

YEAR OF SCOURED STARS
STARFINDER SOCIETY QUESTS



Into the Unknown

BY RON LUNDEEN





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HOW TO PLAY

Starfinder Society *Quests: Into the Unknown* is a series of short 1-hour quests for 1st-level characters. These adventures can be played in any order. They are designed for play in the *Starfinder Society Roleplaying Guild* campaign, but can easily be adapted for use with any world. For more information on the *Roleplaying Guild*, how to read the attached *Chronicle* sheets, and how to find games in your area, check out the campaign's home page at paizo.com/starfinderSociety.



Table of Contents

Into the Unknown	3
Station	5
Adrift	10
Boarding	15
Salvage	20
Lawblight	25
Handouts.	29
Chronicle Sheet.	38

GM RESOURCES

This adventure uses the *Starfinder Core Rulebook*. These rules can be found online for free as part of the *Starfinder Rules Document* at paizo.com/sfrd.

SCENARIO TAGS

Scenario tags provide additional information about an adventure's contents. For more information on scenario tags see Chapter 1 of the *Starfinder Society Roleplaying Guild Guide*.



QUEST



REPEATABLE



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STARFINDER SOCIETY QUESTS: INTO THE UNKNOWN

BY RON LUNDEEN



The Starfinder Society is an organization renowned for its exploratory efforts throughout the known galaxy. Hundreds of expeditionary teams search uncharted stars to broaden the Society's knowledge of the wider universe (and the planes of existence beyond). A recent event known as the Scoured Stars incident, however, dealt a tremendous blow to the Starfinder Society. Most of the Society's assets were lost in the incident, and the organization is only now recovering.

Months before the events of the Scoured Stars, a team of seasoned Starfinders set off into the far reaches of space known as the Vast in their ship, the *Unbounded Wayfarer*. In the course of their expedition, after exploring several unknown planets, those Starfinders ran into a pirate ship near the desert world of Ulmarid. The pirates, in a fearsome starship dubbed the *Lawblight*, ambushed the *Unbounded Wayfarer* and sent the Starfinder vessel crashing to the surface of the nearby planet. As Ulmarid is surrounded by dense fields of asteroids, the pirates did not risk damaging their ship any further to plunder the crashed prize.

Most of the crew of the *Unbounded Wayfarer* perished in the crash. One injured survivor managed to trigger a distress beacon before succumbing to the poisonous crystalline rains and fearsome beasts of the inhospitable planet. An Eoxian ship of the villainous Corpse Fleet, a freighter called the *Endless Threnody*, intercepted the distress call. Although the *Endless Threnody's* crew didn't care about helping living survivors, they couldn't pass up the opportunity for plunder and new undead recruits. The Eoxians—sentient undead originally hailing from the Pact World of Eox—sent a scout ship through the cloud of asteroids around Ulmarid and landed near the *Unbounded Wayfarer*. The scout quickly determined that the Starfinder vessel was irrevocably wrecked but took a few valuables from it, including the insignias worn by the dead Starfinders, before returning to the Corpse Fleet vessel.

The *Endless Threnody* was not alone above Ulmarid. The *Lawblight* crept close to the Corpse Fleet freighter, using asteroids for cover. The *Lawblight* pounced as soon as the *Endless Threnody* made to depart. The pirate vessel raked the Corpse Fleet ship, but not before the *Endless Threnody* could escape into the Drift—an extradimensional plane used for faster-than-light travel. The *Endless Threnody* escaped, but was stranded in the Drift as its Drift engine shorted out shortly after the battle. The few survivors

aboard the *Endless Threnody* dispatched their most diplomatic crew member—a ghoul named Exegara Long-Tongue—to take the scout ship to Absalom Station, purchase repair components with the Starfinder treasures, and return to fix the *Endless Threnody*.

By the start of this quest series, Exegara has already pawned many of the treasures in Absalom Station. Unexpectedly for Exegara, the pawn broker who purchased the Starfinder insignias attempted to re-sell them back to the Society. Recognizing the importance of the insignias, the Society's leadership assembles a team of Starfinders to follow-up with the pawn broker—starting a journey that leads from the bowels of Absalom Station to the depths of space in a climactic battle against the dreaded pirates of the *Lawblight*!

RUNNING INTO THE UNKNOWN

Starfinder Society Quests: Into the Unknown is a series of five quests: short adventures designed to take about 1 hour each. Collectively, the quests tell a cohesive story beginning with the "Station" quest and ending with the "Lawblight" quest. It is recommended that the GM present each of the quests in order, although each quest after the first provides a short sidebar describing to new PCs what has come before.

As the PCs play through quests, they gain clues that can assist them in the final quest, as noted on the PCs' Chronicle sheets. At the beginning of the "Lawblight" quest, check each PC's Chronicle sheet to determine what clues the PCs have acquired. If at least one PC has a particular clue box checked, all PCs gain its benefit during the "Lawblight" quest.

CHARACTERS

Each player must use one of the 1st-level Starfinder Society pregenerated characters, which are available at paizo.com/StarfinderSociety/GMResources, or a 1st-level character of the player's own creation, using the rules set forth in the Starfinder Society Roleplaying Guild Guide.

RECEIVING CREDIT

A player who plays through one or more of the quests receives a Chronicle sheet for *Into the Unknown*, noting which specific quests he played. He can later play the rest of the quests in the



series, earning greater rewards (see the Variable Rewards boon on the Chronicle sheet at the end of this series). If the player created his own 1st-level character, he applies the Chronicle sheet to that character. If he instead used one of the 1st-level Starfinder Society pregenerated characters, he can apply the Chronicle sheet to a 1st-level Starfinder Society character. If that character gains XP from another Chronicle sheet, he can no longer earn additional rewards for that character for playing the other *Into*

the Unknown quests.

Into the Unknown can be replayed for credit, but the credit must be applied to a different 1st-level character each time. When a GM runs a quest, she also gets credit applied to a character. However, each time she runs one, she can check off any one of the quest boxes on her Chronicle sheet. In this way, a GM can continue to earn credit toward a character even if she runs the same quest several times for different groups.



STATION

The ghoul Exegara Long-tongue came to Absalom Station with a clear goal: she needed to acquire the parts to repair the *Endless Threnody's* Drift engine. However, mere mechanical parts would not suffice. The *Endless Threnody's* unique Drift engine is powered as much by magic as by technology, so Exegara also needs rare and morbid ritualistic components, including several clean humanoid skulls.

Exegara pawned the gear plundered from the downed Starfinder vessel to finance her search, and she also paid for a few mercenaries to act as bodyguards and guides. In addition to selling other less-identifiable pieces throughout the Downlow neighborhood of Absalom Station, Exegara sold several Starfinder insignias to a disreputable vesk pawnbroker named Julzakama. From the vesk, Exegara learned about a mortuary called the Vat Garden that seemed likely to contain the skulls she needs.

Unfortunately, Exegara's funds are nearly expended, so she is unable to simply purchase the skulls from the Vat Garden (and she is not certain the owners would sell off remains to an Eoxian, at any rate). Instead, Exegara plans to scare off the owners and simply take the skulls, relying upon her mercenaries to deal with interlopers and bystanders.

Meanwhile, Julzakama offered to sell the Starfinder insignias back to the Starfinder Society at a steep premium. Venture-Captain Arvin agreed to the vesk's price, but only so long as the vesk provided detailed information about the seller. With the deal made, the Society sends a group of agents to interrogate the vesk pawn

Where in the Universe?

"Station" takes place in the Downlow neighborhood of Absalom Station. For more information about the Downlow region, see the Absalom Station article in *Starfinder Adventure Path #1: Incident at Absalom Station*, available at bookstores and game stores everywhere, and online at paizo.com.

broker and find what they can about the acquisition of the missing Starfinders' insignias.

SUMMARY

The PCs receive a hasty briefing from Venture-Captain Arvin, who brings them up to speed on both the history of the missing Starfinders and how the Starfinder Society just discovered a clue that could lead them to the missing group. Following the briefing, the PCs meet with the vesk pawnbroker Julzakama and must question him about Exegara and the ghoul's current whereabouts.

After learning that Exegara was bound for the sunken garden-turned-mortuary called the Vat Garden, the PCs discover her searching through the garden under the protection of his

mercenaries. If the PCs defeat her mercenaries, Exegara surrenders. The PCs then learn from Exegara (or from her datapad, if she fell in combat), the location of the Corpse Fleet ship *Endless Threnody*, which has the coordinates to the planet where the Corpse Fleet found the missing Starfinder vessel.

GETTING STARTED

The PCs are hastily summoned to the Lorespire Complex by **Venture-Captain Arvin** (N male damaya lashunta mystic). The no-nonsense venture-captain quickly gets to the business at hand. Read or paraphrase the following.

The tall and confident lashunta man gestures to several functional chairs, inviting you to sit. "Thank you for arriving so quickly. As I mentioned in my comm message, we have an urgent opportunity to recover some critical information.

"Several months ago, a crew of Starfinders took a ship called the *Unbounded Wayfarer* into the Vast to explore a series of uncharted planets. They never returned. Earlier today, a vesk pawnbroker in the Downlow neighborhood contacted us, offering to sell us several Starfinder insignias. These insignias belonged to the lost crew of the *Unbounded Wayfarer*, and that immediately caught the Society's attention. The pawnbroker—named Julzakama—doesn't realize the true value of the insignias. We negotiated a purchase price in exchange for the insignias and information about the seller. We hope this seller can lead us to the *Unbounded Wayfarer* and its crew.

"We've remotely transferred the requested credits to Julzakama. Now, we need you to collect the insignias and all the information you can from the vesk regarding whoever sold him the insignias, and then track down that seller. Learn where to find the *Unbounded Wayfarer* and its crew. I'm worried that the seller might not be on the station for long, so act quickly. If you have any questions, please make them fast."

Below are a few possible questions and Arvin's answers.

What do you know about Julzakama? "He runs a pawnshop called Julzakama's Loans and is an unusually arrogant vesk. I don't know him, but I get the impression that I wouldn't like him much if I did." Venture-Captain Arvin also provides directions to Julzakama's shop.

What are these insignias? "The crew of the *Unbounded Wayfarer* received the insignias long ago for exemplary service to the Society. Although this isn't common knowledge outside the Starfinder Society, these insignias are no mere trinkets; they can

be used to encrypt or decrypt information that the Starfinders wanted to keep hidden."

The PCs can attempt a DC 12 Culture check to recall further information about Julzakama. On a success, a PC recalls that Julzakama is a domineering brute and that only the truly desperate deal with him. Further, he responds better to bluster than to honeyed words; the PCs gain a +2 insight bonus to Intimidate checks against Julzakama for the remainder of the adventure. The PCs can also obtain this information with a successful DC 15 Diplomacy check to perform the gather information task.

BOON SLOTS

No boon slots are available for *Into the Unknown*, but the GM should explain that PCs acquire boons as they play adventures, and this is where they would normally be asked to review and select their boons for this adventure, based on their mission briefing.

JULZAKAMA'S LOANS

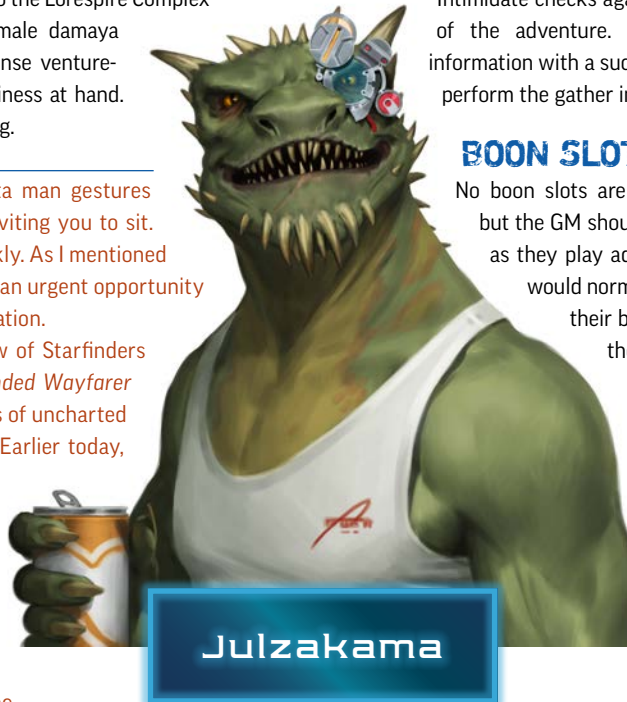
Downlow is a poor and densely-populated section of the Spike that extends below Absalom Station. Julzakama's shop is less than an hour from the Lorespire Complex, the headquarters of the Starfinder Society, and reaching the run-down store is fairly simple. When the

PCs arrive, read or paraphrase the following.

Although some areas of Downlow are clean and trendy, this narrow alley of concrete and metal buildings drips with oil and sparking wires. A wide, red neon electric sign reads "Julzakama's Loans" on a building sandwiched between a Kuthite sensation house and a derelict building covered with graffiti. The shop's solid metal door contains a single, small window too grimy to peer through.

The interior of Julzakama's Loans is crammed with shelves containing all manner of near-valueless items, from small appliances to VR game consoles and jars of colored powders. The shop has the acrid smell of a reptile house that has not been cleaned in months. A massive vesk in a muscle shirt stands at the rear of the shop, behind a low desk and a series of heavy metal bars anchored into the ceiling.

