

BLOOD SPACE AND MOON DUST

AN INTRODUCTORY ADVENTURE
FOR 4-6 1ST LEVEL CHARACTERS



BY MATT BANACH

STARFINDER
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ADVENTURE BACKGROUND

The Xa-Osoro system used to bask in the light of a pair of binary stars – the Emperor and the Empress – which were worshipped as the embodied god-spirits of ancient rulers. Then the Emperor went supernova, the explosion so powerful that it breached the barriers between planes. It also unleashed vast, mysterious mystic powers, plunging the system into the Nova Age. This era was a period so mystically and psychically traumatic it warped space and time both before and after it, to this day remaining a hazy-edged gap in the system's collective memory. During the supernova and the ensuing Nova Age, some powerful force miraculously kept the entire system from being vaporized or flying apart. The faithful claim the Empress deserves credit, but others dismiss the entire story of a supernova as merely a parable. Emerging from the darkness of the Nova Age, a few things are clear: Azan—the homeworld of the Radiant Imperium – shattered and the took heads of the empire with it; many planets have suffered orbital shifts and ecological catastrophes, radically altering their civilizations; and the Emperor's ruddy remains are splattered across the system in a vast nebula-like cloud of stellar debris known as blood space.

Blood space – also referred to as 'the Viscera' – is an angry red cloud of varying consistency and erratic currents, spread throughout the system and capable of transforming any patch of space into a ruinous minefield of madness, demons, and worse. Life forms exposed to the Viscera risk mutation, psychic harm, and even possession by malevolent entities. Wards against these perils are possible, and savvy local pilots know how to navigate the nebula, but every journey through the Viscera carries increased risk. Despite all the dangers, there are unique resources within blood space. Hematonium, also known as red mithral, is a mystical heavy metal derived from the Viscera, harvested at great difficulty and coveted for its multiple strange properties, most of which are poorly understood, even by those powerful or foolish enough to attempt to harness the stuff.

These days, Xa-Osoro is a tumultuous system, but one ripe with opportunities and new frontiers. Factionalized survivors of the Radiant Imperium are scrambling to restore their own versions of order, though conflicts between the heavy-handed military, the fanatical priesthood, and desperate planetary governments threaten to draw the imperials into civil war over the scraps of their legacy. Mega-corporations like XianLong Galactic and 1010 Robotics have rushed in to exploit the empire's instability, signing massive terratransmutating and construction contracts, making them the de facto government on several planets, moons, and space stations. Alien races such as the gene-swapping deoxyians and shadowy wayang have also come to the fore, emboldened to conduct their controversial experiments and heretical rituals with little regard for who might stop them. For the crew of a humble starship, survival demands being aware of these competing factions and playing them against each other.

One such faction central to this adventure is the Red Spiral, a secretive philosophical cult of radical solarrians, mystics, and cosmologists with an unhealthy interest in the transmogrifying properties of blood space and how it might affect the fate of the universe. One of the Red Spiral's agents, a calculating solarrian named Tarq Grazza, has hatched a plan to spread vaporized hematonium throughout the nascent atmosphere one of the system's moons, and the PCs find themselves caught up in the middle of this scheme.

ADVENTURE SUMMARY

Tarq Grazza is a mutated weregorilla who believes in the extreme goals of the Red Spiral. In order to advance that agenda, Tarq Grazza is intent on spreading the mutative influence of blood space across the Xa-Osoro system. Grazza has a three-step plan. First, have one of his operatives steal a hematonium artifact from a crazed and murderous band of mutant space pirates. Second, arrange for the transport of said artifact to the moon of Lunox and Grazza's hidden camp on the outskirts of the sprawling moon base Dust City. Third, use the atmosphere-generator of one of the moon's transmu-



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forming plants to disperse vaporized hematonium into the moon's atmosphere, where it will affect the moon's millions of inhabitants for generations to come.

As this adventure begins, Tarq Grazza has already accomplished the first step of his plan, as one of his operatives has successfully stolen the hematonium artifact from the space pirates. However, during the heist, the pirates poisoned and critically wounded Grazza's operative, who only lived long enough to implement a fallback plan. Working through droids and computers, the operative arranged for an innocent third party (the PCs) to unwittingly transport the concealed artifact to its intended destination. The pirates are still in pursuit of their stolen property, tracking it with help from strange bloodhound-like alien with a special sense for hematonium.

As far as the PCs know at the start of the adventure, they were hired at the last minute by a shipping company to transport some valuable but normal-seeming cargo containers to meet an urgent delivery deadline. The cargo containers begin sealed, guarded by a generic-looking porter droid. The PCs have explicit directives from the shipping company to deliver the cargo containers to a specific landing pad at Dome-421 on the outskirts of Dust City, where the very expensive docking fee has been pre-paid, subject to authorization by the porter droid. The PCs expect to be paid well upon delivery; in addition, Dome-421 is where they've arranged to score a serious bargain on a new Drift engine for their starship, to replace the old one which recently broke down beyond repair.

Part 1 begins as the PCs are intercepted by the pursuing space pirates, who attack without warning, attempting to disable and board the PCs' ship. Whether or not the PCs triumph in the starship combat and any ensuing boarding party skirmishes, the battle with the pirates reveals to the PCs that something strange is afoot, and they may quickly discover that their cargo is more than they were originally led to believe. While the PCs will have several choices for how to proceed following the encounter with the pirates, landing at or near the moon base remains the necessary next step in order to repair the ship, pick up their new Drift engine, and delve further into the mystery regarding their delivery job.

