble, there are two human security guards nearby (use the security guard stats on page 176 of *Starfinder Pact Worlds*).

The cargo consists of one large crate and half a dozen small crates, which take up one cargo hold. All are correctly marked as complex chemical compounds for medical testing (though they do not say what specific compounds). Noticeable warning labels state the contents are "potentially hazardous if removed from packaging" and are "sealed for environmental purity." Kroyvutsa notes that the shipment's value is lost if the crates' seals are tampered with—if they are, the PCs won't get paid. She also mentions that as long as the PCs sign to indicate the seals are intact when they received the crates (which they are, and she has no intention of allowing the crates to be moved until the PCs sign), she and her crew get paid regardless of what the PCs do with the crates afterward. Finally, Kroyvutsa gives the PCs the beacon they're supposed to attach to the crates, along with the coordinates for the drop-off.

The crates' interiors are lined with lead, so it's impossible to discern the contents without breaking the seals. A PC who succeeds at a DC 16 Life Science or Physical Science check or a DC 18 Engineering check confirms that the crates' seals are genuine. Inquest's labeling of the crates as "potentially hazardous complex chemical compounds" is more intentionally vague than an outright lie.

At this point, if the PCs are suspicious of the crates and refuse to take the job, that's fine. There's no reason to encourage the PCs to go along with an admittedly shady undertaking. You can continue with this side job by having Gniz contact the PCs with an emergency rescue mission to save the crew who did take the job: a pair of skreelings broke free in their cargo hold (use the Events below as the PCs explore the ship in trouble). The pay is the same as if they took the job themselves.

EVENT 1: RUDE AWAKENING (CR 3)

After the PCs load the crates into their ship and take off for their destination, some of the skreelings begin stirring from their torpor during the first night in the Drift. If the PCs break the seals on the crates before that time, they essentially trigger **Event 2** early, but must deal with 3 skreelings immediately. Otherwise, ask each player where their character is during a typical period of downtime. Once their locations are established, inform them that an alarm is sounding in one of the cargo holds. However, before they can reach the hold, they find an unwanted passenger.

Creature: The Inquest scientist in charge of sedating the skreelings for transport miscalculated the dosage, and three of them have woken up and broken free from their crates. The PCs encounter the first groggy skreeling outside of the cargo bay, somewhere in their ship's corridors.

SKREELING

CR 3

XP 800

HP 35 (*Starfinder Alien Archive* 3 98)

EVENT 2: CRATE EXPECTATIONS (CR 5+)

Keep track of the duration of the previous event and how long it takes the PCs to reach the cargo hold, as this might impact the difficulty of the encounter.

Creatures: The two remaining awoken skreelings have each been attacking another small crate, trying to free their fellow creatures. A small crate has hardness of 5 and 30 Hit Points. If the skreelings reduce a crate to 0 Hit Points, the creature inside is roused from consciousness and joins the fight 1d3 rounds later. A total of three more skreelings could possibly join the battle, but luckily for the PCs, the large crate is too sturdy for the skreelings to damage, and the skreesire inside has been pumped full of enough sedatives to not be a threat, even if the PCs open its crate.

SKREELINGS (2)

CR 3

XP 800 each

HP 35 each (*Starfinder Alien Archive* 3 98)

Development: By examining the inside of a crate and succeeding at a DC 15 Engineering or Life Science check, a PC can surmise that all the crates are meant to hold live, sedated specimens. If the PCs open any of the remaining crates, the creatures within stay sedated and offer no resistance. The PCs can also destroy the crates (by launching them into the sun or some other dangerous space phenomenon, for instance), but in either case, the PCs don't receive any XP for defeating the creatures within.

GETTING PAID

If the PCs drop off whatever's left of the crates and any dead or otherwise subdued skreelings in the designated orbit, contact Gniz, and explain what happened, the shirren agrees to give them the remainder of their payment as agreed (1,125 credits). If they don't inform Gniz of the truth, he tells them that they broke their contract by breaking the seals and offers them only 125 credits on top of their advance. A PC who then succeeds at a DC 15 Diplomacy check can bring the payment up to the original amount. If the crew requests hazard pay and a PC succeeds at a DC 20 Diplomacy check, Gniz offers an additional 700 credits as compensation, apologizing for job's unseen dangers.

If the PCs don't deliver anything, Gniz doesn't want to pay them, but a PC who explains the situation and succeeds at a DC 15 Diplomacy check convinces the case manager to cough up 500 credits. If the result of the check exceeds the DC by 5 or more, Gniz gives them the original remainder of 1,125 credits.

If Gniz is aware of the truth, they are incensed that Inquest tried to pull one over on Moonlighters. They promise the PCs that Moonlighters won't work with that business again. Several weeks and an investigation by a local law enforcement agency later, Gniz tells the PCs that Inquest has lost the majority of its funding and has seemingly shuttered its doors, though the unscrupulous scientists can return under a different company name if you want to introduce a recurring villain.



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DEAD LOSS

This side job is suitable for 4th-level characters.

BACKGROUND

The starship *Final Endeavor* was a free trader with a dedicated crew and a good track record that fell to a stroke of bad luck: a mishap during a jump pulled a chunk of Hell into the Drift, bringing with it a horde of angry devils that then tore the ship apart and killed the crew. Eventually the devils moved on, leaving the *Final Endeavor* to float aimlessly. Most of the crew rose again as driftdead, but they were largely content to stay on their vessel.

Months later, a computer malfunction caused the derelict ship's Drift engine to fire again, bringing the ship and crew back into the Material Plane. These driftdead are now agitated and desperately want to return to the Drift, where they can continue their unlife in peace.

THE JOB OFFER

The PCs are contacted by Scarlon Gniz with another job for Moonlighters. Gniz claims the task is straightforward, though potentially more hazardous.

Gniz explains that Moonlighters has been asked to identify a derelict starship that's roughly a day's travel from the PCs' current location. Though its transponder is either turned off or malfunctioning, a nearby deep-space probe happened to get a visual on the drifting vessel.

This time, the employer is an elf matriarch whose daughter disappeared on the starship *Fortune's Fool* years ago; she's driven to investigate every report of a derelict ship in hopes of learning her daughter's fate. The matriarch wishes to remain anonymous, but Gniz has run similar jobs for her many times and assures the PCs that she always pays on time.

Gniz tasks the PCs with boarding the derelict to check its logs and positively identify it. The shirren doesn't care what the PCs do with the ship afterward. They offer 5,300 credits to retrieve the ship's records, even if the vessel isn't the one the client is looking for. Gniz can tell them where the ship was last spotted, and what direction and speed it was floating, but doesn't have any other information.

DEAD STOP

Using conventional thrusters, the PCs fly for 24 hours to reach the last known location of the derelict starship. However, it has since drifted a distance. A PC can calculate its new location an hour away with a successful DC 18 Physical Science check or DC 22 Piloting check to astrogate. On a failed check, the PCs waste 1 hour checking the wrong region of space and can then attempt another skill check.

Once the PCs locate the ship, they can see that it's clearly a wreck. The hull is marred by long gashes and scorch marks that resemble some kind of angular script. A PC who succeeds at a DC 22 Culture check or who can read Infernal recognizes the language, though it seems to spell out nothing more than general paeans to Hell. Scans show that due to hundreds of microfractures, the ship cannot hold an artificial atmosphere. As the only airlock has melted into a solid slab, there's only one viable entry point: a jagged hole on the port side. This hole leads to the corridor nearest the bridge.

You can use any large starship interior map for the *Final Endeavor*; the only areas that matter are the bridge, one of the crew's quarters, and the engineering bay. As the PCs explore, they hear sounds from within the vessel's walls—these are the driftdead crew who were trapped in impossible-to-reach spaces when they regained their corporeality. A PC who succeeds at a DC 21 Perception check determines that these noises aren't the result of anything natural, like the ship continuing to break apart.