Julzakama is carelessly disassembling an old computer when the PCs arrive, but he looks up from his work when they enter his shop. He immediately guesses who the PCs are and why they are there, although he feigns ignorance long enough to get the PCs talking.



Julzakama

Julzakama is full of swaggering bluster, and he is used to terrorizing patrons who desperately need credits to squeeze out as much profit as possible. He has little respect for any creatures smaller than he is (which is most creatures besides other vesk), calling other races by a diminutive “-ling” at the end of their race’s name (such as “man-ling” for humans, “lash-ling” for lashunta, and “ren-ling” for shirren). Despite his bravado, Julzakama knows better than to get into a physical fight; his protection money to the Lowrigger gang is fully paid, and he does not intend to jeopardize his business by getting into a scrap with clients.

If the PCs mention the Starfinder insignias, Julzakama gives a wide smile. He slides a metal box through a gap in the bars, thanking the PCs for their business. The box contains seven insignias bearing the compass-like logo of the Starfinder Society. Although Julzakama has already made his deal with Venture-Captain Arvin, he is determined to extract a bit more value from the PCs if he can.

The vesk scratches the scaly skin between his bony beard-spikes with a clawed hand and says, “Seems I’m now fully paid for those trinkets there. I remember Arvin said something about wanting information, too, and I can do that. But information costs extra.”

To obtain information about Exegara, the PCs can either pay Julzakama 10 credits, succeed at a DC 16 Diplomacy check to change his attitude from indifferent to friendly, or succeed at a DC 16 Intimidate check to bully the information from him. Other skills might be relevant, at the GM’s discretion. Although only one PC can attempt a skill check against Julzakama at a time, the other PCs can use the aid another rule (see page 133 of the *Starfinder Core Rulebook*) to improve the chance of success. As Julzakama respects other vesk, vesk PCs gain a +2 bonus to their skill checks. A single retry on this skill check is possible, but the DC increases by 2 to reflect Julzakama’s bolstered sense that the PCs are desperate to deal.

Failure: If a PC fails the skill check, Julzakama seems to relent, holding his hands up in the air. “All right, all right; the seller was named Exegara, and she wasn’t from around here. Wore a flight suit, like she had come off a long trip. Once she had her money, she asked about where to purchase clean skeletons. I don’t carry goods like that, so I sent her to the Vat Garden.”

Success: If a PC succeeds at the skill check, Julzakama is more forthcoming, in addition to the information above, he notes that the seller was undead (“She was definitely an Eoxian. She looked like a man-ling, but didn’t breathe or blink or anything”), and that she mentioned something about hiring some local muscle “just in case.”

Development: The journey from Julzakama’s Loans to the Vat Garden takes about 10 minutes. If the PCs want to inform Arvin of their findings, they can do so by using a personal comm unit. Since Exegara is so close to the PCs’ location, Arvin presses the PCs to continue their investigation.

A. THE VAT GARDEN

Downlow’s Vat Garden was once a vast pool of bio-active substances that drained away decades ago. The residue in the pool still enhances the growth of biological organisms, and an enterprising ysoki family purchased the empty pool and turned it into a garden, selling fresh plants around Absalom Station. Demand exceeded their supply, so the family took in any sort of biological waste as mulch to grow their riotous tangle of plants. An open secret around Downlow is that the ysoki also act as a mortuary for the very poor: they take dead bodies for free as mulch for their plants.

A PC who succeeds at a DC 12 Culture check recalls that the Vat Garden is a ysoki-operated garden; if the result exceeds this DC by 5 or more, the PC is also aware that the ysoki surreptitiously accept corpses to help grow their plants. The PCs can also gather this information with Diplomacy checks using the same DCs. This side business is not technically illegal, and the ysoki cultivate good relations with local law enforcement for protection.

Any resident of Absalom Station’s Downlow can point the PCs to the Vat Garden. When the PCs reach the Vat Garden, read or paraphrase the following.

The station passageways open into an enormous sunken pool filled with a riotous growth of plants. A narrow walkway leading to other parts of Downlow encircles the overgrown vat, and a spire of some kind of machinery stands in its center. For such a busy section of Downlow, the area is surprisingly quiet. Two ladders and a steep staircase pierce the foliage and lead down into the vat.

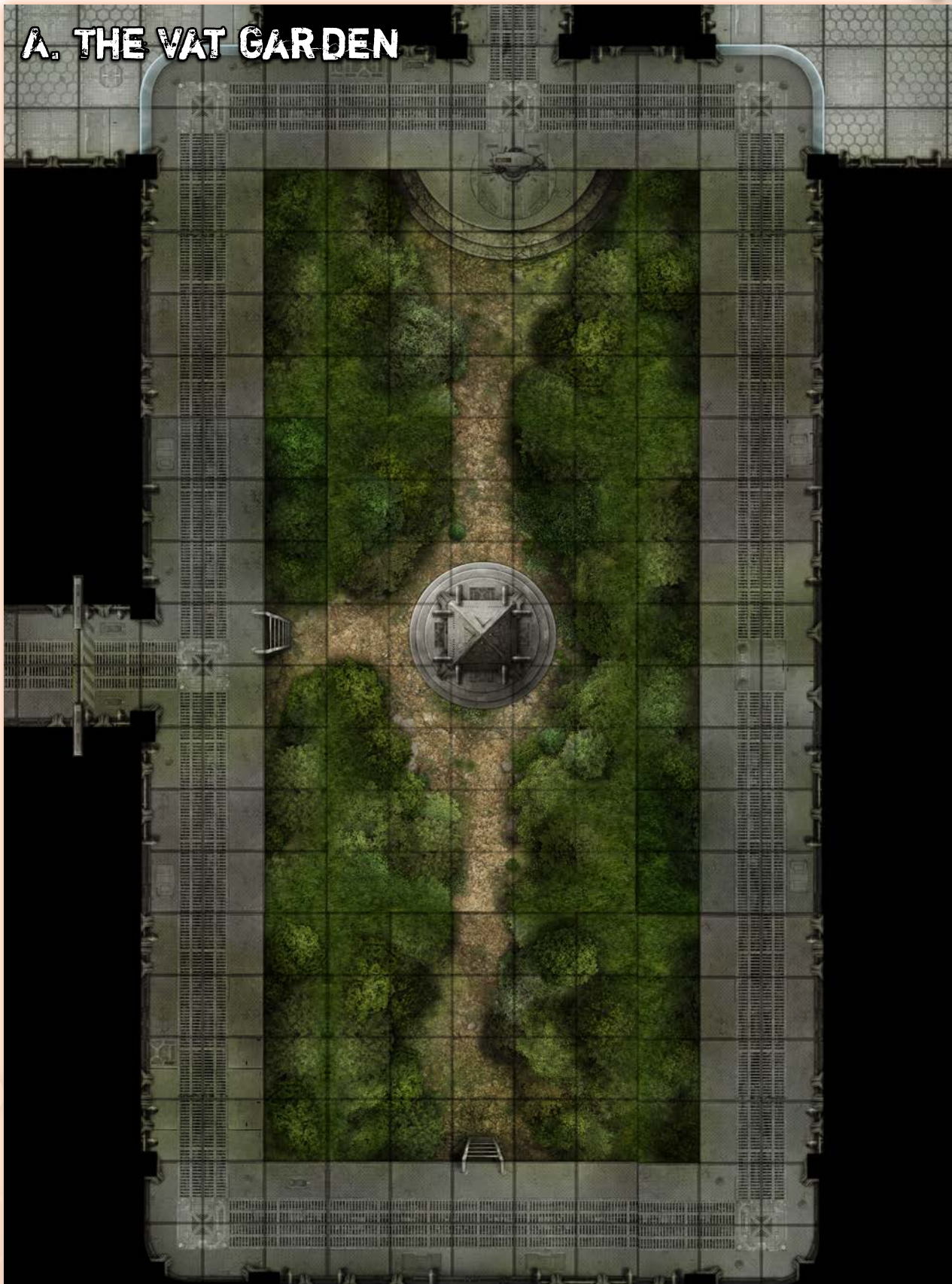
The Vat Garden is currently silent because Exegara and her mercenaries ran off the ysoki family several minutes ago. Passers-by realize something is afoot at the Vat Garden and are wisely detouring around the area. Although the ysoki returns with the authorities eventually, Exegara plans to be long gone by then.

The floor of the Vat Garden is 15 feet lower than the walkway surrounding it, and the foliage is so thick that creatures in the vat have total concealment (50% miss chance) from creatures up on the walkway. Within the vat, the orderly rows of plants provide concealment (20% miss chance) to opponents more than 10 feet away; enemies closer than this do not benefit from concealment.

The two ladders and steep staircase leading down into the vat are easy to navigate, but the PCs can also climb down the plants themselves with a successful DC 15 Athletics check.

Creatures: Exegara Long-Tongue and her hired mercenaries are down in the vat among the plants. Exegara is sifting through the plants’ roots, adding skulls to a small pile she has already assembled. Her three hired mercenaries, brutal human thugs named Corvell, Gurge, and Jarkin, keep watch. Exegara is a lanky ghoul dressed in a flight suit and wrapped in a concealing cloak to hide her undead nature. Jarkin, Gurge, and Corvell are muscled thugs with matching sneers. Exegara and her mercenaries attack immediately if they spot intruders entering the vat.

A. THE VAT GARDEN



1 square = 5 feet

Pathfinder Map Pack: Starship Chambers

SUBTIER 1-2 (CR 3)

EXEGARA LONG-TONGUE

CR 1

Female ghoul

NE Medium undead

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

HP 17

EAC 11; **KAC** 12**Fort** +1; **Ref** +1; **Will** +6**Immunities** undead immunities**OFFENSE****Speed** 30 ft.**Melee** bite +4 (1d4+2 P plus paralysis)**Ranged** azimuth laser pistol +6 (1d4+1 F; critical burn 1d4)**Offensive Abilities** paralysis (1d2 rounds, DC 12)**TACTICS**

During Combat Exegara takes cover behind the plants in the vat, shooting her laser pistol at enemies. If approached in melee, she uses her paralyzing bite to incapacitate opponents, then retreats into cover to fire her pistol again.

Morale Exegara surrenders if her mercenaries are defeated.

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

Skills Acrobatics +10, Bluff +5, Mysticism +5, Piloting +10, Sleight of Hand +10

Languages Common, Eoxian**Noncombat Abilities** unliving

Gear flight suit stationwear, azimuth laser pistol with battery (20 charges), datapad

SPECIAL ABILITIES

Paralysis (Su) Exegara's bite attack paralyzes her target for 1d2 rounds unless the target succeeds at a DC 12 Fortitude save.

MERCENARIES (3)

CR 1/2

NE Medium humanoid (human)

Init +6; **Perception** +4**DEFENSE**

HP 13 EACH

EAC 10; **KAC** 12**Fort** +4; **Ref** +2; **Will** +0**OFFENSE****Speed** 30 ft.**Melee** assault hammer +6 (1d6+3 B)**Ranged** azimuth laser pistol (1d4 F; critical burn 1d4)**TACTICS**

During Combat The mercenaries move toward foes to engage in melee, splitting up to attack different targets if possible.

Morale When two mercenaries are defeated, the last mercenary attempts to flee.

STATISTICS**Str** +3; **Dex** +2; **Con** +1; **Int** +0; **Wis** +0; **Cha** –1**Skills** Athletics +9, Intimidate +4, Sense Motive +4, Survival +4

Scaling Encounter A

Make the following adjustments to accommodate a group of four PCs.

All Subtiers: Remove one of the mercenaries from the encounter.

Feat Blind-Fight**Languages** Common

Gear assault hammer, azimuth laser pistol with battery (20 charges), credstick with 250 credits

Rewards: The ysoki proprietors of the Vat Garden return shortly after the fight. They are thankful that the PCs dealt with the thieves and provide six plant bulbs as a reward. When chewed, each bulb acts as a dose of tier-1 antitoxin. The PCs can also sell their foes' gear for 10% of its value, as usual.

CONCLUSION

If Exegara surrendered, she answers any questions the PCs have. She explains that she was only recently recruited into the Corpse Fleet and knows little of their activities. She traveled aboard a vessel called the *Endless Threnody* that picked up the distress call of a Starfinder vessel. The Corpse Fleet ship traveled to the Starfinder vessel's crash site on a desert planet and acquired several treasures, including the Starfinder insignias. Before the *Endless Threnody* could get into the Drift, it was surprised and crippled by a pirate ship identified as the *Lawblight*. The *Endless Threnody* now floats in the Drift, unable to leave, and Exegara was dispatched to acquire repair materials. Exegara's datapad shows the *Endless Threnody*'s current location. Although Exegara does not know the coordinates of the crashed Starfinder vessel (or even the name of the world it was on), she knows those coordinates are in the files of the *Endless Threnody*'s navigational computer. If the PCs learn about the pirate attack, the GM should mark the clue **Lawblight Assault** on the PCs' Chronicle sheets.

If the PCs destroyed Exegara in the fight, they can instead retrieve the *Endless Threnody*'s location from her datapad, and learn about the *Lawblight*'s involvement with a successful DC 15 Computers check; this also rewards the **Lawblight Assault** listed on the PCs' Chronicle sheets. The datapad also notes that the *Endless Threnody* is damaged and stuck in the Drift.