Part 2 presents the PCs with a sandbox-style opportunity to explore Dome-421 and the moon's surface, following up on any leads they have uncovered, or simply getting into trouble in the rough-and-tumble

spaceport. Even if the PCs remain ignorant of the larger scheme in which they are embroiled, the action will eventually come to them, once Grazza's minions realize that the artifact's delivery is not proceeding as planned. The minions stalk the PCs carefully, seizing upon any opportunity to steal back the artifact and deliver it to Grazza. The PCs may be able to turn the tables on the minions, and then use available clues to trace the plot back to Grazza.

Part 3 takes the PCs on a bouncy, low-gravity trek across the moon's dusty surface, whether by planned excursion or in pursuit of the shadowy minions in order to reach the transmuting plant where Grazza intends to bring his scheme to fruition. Once the PCs get past the plant's security perimeter and sentries, they must confront Grazza himself, who attempts to complete his plan – or at least takes the opportunity to punish the PCs for foiling it. The wrathful solarian is a formidable melee combatant, more than capable of providing a climactic and potentially deadly final battle with the fate of millions hanging in the balance.

WHAT DO I KNOW: THE JOB

The PCs already know the following about “the job”:

- You were hired on short notice by a small shipping company – BentoMax Sundries – to transport some crates of Osorian voidfruit to Dome-421 at the edge of Dust City spaceport on Lunox, a moon of Ulo.
- BentoMax warned that Osorian voidfruit – a valuable delicacy in this system – is highly susceptible to bruising and spoilage, so the four crates are refrigerated and pressure-sealed. The starfruit is for some fancy shindig, so they're willing to pay top credits for delivery on a deadline – which ends in 6 hours.
- A porter-droid – a squat tread-roller with forklift arms – is escorting the cargo. Once you reach Dome-421, the droid will confirm the shipment is intact and on time, transmit the code to pay the spaceport docking fee (on the BentoMax account), and then offload the crates. You'll be paid upon delivery.
- The job's timing is convenient, since you were on your way to Lunox anyway to pick up a new Drift engine – buying at half price due to some favors – to replace the old one that recently went kaput.

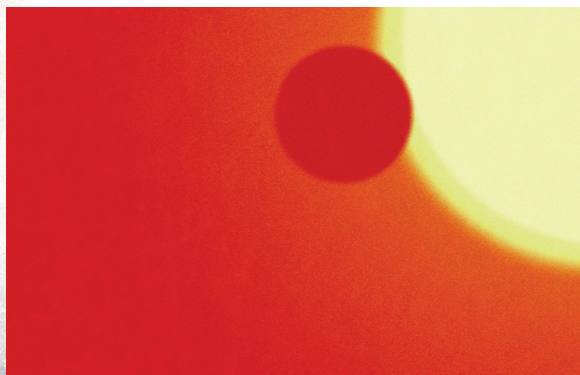
GETTING STARTED

Get the players situated with their characters and starship, and discuss their backgrounds and how they came together as a crew. This adventure comes with four pre-generated characters and a starship, but the adventure does not require use of the pre-gens, so feel free to use your own characters or starship. Before starting the action, the players should name their starship and decide their characters' roles aboard the starship. This will be immediately important once starship combat begins, so each player needs to know their usual "battle station."

Once all the players are familiar with their characters' roles aboard the starship, read or paraphrase the following aloud (or ask the captain to do it):

"Captain's log. Star date... unknown. The clock is broken, like so many other things. The ship is badly in need of repairs, and the timing couldn't be worse. Looking out the view-port, instead of twinkling stars set against a vast black void, everything is red. Red clouds above, red clouds below, and red clouds beyond, like the ship is floating in an endless pool of a god's gory viscera. "Blood space" they call it – some sort of strange nebula – an ominous and ever-present fact of life here in the Xa-Osoro system. It's nasty stuff, full of madness and terror; or so they say. Here's hoping that the course to Lunox is as smooth – relatively – as the nav-data claims. The supposedly clear space-lane through these clouds is shifting, getting narrower by the minute. There's cargo to deliver, and a deadline to meet. But cargo means credits, and credits mean a new Drift engine ready and waiting at Dust City spaceport. Now if only... Wait! ... What is that? Coming straight through the nebula?!

It's... It's... "



PART 1:

ENCOUNTER IN BLOOD SPACE

Blood-mad space pirates have tracked the PCs' ship to its current location using a bloodhound-like alien called a xaosnarr, which can sense the hematonium artifact hidden amongst the cargo. Emerging from the nebula's red clouds without warning, the pirates intercept and attack, intent on retrieving their stolen property. Get out a large hex map and begin starship combat per Event A.

EVENT A – STARSHIP COMBAT CR 3

LOCATION: SPACE

A space pirate raider bursts from the bloody red clouds within 4 hexes of the PCs' ship, initiating combat.

Hazard Ominous red clouds of Viscera swirl along two edges of a choppy lane of relatively clear space, with one direction representing the course ahead. It's not a physical barrier, but passing through it may affect a ship's crew. While Viscera overall has a wide variety of harmful effects, this particular patch acts like an aura of fear and confusion. If a starship begins its turn inside a hex of Viscera, each character aboard must make a DC 13 Will save or become shaken for 10 minutes; a successful save grants immunity to this effect for 10 minutes. Characters who remain in the Viscera must continue to attempt saves every 10 minutes. If a character is already subject to this effect and fails another save, she becomes confused for 1d4 rounds in addition to being shaken for another 10 minutes. The pirates in this encounter are already blood-mad, so further exposure to blood space only stokes their rage.