1. BRIDGE (CR 5)

This is clearly the bridge, or at least it used to be. Most of the ship's controls are smashed beyond repair or recognition. Gouges line the walls, the crew chairs are ripped apart, and strange symbols are written in flaking crimson across the floor.

Though the computer is highly damaged, the PCs can attempt it bring it back online. With a successful DC 20 Computers or Engineering check, a PC can gain access to the *Final Endeavor*'s navigational data, which indicates that the ship jumped from the Drift to the Material Plane several days ago. Before that point, the vessel seems to have had no heading for several months following a standard jump into the Drift.

Unfortunately, the transponder information stored on the bridge computers is too corrupted to identify the ship. The only recorded fragment in the ship's log plays a terrible cacophony of screeches and guttural growls in the PCs' comm units.

The symbols on the floor are bits of Infernal text quoting unholy scriptures written in the former crew's blood. A PC can identify the grisly "paint" as human and humanoid blood with a successful DC 15 Life Science check.

Creature: The danger on the bridge isn't the driftdead but rather a blocky robot with "V.I.C.T.O.R." stenciled on its chest. It was purchased by the ship's former captain after a

particularly lucrative cargo sale, and after several days, they named it the "Virtually Integrated Custodian and Tireless Offensive Robot." The rest of the crew are certain that the captain started with the acronym and worked backward to get the ridiculous name, but the captain has unconvincingly denied any such claims. The robot was highly damaged by the devils who overran the ship, but its nanites eventually put it back together. Though it carries out its last order to protect the bridge from any intruders, it doesn't attack the driftdead, as its partially corrupted database still recognizes them as authorized crew.

GUARDIAN ROBOT

CR 5

XP 1,600

HP 70 (*Starfinder Alien Archive* 3 86)

Development: The PCs might return to the bridge when they learn about the Drift engine failsafe and decide they don't want the *Final Endeavor* and its dead crew to appear back on the Material Plane weeks from now. A PC who succeeds at a DC 22 Computers check can bypass this failsafe, essentially entering a program that fully disables the Drift engine after its next jump.

2. QUARTERS (CR 4)

This living space now features only piles of torn bedding and broken personal effects with just a single bed still in recognizable shape. A single intact pillow floats quietly by.

The crew quarters of the *Final Endeavor* weren't spared the devils' wrath.

Creatures: Two dead members of the crew—the captain and an engineer—were in these quarters when the ship returned to the Material Plane. A PC who succeeds at a DC 10 Culture check can recognize their respective ranks from the remnants of their uniforms. They attack the PCs out of displaced anger over their situation but try to flee into the ship's corridors if reduced to 5 or fewer Hit Points.

As the PCs fight the driftdead, they can see the creatures attempting to speak, but no sound travels through the airless ship. A PC who succeeds at a DC 20 Culture check or a DC 24 Perception check can read what is left of their lips and realize they're mouthing the words "back to Drift" over and over again.

The captain holds a datapad with more information on it (see Development), which he drops upon fleeing.

DRIFTDEAD (2)

CR 2

XP 600 each

HP 22 each (*Starfinder Alien Archive* 3 26)

Development: The captain's datapad can be accessed with a successful DC 15 Computers check. It's filled with

the captain's personal information and, most importantly, holds copies of several of the ship's final logs. These logs identify the ship as the *Final Endeavor* but also give a hurried, incomplete look at the vessel's final moments—being attacked by devils after making a routine Drift jump. However, there is one haphazardly written entry dated only a day ago. It seems to have been written by the dead captain, and though difficult to read, it's filled with the desperate hope that the crew might be able to make the ship "return to the cold quiet of the Drift."

3. ENGINEERING (CR 4)

The machinery of the engine room seems largely functional, despite the smashed controls and torn-off housings. Sparks from the damaged equipment occasionally brighten the area with flashes of bluish light.

The two driftdead not trapped within the inaccessible areas of the ship have tried to get the Drift engine back online but haven't managed to repair the damage, due to their undead clumsiness and unfortunately muddled memories from their previous lives.

Hazard: The Drift engine can be fixed, but such an endeavor isn't without its risks. Restoring it to functionality requires an hour of work and a successful DC 26 Engineering check. If the result of check fails by 5 or more, the engine emits a deadly jolt toward a random character in the room. That character takes 6d6 electricity damage (Reflex DC 15 for half). A PC who succeeds at a DC 20 Engineering or Perception check before attempting any repairs recognizes the potential danger.

Development: Once the Drift engine has been repaired, a PC who succeeds at a DC 18 Computers check can bypass the usual navigational controls to send the *Final Endeavor* into the Drift on a delay (allowing the PCs to safely return to their own vessel). However, the engine has a failsafe that automatically returns the ship to the Material Plane after 50 days. Any PC trained in Computers or Engineering realizes this failsafe can only be overridden from a console on the bridge (area 1).

GETTING PAID

If the PCs fix the *Final Endeavor*'s Drift engine, remove the failsafe, and set the computer to send the ship into the Drift, the driftdead crew recognizes their kindness. One of them manages to push a *ghost killer fusion seal* (5th) through a crack in the hull near the hole where the PCs entered. The PCs automatically spot the fusion seal as they return to their own ship.

As long as the PCs discover the *Final Endeavor*'s name from the captain's datapad and transmit it to Gniz, the shirren pays them the full 5,300 credits, regardless of what else they did. Otherwise, Gniz doesn't give them a single credit.

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"Aye, I fight dirty. And why shouldn't I? D'you think that 'honor' and 'integrity' protect you from the wrong end of a plasma pistol? D'you think that having a sense of fair play stops a bastard from plunging a zero-edge knife in your back? No, if you think 'tis a good idea to go out a-scrapping, you'll not last long if you don't bring every tool at your disposal to bear. I wasn't always such a smart girl; 'tis how came I by all these scars. Trust me, friend, all you'll get from fighting clean is a nice, clean death."

—Moyra Moon-Blade, vigilante

Some would-be heroes approach action honorably. They intend to conduct battle with decorum and integrity. Those who survive using such clean-cut tactics, though, are not always so sanguine.

The options presented here are useful for those looking to get every advantage they can in a scrap, but even characters who use options presented only in the *Starfinder Core Rulebook* can fight dirty by employing the right tactics. Using stealth can help you set up ambushes and bypass guards or other challenges entirely. With the right infiltration team, one or more characters might even penetrate enemies' security and eliminate foes silently in their sleep. Even once a fight has broken out, clever tactics, such as feinting or the dirty trick combat maneuver, can turn the tide.

Some classes have specific abilities to alter the odds in their favor (for example, the operative's deadly trick attacks or the envoy's clever feints). But members of any class can be tricky with a little effort. The Skill Synergy feat allows those of more rough-and-tumble or scholarly dispositions to hold their own in skills such as Bluff and Stealth, while Sense Motive can counter others' dirty tactics. Meanwhile, spells like *invisibility* enable specialized tactics, allowing dedicated magical specialists to play the role of stealthy agent.

While many deceitful maneuvers are somewhat morally gray, a deceptive tactic isn't always evil. Natural predators have employed camouflage, stalking, and other "unfair" tactics for millions of years, and for just as long, their prey has deployed their own countermeasures. In the life-or-death struggle of combat among the stars, sometimes how you play the game is what makes the difference between winning... and dying.

CLASS OPTIONS

The following options might be employed by characters willing to fight unfair.

ENVOY IMPROVISATIONS

The following use the standard rules for envoy improvisations (*Core Rulebook* 61) and use the standard icons to define language-dependent, mind-affecting, and sense-dependent improvisations (*Core Rulebook* 62).

1st Level

An envoy of any level can choose the following envoy improvisation.