In any case, Arvin is pleased with the PCs for following up on this lead so quickly. He asks them to follow this mystery further by finding the *Endless Threnody*. He also encourages them to keep the Starfinder insignias for now, and explains their basic function—they might need the insignias in the future.



ADRIFT

Where in the Universe?

"Adrift" takes place in the Drift, a separate plane of existence from the Material Plane. New to the grand cosmology of the universe, the Drift is only accessible using technology—specifically, by employing Drift engines. The Drift is an endless expanse of color without substance, where the laws of physics remain mutable. Luckily, most starships remain relatively unaffected by the Drift, thus allowing interstellar travel to thrive in a galaxy that only recently discovered it.

Once the ghoul Exegara Long-Tongue departed the crippled *Endless Threnody*, the rest of the crew had little to do but await her return—but the undead can wait as long as necessary. The *Endless Threnody* limped a bit further in the Drift to avoid the potential pursuit of the *Lawblight*, but its crew are not willing to travel so far that Exegara cannot find them when she returns with repair materials. While they wait, the crew watches carefully for the return of the *Lawblight* or other starships they can cripple and then salvage for parts. The undead see the arrival of the PCs' starship as an opportunity to attack.

SUMMARY

Venture-Captain Arvin provides the PCs with one of the Starfinder Society's fastest, lightest ships—the *Loreseeker*. The ship is a Pegasus-class starship, part of the Society's fleet of standardized starship hulls. Arvin then recommends that the PCs quickly reach the site of the *Endless Threnody* in the Drift, and recover the coordinates of the downed Starfinder vessel. Arvin warns the PCs that the *Endless Threnody* is affiliated with the Corpse Fleet, a renegade branch of undead from the world of Eox, and is likely to be hostile. As predicted, the *Endless Threnody* is ready to pounce on any ship that approaches, quickly embroiling the PCs in a starship battle in the Drift.

GETTING STARTED

The PCs meet with Venture-Captain Arvin in one of the Arms of Absalom Station to receive their ship and their orders. Read or paraphrase the following.

Venture-Captain Arvin stands next to the entry ramp of a sleek-looking starship. He waves his hands over the side of the starship affectionately. "This is the *Loreseeker*, a Pegasus-class ship that's one of the fastest and lightest in the Society's fleet.

"We know that a lost Starfinder vessel, the *Unbounded Wayfarer*, was discovered by undead creatures from a starship called the *Endless Threnody*. We've pulled some strings with our more reputable Eoxian contacts to get more information, but

they've disavowed knowledge of the *Endless Threnody* entirely; this likely confirms our suspicions that the *Endless Threnody* is connected with the Corpse Fleet, a group of Eoxian separatists who refuse to work alongside the living.

"We have the location of the *Endless Threnody* in the Drift, courtesy of that ghoul you tracked down. Its Drift engine is incapacitated, so it's unable to escape the Drift. Take the *Loreseeker* into the Drift, cripple the Eoxian ship—as a Corpse Fleet vessel, they won't be open to negotiations—and recover the location of the lost Starfinder vessel."

Below are questions the PCs might have, and Arvin's answers.

What is the condition of the *Endless Threnody*? "We only know that its Drift engine is damaged, so it's unable to leave the Drift. The fact that its agent was prevented from acquiring replacement parts means its Drift engine is probably still offline. But you should assume that its armaments and other systems are operational. As a freighter, it's unlikely to be bristling with weapons, but be careful."

Can we use the ship the ghoul came in? "That ship is too small; it only fits a single pilot and, like most Eoxian ships, it isn't sealed to contain atmosphere. It's unsuitable for living creatures to use."

Should we negotiate with the *Endless Threnody*? "The Corpse Fleet consists of violent separatists who view living creatures as chattel and prey. I would prepare for a fight, not a negotiation. If they're willing to talk, be prepared for treachery."

The PCs can also attempt a DC 12 Culture check to recall further information about the Corpse Fleet. On a success, a PC confirms the information in the last question above, and recalls that Corpse Fleet vessels are frequently airless vessels festooned with bone spikes and powered by magic as well as technology.

BATTLE STATIONS

When the PCs board the *Loreseeker*, you should ask the PCs to each assume a role aboard the vessel. The *Loreseeker* can have one captain, one pilot, and any number of engineers, gunners, and science officers. To help the PCs decide, the GM should explain the following:

- The pilot should have a good Piloting bonus.
- Gunners should have a good base attack bonus (at least equal to her level) or the Piloting skill.
- Engineers should have a good Engineering bonus.
- Science officers should have a good Computers bonus.
- The captain should have a good Bluff, Diplomacy, or Intimidate bonus, as well as any of the skills identified above.

Jumping In

If your PCs have not played the "Station" quest that precedes this one, let them know they are investigating the fate of a lost Starfinder vessel and found clues leading them to a Corpse Fleet ship stranded in the Drift.

A group of four PCs can leave the engineer or science officer role vacant if they agree to have more gunners. Although the PCs have several days of travel through the Drift in which they can swap positions, the PCs should get in the habit of assigning roles whenever they board a starship.

The statistics for the *Loreseeker* are below; a copy of these statistics and an overview of starship combat appears on **Handout #7** on page 34. Present this handout to the PCs along with the handouts summarizing each role aboard a starship (see **Handouts #1-5** on pages 29-32).

SUBTIER 1-2

LORESEEKER

TIER 2

Starfinder Society Pegasus (*Starfinder Society Roleplaying Guild Guide*)

Medium explorer

Speed 10; **Maneuverability** good (turn 1); **Drift** 1

AC 13; **TL** 13

HP 55; **DT** —; **CT** 11

Shields Basic 40; forward 10, port 10, starboard 10, aft 10



Loreseeker

Iconic Roles

If you are using the 1st-level Starfinder Society pregenerated characters, they are best suited for the following roles.

Altronus: This kasatha solarian can operate as a mediocre captain but has few other starship-relevant skills beyond being a backup gunner.

Iseph: This android operative is the best pilot, but would also make a good science officer or engineer.

Keskodai: This shirren mystic does not particularly excel at any role on a starship, but would make a decent captain or science officer.

Navasi: This human envoy can serve well in any role on the ship well but is best suited as the captain, pilot, or science officer.

Obozaya: This vesk soldier is a reasonable gunner but would also make for a fine—if domineering—captain via use of the Intimidate skill.

Quig: This ratfolk mechanic makes an excellent engineer or science officer.

Raia: This lashunta technomancer makes a good engineer, science officer, or pilot.

Attack (Forward) light laser cannon (2d4)

Attack (Port) light laser cannon (2d4)

Attack (Starboard) light laser cannon (2d4)

Attack (Turret) coilgun (4d4)

Power Core Pulse Green (150 PCU); **Drift Engine** Signal Basic;

Systems basic medium-range sensors, crew quarters (good), mk 1 duonode computer, mk 2 armor, mk 2 defenses; **Expansion Bays** cargo hold, escape pods, science lab, tech workshop

Modifiers +2 Computers, +1 Piloting; **Complement** 4–7

TRAVELING IN THE DRIFT

Once the *Loreseeker* departs Absalom Station, the PCs travel into the Drift. The Drift is an immense, empty plane of swirling colors. Travel within the Drift to the site of the *Endless Threnody* takes 5d6 days. The GM should have the PCs roll to determine their travel time in the Drift. Although the PCs can engage in whatever activities they would like during this travel time, the GM should gloss over this quickly to get to the action.

B. DRIFT BATTLE

When the PCs arrive at the coordinates provided by Exegara, the *Endless Threnody* is not present. In fact, the Corpse Fleet ship managed to limp along a little bit in the Drift, and is about 3 hours' travel from the spot Exegara left it. This means the PCs must scan the area to find the Corpse Fleet ship. Unfortunately for them, the

Endless Threnody's sensors are operational, and the Corpse Fleet ship is also on the lookout for nearby vessels it can attack and plunder for spare parts.

Contact: The science officer of the *Loreseeker* should attempt a Computers check, applying the +2 modifier from the *Loreseeker*'s sensors. This check is opposed by the Computers check of the *Endless Threnody*. The result of this check affects the starting positions of the ships, as detailed in the Starship Combat section. Regardless of which ship got a higher result, the *Loreseeker* detects the incoming Corpse Fleet ship.

When the PCs spot the *Endless Threnody*, read or paraphrase the following:

The Eoxian freighter is a massive vessel made of bone and steel. The front of the ship is a single enormous red lens, appearing as a sullen, bloody eye. The ship bristles with bone protrusions, as though it were some horned, skeletal beast. Some of the bones are charred and broken, indicating past battle damage. Laser cannons protrude from the front and sides of the freighter; but its rear weapon mounts are a twisted wreck. Gaps between the bones show the ship's interior, but this is not from battle damage—this ship was never intended to accommodate living creatures.

If the PCs attempt to hail the *Endless Threnody*, its captain responds with an imperious "So good of you to deliver the skulls we need for our repairs," before ending communications.

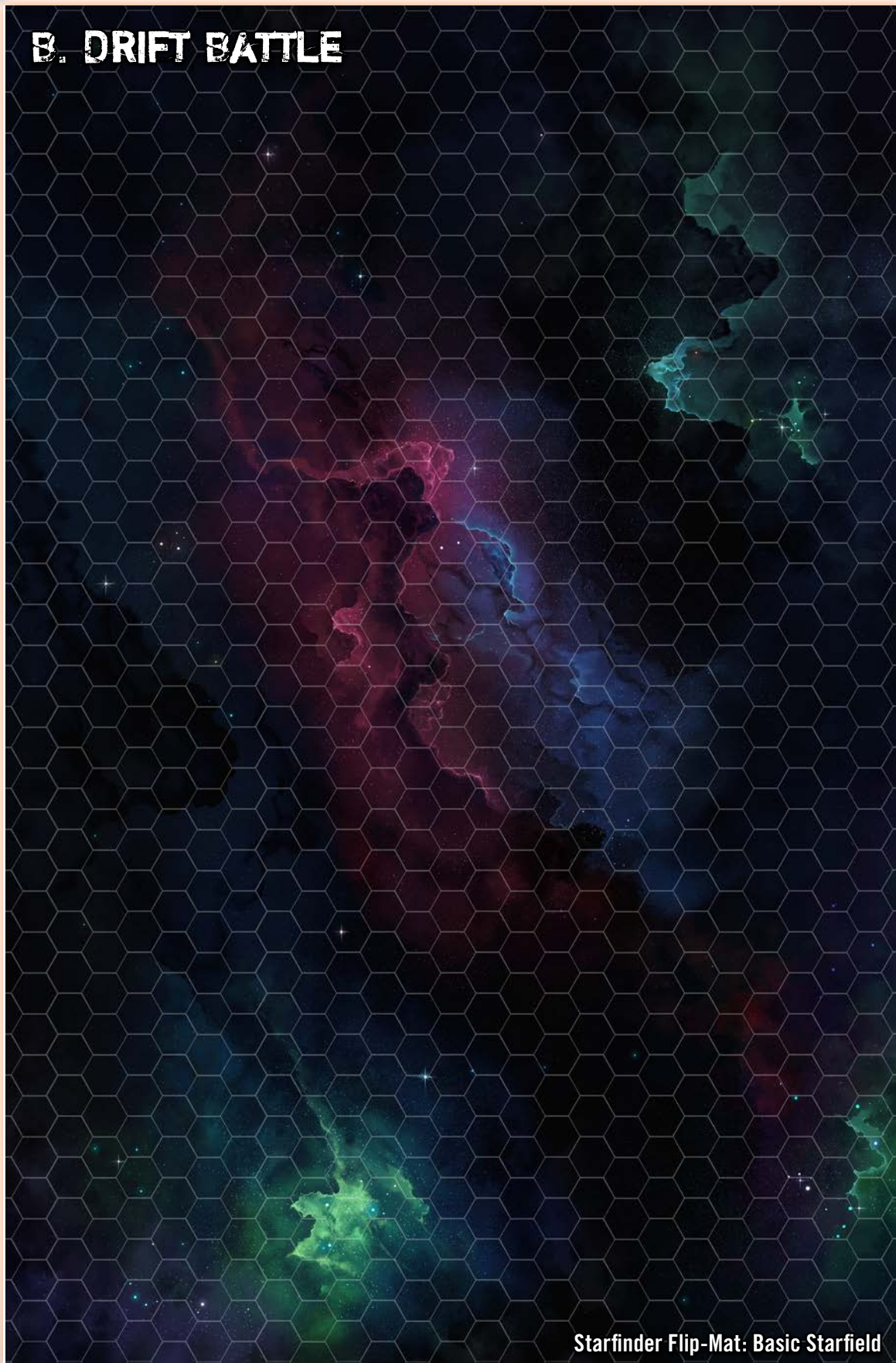
Clue: If the result of the PC's initial Computers check to scan the *Endless Threnody* was at least as high as the *Endless Threnody*'s result, the PC science officer also identifies some significant damage sustained by the *Endless Threnody* in its fight against the pirates; the GM should mark the clue **Lawblight Barrage** on the PCs' Chronicle sheets.