This older-model light freighter is covered in blast marks and messy red streaks. Its port and starboard weapon mounts bulge with swiveling gyro-domes, giving it the appearance of an angry, googly-eyed iguana.

Development This starship combat with the raider is intended to be hard and potentially disable the PCs' ship, so don't worry if the PCs lose the dogfight. The PCs will have an immediate opportunity to turn the tables once the pirate boarding party comes knocking, and after that, the PCs will have an even stronger reason to continue to Dust City spaceport nearby for repairs. On the other hand, if the PCs somehow successfully flee the raider without ever coming into direct personal contact with the pirates themselves, don't worry; they will still have sufficient hooks and clues to continue further into the adventure, and you can skip to Event C.

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WHAT DO I KNOW? BLOOD SPACE/VISCERA

A Mysticism or Physical Science check to recall knowledge reveals the following about blood space/Viscera:

Result	Information
5+	Blood space (also referred to as Viscera) is a red nebula spread throughout the Xa-Osoro star system. It is hazardous, known to negatively affect the minds of crews exposed to its strange radiations.
15+	Blood space is chaotic and often defies the laws of physics. It occurs in varying concentrations, and can move unpredictably. Exposure to blood space can cause terror and madness. Prolonged exposure can turn living organisms "blood-mad," heightening aggression and stripping away morality.
20+	Blood space is not a true nebula, it is a cloud of post-nova stellar debris left over from the supernova explosion of the Emperor, one of the Xa-Osoro system's prior binary stars. Blood space attracts fiends and other evil extraplanar entities. Hematonium, also known as red mithral, is a mystical metallic derivative of Viscera with potent mutagenic properties.

Treasure If the PCs want to loot the raider, they'll have to board it and face the pirates. See Event B.

Story Award Starship combat with the pirate raider is a hard encounter, and the PCs may very well not succeed. However, provided the PCs actively participate in starship combat and survive, award them 400 XP as a story award.

EVENT B – BOARDING PARTY CR 1

LOCATION: PLAYER'S SHIP

This event occurs after the starship combat in Event A, provided that the PCs' ship and the pirate raider come

WHAT DO I KNOW? LOCAL LEGENDS/RELIGIONS

A Culture check to recall knowledge reveals the following about relevant local legends and religious beliefs:

Result	Information
5+	The Xa-Osoro system's single (current) star is called the Empress, and is worshipped as a sun-goddess. Blood space is widely feared or revered as the metaphorical blood of the Emperor, a deceased sun-god.
15+	In several faiths across the Xa-Osoro system, the red clouds of Viscera represent divine judgment for sins committed during the forgotten Nova Age, during which the Emperor died and the once-mighty Radiant Empire fell from its former glory. Other faiths revile blood space as a demonic curse intended to corrupt the holy light of the Empress, and they pray for the Empress' protection against evil and chaos.
20+	A few cults believe that the Emperor is not truly dead, merely diffused, and through the spread of blood space and its divine mutations the Emperor will rise and live again, stronger than before.

together one way or another. If the pirates succeeded at disabling the PCs' ship, they forcibly board the PCs' ship and tactical combat occurs; on the other hand, if the PCs won the dogfight and choose to board the raider, the fight occurs aboard the raider. Alternatively, the PCs might pretend to be disabled before their ship really is wrecked, luring the pirates onto their vessel as a ruse in order to spare it some damage and ambush their foes. Tactics suggestions are provided below, as is the deck map for a starship. You can use this as either the pirate raider or the pre-generated PC ship that is provided in the back of this adventure, depending on where the fight takes place.

PIRATE RAIDER TIER 1

Small light freighter frame

Speed 8; **Maneuverability** good (turn 1); **Drift** 0
AC 13; **TL** 12

HP 40; **DT** —; **CT** 8

Shields light 10 (forward 3; port 2; starboard 2; rear 3)

Attack (Forward) grappling beam gun (2d6, special)

Attack (Forward) light plasma torpedo launcher (3d8, limited fire 5)

Attack (Port) gyrolaser (1d8)

Attack (Starboard) gyrolaser (1d8)

Power Core Pulse Brown (90 PCU); **Drift Engine** none; **Systems** basic computer, budget short-range sensors, crew quarters (common), mk 1 armor, mk 1 defenses, self-destruct system

Expansion Bays cargo holds (3)

Modifiers +2 Piloting; **Complement** 3

SPECIAL ATTACKS

Grappling beam gun: This short-range direct light weapon (PCU 10) can deal 2d6 damage, or switch to generate a modified tractor beam, creating a tether of gravitons that can move the raider toward larger ships (but cannot be used as a weapon in this mode). A successful hit in tractor beam mode deals no damage. Against larger target ships, the raider is pulled toward the target ship at a rate of 2 hexes/round, resolved during the helm phase (acts as a normal tractor beam against ship same sized or smaller). If the target ship moves, the raider is pulled along with it, maintaining a constant distance. A successful Piloting check (DC 16) allows the targeted pilot to shake off the grappling beam as her action in a round.