SOW DISCONTENT (EX)

LANGUAGE-DEPENDENT MIND-AFFECTING SENSE-DEPENDENT

As a move action, you can attempt to deceive an enemy within 30 feet who can hear you into suspecting its allies of treachery. Attempt a Bluff check with the same DC as a check to feint against that enemy (though this isn't a standard check to feint, so Improved Feint and Greater Feint don't apply). If you succeed, the target acts as though they have no allies

and are not considered to be an ally to any other creature until the beginning of your next turn. An affected target can't move freely through former allies' spaces or flank creatures with them; the target can't give or receive benefits from the aid another action, any spells, or effects that affect only allies. In addition, if the target can make an attack of opportunity, they do so even against their former allies, but they also avoid actions that would provoke attacks of opportunities from their former allies (even if those creatures wouldn't make the attack of opportunity). This doesn't otherwise grant you influence over the affected target or make it more positively disposed toward you or your allies.

A creature who tries to cast a spell that has a range of touch on the affected target must succeed at an attack roll to touch the target, even if the spell is harmless, though the affected target isn't forced to attempt saving throws against harmless effects.

At 6th level, you can spend 1 Resolve Point when you succeed at the Bluff check to have the effect last for a number of rounds equal to your Charisma modifier.

4th Level

You must be at least 4th level to choose the following envoy improvisation.

FALSE FLANKING (EX)

You can trick a flanking enemy into hurting their ally. When a foe is flanking you and misses you with a melee attack, you can attempt a reposition combat maneuver against that foe as a reaction. If your combat maneuver succeeds, you switch places with that foe, and the foe rerolls the attack against the ally who was allowing them to flank you. This attack roll is made at the same bonus as the original attack and gains the benefits of flanking.

At 12th level, you can use this improvisation even if the attack would hit you by spending 1 Resolve Point; if your combat maneuver succeeds, you take the minimum amount of damage, and the foe still rerolls the attack against their ally.

8th Level

You must be at least 8th level to choose the following envoy improvisation.

SCAPEGOAT (EX)

SENSE-DEPENDENT

Through a mix of complex manipulation and other cues, you focus enemies' fire on an ally. As a standard action, you can spend 1 Resolve Point and select a willing ally within 30 feet. Until the end of your next turn, enemies within 100 feet of that ally who can sense both you and that ally take a -4 penalty to all ranged attacks they make that don't target that ally. This ability otherwise acts as if that ally used the draw fire improvisation. You must have the draw fire improvisation to choose this improvisation.

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MYSTIC CONNECTION

See page 83 of the *Core Rulebook* for more information about the connection class feature.

DELUSION

Some say that perception is reality, but you understand the truth—deception is reality. All other truths are merely a matter of perspective. You're connected to cosmic forces that can't be observed or measured; you draw your power from the inconsistencies between individuals' understandings of so-called concrete reality.

Associated Deities: Calistria, the Eldest, Eloritu, Lamashtu, Nyarlathotep

Associated Skills: Bluff and Sense Motive

Spells: 1st—*charm person*; 2nd—*make mischief**; 3rd—*charm monster*; 4th—*confusion*; 5th—*modify memory*; 6th—*subjective reality*

* New spell described on page 55.

INVOKE DELUSION (SU) 1st Level

You can reach into others' minds and distort their perceptions of friend or foe. As a standard action, select a creature within 30 feet and choose paranoia or conviviality. That creature must succeed at a Will save or suffer the chosen perceptual warp. If you chose paranoia, the target treats all other creatures as enemies and only itself as an ally, must attempt attacks of opportunity whenever any creature provokes them, and is shaken while adjacent to more than one creature. If you chose conviviality, the target treats all creatures as allies and can't attack or take hostile actions against any creature; whenever a creature affected by conviviality is attacked, it can attempt an additional saving throw against this effect. This perceptual warp lasts for 1 round, plus 1 round for every 5 mystic levels you have. Once a creature succeeds at its saving throw against this ability, it is immune to further uses for 24 hours.

COMPELLING DECEPTION (EX) 3rd Level

You can sway others into believing the unbelievable. You can spend 1 Resolve Point as part of a Bluff check to lie; if you do, you don't take penalties for the preposterousness of your story (though the presence of countervailing evidence can still cause your check to fail).

TRANSCEND TRUTH (EX) 6th Level

When you're subjected to any effect that would compel you to tell the truth or that would detect untruth in you, such as *discern lies* or *zone of truth*, you can roll the saving throw twice and take the better result. If the effect would not normally allow a saving throw, you can attempt a Will save to negate it. If you succeed at the save, you appear as if you were subject to the effect to other creatures, though you can act as you choose. This ability doesn't prevent Sense Motive checks from succeeding against you or other creatures from harboring suspicions.

WARP PERCEPTION (SU) 9th Level

As a standard action, you can alter others' ability to perceive you. Select up to one creature that you can see for every 2 mystic levels you have. Each creature selected this way must succeed at a Will save or be unable to perceive you, as *greater invisibility*. If you spend 1 Resolve Point when you use this ability, it also baffles senses such as blindsense or blindsight. At the end of an affected creature's turn, it can attempt another save against this effect. You can end your invisibility as a move action. You can use this ability for a number of rounds each day equal to your mystic level; these rounds don't need to be consecutive.

PUPPET MASTER (EX) 12th Level

You can weave deception through your allies' mouths and uncover deception through their eyes and ears. Any creature linked by your telepathic bond class feature can use your Bluff and Sense Motive modifiers in place of their own modifiers, as long as you provide guidance. In addition, when an ally attempts an appropriate Bluff check, you can spend 1 Resolve Point to allow them to benefit from your compelling deception ability.

MASS HYSTERIA (SU) 15th Level

When you use invoke delusion, you can spend 1 Resolve Point to affect any number of creatures within range, though you must choose the same perceptual warp for all targeted creatures.

In addition, you add brutality and stupor to the list of perceptual warps you can impart with invoke delusion. A creature affected by brutality attacks the nearest creature each round to the best of its ability; if the creature is attacked, it instead attacks its attacker, as if it had been attacked while confused. If you choose stupor, the creature instead takes no action and babbles incoherently, though it isn't helpless. Unlike other warps, stupor lasts for only 1 round, and a creature that fails its save is immune to further attempts to invoke stupor for 24 hours.

OVERRIDE REALITY (SU) 18th Level

Your lies are so powerful that reality is no longer an obstacle. When you succeed at a Bluff check to deceive a creature, that creature continues to believe the deception even if presented with direct evidence to the contrary (believing that its senses are deceiving it, other creatures are lying, and so on). In addition, your Bluff checks don't automatically fail if such evidence is present, though the creature or creatures you're attempting to deceive can attempt a Will save to disbelieve your deception. This effect lasts for 24 hours, after which time the creature responds normally to proof of deception.

SOLARIAN SOLAR MANIFESTATION

This new solar manifestation follows the normal rules for the class feature and can be selected in place of solar armor or a solar weapon (*Core Rulebook* 101).

LUNAR WEAPON

You have studied the delicate and luminous light reflected from a moon or similar celestial body, allowing you to bring forth an exquisite weapon made for graceful combat. This manifestation functions similarly to solar weapon, except it deals 1d4 damage at 1st level. This damage increases by 1d4 at 6th level, 9th level, 12th level, and every level thereafter. Your lunar weapon also has the feint (*Starfinder Armory* 28) and operative special qualities (though it can't be used to make trick attacks, if you have that class feature). Unlike other melee weapons with the operative special quality, when you gain Weapon Specialization at 3rd level, you add your full solarian level to damage with your lunar weapon, as opposed to half. If you're a multiclass solarian, you add your full solarian level and half your levels in other classes to damage with your lunar weapon.

SOLARIAN STELLAR REVELATIONS

The following use the same rules for solarian stellar revelations (*Core Rulebook* 102).

4th Level

You must be at least 4th level to select this stellar revelation.

ECLIPSE DEFENSE (SU)

You can cause your melee weapon to exert a gravitational pull, drawing strikes to meet it. If a creature hits you or a creature adjacent to you with a melee attack and you're wielding a melee weapon, you can make a melee attack roll against the attacking creature as a reaction. If your attack exceeds the attacking creature's KAC + 8, you don't deal damage; instead, the target's attack deals only half damage.