Starship Combat: The GM begins the rounds and phases of a starship combat, as described starting on page 317 of the *Starfinder Core Rulebook*. As this may be the first Starfinder starship combat for many players, the GM should clearly explain each of the phases and actions to the PCs.

The ships start 3d6+5 hexes apart from each other. If the *Loreseeker*'s science officer's initial Computers check was higher than the *Endless Threnody*'s check, he can choose the initial facing of each ship. If the *Endless Threnody*'s result was higher, the GM points the *Endless Threnody* toward the rear arc of the *Loreseeker*. If the checks are the same, the GM points the *Endless Threnody* toward the *Loreseeker*, and the *Loreseeker*'s science officer can choose the *Loreseeker*'s initial facing.

The undead crew of the *Endless Threnody* are stranded but not defenseless; they plan to destroy the *Loreseeker*, murder its crew, and plunder the ship for parts. Although their shields, Drift engine, and rear weapons are incapacitated (and therefore not included in the statistics on page 14), they have fully repaired their other systems. They fight tenaciously until their ship is crippled (reduced to 0 HP).

B. DRIFT BATTLE



Starfinder Flip-Mat: Basic Starfield

Scaling Encounter B

Make the following adjustments to accommodate a group of four PCs.

Subtier 1–2: Reduce the *Endless Threnody*'s Hull Points to 75 and its Critical Threshold to 15.

The PCs should realize early in this fight that the *Endless Threnody* lacks the ability to make attacks in its rear arc; by keeping their more maneuverable ship behind the *Endless Threnody*, they can minimize return fire from the Eoxian vessel.

ENDLESS THRENODY

TIER 2

Large heavy freighter

Speed 6; **Maneuverability** average (turn 2); **Drift** –

AC 11; **TL** 11

HP 100; **DT** –; **CT** 20

Attack (Forward) heavy laser cannon (4d8)

Attack (Port) light laser cannon (2d4)

Attack (Starboard) light laser cannon (2d4)

Power Core Arcus Ultra (150 PCU); **Drift Engine** Signal Basic (currently inoperable); **Systems** basic computer, budget short-range sensors, crew quarters (common); **Expansion**

Bays cargo holds (6), passenger seating (2)

Modifiers +1 Piloting; **Complement** 10 (currently 6)

CREW

Captain Bluff +7 (2 ranks), Computers +7 (2 ranks), Engineering +7 (2 ranks), gunnery +6, Intimidate +7 (2 ranks), Piloting +8 (2 ranks)

Engineer Engineering +11 (2 ranks)

Gunners (2) gunnery +7

Pilot Piloting +8 (2 ranks)

Science Officer Computers +7 (2 ranks)

CONCLUSION

Once the PCs are victorious against the *Endless Threnody*, the Corpse Fleet ship lists to one side and its power core overloads, covering the ship with coruscations of negative energy. As the PCs survey their own ship's damage, they can congratulate themselves on dispatching a wounded—though active—threat to living creatures everywhere.

The Corpse Fleet ship still contains valuable information to the Starfinder Society. Following their victory, the PCs should already begin preparing to board the drifting wreck.



BOARDING

The crippled hull of the Corpse Fleet starship, *Endless Threnody*, lists in the open space of the Drift. Like many Eoxian vessels, the *Endless Threnody* is constructed of metal and supernaturally dense bone, with jagged protrusions that crackle with necromantic energy. The interior of the ship is more like a lattice of bone and steel than typical bulkheads. Although most of the crew of the *Endless Threnody* were destroyed in the battle, a few crew members still exist as near-mindless skeletons. They quickly mobilize to repel boarders.

SUMMARY

The PCs receive a communication from Venture-Captain Arvin encouraging them to board the disabled *Endless Threnody* and download the coordinates of the missing Starfinder vessel from the ship's main computer. Because of the dangerous necromantic energy sparking off the Corpse Fleet ship, the only good place to board the disabled ship is its rear cargo loading area. Although the PCs cannot access the main computer from the *Endless Threnody*'s cargo section, they can use local computer terminals to shut down several of the dangerous necromantic reactors that remain operational on the ship.

While traversing the interior of the *Endless Threnody* to the bridge, the PCs encounter the remaining undead crew, now only consisting of nearly mindless skeletons. The undead attack the PCs, drawing strength from the nearby necromantic reactors—unless the PCs already shut them down.

Where in the Universe?

"Boarding" takes place in the Drift, aboard the crippled hull of the Corpse Fleet starship, *Endless Threnody*. The ship is designed for undead and is entirely inhospitable to living creatures. Luckily for the PCs, basic armor and space suits provide enough protection for a short boarding sequence.

Once the PCs reach the bridge, they can attempt to hack into the Corpse Fleet computers to download the information about the lost Starfinder starship.

GETTING STARTED

The PCs begin in their ship, a Pegasus-class starship called the *Loreseeker*, near the larger Corpse Fleet vessel called the *Endless Threnody*. Their communications station crackles to life, and a hologram of Venture-Captain Arvin appears to instruct the PCs. Read or paraphrase the following.

The *Endless Threnody* drifts just outside the forward viewport. The enormous Corpse Fleet starship bristles with bone spurs, and a baleful red lens at its fore resembles a swollen and

Jumping In

If your PCs have not played the "Adrift" quest that precedes this one, they come across a destroyed Corpse Fleet vessel while traveling in the Drift. They believe that the ship's main computers contain vital information about missing Starfinders and must board the ship to learn more.

bloody eye. Crackles of dark energy leap across the bone spurs, discharging from the ruined ship's necromantic power source.

With a burst of static and a flash, a blue-hued hologram of Venture-Captain Arvin appears at the *Loreseeker's* communications station. "Excellent work. The *Endless Threnody* is incapacitated, but not pulverized. I need you to board that vessel, access the main computers at the bridge, and recover the coordinates of the missing Starfinder vessel's crash site.

"That energy signature looks dangerous, and those discharges can damage your hull. Dock at the cargo bay at the rear of the ship and make your way forward to the bridge. Wear space suits if your armor can't protect you from vacuum—there are a few suits in a storage locker aboard your ship. Eoxian ships do not have life support and are often exposed to space. Any questions?"

This is an appropriate time to remind the PCs that all armors provide basic protection against vacuum, as described on page 198 of the *Starfinder Core Rulebook*. PCs that lack armor should use one of the six space suits (*Starfinder Core Rulebook* 231) stored aboard the *Loreseeker*.

Arvin's signal is relayed via a nearby Drift beacon, so the PCs can talk with the venture-captain in real time. Below are a few possible questions the PCs might have, and Arvin's answers.

What might we expect on the *Endless Threnody*? "That's hard to say; information about Corpse Fleet ships is sparse, as they modify their ships beyond standard Eoxian designs. I would expect that any surviving—or should I say, remaining—crew members might try to make a last stand, and they might have rigged some traps. Be ready for anything."

What is that necromantic energy? "I don't think it's an intended weapon or defense system, but some leakage from the ship's engines. Nevertheless, it's dangerous to living creatures. If you can shut it down from inside the ship, that might be wise."

The PCs can also attempt a DC 14 Engineering or Mysticism check to recall further information about Eoxian vessels. On a success, a PC recalls that such vessels are often powered by magic as well as technology. If this result exceeds the DC by 4 or more, the PC also recalls that many Eoxian ships rely on necromantic energies that radiate a minor aura of cold damage in addition to powering the ship.

C. THE ENDLESS THRENODY

Maneuvering the *Loreseeker* to align with the *Endless Threnody's* rear cargo bay is tricky, requiring the ship's pilot to succeed at a DC 17 Piloting check; failing this check by 5 or more deals the *Loreseeker* a minor amount of hull damage from the bone spikes and necromantic energy. The damage is superfluous to the quest pack, but serves to teach the PCs of the danger of carelessly approaching a wrecked vessel without skillful piloting.

Once the PCs dock with the ship, they can depart the *Loreseeker* into the vacuum of the *Endless Threnody*. The *Endless Threnody* has normal gravity but has no light apart from what the PCs bring with them. There are no doors in the interior of the ship.

C1. CARGO BAY

The cargo bay is mostly empty, as the crew already used their few supplies to patch up their ship after the pirates' attack. Three wide openings lead to the ship's central passages (area **C2**).

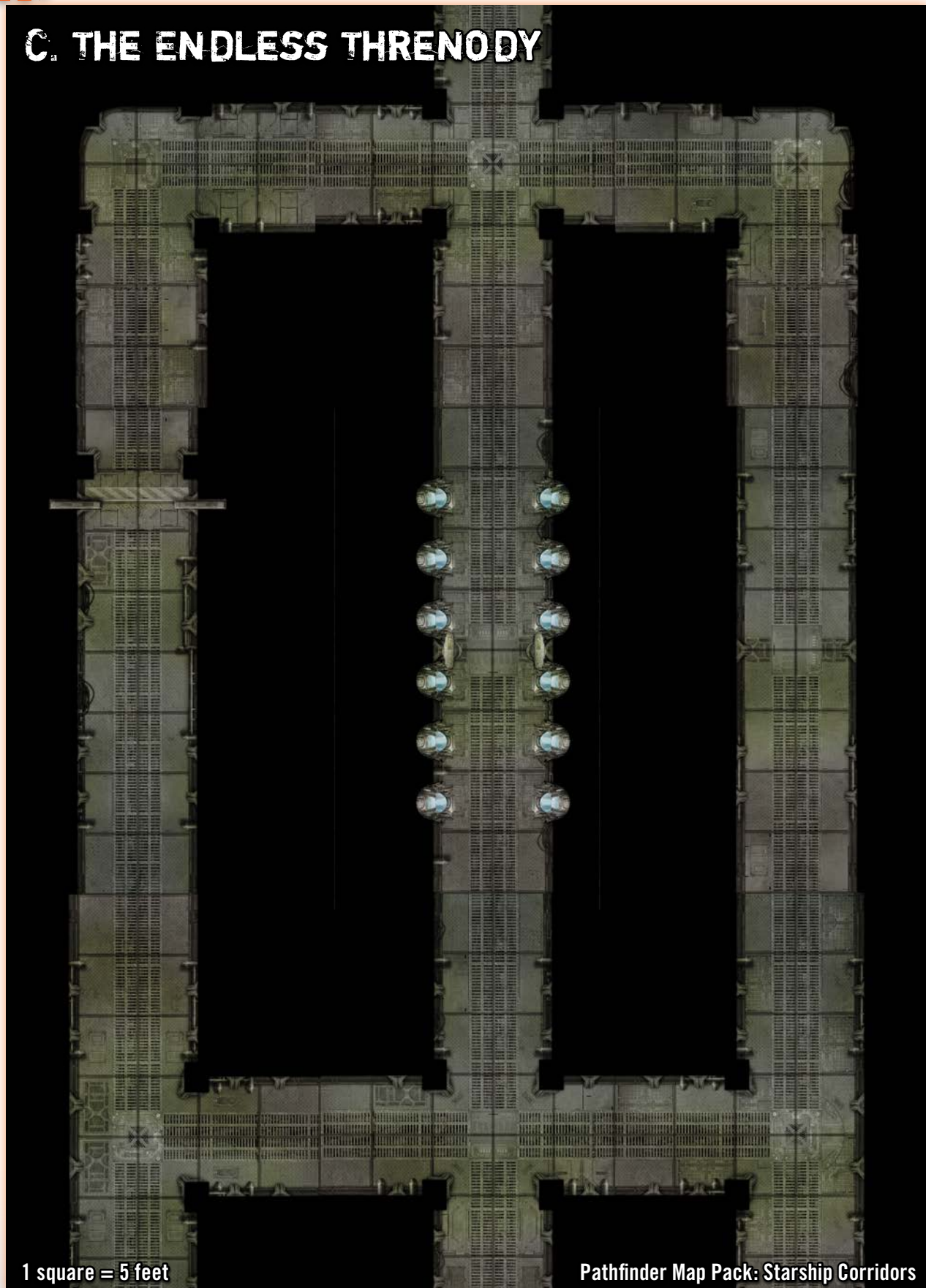
Access Terminal: The cargo bay contains a small computer that is predominantly used to store manifests and access basic ship systems. Although the PCs cannot access the main computer on the bridge from here, they can attempt to minimize the necromantic energy flowing through the ship. A PC wishing to do so can attempt a DC 12 Computers, Engineering or Mysticism check. On a success, the PC deactivates two of the four necromantic generators in area **C2** at random and reduces the cold damage dealt on a failed check in area **C3** by 1 (to a minimum of 1 damage); for every 5 by which the PC's result exceeds the DC, one additional random necromantic area is deactivated, and the cold damage in area **C3** is reduced by an additional 1. Only one of the listed skills can be utilized, and the check can only be attempted once. Although a successful PC should not be immediately aware of the specific effects elsewhere in the ship, she is aware that the necromantic aura now is less powerful.

C2. HAUNTED CORRIDORS (CR 3)

The branching corridors inside the *Endless Threnody* are not made of solid bulkheads of metal and plastic, but of a lattice of enchanted bone and steel. A metal grating on the floor provides stable footing, but the walls have gaps large enough to fit a fist. The passages split and recombine in a manner eerily reminiscent of being inside a giant rib cage.