CREW

Gunner (2) gunnery +2

Pilot Piloting +8

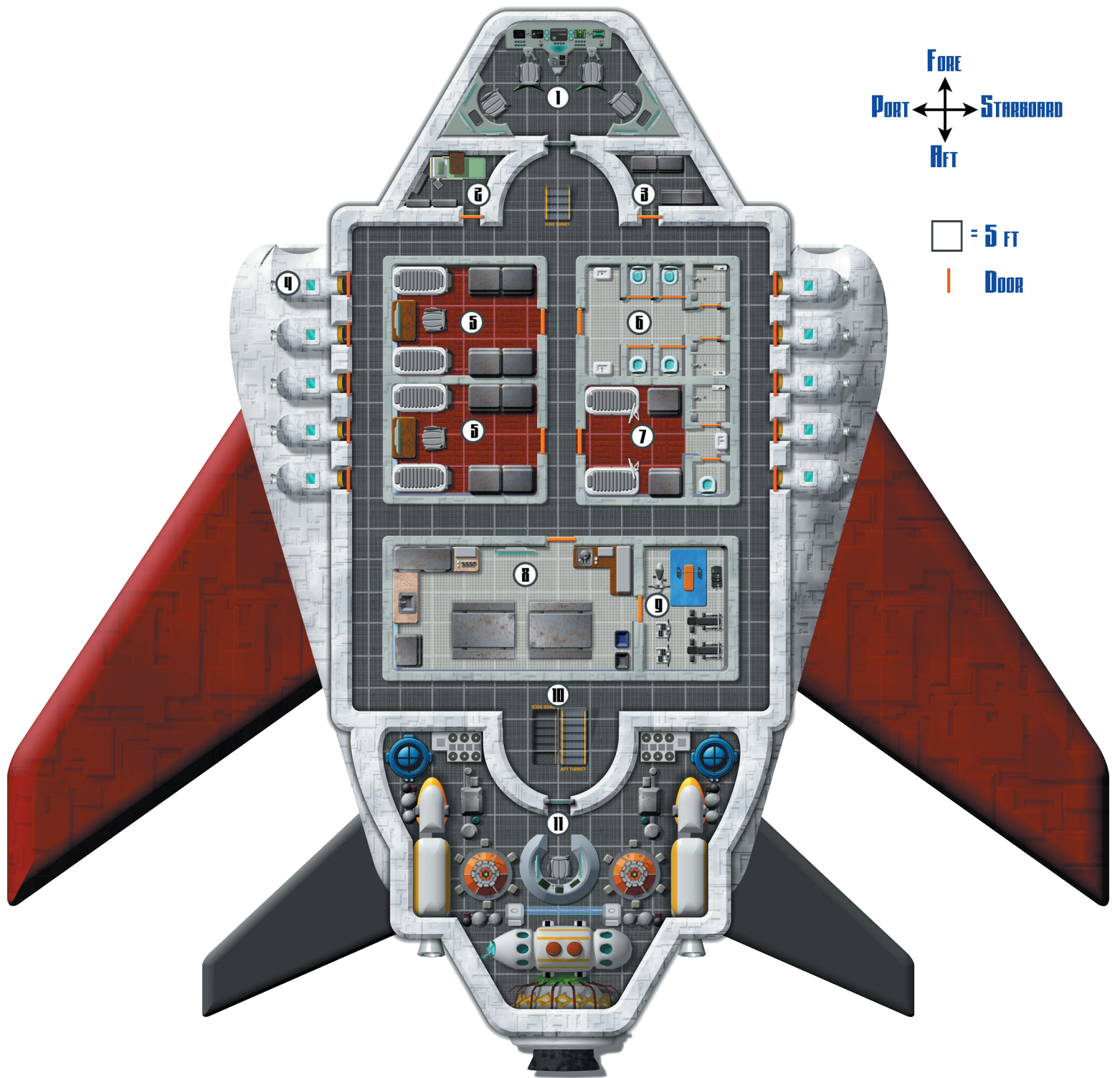
TACTICS

During Combat The blood-mad pirates use simple, aggressive tactics, primarily chasing the PCs' ship and shooting until it stops moving. They use their grappling beam gun early and often, trying to keep the PCs' ship from escaping. Their tracking torpedoes and gyrolasers (which swivel between two adjoining arcs) allow it to keep firing, even from a poor arc position. One pirate might calm down enough to engineer some repairs, but only if an important offensive system is wrecked.

Morale The raider attacks until disabled. If it disables the PCs' ship, it stops firing and closes in, using its grappling beam to pull the two ships together.