When you are attuned or fully attuned, you gain a +4 bonus to your attack roll to use this revelation.

6th Level

You must be at least 6th level to select this stellar revelation.

TIDAL SURGE (SU)

You rapidly invert and reassert gravity to somersault over obstacles and move in baffling ways. As a move action, you move up to half your land speed, ignoring difficult terrain. If you use Athletics to jump during this movement, you do so as if you had taken a 10-foot running start (even if you didn't), and you gain a +4 bonus to the check. Until the end of your turn, you count as being in both your original position and your position at the end of your movement to determine flanking, allowing you to potentially gain the benefits of flanking when you face an enemy by yourself. You can't use tidal surge and stellar rush in the same turn.

When you're attuned or fully attuned, you can either move up to your full land speed or choose one opponent you can see when you use this revelation. If you choose

an opponent, your movement doesn't provoke an attack of opportunity from that opponent.

10th Level

You must be at least 10th level to select this stellar revelation.

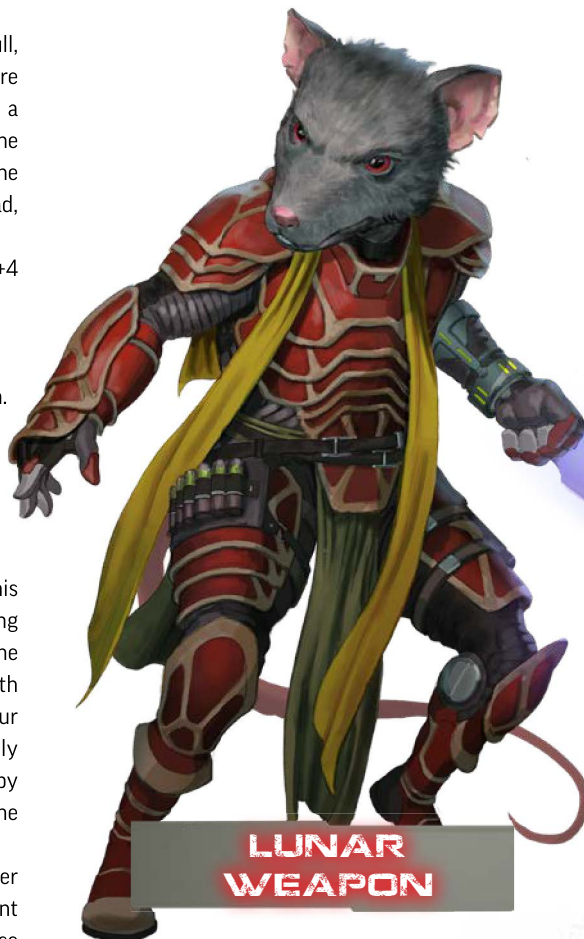
GRAVITY SLAM (SU)

When you use the gravity surge revelation, you can choose to attempt a bull rush combat maneuver instead of a disarm or trip combat maneuver. You can attempt this bull rush from any direction, regardless of your position relative to the target.

When you're attuned or fully attuned, if you bull rush a creature using gravity surge and that creature's movement would be checked by another creature of its size or smaller or by an obstacle, you attempt a trip combat maneuver against each creature as if using the gravity surge revelation. You must have the gravity surge revelation to select this revelation.

SOLARIAN ZENITH REVELATIONS

The following use the same rules for solarian zenith revelations (*Core Rulebook* 103).



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ALL SHALL KNEEL (SU)

Exerting your will upon the universe, you generate an aura that brings your foes to their knees (or similar joints). When you're fully graviton-attuned, as a move action, you can generate a 20-foot-radius aura of submission. An enemy that ends its turn within the aura must attempt a Fortitude save. On a failure, that creature gains the overburdened condition until the end of its next turn. At 17th level, a creature that fails the save instead gains the pinned condition until the end of its next turn. This aura lasts for 1 round plus 1 round for every 4 solarian levels you have, or until you become photon-attuned.

GRAVITY CRUSHER (SU)

When you're fully graviton-attuned, you can release a wave of crushing gravitational power as a standard action. This revelation affects creatures in a 30-foot cone. Each affected creature takes 1d6 bludgeoning damage for every 2 solarian levels you have and is knocked prone. A successful Fortitude save halves the damage and negates the knockdown effect. In addition, ground in the affected area becomes difficult terrain. At 17th level, a creature that fails the save also becomes exhausted.

FEATS

The following feats are useful for those who enjoy employing dirty tricks and unusual weapons.

OBNOXIOUS TRICKSTER

You slip in dirty tricks at every opportunity and impose tenacious conditions.

Prerequisites: Improved Combat Maneuver (dirty trick).

Benefit: When you make a full attack, you can attempt a dirty trick combat maneuver against a target within your reach in place of your final attack. You don't take the usual attack penalty on this maneuver's attack roll. In addition, when you successfully perform a dirty trick combat maneuver, the target must spend a standard action to remove the condition.

SCOUNDREL'S FINESSE

You're adept at using a variety of weapons with panache.

Benefit: You treat unarmed strikes and one-handed basic and advanced melee weapons that are whiplike (such as a taclash or neural lash [*Starfinder Armory* 45]) or glove-like (such as a battleglove or shell knuckles [*Armory* 53]) as though they had the operative quality; the GM has final say on whether a weapon fits this description. In addition, if you have the trick attack or stunt and strike class feature (*Starfinder Character Operations Manual* 80), you can use those class features with such weapons. You don't add trick attack damage to your attack, but the target is still flat-footed, and you can use debilitating tricks. When you attack using this feat's benefit, you never add more than your level to damage as a result of Weapon Specialization, even if you would do so as a result of another ability.

UNDERHANDED SNARE

You're a storm of grasping limbs or winding coils, ensnaring foes in underhanded ways.

Prerequisites: Improved Combat Maneuver (dirty trick); constrictor's grasp, enveloping grip, grapppler, or snag racial trait.

Benefit: When you perform a successful dirty trick combat maneuver as a melee attack and the target gains the entangled condition as a result, you can choose to have the affected target be unable to move from its square until it takes the move action to end the condition, but the condition ends immediately if the target is no longer within your reach. In addition, you gain a +4 circumstance bonus to grapple a creature entangled due to your dirty trick.

SPELLS

The following spells help a scoundrel improve the odds in their favor, especially during a fight.

BODY DOUBLE

School illusion

Casting Time 1 standard action

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

Target two creatures; see text

Duration 1 round/level

Saving Throw Will negates; **Spell Resistance** yes

Upon casting this spell, choose a primary target and a secondary target, both within range. If the primary target fails or forfeits its saving throw, its appearance, scent, sounds, and mannerisms change to match those of the secondary target.

As long as the two targets are of the same size category, they are indistinguishable. As a consequence, if the targets are adjacent and a creature takes an action that would affect one of the targets (such as an attack, a targeted spell, or an area effect), that action has a 50% chance of affecting the other target instead. Any action that would affect both creatures affects them both normally.

This spell doesn't deceive creatures under the effects of *true seeing*. Likewise, a creature that can't perceive one of the targets isn't fooled by this spell (even if the spell fooled that creature earlier), and its attacks, targeted spells, and other actions affect targets as normal.

HIDE WEAPON

School transmutation

Casting Time 1 standard action

Range personal

Duration 1 hour/level (D)

When you cast this spell, a small arm or one-handed melee weapon with the operative special property in your hand melds with your flesh, accompanied by a disgusting sucking sound. The weapon can be no greater than light bulk, and it disappears completely inside your arm. Thereafter for the

duration of the spell, you can extend and retract the weapon as a move action.