Necromantic generators behind the walls in this area leak chilling radiation energies. There are four generators: the exterior hulls house one generator each, and an additional generator is housed within each interior wall. Thus, all squares adjacent to a wall in this area are suffused with chilling negative energy. The central hallway contains a computer panel that allows an adjacent character to permanently shut down the two interior generators with a successful DC 12 Computers check. (The PCs may have randomly shut down some of the generators already from the computer in area **C1**).

C. THE ENDLESS THRENODY



Scaling Encounter C2

Make the following adjustments to accommodate a group of four PCs.

Subtier 1-2: Remove two of the *Endless Threnody's* crew from the encounter.

Hazard: A creature that ends its turn adjacent to a wall containing an active necromantic generator takes 1 point of cold damage from the life-leeching energy; members of the *Endless Threnody* crew here instead gain fast healing 1 when adjacent to these walls, recovering 1 HP at the start of each turn until either the creature is destroyed or the generator is disabled.

Creatures: The remaining undead crew members—reduced to near-mindless skeletons—lurk within the halls here, but they swiftly move to attack intruders. The undead crew move at full speed towards the PCs, splitting up into two groups to try and flank.

The undead crew pursue opponents that flee this area, but they do not pursue opponents that flee the *Endless Threnody*.

SUBTIER 1-2 (CR 3)

SKELETAL CREW (6) CR 1/2

NE Medium undead

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

Perception +3

DEFENSE HP 6 EACH

EAC 10; **KAC** 12

Fort +1; **Ref** +1; **Will** +2

Defensive Abilities fast healing

1 (supernaturally cold environments only); **Immunities** cold, undead immunities

OFFENSE

Speed 30 ft.

Melee claw +4 (1d6+1 S)

TACTICS

During Combat The crew move through the halls of the ship and attempt to flank opponents. If possible, they remain in the area of necromantic energy emanating from the walls to benefit from fast healing. As they attack, they moan about taking the PCs' skulls.

Morale The undead crew fight until they are destroyed.

STATISTICS

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

Skills Athletics +3, Intimidate +7, Stealth +3

Languages Common, Eoxian

Noncombat Abilities unliving

SPECIAL ABILITIES

Fast Healing (Su) The crew recover 1 Hit Point at the end of each round they spend in the area of cold emanated by the ship's walls.

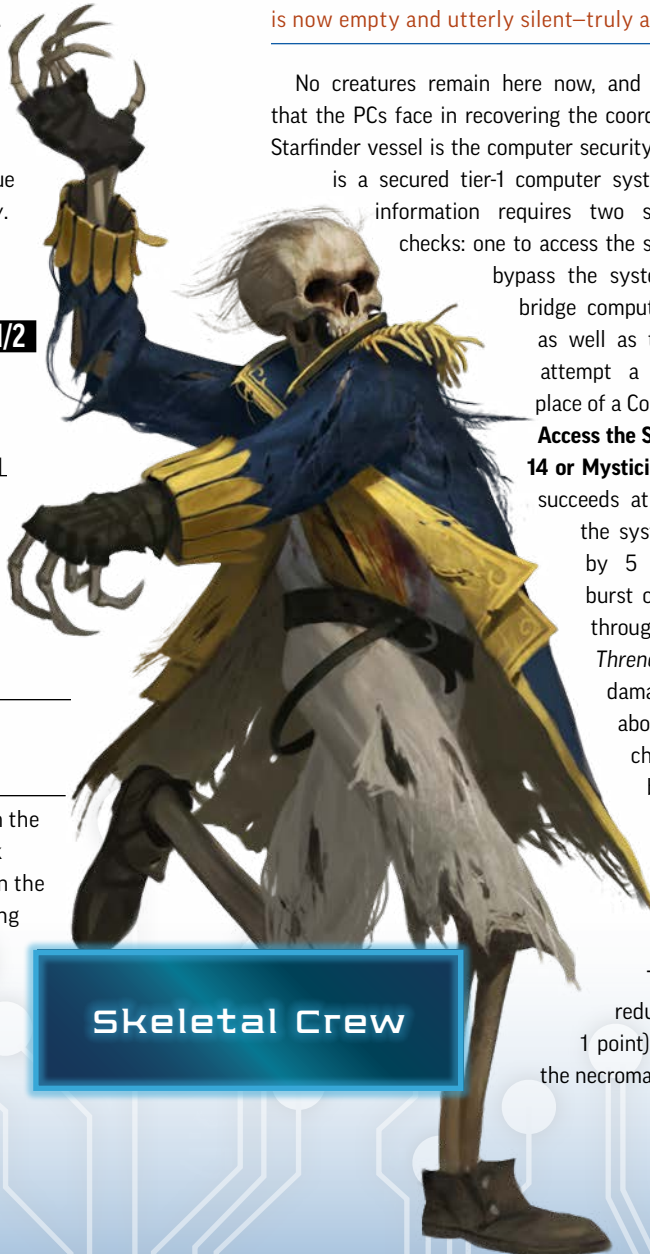
C3. BRIDGE

When the PCs pass through the corridors, they arrive at the *Endless Threnody's* bridge. Read or paraphrase the following.

The bridge of the *Endless Threnody* is located behind the enormous crimson eye at the front of the ship, bathed in a blood-red glow. The crew stations are fabricated from bone and steel, apparently grown from the floor and walls of this room. Battle damage is evident throughout the bridge, but it is now empty and utterly silent—truly a ghost ship.

No creatures remain here now, and the only impediment that the PCs face in recovering the coordinates of the crashed Starfinder vessel is the computer security. The bridge computer is a secured tier-1 computer system, so retrieving the information requires two successful Computers checks: one to access the system and another to bypass the system's security. As the bridge computer relies upon magic as well as technology, a PC can attempt a Mysticism check in place of a Computers check.

Access the System (Computers DC 14 or Mysticism DC 16): A PC who succeeds at this check bypasses the system's security. Failure by 5 or more releases a burst of necromantic energy throughout the *Endless Threnody*, dealing 1d6 cold damage to all creatures aboard the ship. This check can be retried, but each failure by 5 or more results in another blast of necromantic energy, dealing more cold damage. This cold damage is reduced (to a minimum of 1 point) if the PCs minimized the necromantic energy in area C1.



Skeletal Crew

Bypass System Security (Computers DC 15 or Mysticism DC 17): By succeeding at the second check, the PCs access the bridge's computer records. Most importantly, this includes information about the *Lawblight*, the Besmaran pirate ship that initially crippled the *Endless Threnody*. If the PCs recover this information, mark the clue **Lawblight Data** on the PCs' Chronicle sheets. If the PCs fail this check, digital countermeasures wipe the records of the bridge computer; the PCs can recover the coordinates of the downed Starfinder vessel on a planet called Ulmarid in the Vast, but they gain no additional information.

CONCLUSION

When the PCs return to the *Loreseeker* with the coordinates,

they find the hologram of Venture-Captain Arvin already active and awaiting their report. Arvin is grateful for the news and eager to get started on the next step of their quest. He asks the PCs to leave the *Endless Threnody* and return to Absalom Station while he researches the planet Ulmarid and how best to approach it.

As an additional reward, Arvin provides a password to open a concealed compartment within the *Loreseeker* that contains delicacies that are suitable to most palates, such as sticks of candied meats. "I know this mission isn't yet complete," he explains, "but you've earned the right to celebrate a bit on your return trip. I asked the quartermaster to include a few delicacies so you can enjoy being alive—after an encounter with necromancy."



SALVAGE

Where in the Universe?

"Salvage" takes place on the planet Ulmarid in the Vast. Ulmarid is a desert planet wracked with fierce storms that scour the surface. Several square tunnels pierce the earth under much of the planet's crust; although plainly artificial, there is no evidence as to who made these tunnels or why. A startling variety of vicious, unintelligent monsters inhabit the planet's surface as well as these subterranean tunnels. The planet's two enormous moons collided long ago, filling the planet's upper atmosphere with a dangerous cloud of tumbling asteroids that makes approaching the planet with large ships difficult.

Ulmarid

Diameter: $\times 2/3$

Mass: $\times 4/9$

Gravity: $\times 1$

Atmosphere: Normal

Day: 2 days; **Year** 14 years



Ulmarid is an isolated planet in the Vast uninhabited by intelligent creatures. The planet's two large moons collided ages ago, resulting in a field of tumbling debris high in orbit that prevents easy access to the planet's surface. Even if explorers pass through this erratic field of asteroids, the planet seems to have little to offer: Ulmarid is mostly a desert world, with poisonous crystalline rains and screaming winds.

Despite its inhospitable nature, Ulmarid harbors ancient ruins in the form of perfectly square tunnels that honeycomb the planet's mantle. The Starfinders of the *Unbounded Wayfarer* came to Ulmarid as the last of the several planets they had hoped to explore. Before the team could enact further scans, a pirate ship dedicated to the goddess Besmara lurking in the planet's asteroid field ambushed them. In the resulting starship combat, the *Unbounded Wayfarer* crashed onto the planet below. A single survivor managed to trigger a distress beacon, but soon after succumbed to the planet's dangerous weather and native beasts.

More recently, an Eoxian scout from the *Endless Threnody* found the ship and managed to abscond with a few valuables, although the true treasure aboard the *Unbounded Wayfarer* is information about the crew's previous planetary discoveries. This information is safely locked away, requiring activation by the Starfinders' insignias.

SUMMARY

The PCs arrive in orbit above the planet Ulmarid, just above the field of tumbling asteroids. They must navigate the asteroids and land on the surface near the wreckage of the crashed Starfinder vessel *Unbounded Wayfarer*. Once the PCs have landed, the weather takes a sharp turn for the worse, and the PCs must contend with an unusual alien storm. Reaching the wrecked vessel, they find it is now the hunting grounds of a ferocious burrowing creature called a skreebara. After dispatching this foe, the PCs can recover the information from the *Unbounded Wayfarer* and leave Ulmarid.

GETTING STARTED

The PCs arrive at Ulmarid in a larger Drake-class vessel called the *Odyssey*. Venture-Captain Arvin recommended the *Odyssey* rather than the *Loreseeker*, as its heavier shields can better withstand asteroid impacts while reaching Ulmarid's surface. The PCs should select their stations aboard the *Odyssey* (as they did on page 11), though the PCs need not take the same roles as before.

Prior to the start of the adventure, the PCs play a pre-recorded message from Venture-Captain Arvin—a necessity due to the lack of Drift beacons to facilitate long-range communication in the Vast. Read or paraphrase the following.

Venture-Captain Arvin's pre-recorded hologram stands on the bridge of the *Odyssey*, his hands clasped behind his back. "Hopefully your journey was uneventful. Based on your previous mission, we've obtained information about the planet of Ulmarid. The desert world has breathable atmosphere but is devoid of intelligent civilization. A cloud of asteroids—leftovers from a collision of the planet's moons long ago—surrounds the planet, so you must carefully navigate the *Odyssey* to the surface to find the crashed *Unbounded Wayfarer*.

"Be sure to bring the Starfinder insignias with you; they will be critical in recovering the information the Starfinders left behind. If you can recover any of the lost Starfinders—alive or dead—please do so as well. Good luck."

The pre-recorded message has no additional pertinent information to provide, but the PCs might be interested in learning about Ulmarid before they descend. A PC acting as the *Odyssey*'s science officer can attempt a DC 15 Computers check to get more information about the planet. On a success, the PC learns that Ulmarid's atmosphere experiences sudden and ferocious storms of poisonous crystals.

NAVIGATING THE ASTEROIDS

The *Odyssey*'s pilot must succeed at a DC 15 Piloting check to traverse the asteroid field around Ulmarid. The pilot is not alone in this endeavor, however; the captain can attempt a DC 10 Piloting check or a DC 17 Diplomacy or Intimidate check to add a +2 bonus to the pilot's check. Additionally, science officers can each attempt a DC 15 Computers check to add an additional +2 bonus to the pilot's check (each science officer, if more than one, can attempt

Jumping In

If your players have not played the "Boarding" quest that precedes this one, they noticed the distress beacon emanating from the *Unbounded Wayfarer* and resolve to investigate it.

this check once). If the pilot's check fails, the *Odyssey* takes 3d4 damage to a random facing. The *Odyssey*'s shields absorb the blow and regenerate the damage; however, this check foreshadows the more perilous asteroid navigation in the next quest.

THE SUDDEN STORM

The PCs can track the distress beacon emanating from the *Unbounded Wayfarer*, but the ship is not easy to reach. It crashed amid dunes too soft to safely bear the *Odyssey*'s weight, and the safest place to set down is about a half-hour's walk away. Read or paraphrase the following when the PCs disembark.

The surface of Ulmarid is a wind-scourged desert with jagged protrusions of rock thrusting up through the sand. The air has a harsh tang, like burning metal.

Although the sky looks clear when the PCs land, the smell in the air indicates that a sudden storm of poisonous crystals, congealed from the air, is impending. A PC who succeeds at a DC 15 Survival check identifies this threat before it strikes, and gains a +4 bonus to her saving throws during the storm. If the PC's Survival check result exceeds 15, she can provide this bonus to an additional character for every 2 by which her result exceeded the DC. A PC succeeding at this check also notes that the pending storm is poisonous; the GM might remind the PCs who played the "Station" quest of the antitoxin plant bulbs provided by the ysoki. (Assume PCs who played that quest have retained all these bulbs; one PC who played "Station" should have enough bulbs to provide one to each PC in the party.)