SHIP MAP KEY

- 1. Bridge.** All the ship's systems and combat roles can be handled from this small bridge, which has room for four sitting and two standing characters.
- 2. Private Room.** Smaller than other rooms on this ship, this can be a ready room for the captain, or a small private room, or even be locked from the outside as a comfortable brig cell.
- 3. Armor.** These weapon cabinets are lockable, as is the door (values for both: Hardness 20, 60 HP; Computers or Engineering DC 28 to open).
- 4. Access Hatches.** There are 10 small airlocks, five port-side and five starboard-side, allowing two Medium or one Large creature to enter or exit at a time. Cycling the airlocks takes 2 full rounds.
- 5. Quarters.** These 22 ft. x 16 ft. rooms each have two bunk beds, four lockable storage chests (Hardness 10, 30 HP; Computers or Engineering DC 18 to open), a desk with an entertainment screen and access to the computer (but not to the ship's systems), and a chair bolted to the deck.
- 6. Hygiene Chamber.** Sonic showers and sinks, chemical toilets, and airblast refreshers in the ceiling and floor allow a character to get clean in a minute, even fully clothed.
- 7. Entertainment Suite.** Two holobeds with vidscreens and privacy curtains, two cabinets with stored media and games, and a recycling water shower allow up to two people at a time to forget they are on a starship.
- 8. Mess Hall.** Access to food stores, two communal seating tables, and a recycled water sink allow full meals, snacks, or off-duty lounging space.
- 9. Recreation Room.** Mostly exercise machines tied to video games, and virtual sports equipment for up to six people at a time, focusing on hovercycle polo and explosive handball.
- 10. Access Ramps.** From here you can go down to the cargo bay (a single large 60-ft. x 60-ft. chamber, with a ramp that only functions when the ship is set down on a surface) or up the "aft turret" (a gunnery control station where up to two gunners can operate the ship's weapons).
- 11. Auxiliary Engineering.** A secondary engineering station, with access to the engines. Engineers gain a +2 circumstance bonus to Engineering checks made from this station. If there are engineers both here and in the engineering seat in the bridge, they must make opposed Engineering checks each round to see which one has control.



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These three snarling men are covered in scars, brands, and bloody streaks. Their legionnaire-style armor and assault hammers suggest they may have once been imperial troops, though the only insignia adorning their black and red battle outfits are the skulls and stars of space pirates. Their eyes shine with a dim red glow.

SPACE PIRATES (3)

CR 1/3

XP 135 each

Male human solider

CE Medium humanoid (human)

Init +0; **Senses** low-light vision; **Perception** +3

DEFENSE

EAC 10; **KAC** 12

HP 6 each

Fort +1; **Ref** +0; **Will** +2 (+2 vs. fear or charm effects)

OFFENSE

Speed 20 ft.

Melee assault hammer +5 (1d6+3 B)

Ranged flame pistol +2 (1d4 F, 20-ft. line; critical burn 1d4)

Offensive Abilities blood-mad fervor

TACTICS

Before Combat Before attacking, the pirates howl threats (which contain clues), attempting to demoralize their targets: *"Thieves! Stole the healing stone! Smash your skulls! Burn your bones! Die, thieves, die!"*

During Combat In the first round the pirates shoot their flame pistols, then charge into melee (with any bonus from the Opening Volley feat), each pirate singling out their own opponent to attack.

Morale The pirates fight to the death.

STATISTICS

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

Skills Engineering +3, Intimidate +3, Piloting +7

Feats Opening Volley

Languages Abyssal, Common

SPECIAL ABILITIES

Blood-Mad Fervor (Su) While exposed to blood space or derivatives thereof (such as hematonium), and for 1 hour after such exposure, a blood-mad creature enters a state of euphoric, aggressive fervor. While in

this state the creature gains a +1 morale bonus to attack rolls, a -1 penalty to EAC and KAC, and a +2 morale bonus to Will saving throws against fear and charm effects. While in this state, the creature also gains low-light vision, and its eyes glow with dim red light. A blood-mad creature is immune to the other negative mind-affecting effects of blood space to which normal creatures would be susceptible. These adjustments have already been included in the stat block above.

WHAT DO I KNOW:

SPACE PIRATES

A Culture check to recall knowledge reveals the following information about space pirates:

Result	Information
5+	Space piracy is rampant in the Xa-Osoro system, and many locals worry that the fractured Radiant Imperium is no longer strong enough to protect them and reduce the banditry to tolerable levels.
15+	Pirates come in many forms: rakish freebooting scoundrels desperate colonists-turned-scavengers, murderous marauding thugs, and even squads of disgraced imperial legionnaires. The megacorporations and the Radiant imperial military destroy pirate ships at any opportunity, shooting them down on sight.
20+	Skarn, "the Bloodied," a nearby moon of Ulo, is a notorious haven for pirates, especially the "blood-mad" who have embraced the chaotic influence of blood space, which makes them even more aggressive.

If the pirates board the PCs' ship: In addition to their grappling beam, the raider is equipped with a customized docking neck with magnetic clamps, cutting tools, and an electronic auto-hack program specially designed to force open an airlock. The PCs can prevent (or strategically delay) the auto-hack of their airlock with a successful DC 15 Computers

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check. However, if the pirates can't get in the easy way, they'll eventually begin cutting through the airlock door with laser torches, a process that takes 5 rounds. Once they breach the PCs' ship, the pirates rush in, attempting to shoot or stab anything that moves. Enraged and overconfident, the pirates aren't terribly cautious, so if the PCs lay a decent ambush they can make short work of the invaders.

If the PCs board the pirates' ship: Even on the defensive, the pirates do their best to inflict harm, however they're too infuriated to stage some clever trap. The pirates respond to attempts at parley with more threats, though they may let slip clues about why they were pursuing the PCs, referring to the PCs as "thieves" and insisting they can smell "it" close by. The last pirate standing lunges to activate the raider's self-destruct system, which destroys the raider and badly damages the PCs' ship unless they put at least 1 hex of distance between the two ships in time. The self-destruct system has a 5-round countdown timer, which can be cancelled from the raider's bridge by succeeded at a DC 20 Computers check.