While extended, the weapon remains partially melded with your hand and arm. While the weapon is retracted, its shape adjusts to fit inside your arm, and you retain the use of your hand. Spotting the weapon on casual inspection is impossible, but anyone frisking you can attempt a Perception check to notice the weapon hidden inside your arm. The DC of this Perception check is equal to 15 + 1/2 your caster level + your key ability score modifier.

If you cast this spell again while a casting is in effect, you can hide another weapon inside another arm, to a maximum of one weapon per arm you have. You can extend and retract all weapons hidden this way as part of the same action. If you're disarmed of a melded weapon, this spell immediately ends for that weapon.

MAKE MISCHIEF

School illusion

Casting Time 1 standard action

Range personal

Duration 1 round/level (D)

While this spell lasts, nearly invisible tendrils of energy surround you. As part of casting this spell or as a move action once per round, you can direct the energy to do one of the following.

- Attempt a dirty trick combat maneuver as a melee attack against an adjacent creature. When attempting this melee attack, you can use your key ability score modifier in place of your Strength modifier.
- Direct bothersome and distressing sensations against an adjacent creature. That creature must succeed at a Will save (DC = 12 + your key ability score modifier) or become flat-footed until the beginning of your next turn.
- Grant you concealment until the start of your next turn.

SELECTIVE INVISIBILITY

School illusion

Casting Time 1 standard action

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

Target you and one other creature

Duration 1 round/level (D)

Saving Throw none; **Spell Resistance** yes

Upon casting this spell, you turn invisible, as *invisibility*, and you choose a second target. That creature can still see you as though you weren't invisible, and you can attack that creature without ending the invisibility effect. If you attack any other creature, this spell ends. If you cast this spell multiple times, you can attack any of the affected creatures without ending the spell.

SHIFTING SHADOWS

School evocation

Casting Time 1 standard action

Range medium (100 ft. + 10 ft./level)

Area 20-ft.-radius emanation

Duration 1 round/level (D)

Saving Throw none; **Spell Resistance** no

Waves of shifting shadows obscure the appearance of creatures caught within the emanation, making it harder to tell friends from foes.

This spell doesn't cause affected creatures to risk accidentally attacking their allies, but it does require them to concentrate harder to keep track of their allies and foes. While this spell is in effect, every creature in the area can treat any other creature in the area as an allied threatening creature for the purpose of flanking. Additionally, creatures in the area can't attempt attacks of opportunity. These shadows don't hinder precision-based attacks or create areas of dim light. Creatures with blindsight or blindsense, or those under the effect of *true seeing*, are not affected by this spell.



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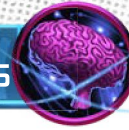
Watching as these giant bugs
Graze off the icy rings,
I've got time enough to think
About all the little things.
The nights are long and lonely,
When the sun never rises.
Drink and the mem'ry of your face
Are my only two vices.
Maybe some day I'll be done,
Maybe some day I'll be home,
Maybe some day I won't be empty and alone.

—excerpt from "Ballad of the Space Shepherd"

CALAPHIDION

TIER
1

XP
VARIES



N Small starship animal

Speed 10; **Maneuverability** perfect (turn 0)

AC 16; **TL** 16

HP 35; **DT** 0; **CT** 7

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

Attack (Forward) gore (2d8; 1 hex)

Attack (Turret) expel chaff (3d4; 5 hexes)

Power Core calaphidion heart (90 PCU); **Drift Engine** none;

Systems basic computer, basic medium-range sensors, mk 4 armor, mk 4 defenses; **Expansion Bays** none

Modifiers +2 Computers (sensors only)

Other Abilities herd attack, living starship, void adaptation

CREW ACTIONS

Gunner (1 action) gunnery +5 (1st level)

Pilot (1 action) Piloting +9 (1 rank)

Science Officer (1 action) Computers +7 (1 rank)

ECOLOGY

Environment any vacuum

Organization solitary, herd (2-20), or infestation (21-60)

SPECIAL ABILITIES

Expel Chaff (Ex) A calaphidion can expel chaff from its carapace in an attack that flies up to 5 hexes. This weapon has the point (+10) special property.

Gore (Ex) A calaphidion has a pair of hard, chitinous horns extending from the sides of its head, and it can use them in combat. It can make a horn attack only against a target that's in an adjacent hex. This attack has the broad arc special property.

Herd Attack (Ex) Calaphidions are herd animals with strong instincts for group survival. A calaphidion gains a +1 circumstance bonus to gunnery checks whenever at least one other calaphidion is within 2 hexes.

Living Starship (Ex) A calaphidion is a living creature so immense that it functions as a starship (and thus engages only in starship combat). It has no crew, but it can still take gunner, pilot, and science officer actions using the skill bonuses, ranks, and level listed above. Modifiers for its size, speed, and maneuverability have already been factored into its statistics. Use the table below when the calaphidion takes critical damage. A calaphidion's heart can't gain the wrecked condition.

61-90

Senses

Condition applies to all science officer actions

91-100

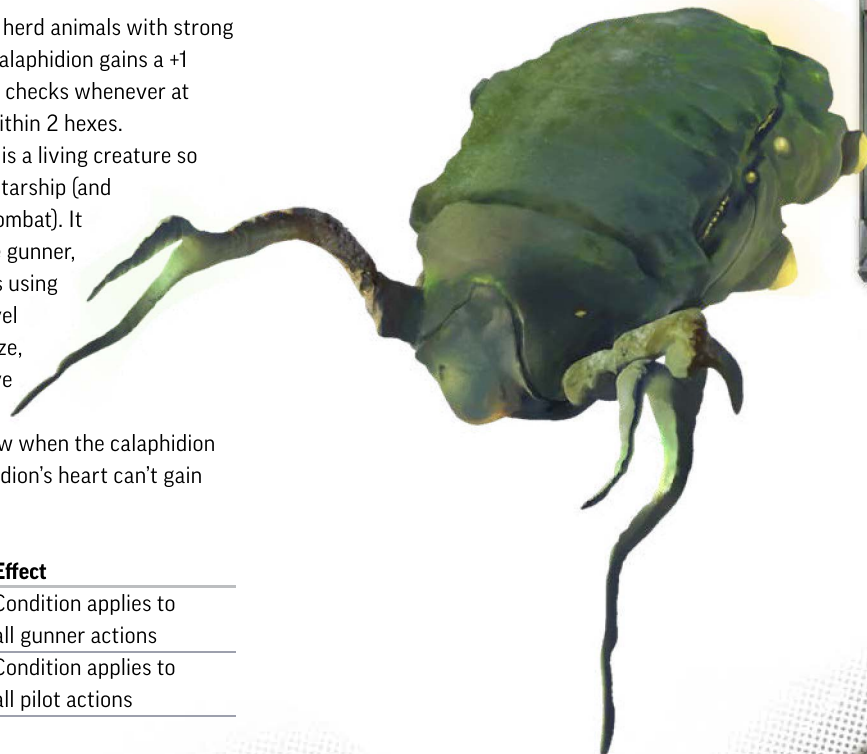
Heart

Condition applies to all actions

Calaphidions thrive in the mostly empty space between planets. Photosynthetic cells cover the bulbous bodies of these livestock creatures, collecting solar energy even from far-distant suns that then combines with their diet of dust and ice to sustain them indefinitely. They reproduce quickly, and despite their otherwise insectile anatomy, they give birth to live young, which can lead to widespread infestations in areas with particularly favorable conditions.

Calaphidions typically spend the majority of their lives grazing on comets, icy asteroids, and planetary rings, most often ignoring and being ignored by other spacefaring creatures and vessels. The only creatures with any interest in calaphidions typically intend to eat them—either interstellar predators or those raising the creatures for the purpose of consuming them.

Though calaphidions have no more intelligence than any other animals, they have strong herd instincts. Unless carefully placated, they attack any non-calaphidion creature or vessel that acts aggressively toward them. They fight as a group, working to surround and tear apart their prey. Calaphidion farmers welcome and cultivate this aggressively defensive behavior, as it helps to protect their herds.