Hazard: About 15 minutes after the PCs begin their trek to the crash site, a rainstorm of poisonous crystals coalesces out of the clear air and pounds down on the region for 3 rounds. Seeking cover—such as returning to the *Odyssey*—does not help, as the storm overtakes the PCs before they can successfully retreat. During each of the 3 rounds, the PCs must succeed at a DC 12 Reflex save or take 1d6 slashing damage from the densest clusters of crystals. In addition, the poisonous crystals sap muscle strength; any creature damaged by the sandstorm must succeed at an additional DC 12 Fortitude save or gain the encumbered condition (regardless of the weight she is carrying) for 1 hour. This debilitation is a poison effect, so PCs chewing the plant bulbs provided in the "Station" quest gain a +4 bonus to these Fortitude saves.

Scaling Encounter D1

Make the following adjustments to accommodate a group of four PCs.

Subtier 1-2: The skreebara is winded from a day of fruitless hunting and a fight with a larger predator. Reduce the skreebara's hit points to 30. It has a -4 penalty to attack rolls and its sonic screech deals only 3d4 sonic damage.

After 3 rounds, the storm of poisonous crystals ends as quickly as it began. The harsh metallic smell in the air abates, as there is no similar storm pending in the near future.

D. THE CRASH SITE

Once the storm passes, the PCs can continue their journey to the crashed vessel.

D1. THE PREDATOR (CR 3)

When the PCs approach within 60 feet of the wreck, they enter the hunting grounds of a giant burrowing insect called a skreebara—a creature with many similarities to the ankheg of the Pact Worlds, but sporting a sonic shout instead of acidic spittle. Although the skreebara attacks before the PCs can reach the wreckage, a piece of the wreck half-buried in the sand contains the *Unbounded Wayfarer's* antipersonnel weapon, a tactical X-gen gun. This heavy weapon is still operational, but it has only 10 charges remaining and it is too damaged to be reloaded. The weapon pivots sufficiently to use against the skreebara here, but it cannot be easily moved because it is affixed to a heavy section of fractured hull and partially covered in sand (which is why the Corpse Fleet explorer missed it).

Creature: The skreebara is a 14-foot-long burrowing beast with six powerful legs. Its carapace is made of thick reflective crystal and it bears enormous mandibles that thrum with sonic energy. The creature attacks by bursting from the ground amid the PCs.

SUBTIER 1-2 (CR 3)

SKREEBARA

CR 3

N Large magical beast

Init +0; **Senses** darkvision 60 ft., low-light vision, sense through (vibration); **Perception** +8

DEFENSE

HP 40

EAC 16; **KAC** 14

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

OFFENSE

Speed 30 ft.; burrow 20 ft.

Melee bite +12 (1d6+3 S plus 1d3 So)

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

Offensive Abilities sonic screech (DC 12)

TACTICS

Before Combat The skreebara burrows up amid the PCs, as close to as many opponents as possible.

During Combat The skreebara attacks the nearest opponent in melee each round. If reduced below 20 Hit Points, it uses its sonic screech to hit as many opponents as possible.

Morale Vicious and territorial, the skreebara fights to the death.

STATISTICS

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

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

SPECIAL ABILITIES

Sonic Screech (Ex) As a standard action, a skreebara can unleash a 30-foot line of sonic energy. Creatures in the line each take 4d4 sonic damage (Reflex DC 12 half). Once a skreebara uses this attack, it must wait 6 hours before using it again, and during this time period, its bite attack does not inflict any additional sonic damage. As a result, a skreebara does not use this ability unless it is desperate or frustrated.

Treasure: The tough, overlapping crystals that make up the skreebara's carapace are valuable. With a successful DC 12 Life Science check, the PCs can harvest crystals worth 800 credits from the creature. If the PC fails this check, the creature's carapace is damaged, and the PCs only recover half of this amount.

The tactical X-gen gun affixed to the section of shattered hull can be removed with about 10 minutes of work. Although the weapon is too damaged to be functional (apart from firing its remaining shots), it can be sold as scrap for 212 credits.

D2. THE WRECKAGE

Once the PCs reach the wreckage of the *Unbounded Wayfarer*, they can plainly see that the vessel is far beyond repair. Although one of the Starfinders survived long enough to activate the distress beacon, there are no survivors—seven desiccated corpses remain in the wreckage, while the remaining crew members were pulled out by the skreebara and devoured.

Clue: PCs examining the wreckage can attempt a DC 15 Perception or Piloting check. On a success, the PC recognizes characteristic impact marks of heavy metallic slugs, such as those used in coilguns or railguns on starships. The damage on the ship's hull indicates that it tried to dodge the strafing fire but darted the wrong way. If the PCs gain this clue, the PCs understand firsthand how the *Lawblight* orients its attacks with its coilguns; the GM should mark the clue **Lawblight Evasion** on the PCs' Chronicle sheets.

Computer: Nothing else of value remains in the wreck; anything obviously worth salvaging was taken by the Corpse Fleet explorer that plundered it earlier. Although the *Unbounded Wayfarer's* computers are beyond repair, they retain sufficient power to interact with the Starfinder insignias the PCs brought with them. The computer interface ports contain an indentation

D. THE CRASH SITEN
↑

D2

+0

+5

+10

+0

+0

D1

Starfinder Flip-Mat: Basic Terrain

the same shape as the Starfinder insignias. (The Corpse Fleet explorer overlooked this connection.) When one of the insignias is slotted into the indentation, the computer flares to life just enough to display a datafile of worlds previously explored by crew of the *Unbounded Wayfarer*. They include:

- A wasteland planet called Elytrio that displayed signs of scattered technology.
- A sentient asteroid called Lamentia teeming with morlock "children" in the Vast.
- A massive space station called End of Bright Things stuck between the orbits of two blue dwarf stars.
- A stormy, oceanic world called Wealdriad, with upthrust columns of basalt piercing the storm-tossed ocean's surface.

The final location's coordinates are too damaged to display, but the computer has enough power to open a slot containing a salvaged item from the lost location (see Rewards). The PCs can easily download this data into any personal data device, or send a wireless transmission of the files to the *Odyssey* for storage.

Treasure: The stored item appears from a hidden compartment on the side of the ship. It contains the Starfinder's one takeaway from the mystery system at the end of the expedition list. The stored item is an *iridescent spindle aeon stone*, though there aren't any further details regarding the item's history.

Rewards: The PCs might feel compelled to recover the bodies of the Starfinders; although doing so isn't critical to the PCs' mission, the Starfinders' families on Absalom Station appreciate the gesture. Regardless, the PCs receive 850 credits from the Starfinder Society for reaching the wreck of the *Unbound Wayfarer* and returning with the information stored within the ship's computer.

CONCLUSION

Once the PCs have recovered the data module from the *Unbounded Wayfarer*, they can safely retrace their steps to the *Odyssey* and leave Ulmarid's surface. Sadly, while the PCs accomplished their primary mission, there is still one final threat to overcome.



LAWBLIGHT

Pirates are a scourge anywhere they roam, but the starship known as the *Lawblight* has been surprisingly active in the region of the Vast containing the world of Ulmarid. First, the pirates downed the *Unbounded Wayfarer*, then they crippled the *Endless Threnody*. After battling the Corpse Fleet vessel, the *Lawblight* retreated into the cover of the asteroids around Ulmarid to enact repairs. Now, the crew of the *Lawblight* resurfaces to find the Starfinder Society starship, *Odyssey*, making its way into orbit from the Ulmarid's surface.

As the quest begins, the *Lawblight* creeps ever closer to its next victim.

SUMMARY

The PCs navigate the *Odyssey* into orbit from the surface of Ulmarid, where they realize that the asteroids around the planet are particularly agitated. This is an effect of the *Lawblight* moving slowly through the asteroid field—the pirate ship plans to ambush the *Odyssey*, although the PCs do not know it. The PC's pilot must navigate through the asteroids to take the *Odyssey* to a safe distance. Just as the *Odyssey* clears the asteroids, the *Lawblight* lunges forth from the asteroid field to attack. The PCs must fight back or become the next casualties of the Besmaran pirates.

GETTING STARTED

The statistics for the *Odyssey* are on page 26; a copy of these statistics plus an overview of starship combat appears on **Handout**

Where in the Universe?

"Lawblight" takes place in space above the planet Ulmarid. Asteroids fill the immediate space surrounding the desert world, making any sort of starship navigation exceptionally hazardous.

#8 on page 35. Present this handout to the PCs along with the handouts summarizing each role aboard a starship (see **Handouts #1-5** on pages 29-32). Read or paraphrase the following.

A warning klaxon blares, and the ship lurches. The asteroid field around the world of Ulmarid is more agitated than on the descent down to the surface. Although it's not clear what has caused the anomalous activity, what's certain is that you must reach safer altitude before a more serious collision occurs.

As in the "Salvage" quest, the *Odyssey*'s pilot must succeed at a Piloting check to navigate back through the asteroid field around Ulmarid, but due to the agitation, the DC of this check is 20. As before, the captain can attempt a DC 10 Piloting check or a DC 17 Diplomacy or Intimidate check to add a +2 bonus to the pilot's check.

Jumping In

If your PCs have not played the "Salvage" quest that precedes this one, they have recovered some vital information from the planet Ulmarid and are planning to return home when pirates attack them. Be aware of the higher difficulty of this quest if the PCs have not had a chance to collect the clues from the preceding quests.

Additionally, science officers can each attempt a DC 15 Computers check to add an additional +2 bonus to the pilot's check. If the pilot fails this check, the *Odyssey* takes 3d4 damage to a random facing, which reduces its defenses in the upcoming combat.

SUBTIER 1-2

ODYSSEY

TIER 4

Starfinder Society Drake (*Starfinder Society Roleplaying Guild Guide*)

Medium transport

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

AC 14; **TL** 14

HP 85; **DT** —; **CT** 17

Shields light 70; forward 20, port 15, starboard 15, aft 20

Attack (Forward) coilgun (4d4), heavy laser cannon (4d8)

Attack (Aft) coilgun (4d4)

Attack (Turret) coilgun (4d4), high explosive missile launcher (4d8)

Power Core Pulse Green (150 PCU); **Drift Engine** Signal Basic;

Systems budget medium-range sensors, crew quarters (good), mk 1 trinode computer, mk 4 armor, mk 4 defenses; **Expansion Bays** cargo hold, escape pods;

Complement 4-7

E. THE LAWBLIGHT

Just as the PCs pilot the *Odyssey* out of the

asteroid field, the *Lawblight* pounces. The setup for this starship combat differs from that in the "Adrift" quest, because the PCs are being ambushed rather than trying to locate an enemy.

When the PCs emerge from the asteroids, they spot the *Lawblight*. Read or paraphrase the following:

A large vessel of rusted metal slips from behind an enormous asteroid, its weapons already firing. The front of the ship resembles a stylized skull with crossed bones beneath—a clear indication of space pirates!

A PC succeeding at a DC 12 Culture check recognizes that Besmara is the goddess of piracy, space monsters, and strife. PCs succeeding the check recognize that Besmaran space pirates are a growing threat throughout galactic shipping lanes, and that such pirates throw themselves into combat with a boisterous zeal—it is rare to talk one's way out of combat with an approaching Besmaran pirate ship.

Clues: The PCs might have some advantages in the upcoming fight, based on clues they have previously acquired about the *Lawblight's* methods of attack and defense.

If any PC has **Lawblight Assault** marked on his Chronicle sheet, the PCs quickly evade and can reposition the *Odyssey* up to 4 hexes in any direction, with any facing they choose.

If any PC has **Lawblight Barrage** marked on his Chronicle sheet, the first time one of the *Lawblight's* heavy torpedoes would hit the *Odyssey*, it misses instead.

If any PC has **Lawblight Data** marked on his Chronicle sheet, give the PCs the *Lawblight's* basic information, defenses, and weapons, as listed in the first three bullet points of the Scan action; the PCs start the battle with this information.

If any PC has **Lawblight Evasion** marked on his Chronicle sheet, the *Lawblight* must roll twice for each gunnery check it makes with its coilguns and take the worse result.

Hazard: This combat occurs around clusters of asteroids. These asteroids are sufficiently slow-moving that, for the duration of the starship combat, they are effectively stationary on the map. Clusters of asteroids block a starship's line of fire, so the ships can maneuver around the asteroids for cover from enemy fire. A starship that crosses into a hex containing an asteroid takes 4d6 damage to a random facing (maximum once per turn), but can continue moving as normal.

Starship Combat: Place the *Lawblight* next to a large asteroid on the map, pointed toward the *Odyssey*. The *Odyssey* begins 3d6+5 hexes away from the *Lawblight*, facing away from it. The crew of the *Lawblight* consist of hardened pirates who neither offer nor ask for quarter. Their eagerness in combat is their weakness, as they sometimes forego an easy shot with their smaller guns to set up an intimidating attack with their coilguns and torpedo launcher at the same time. The pirates fight tenaciously until their ship is destroyed.

Odyssey

E. THE LAWBLIGHT

 : Asteroid Clusters

Starfinder Flip-Mat: Basic Starfield

Scaling Encounter E

Make the following adjustments to accommodate a group of four PCs.