Treasure If the PCs loot the pirates' cargo hold, they find 460 credits worth of gold-pressed ingots and the body of Grazza's deceased operative (see Development, below). Most of the pirate's equipment is sub-par, but they do have one broken static arc pistol which can be repaired with a successful DC 20 Engineering check. If the PCs ask about trying to sell the entire pirate ship, remind them it is tainted with significant levels of radioactivity, and that the time it would take to salvage parts would be outside this adventure; however, this could be a handy explanation for how the PCs acquire starship Build Points the next time they level up and it is time to upgrade.

Development Depending on how Event B plays out, the PCs may (or may not) discover the following clues:

- The pirates and their ship's interior are all tinged with red and notably radioactive; a PC who succeeds at DC 15 Physical Science check deduces that the pirates have been venting raw blood space directly into their ship.
- The PCs find a blood-spattered altar decorated with misshapen skulls from mutated humanoids aboard the raider. There is a conspicuously vacant space where something with a round base used to be in the center of the altar.

- Accessing the raider's nav-computer logs with a successful DC 15 Computers check reveals that the raider came from a pirate base on the nearby moon Skarn, stopped briefly at the same local space station where the PCs recently picked up their cargo, then flew nearly directly along the PCs' ship's trail to intercept them. The nav-computer had been accepting course input from a small neural scanner, but whatever life form it was connected to (the xaosnarr) is gone, the scanner's cord gnawed through and left dangling.
- A crate in the pirates' cargo hold contains the corpse of a male wayang dressed in black. A successful DC 15 Medicine check reveals he died of radiation poisoning about 24 hours ago, and was bludgeoned both pre- and post-mortem. A PC who succeeds at a DC 15 Perception check notices a small red spiral tattooed on his neck, and that his hands smell faintly of Osorian voidfruit. A search of the body finds an electronic fob hidden in his boot; this small radio beacon accesses the security perimeter of Atmospheric Plant XJ-97 on Lunox in Part 3. A PC who succeeds at a DC 25 Computers check can deduce its purpose and the location of its home system from its data.

Story Award If the PCs venture aboard the pirate's ship and discover clues, award them 600 XP.

EVENT C – THE STOWAWAY CR 2

LOCATION: SPACE

The PCs have an alien stowaway. During the encounter with the space pirates, the xaosnarr took the opportunity to unplug itself from the pirates' nav-computer and sneak aboard the PCs' ship using *dimension door*, eager to get closer to the hematonium artifact in the PCs' cargo hold. Frightened by the shootout, the skittish xaosnarr keeps itself hidden for a while until things settle down. While the PCs are back on course to Lunox, they can overhear a commotion in the cargo bay, where the porter droid has caught the xaosnarr sniffing around. Investigating the cargo hold reveals a strange-looking *thing* perched on top of the crates, hissing and flailing its tentacles while the porter droid beeps and waves its forklift arms at what it perceives as alien vermin. A PC who succeeds at a DC 15 Sense Motive check observes that this creature is acting like a frightened animal that is defending something, and a PC who succeeds at a DC 10 Perception check

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notices that the xaosnarr keeps returning to one crate of starfruit, no matter how many times the porter droid shoos it away. If a PC succeeds at a Life Science check to identify this rare alien (see below), she might make an educated guess that the xaosnarr must be attracted to some source of radiation.

This bright red squid-like creature has thirteen flailing tentacles, a spiraling three-pronged beak, and dozens of beady black eyes that blink and stare randomly from tiny pores embedded all over its elongated body.

XAOSNARR

CR 2

XP 600

CN Small aberration

Init +6; **Senses** darkvision 60 ft., radioactive scent; **Perception** +12

DEFENSE

EAC 12; **KAC** 13

HP 21

Fort +1; **Ref** +2; **Will** +5

Resistances cold 5, fire 5; **Immunities** radiation

OFFENSE

Speed 40 ft., climb 20 ft.

Melee bite +6 (1d4+2 B & P & S) or
tentacle lash +4 (1d4 S)

Multiattack bite +6 (1d4+2 B & P & S), 2 tentacle
lashes +4 (1d4 S)

Offensive Abilities reflexive irradiation

Spell-like Abilities (CL 7th)

At will – *dimension door* (self only)

3/day – *remove radioactivity*

TACTICS

During Combat The xaosnarr fights defensively, shrieking as it gnashes its beak and flails its tentacles.

Morale The xaosnarr is skittish and it flees combat via *dimension door* to another part of the ship if it takes any damage, but it continually returns to the cargo bay, drawn by the scent of hematonium.

STATISTICS

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

Skills Acrobatics +7, Stealth +12, Survival +12 (+16 when tracking)

Languages Aklo (cannot speak)

Other Abilities voidwalker

SPECIAL ABILITIES

Radioactive Scent (Su) Xaosnarr can sense radiation signatures in the same way terrestrial creatures use the scent ability. Clean, primal creatures may have no radiation scent, but due to exposure to technology and cosmic rays most spacefaring creatures have some radiation scent detectable to a xaosnarr, and creatures carrying equipment with power sources have stronger radiation scents. Xaosnarr can track overpowering radiation scents – such as a starship's power core or a mass of hematonium – across great distances through space.

Reflexive Irradiation (Sp) Once per day, when a xaosnarr takes damage, it can emit a burst of harmful radiation as per the *irradiate* spell (CL 7th, DC 13, 10-ft.-radius emanation centered on the xaosnarr) as a reaction. The xaosnarr can recharge this ability by using *remove radioactivity* on a source of radiation it did not create.