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D%	System	Effect
1-30	Circulatory system	Condition applies to all gunner actions
31-60	Nervous system	Condition applies to all pilot actions

GLAIAD

CR
6

XP
2,400



CN Medium fey

Init +3; **Senses** low-light vision; **Perception** +13

DEFENSE

EAC 17; **KAC** 18

Fort +7; **Ref** +7; **Will** +9

Defensive Abilities void adaptation; **DR** 5/cold iron;

Immunities cold

Weaknesses ring dependent

OFFENSE

Speed 30 ft.; particle step

Melee iceblade +9 (1d8+6 C & S)

Ranged ice shards +11 (1d10+6 C & P; critical bleed 1d6)

Spell-Like Abilities (CL 6th; melee +9)

1/day—*daze monster* (DC 18), *song of the cosmos*^{COM} (DC 18)

3/day—*charm person* (DC 17), *life bubble*, *mystic cure* (1st level)

At will—*dancing lights*, *hazard*^{COM} (DC 16, cold only)

Offensive Abilities storm of shards (20-ft. burst, 7d6 C, DC 16, usable every 1d4 rounds)

STATISTICS

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

Cha +5

Skills Diplomacy +13, Life Science +18, Survival +13

Languages Common, Sylvan

Other Abilities particle mastery

ECOLOGY

Environment space (planetary rings)

Organization solitary

SPECIAL ABILITIES

Ice Shards (Su) As a ranged attack,

a glaiaid can magically conjure and fling sharp shards of ice with a range increment of 40 feet. On a critical hit, a shard also deals 1d6 bleed damage.

Particle Mastery (Su) A glaiaid creates temporary areas of gravity along their bonded ring system. As a standard action, a glaiaid can control the composition of the rings within 1,000 feet of them, creating a surface solid enough to walk upon or dispersing the particles. They can also determine the strength of gravity relative to the rings in the affected area. These effects last until the glaiaid leaves the area or spends another standard action to change them.

Particle Step (Su) As a standard action, a glaiaid can teleport to any other particle of their ring system within sight as long as the destination particle is at least the size of the glaiaid's space. They can't take any other creatures with them, but they can teleport objects they're currently carrying.

Ring Dependent (Su) A glaiaid is mystically bonded to the rings of a single planet or moon and must never travel further from those rings than the surface of the planet they orbit; if they do, they immediately become sickened. A glaiaid that remains out of range of their rings gains 1 negative level for each day they remain separated. A glaiaid can forge a new bond with a new ring system by performing a 24-hour ritual while in physical contact with the new ring system.

Storm of Shards (Su) A glaiaid can gather and hurl razor shards of ice from their ring system in a 20-foot burst at a range of 100 feet as a standard action. Each creature within the area takes 7d6 cold damage (Reflex DC 16 half).

The glaiaid must wait 1d4 rounds for the particles of the ring system to disperse and redistribute before creating another storm of shards.

A glaiaid belongs to the nymph family: fey with deep intrinsic bonds to a particular feature of nature. Ancient legends told only of dryads, naiads, and similar creatures tied to terrestrial features—but in those days, few knew of the nymphs who forged their bonds not with a single tree or river, but with the glorious ring systems surrounding a distant planet or moon. Like most nymphs, glaiaids fiercely protect their bonded ring systems, defending them at all costs.

This position has drawn some glaiaids into diplomatic contact with other peoples while working to preserve their homes; however, others have become embittered and violent, feeling that's their only recourse against unbridled disruption of their bonded planets.

Although it might seem difficult—if not impossible—for a single creature to look after something that stretches for thousands of miles, a glaiaid's bond with their ring grants them the ability to teleport from one particle in it to another in a matter of seconds, allowing them a wide range of movement.



HOLOFANG

CR
4

XP
1,200



N Large magical beast (aquatic)

Init +1; **Senses** darkvision 60 ft., low-light vision, tentacular eye; **Perception** +15

DEFENSE

HP 50

EAC 16; **KAC** 18

Fort +8; **Ref** +8; **Will** +3

Defensive Abilities hardened carapace; **Resistances** cold 10

Weaknesses photosensitive eye

OFFENSE

Speed 10 ft., climb 10 ft., swim 20 ft.

Melee bite +13 (1d6+9 P plus swallow whole) or pseudopod +11 (1d4+9 B)

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

Offensive Abilities cavernous maw, holographic lure, swallow whole (1d6+9 B, EAC 16, KAC 14, 12 HP)

STATISTICS

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

Skills Athletics +15, Stealth +10, Survival +10

Languages Common (can't speak any language)

Other Abilities amphibious, water breathing

ECOLOGY

Environment aquatic (Gaskar III)

Organization solitary, bed (2-8), or carpet (9-20)

SPECIAL ABILITIES

Cavernous Maw (Ex) A holofang can open or close its maw as a move action and can make bite attacks or use its holographic lure ability only if its maw is open. If the holofang grapples or pins a creature with its swallow whole ability, its maw closes and remains closed for as long as the creature is swallowed. If a swallowed creature climbs out of the holofang, the maw reopens.

Hardened Carapace (Su)

A holofang gains DR 10/- when its maw is closed. This DR also applies against attacks made by creatures the holofang has swallowed who attempt to cut their way out.

Holographic Lure (Su)

As a move action, a holofang submerged underwater that has its maw open can project a visual hologram and minor sounds, as a 2nd-level casting of *holographic image* (DC 13) with a range of 100 feet and limited to no more than 10 feet beyond the water's surface.

Photosensitive Eye (Su) When a creature

scores a hit with a laser weapon on the holofang while the holofang's maw is open, the attack is a critical hit, and the holofang is both blinded and unable to use its holographic lure ability until the end of its next turn.

Tentacular Eye (Ex) When a holofang's maw is shut, its single eye is trapped inside its mouth, granting the creature the blinded condition.

A holofang is a large, amphibious, mollusk-like creature covered in a hinged carapace as dense as tempered steel with massive, interlocking teeth lining the inside. When it opens its maw, the holofang reveals a retractable pseudopod used for locomotion topped by an orb of membranous tissue that pulses with light. Known as a holofang's eye—for granting the creature sight—this appendage contains thousands of nanoscale photopolymers that absorb and refract sunlight to project holographic images. Hundreds of microphonic cilia rim the eye, allowing the holofang to replicate simple sounds. To lure prey toward its vice-like jaws, a holofang projects illusions of drowning creatures or partially buried treasure near the water's surface while it lurks silently underneath. Native to Gaskar III but occasionally found on other worlds, holofangs feed on amphibians, reptiles, and leaping eels found in the rocky lowlands and river valleys of their home planet but prefer the prolonged sustenance provided by the carcasses of humanoid creatures.

An adult holofang measures about 10 feet in diameter and weighs almost half a ton.



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SHARD DIVER

TIER
1

XP
VARIES



CN Small starship magical beast

Speed 10; **Maneuverability** good (turn 1)

AC 16; **TL** 13

HP 32; **DT**—; **CT** 6

Attack (Forward) horn (1d4 plus ramming^{NS} and starmetal infusion; 1 hex)

Attack (Port) spine (1d4 plus starmetal infusion; 1 hex)

Attack (Starboard) spine (1d4 plus starmetal infusion; 1 hex)

Other Abilities living starship, ride the lightning, spaceflight, starmetal infusion, stormborn, void adaptation

CREW ACTIONS

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

Gunner (1 action) gunnery +5 (1 rank)

Piloting (1 action) Piloting +11 (1 rank)

ECOLOGY

Environment any gas giant (Vesk-5)

Organization solitary or pod (2-4)

SPECIAL ABILITIES

Living Starship A shard diver is a spacefaring magical beast that functions as a starship (and engages only in starship combat). It has no crew, but it can still take engineer, gunner, and pilot actions using the bonuses, level, and ranks listed above. Use the following table to determine the effects when a shard diver takes critical damage.