Subtier 1-2: The crew of the *Lawblight* is recklessly drunk; its crew takes a -4 penalty to all checks during starship combat.

LAWBLIGHT

TIER 2

Medium transport

Speed 6; Maneuverability average (turn 2); **Drift 1**

AC 13; TL 13

HP 70; DT -; CT 14

Shields basic 30 (forward 15, port 5, starboard 5, aft 5)

Attack (Forward) coilgun (4d4), heavy torpedo launcher (5d8)

Attack (Aft) gyrolaser (1d8)

Attack (Turret) coilgun (4d4)

Power Core Arcus Heavy (130 PCU);

Drift Engine Signal Basic; **Systems** basic computer, budget long-range sensors, crew quarters (common), mk 1 armor, mk 1 defenses; **Expansion Bays** cargo holds (5)

Modifiers +1 Piloting; **Complement 6**

CREW

Captain Bluff +8 (2 ranks), Computers +8 (2 ranks), Diplomacy +8 (2 ranks), Engineering +8 (2 ranks), gunnery +8, Intimidate +8 (2 ranks), Piloting +9 (3 ranks)

Engineer Engineering +8 (2 ranks)

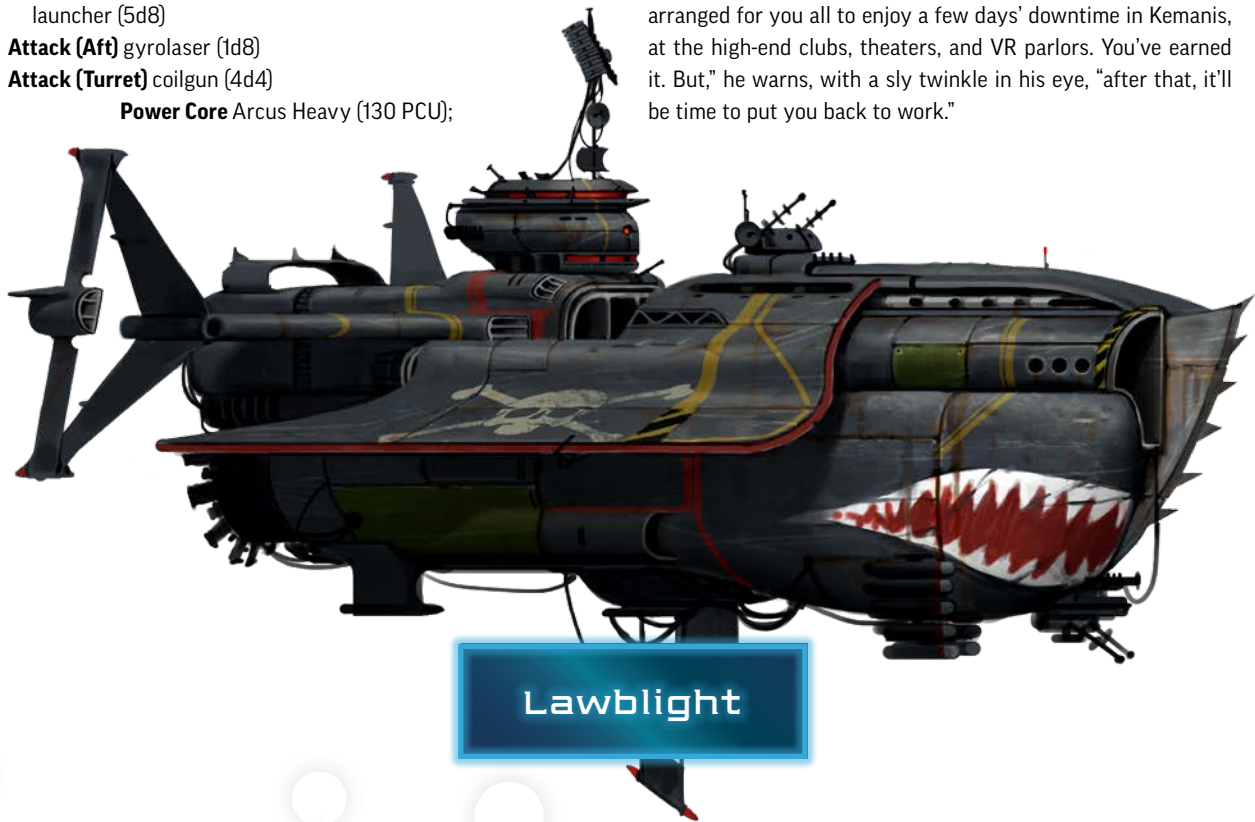
Gunners (2) gunnery +8

Pilot Piloting +9 (2 ranks)

Science Officer Computers +8 (2 ranks)

CONCLUSION

With the *Lawblight* defeated, the PCs are free to return to Absalom Station with the information retrieved from the wreckage of the *Unbounded Wayfarer*. Venture-Captain Arvin greets the PCs with a warm smile as they disembark. "You can undergo the tedium of a complete debrief later. First, I've arranged for you all to enjoy a few days' downtime in Kemanis, at the high-end clubs, theaters, and VR parlors. You've earned it. But," he warns, with a sly twinkle in his eye, "after that, it'll be time to put you back to work."



Lawblight

Handout #1: Captain

STARSHIP ROLE: CAPTAIN

As a captain, you can take any of the following actions during any phase of combat.

Demand (Any Phase)

You can make a demand of a crew member to try to improve his performance. You grant a +4 bonus to one specific check by succeeding at an Intimidate check (DC = 15 + 2 × your starship's tier). You must use this action before the associated check is rolled, and you can grant this bonus to an individual character only once per combat. Demand might result in negative consequences if used on NPCs, and you can't make demands of yourself.

Encourage (Any Phase)

You can encourage another member of the crew to give her a bonus to her action. This works like aid another (see page 133 of the *Starfinder Core Rulebook*), granting a +2 bonus to the check required by a crew action if you succeed at a DC 10 check using the same skill. Alternatively, you can grant this same bonus by succeeding at a Diplomacy check (DC = 15 + your starship's tier). You can't encourage yourself.

Taunt (Any Phase, Push)

You can use the communications system to broadcast a taunting message to the enemy vessel. You select an enemy vessel and a phase of combat (engineering, helm, or gunnery), and then attempt a Bluff or Intimidate check (DC = 15 + 2 × the enemy starship's tier). If you are successful, each enemy character acting during the selected phase takes a -2 penalty to all checks for 1d4 rounds; the penalty increases to -4 if the enemy's check is made as part of a push action. Once used against an enemy starship, regardless of the outcome, taunt can't be used against that starship again during the same combat.

Handout #2: Engineer

STARSHIP ROLE: ENGINEER

As an engineer, you can take any of the following actions during the engineering phase. Unless otherwise noted, each action can be performed only once per round, no matter how many engineers are on a starship.

Divert (Engineering Phase)

You can divert auxiliary power into one of your starship's systems, giving it a boost. This requires a successful Engineering check (DC = $10 + 2 \times$ your starship's tier), and the results depend on where you decide to send this extra power. If you send it to the engines, your starship's speed increases by 2 this round. If you send it to the science equipment, all science officers receive a +2 bonus to their crew actions this round. If you send it to the starship's weapons, treat each damage die that rolls a 1 this round as having rolled a 2 instead. If you send it to the shields, restore an amount of Shield Points equal to 5% of the PCU rating of the starship's power core (see page 296 of the *Starfinder Core Rulebook*), up to the shields' maximum value. Evenly distribute the restored Shield Points to all four quadrants (putting any excess Shield Points in the forward quadrant).

Hold It Together (Engineering Phase)

You can hold one system together by constantly modifying and patching it. If you succeed at an Engineering check (DC = $15 + 2 \times$ your starship's tier), you can select one system; that system is treated as if its critical damage condition were two steps less severe for the rest of the round (wrecked becomes glitching, and a malfunctioning or glitching system functions as if it had taken no critical damage). This check isn't modified by penalties from critical damage to the power core.

Patch (Engineering Phase)

You can patch a system to reduce the effects of a critical damage condition. The number of actions and the DC of the Engineering check required to patch a system depend on how badly the system is damaged, as indicated on the table on page 324 of the *Starfinder Core Rulebook*. Multiple engineers can pool their actions in a single round to effect repairs more quickly, but each engineer must succeed at her Engineering check to contribute her action to the patch. The number of actions required can be reduced by 1 (to a minimum of 1 action) by increasing the DC by 5. If you succeed at this check, the severity of the critical damage is unchanged, but it is treated as one step less severe for the remainder of the combat, until 1 hour has passed, or until the system takes critical damage again (which removes the patch and applies the new severity). This action can be taken more than once per round (but only once per round per engineer), and this check is not modified by any critical damage to the core.

CRITICAL DAMAGE

CONDITION	ACTIONS TO PATCH	DC
Glitching	1	$10 + 2 \times$ your starship's tier
Malfunctioning	2	$15 + 2 \times$ your starship's tier
Wrecked	3	$20 + 2 \times$ your starship's tier

Handout #3: Gunner

STARSHIP ROLE: GUNNER

As a gunner, you can take any of the actions below during the gunnery phase. Though each of a starship's weapons can be fired only once per round, multiple gunners can take actions to fire different weapons in a single round. Actions that allow you to fire starship weapons use the rules for attacking on page 320 of the *Starfinder Core Rulebook*.

Fire at Will (Gunnery Phase, Push)

You can fire any two starship weapons, regardless of their arc. Each attack is made at a -4 penalty.

Shoot (Gunnery Phase)

You can fire one of your starship's weapons. If you use a turret weapon, you can target a ship in any arc.

Handout #4: Pilot

STARSHIP ROLE: PILOT

As a pilot, you can take the following actions during the helm phase.

Fly (Helm Phase)

You move your starship up to its speed and can make any turns allowed by its maneuverability. This doesn't require a skill check.

Maneuver (Helm Phase)

You move your starship up to its speed. You can also attempt a Piloting check ($DC = 15 + 2 \times \text{your starship's tier}$) to reduce your starship's distance between turns by 1 (to a minimum of 0).

Stunt (Helm Phase, Push)

You can attempt any one of the stunts described below. The DCs of the Piloting checks required and the results of success and failure are described in each stunt's description.

Back Off: The starship moves up to half its speed in the direction of the aft edge without changing facing. It can't take any turns during this movement. To perform this stunt, you must succeed at a Piloting check ($DC = 10 + 2 \times \text{your starship's tier}$). On a failed check, your starship moves backward only 1 hex. If you fail this check by 5 or more, your starship does not move at all and takes a -4 penalty to its AC and TL until the start of the next round.

Barrel Roll: The starship moves up to half its speed and flips along its central axis. For the next gunnery phase, the starship's port shields and weapons function as if they were in the starboard firing arc and vice versa. The starship reverts to normal at the beginning of the next round. To perform this stunt, your starship must be Large or smaller and you must succeed at a Piloting check ($DC = 10 + 2 \times \text{your starship's tier}$). On a failed check, the starship moves half its speed but doesn't roll. If you fail by 5 or more, your starship moves half its speed, doesn't roll, and takes a -4 penalty to its AC and TL until the start of the next round.

Evade: The ship moves up to its speed and can turn as normal, but it gains a +2 circumstance bonus to its AC and TL until the start of the next round. To perform this stunt, you must succeed at a Piloting check ($DC = 10 + 2 \times \text{your starship's tier}$). If you fail, the starship moves as normal. If you fail the check by 5 or more, the starship moves as normal, but it also takes a -2 penalty to its AC and TL until the start of the next round.

Flip and Burn: The ship moves forward up to half its speed (without turning) and rotates 180 degrees to face the aft edge at the end of the movement. To perform this stunt, you must succeed at a Piloting check ($DC = 15 + 2 \times \text{your ship's tier}$). If you fail this check, your starship moves forward half its speed but doesn't rotate.

Flyby: The ship moves as normal, but it can move through 1 hex occupied by an enemy starship without provoking a free attack (as described in Moving through Other Starships on page 319 of the *Starfinder Core Rulebook*). During the following gunnery phase, you can select one arc of your starship's weapons to fire at the enemy vessel as if the vessel were in close range (treat the range as 1 hex), against any quadrant of the enemy starship. To perform this stunt, you must succeed at a Piloting check ($DC = 20 + 2 \times \text{the tier of the enemy starship}$). If you fail this check, your starship still moves as described above, but you follow the normal rules for attacking (based on your starship's final position and distance), and the movement provokes a free attack from that starship as normal.

Slide: The starship moves up to its speed in the direction of either the forward-port or forward-starboard edge without changing its facing. To perform this stunt, you must succeed at a Piloting check ($DC = 10 + 2 \times \text{your ship's tier}$). If you fail this check, the ship moves forward up to half its speed and can't make any turns.

Turn in Place: The ship does not move but instead can turn to face any direction. If the ship has a maneuverability of clumsy, it takes a -4 penalty to its AC and TL until the start of the next round. If it has a maneuverability of poor, it instead takes a -2 penalty to its AC and TL until the start of the next round. Ships with a maneuverability of average or better do not take a penalty. This stunt doesn't require a skill check.

Handout #5: Science Officer

STARSHIP ROLE: SCIENCE OFFICER

As a science officer, you can take any of the following actions during the helm phase.