Voidwalker (Su) Xaosnarr can survive in the void of outer space, and are immune to the harmful environmental effects of outer space and vacuum, including lack of air and the risk of decompression. Xaosnarr gain a supernatural fly speed of 20 feet (perfect maneuverability) while in space.

The xaosnarr is essentially an abused animal, which the PCs can rescue rather than kill, if they choose. The creature begins as unfriendly and will defend itself if attacked, but it doesn't want to fight. If the PCs show the xaosnarr some compassion and succeed at a DC 23 Diplomacy check, the alien adopts an indifferent and eventually friendly attitude toward these new humanoids, potentially becomes an odd pet until the end of this adventure. Giving the hungry beast a radiation-laden snack (such as a spent fuel rod from the power core) to gnaw on grants a +5 bonus to any Diplomacy check to improve its attitude. Even if the PCs decline to coddle the xaosnarr, it is predisposed to remain near the hematonium artifact, so it will lurk and follow it even if driven off. If the PCs kill the xaosnarr before it can *dimension door* away, that's tolerable (the plot can still proceed); the radiation-sniffing alien will simply be unavailable to assist in tracking the artifact later in the adventure.

"THE ARTIFACT"

This twisted spherical mass of red metal is the size of a human brain and gives off a constant dim red glow. The surface is seamless but messy, covered in spiraling whorls and thorny protrusions, with no apparent pattern. The object is heavy for its size, weighing twenty pounds. Around its circular leaden base, three runes are roughly engraved into the metal, appearing as if they were scratched in by a knife – or claw.

Translated from Abyssal, the runes read as the demonic words for "A Great Power," "Bloody Flesh," and "Sacred Transformation." The three evenly spaced runes lack context or punctuation, and could be read in any order.

WHAT DO I KNOW: HEMATONIUM

A Physical Science check to recall knowledge reveals the following information about hematonium:

Result	Information
5+	Hematonium is a rare red-colored mineral found in blood space. It is weird, dangerous stuff.
15+	The properties of hematonium, also known as red mithral, blood iron, or carnelian crystal, vary depending on its form, and the current research is sparse and inconclusive. Some hematonium is radioactive.
20+	A prevalent scientific theory hypothesizes that hematonium has only existed since the Nova Age, and that it is supernova remnant material. Inhalation or ingestion of hematonium can cause mutations and psychic phenomena. The megacorp XianLong Galactic harvests it by using space-whale ships to filter free-floating particles of from Viscera's clouds. Though considered very valuable, most authorities also classify hematonium as hazardous and restrict it as an illegal controlled substance.

A Mysticism check to recall knowledge reveals the following about hematonium:

Result	Information
5+	Hematonium, also known as red mithral, blood iron, or carnelian crystal, is a mystical red substance found in blood space. It is powerful and dangerous, sought by chaos cults, demons, and other fiendish beings.
15+	Some beings use hematonium like a sacred drug, triggering euphoria, visions, mutations, and glowing red eyes, with side-effects similar to prolonged blood space exposure. Several religious cults in this system believe that ingesting or inhaling hematonium is divine transubstantiation of the body of fallen Emperor.
20+	Hematonium can be used in the construction of solarian weapon crystals, and some forms of it have supernatural healing properties. Hematonium is aligned with the powers of fire, chaos, and entropy.

Use Touching the artifact with bare skin triggers a euphoric rush which grants the touching creature fast healing 1 for 1 minute, and a +1 insight bonus to one ability check, skill check, or attack roll performed within the next minute. If a creature with solarian class levels touches the artifact, the fast healing and insight bonus values are doubled. For both solarials and non-solarials this sensation is potentially addictive, and for every use after the first, the user must succeed at a Will save (DC = 8 + 1 for each time the creature has touched the artifact) or enter a blood-mad fervor for 10 minutes (as per the pirates' blood-mad fervor supernatural ability on page 10). At the GM's discretion, repeated use of the artifact with failed saving throws can lead to lasting blood-madness.