D%	System	Effect
1-30	Biometal protrusions	Randomly determine one arc containing weapons; condition applies to all gunner actions using weapons in that arc.
31-60	Storm sacs	Condition applies to pilot actions.
61-90	Heart	Condition applies to all engineer actions except patching or repairing the heart.
91-100	Brain*	During the next round, each

of the creature's actions has a 25% chance of failure.

* The brain doesn't gain critical damage conditions.

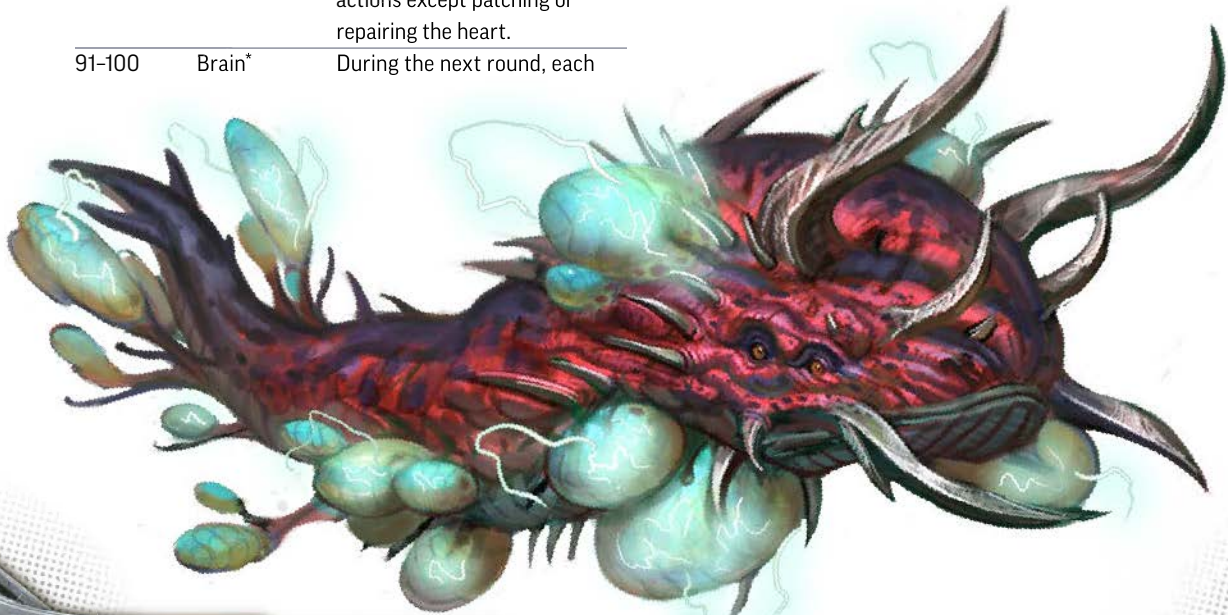
Ride the Lightning If the shard diver starts its piloting phase inside the hexes of a vortex storm hazard (page 30), the shard diver gains a +2 circumstance bonus to its Piloting checks and moves as if it had perfect maneuverability (turn 0) instead of good.

Starmetal Infusion When making a horn or spine attack, before the attack is rolled, the shard diver rolls 1d4 to determine the starmetal infusing the attack, applying the effect from the table below.

D8	Starmetal	Effect
1	Abysium	Attack gains the irradiate (low) weapon special property.
2	Adamantine	Attack deals an additional 1 damage if successful.
3	Djezet	Attack gains the teleportation ^{SOM} weapon special property.
4	Inubrix	Attack ignores shields.

Stormborn The shard diver is immune to damage and effects from weapons with the EMP or vortex weapon special properties as well as to vortex storm hazards (page 30).

Shard divers hunt in the swirling chaos of gas giants, feeding upon starmetals and precious minerals ejected from such planets' cores. Extremely territorial, they attack competition on sight. The jagged biometal protrusions on their heads and necks serve as their primary methods of defense, and they propel themselves via bulbous storm sacs that radiate electromagnetic pulses along their elongated bodies. Shard drivers typically weigh 30 tons and measure 120 feet long.



YRGYTCHEE

CR
5

XP
1,600



CN Small monstrous humanoid

Init +5; **Senses** darkvision 60 ft.; **Perception** +11

DEFENSE

HP 65

EAC 16; **KAC** 17

Fort +4; **Ref** +8; **Will** +8

Defensive Abilities gravitic deflection

OFFENSE

Speed 30 ft.

Melee tactical starknife +11 (1d4+7 P)

Ranged thunderstrike sonic rifle +13 (1d10+5 E, critical deafen [DC 15])

Offensive Abilities untethered mass

STATISTICS

Str +2; **Dex** +5; **Con** +2; **Int** +1; **Wis** +0; **Cha** +3

Skills Bluff +16, Culture +11, Diplomacy +11, Life Science +16, Stealth +16

Languages Common, Gytchean

Gear d-suit I, tactical starknife, thunderstrike sonic rifle with 1 high-capacity battery (40 charges)

ECOLOGY

Environment any (Yrgytch)

Organization solitary, pair, or chatter (3-6)

SPECIAL ABILITIES

Gravitic Deflection (Ex) An yrgytchee instinctively warps gravity around them to divert danger. They gain a +2 racial bonus to their AC against melee attacks and ranged kinetic attacks if they aren't flat-footed.

Untethered Mass (Ex) As a move action, an yrgytchee can temporarily disrupt the connection between a creature within 30 feet and the dominant local gravity field affecting it. The creature gains the off-kilter condition until the beginning of the yrgytchee's next turn or until it takes a move action to reorient itself.

Natives of the high-gravity paradise planet Yrgytch (page 62), yrgytchees have an affinity for technology and welcome off-worlders to the numerous resorts and retreats they operate on the long, pristine beaches of their world. These quick, feathered humanoids stand about 4 feet tall on average and have long, crocodilian snouts. While often whimsical and jovial, yrgytchees become deadly serious when discussing their planet's high gravity or when someone recommends they leave it for other opportunities. They have a deep reverence for the unusually powerful gravity of their small world, explaining only that they must never abandon their planet nor misuse its gift.

Yrgytchees have risen to prominence on their world only within the past few millennia. Evolution or ascendancy from a native species seems unlikely, and yrgytchees, with no foundational or etiological myths to explain their origins,

assume their beginnings must somehow tie to the mystical connection they all bear with Yrgytch. Records of a prior complex civilization on the planet are present yet scant, though yrgytchees do their best to distract visitors from investigating such traces too thoroughly.

Most yrgytchees affiliate themselves with one of several great cabals that hold both economic and political power across the planet. Expulsion from one of these cabals occurs more often than the government would like to admit, creating a small but vocal exile population of restless and stateless yrgytchees, who in response turn to activities ranging from planetary exploration to anarchist sabotage. However, no yrgytchee is ever exiled from the planet as punishment; those few who leave Yrgytch willingly become labeled as apostates, never to return to their home planet for fear of discovery and swift execution.



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CODEx OF WORLDS

YRGYTCH

High-Gravity Resort World

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

Gravity: $\times 2$

Location: The Vast

Atmosphere: Thin

Day: 40 hours; **Year:** 155 days

The only planet orbiting around its orange dwarf star, Yrgytch appears covered with low hills, tropical jungles, and sweeping, pristine beaches. This small, beautiful world features few changes in elevation with its highest peak only a few hundred feet tall and its deepest ocean trenches only a thousand feet below the calm waters' surface. The tropical world isn't quite the paradise it appears, however, as it has a much stronger gravitational pull than its small size suggests. The reason for this phenomenon puzzles off-world planetary geologists since the planet has neither the mass nor the composition to produce such extreme gravity.