Balance (Helm Phase)

You can balance the shields, redirecting power from one quadrant to protect another. With a successful Computers check (DC = $15 + 2 \times$ your starship's tier), you can shift Shield Points (SP) from the shields in one quadrant to the shields in another quadrant, including to depleted shields (after balancing, every quadrant must have at least 10% of the total current SP). Alternatively, you can add up the SP from all the remaining shields and evenly distribute them to all four quadrants, putting any excess SP in the forward quadrant.

Scan (Helm Phase)

You can scan a starship with your sensors to learn information about it. This action requires your starship to have sensors (see page 300 of the *Starfinder Core Rulebook*). You must attempt a Computers check, applying any modifiers from the starship's sensors. You can attempt this check untrained. The DC for this check is equal to 10 + the tier of the starship being scanned + its bonus from defensive countermeasures (see page 298 of the *Starfinder Core Rulebook*). If you succeed at this check, you learn the first unknown piece of information on the following list. For every 5 by which you exceed the check, you learn another unknown piece of information. Subsequent checks reveal new pieces of information, continuing down this list.

- 1. Basic Information:** Living crew complement and ship classification, size, speed, and maneuverability.
- 2. Defenses:** AC, TL, total and current Hull Points, total and current Shield Points in each quadrant, and core PCU value.
- 3. Weapon:** Information about one weapon, including its firing arc and the damage it deals, starting with the weapon that uses the most PCU. Repeat this entry until all the starship's weapons are revealed.
- 4. Load:** Information about how the starship's expansion bays are allocated and any cargo the starship might be carrying.
- 5. Other:** Any remaining ship statistics.

Target System (Helm Phase, Push)

You can use your starship's sensors to target a specific system on an enemy starship. This action requires your starship to have sensors. You must attempt a Computers check, applying any modifiers from the starship's sensors. The DC is equal to 15 + the tier of the enemy starship + its bonus from defensive countermeasures (see page 298 of the *Starfinder Core Rulebook*). If you succeed, choose one system (core, engines, life support, sensors, or weapons). The next attack made by your starship that hits the enemy ship scores a critical hit on a natural roll of 19 or 20. If that attack deals critical damage, it affects the chosen system. For any further critical damage resulting from the attack, determine which system is affected randomly as normal. Your starship's sensors can target only one system on a specific enemy starship at a time, though this action can be used to concurrently target systems on multiple starships.

Handout #6: Starship Stunts

STUNTS

A: Starting Position B: End Position C: Enemy Starship

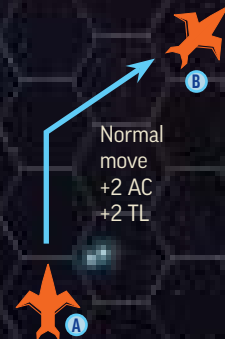
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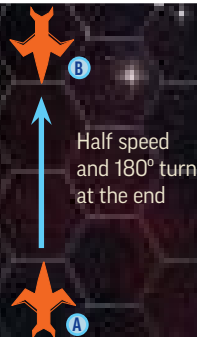
BARREL ROLL



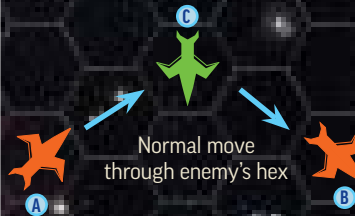
EVADE



FLIP AND BURN



FLYBY



SLIDE



FIRING ARCS

Shaded hexes are in both arcs
(attacker's choice)

FORWARD ARC

PORT ARC

STARBOARD ARC

AFT ARC

Handout #7: Loreseeker

STARSHIP COMBAT ROUNDS

Each round of starship combat is divided up into the three following phases, resolved in order. Each character onboard a starship typically acts in only one of these phases, depending on her role on the starship. The captain can act in any phase. Full rules for starship combat begin on page 317 of the *Starfinder Core Rulebook*.

1. Engineering: The engineers can repair the starship's systems or give one or more systems a boost. These actions occur simultaneously, so they can be resolved in any order.

2. Helm: Each starship's pilot attempts a Piloting check. The pilot with the lowest result acts first to move his starship and perform stunts, followed by the next lowest, and so on, until all starships have moved. Also during this phase, each of the science officers act at the same point in the phase as her starship's pilot, but they can decide between them who acts first.

3. Gunnery: The gunners can fire their starships' weapons. Although starships fire in the same order decided upon in the helm phase, the effects of damage are not taken into account until the end of the phase, meaning that all starships can fire, even if they take enough damage to be disabled or destroyed during this phase.

LORESEEKER

TIER 2

Starfinder Society Pegasus (*Starfinder Society Roleplaying Guild Guide*)

Medium explorer

Speed 10; **Maneuverability** good (turn 1); **Drift** 1

AC 13; **TL** 13

HP 55; **DT** —; **CT** 11

Shields Basic 40; forward 10, port 10, starboard 10, aft 10

Attack (Forward) light laser cannon (2d4)

Attack (Port) light laser cannon (2d4)

Attack (Starboard) light laser cannon (2d4)

Attack (Turret) coilgun (4d4)

Power Core Pulse Green (150 PCU); **Drift Engine** Signal Basic; **Systems** basic medium-range sensors, crew quarters (good), mk 1 duonode computer, mk 2 armor, mk 2 defenses; **Expansion Bays** cargo hold, escape pods, science lab, tech workshop

Modifiers +2 Computers, +1 Piloting; **Complement** 4–7

Handout #8: Odyssey

STARSHIP COMBAT ROUNDS

Each round of starship combat is divided up into the three following phases, resolved in order. Each character onboard a starship typically acts in only one of these phases, depending on her role on the starship. The captain can act in any phase. Full rules for starship combat begin on page 317 of the *Starfinder Core Rulebook*.

1. Engineering: The engineers can repair the starship's systems or give one or more systems a boost. These actions occur simultaneously, so they can be resolved in any order.

2. Helm: Each starship's pilot attempts a Piloting check. The pilot with the lowest result acts first to move his starship and perform stunts, followed by the next lowest, and so on, until all starships have moved. Also during this phase, each of the science officers act at the same point in the phase as her starship's pilot, but they can decide between them who acts first.

3. Gunnery: The gunners can fire their starships' weapons. Although starships fire in the same order decided upon in the helm phase, the effects of damage are not taken into account until the end of the phase, meaning that all starships can fire, even if they take enough damage to be disabled or destroyed during this phase.

ODYSSEY

TIER 4

Starfinder Society Drake (*Starfinder Society Roleplaying Guild Guide*)

Medium transport

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

AC 14; **TL** 14

HP 85; **DT** —; **CT** 17

Shields light 70; forward 20, port 15, starboard 15, aft 20

Attack (Forward) coilgun (4d4), heavy laser cannon (4d8)

Attack (Aft) coilgun (4d4)

Attack (Turret) coilgun (4d4), high explosive missile launcher (4d8)

Power Core Pulse Green (150 PCU); **Drift Engine** Signal Basic; **Systems** budget medium-range sensors, crew quarters (good), mk 1 trinode computer, mk 4 armor, mk 4 defenses; **Expansion Bays** cargo hold, escape pods; **Complement** 4–7



JOIN OUR COMMUNITY

Are you looking for more adventures? Check out Starfinder Society Organized Play! In the organized play campaign, your character exists in a common setting shared by thousands of other gamers. You can take your character to any public Starfinder Society event anywhere in the world. Starfinder Society Organized Play includes adventures for the Starfinder Roleplaying Game. Over time, campaigning in an organized play environment offers a uniquely immersive experience, as your diverse companions add depth to the campaign world. It's also a great way to get in touch with other local gamers, meet new people, and play regularly without all the prep work and scheduling of a traditional campaign.

STARFINDER ROLEPLAYING GAME

The Starfinder Society Roleplaying Guild is a worldwide science fantasy roleplaying campaign that puts you in the role of an agent of the Starfinder Society, a galaxy-spanning league of adventurers and explorers dedicated to discovering the history and treasures of a vast galaxy. A Starfinder's adventures explore the seedy dives and political intrigues of Absalom Station between thrilling starship dogfights and exploration of the most interesting and

exotic locales in the galaxy.

While the Game Master and your companions might change every time you play, your character advances and gains rewards as normal.

For more on the Starfinder Society Organized Play campaign, how to read the attached Chronicle sheets, and how to find games in your area, check out the campaign's home page at paizo.com/starfinderSociety.

PATHFINDER ROLEPLAYING GAME

The Pathfinder Society Roleplaying Guild is a worldwide fantasy roleplaying campaign that puts you in the role of an agent of the Pathfinder Society, a legendary league of explorers, archaeologists, and adventurers dedicated to discovering and chronicling the greatest wonders of an ancient world beset by magic and evil. A Pathfinder's adventures explore the dark alleys and political intrigues of the city of Absalom between far-flung travels to the most interesting and exotic locales in the world of the Pathfinder Roleplaying Game.

For more on the Pathfinder Society Organized Play campaign and how to find games in your area, check out the campaign's home page at paizo.com/pathfinderSociety.

Starfinder Society Quests: Into the Unknown

Event _____

Date _____

GM # _____

GM Character # _____

GM Name _____

GM Fame Earned _____

☐ Acquisitives
☐ Second Seekers ()
☐ A ☐ B

☐ Exo-Guardians
☐ Faction _____
☐ C ☐ D

☐ Dataphiles
☐ Wayfinders

Character # _____

☐ Fame
☐ Faction Boons

Character Name _____

☐ Acquisitives
☐ Second Seekers ()

☐ Exo-Guardians
☐ Faction _____

☐ Dataphiles
☐ Wayfinders

Character # _____

☐ Fame
☐ Faction Boons

Character Name _____

☐ Acquisitives
☐ Second Seekers ()

☐ Exo-Guardians
☐ Faction _____

☐ Dataphiles
☐ Wayfinders

Character # _____

☐ Fame
☐ Faction Boons

Character Name _____

☐ Acquisitives
☐ Second Seekers ()

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Character # _____

☐ Fame
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Character # _____

☐ Fame
☐ Faction Boons

Character Name _____

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☐ Second Seekers ()

☐ Exo-Guardians
☐ Faction _____

☐ Dataphiles
☐ Wayfinders

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Starfinder Society Quests: Into the Unknown

Character Chronicle #

A.K.A.

7

Player Name

Character Name

Organized Play #

Character #

Faction

This Chronicle sheet grants access to the following:

Variable Rewards: The credits, XP, Fame, and Reputation you earn on this Chronicle sheet are based on your level and how many of the quests you complete. Until you play an adventure other than *Into the Unknown*, you can continue to play the other quests and earn greater rewards—even over multiple sessions. Circle the number of the quests you have completed and check off the clues discovered using the boxes below. Before beginning a different adventure, calculate your rewards for this Chronicle sheet based on the table below. You can assign the Reputation to any faction that you possess a Champion boon for.

Quests	Credits	XP	Fame & Reputation	Other
1	140	1	1	
2	280	1	1	
3	420	1	1	Starfinder Insignia
4	560	1	2	
5	720	1	2	Hero of the Stars

Clues

- ☐ Lawblight Assault
☐ Lawblight Barrage
☐ Lawblight Data
☐ Lawblight Evasion

Hero of the Stars (Starship Boon; Limited Use): You defeated the dreaded Besmaran pirate ship, *Lawblight*, showcasing your determination during an intense starship combat. This boon activates anytime your starship is reduced to 0 or fewer Hull Points. Your starship immediately regains a number of Hull Points equal to its tier × 5. A starship can never regain more than 30 Hull Points in this manner. A starship can never have more than one of these boons attached to it. When this boon activates, cross it off your Chronicle sheet.

Starfinder Insignia (Slotless Boon): Venture-Captain Arvin presented you with a commemorative insignia in gratitude for your services to the Starfinder Society. Although it appears to be an ordinary medal showing the symbol of the Starfinder Society, this insignia can store as much information as a common tier-1 datapad. Unless told about this secret, a non-Starfinder must succeed at a DC 20 Perception or Sense Motive check to realize the insignia is a storage device. This insignia is worth 0 credits and cannot be sold.

Subtier

assault hammer (95; item level 1)
azimuth laser pistol (350; item level 1)
flight suit stationwear (95; item level 1)
iridescent spindle aeon stone (740; item level 2)
tactical X-gen gun (4,240; item level 6)
tier-1 antitoxin (150; item level 1)

Reputation

Faction _____ Reputation _____ Faction _____ Reputation _____
Faction _____ Reputation _____ Infamy _____

SUBTIER	<input type="checkbox"/> Normal
1	Special

SUBTIER	<input type="checkbox"/> Normal
—	—

SUBTIER	<input type="checkbox"/> Normal
—	—

SUBTIER	<input type="checkbox"/> Normal
—	—

MAX CREDITS

EXPERIENCE

FAME

CREDITS

Starting XP

+ GM's Initials

XP Gained (GM ONLY)

=

Final XP Total

Initial Fame

+ GM's Initials

Fame Gained (GM ONLY)

-

Fame Spent

Final Fame

Starting Credits

+ GM's Initials

Credits Garnered (GM ONLY)

+ GM's Initials

Day Job (GM ONLY)

-

Credits Spent

=

Total

For GM Only

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Organized Play #