The only sapient native species of Yrgytch, yrgytchees haven't helped in explaining this gravitational anomaly. These short, feathery people are affable and welcoming, particularly

when inviting off-worlders to their various competing beachside resorts, but they become unusually reticent when discussing their home planet's gravity. This silence doesn't stem from some species-wide secret, but rather a powerful reverence for their world and its strong pull. All yrgytchees, and a few other native species, manipulate gravity fields around them in instinctive, defensive ways. Yrgytchees have no formal religion or training that helps them hone these abilities—at least, none they share with visitors. Although technologically sophisticated, yrgytchees don't construct spaceships or even flying vehicles because leaving their world equals anathema and invites summary execution upon return. The only yrgytchees encountered away from Yrgytch are misanthropes or radicals who know the permanence of their self-imposed exile.

Any number of Yrgytch's resorts and retreats welcome visitors, but much of the continents' interiors remain off-limits to anyone but yrgytchees. This restriction includes the sprawling cave-complex called Oglimyr, where yrgytchee scientists have honed ancient alchemical lore to produce miraculous elixirs and serums of all types. Recently, a laboratory accident resulted in the production of the most lethal poison ever produced on the planet. Somehow, unknown parties promptly stole it. The local yrgytchees suspect each other and seem desperate to hire anyone who can help them recover the stolen toxin before some calamity occurs.

The center of yrgytchee government goes wholly unseen by most visitors because it's hidden entirely underwater.

Subterranean monorails lead to the House of Ninety-Nine Cabals, a series of connected domes in one of Yrgytch's deepest ocean trenches where the cabals' leaders regularly meet. Fractious and backstabbing groups, the cabals function as equal parts political parties, public corporations, and unions. Those few yrgytchees who don't belong to a cabal constitute the planet's ostracized lower class.

The most desolate part of Yrgytch is known as the Forbidden Lands. Far from the settlements and resorts, this area features numerous levitating monuments, the result of erratic, localized gravity disruptions. Ancient ruins that substantially predate the oldest yrgytchee civilizations hint that some earlier species once dominated the planet. The Forbidden Lands terrify yrgytchees, who keep visitors out to prevent awakening any sinister, ageless threats.



NEXT MONTH

PROFESSIONAL COURTESY

By Joe Pasini

Tarika's daughter Shan has gone silent on Entha, a watery world in the Vast, so Tarika cashes in her chips to ask the crew of the *Oliphaunt* for a favor: find out what's happened to Shan and bring her back, if they can. There's no reward for this job, no credits. This time, it's about who your friends are.

SIDE JOBS

By Jessica Ross

Side jobs are brief adventures played between chapters of an Adventure Path or when your players go off on their own. In this outing, the PCs take on a trio of jobs from a kasatha mechanic working out of Absalom Station.

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AQUATIC ADVENTURES

By Joe Pasini

Hold your breath, because we're about to explore dangerous aquatic depths! This article has everything you need for underwater adventures for Starfinder, including expanded rules, class options, spells, and gear!

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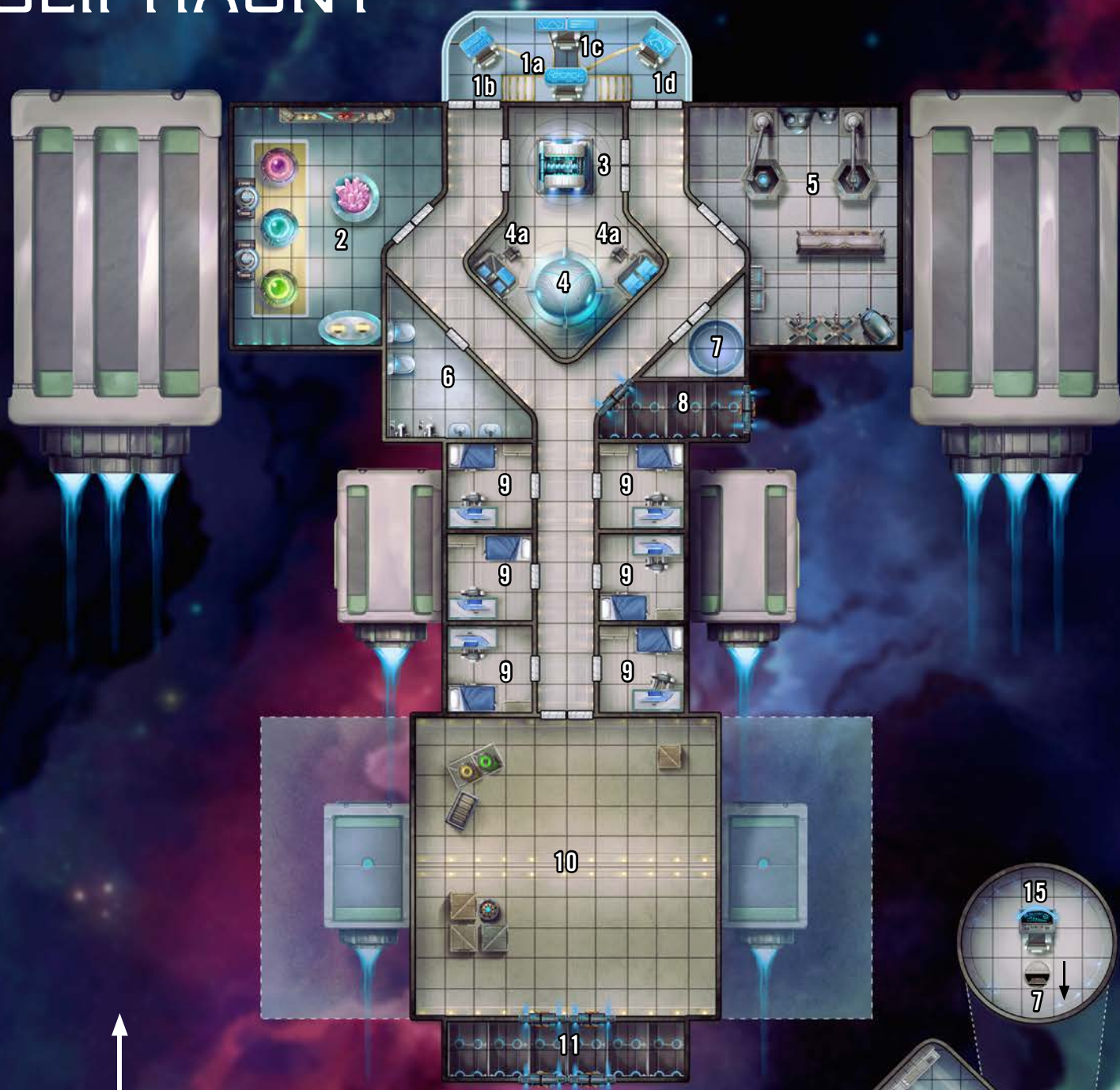
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OLIPHAUNT



FORWARD

1 SQUARE = 5 FEET

MAP KEY

- | | |
|------------------------------|----------------------------|
| 1. Bridge | 6. Lavatory |
| a. Captain's station | 7. Hover lift |
| b. Science Officer's station | 8. Forward airlock station |
| c. Pilot's station | 9. Crew quarters |
| d. Gunner's station | 10. Cargo hold |
| 2. Arcane laboratory | 11. Cargo airlock |
| 3. Drift engine | 12. Galley |
| 4. Power core | 13. Upper lavatory |
| a. Engineer's station | 14. Recreation suite (HAC) |
| 5. Tech workshop | 15. Turret station |





ANOTHER DAY, ANOTHER DRIFT

You've stolen an experimental starship, and you've got the heat to match. Time to find work somewhere else while you wait for the Pact Worlds to cool down. So it's off the Veskarium, for a little bounty hunting, some stormrunning, and rustling a herd of wild carnivores. But you're about to stumble upon a secret that's way bigger than just another paycheck, and the Veskarium will kill to keep it quiet...

This volume of *Starfinder Adventure Path* continues the *Fly Free or Die* Adventure Path and includes:

- "Merchants of the Void," a *Starfinder* adventure for 3rd-level characters, by Leo Glass.
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