WHAT DO I KNOW: XAOSNARRS

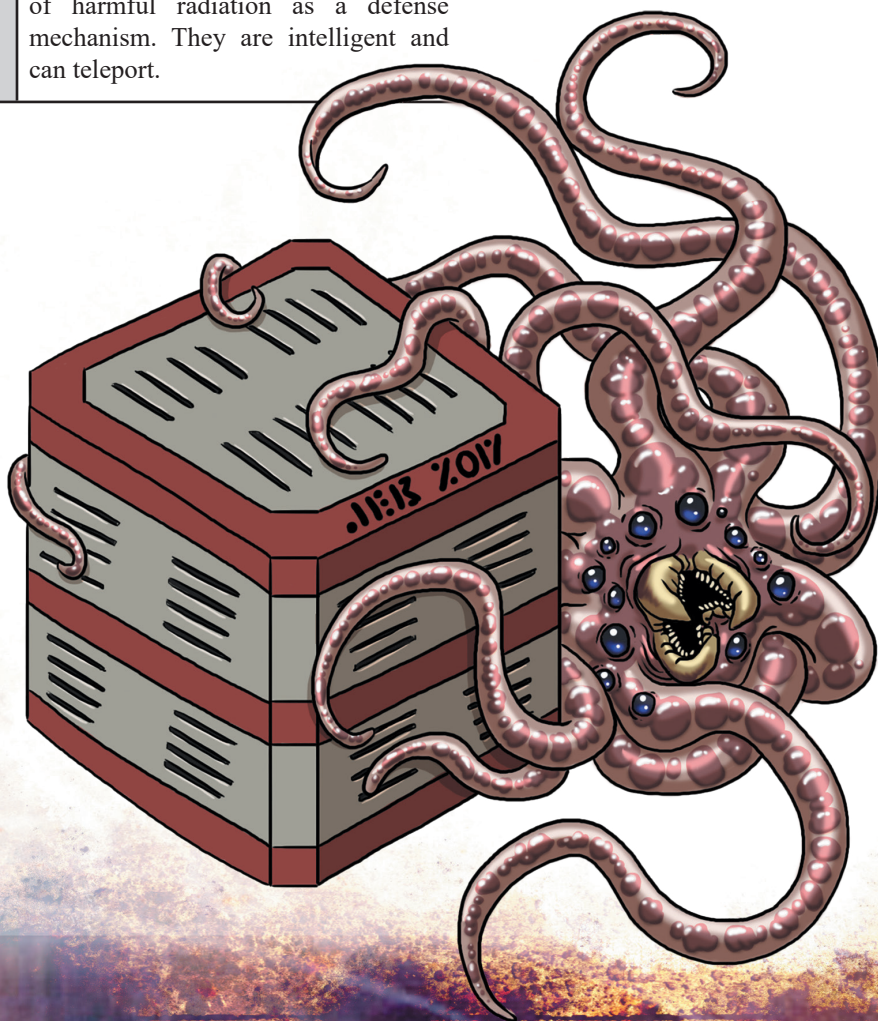
A Life Science check to recall knowledge reveals the following information about xaosnarrs:

Result	Information
15+	Xaosnarrs are rare, red, squid-like aberrations that float near blood space, regarded by some to be pests for their tendency to latch on to passing starships. They have spiral beaks and thirteen tentacles.
20+	Xaosnarrs consume radiation as a food, and can track radiation signatures like scents. They are especially attracted to power cores, concentrations of blood space, and radioactive minerals. Wounded xaosnarrs emit a burst of harmful radiation as a defense mechanism. They are intelligent and can teleport.

A successful DC 10 Physical Science check while using an appropriate sensor confirms the suspicious crate is in fact emitting low levels of high-frequency radiation. A PC who succeeds at a DC 10 Medicine or Physical Science check concludes this level of radiation isn't immediately dangerous to the PCs' health, but prolonged direct exposure could lead to radiation poisoning. This can be mitigated by encasing the source in lead or wrapping it in radiation-shielding cloth (such as a space suit). The porter droid beeps disapprovingly if the crate is opened, displaying "LOG: CARGO BREACHED" on its command screen, indicating that it intends to report this as a breach of contract. Hidden underneath a layer of starfruit, the PCs can easily see the strange red glow of the artifact in the crate.

Development After all this, the PCs must decide what to do next, but the action needs to keep moving.

- Let the PCs use their skills to determine what they know, consider the xaosnarr and the artifact, and discuss their next steps, but don't let the game bog down. Adventure awaits elsewhere.



- The PCs can't just stay put. If they do, read or paraphrase the following:

The nav-computer squawks with an alert – the clear lane through the nebula is narrowing. Looking out the viewports, you see dark red clouds closing in all around.

- Lunox (just 2 hours away) is the nearest port. At the Dust City moon base, the PCs can make repairs, and the pre-paid dock at Dome-421 is where they're scheduled to pick up their new Drift engine *and* where they're supposed to deliver their cargo and get paid – or demand answers from whoever set them up.
- The PCs may need to “deal with” the porter droid, depending on what it has observed and how they want it to behave once they get to Lunox. The PCs can hack and reprogram the droid's unsophisticated AI with a successful DC 20 Computers check, edit out any events they don't want it to report (such as the cargo being opened), and ensure that it will still transmit the pre-paid landing authorization codes. The droid and the cargo crates are equipped with simple locator beacons (1-mile range), which can also be hacked at the same DC.

Story Awards If the PCs befriend the xaosnarr instead of driving it away or killing it, award them experience as if they had defeated it, plus a 50 XP bonus each. If the PCs investigate the artifact, award them 600 XP; any PCs who personally touch the artifact and experience its effects receive an additional 50 XP.

WHAT IF?

- DISCARDING THE MACGUFFIN

What if the PCs simply jettison this ominous radioactive artifact out into space or hide it somewhere far away? If so, the adventure continues, albeit along a different track: Grazza and his minions work relentlessly during Part 2 to locate their missing cargo, interrogating the PCs and/or hacking their ship's logs to identify the artifact's coordinates, then heading out in their own ship, tracking it down with specially calibrated radiation sensors, retrieving it, then returning to Lunox to complete Grazza's master plan. Even if (especially if) Grazza cannot retrieve the artifact, he spends the adventure pursuing revenge and eliminating the PCs as loose ends.

PART 2:

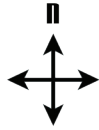
DOME-421, DUST CITY, LUNOX

Part 2 of this adventure can be run as an open sandbox-style romp, flexible and tailored to however the PCs choose to pursue the leads they have thus far. Once they've landed on Lunox, the PCs can delve further into the mystery afoot, prepare their own counter-schemes, or simply explore the “town” of Dome-421 and its NPCs.

The PCs know the following background information about Dome-421, from one source or another:

The Dome-421 Complex is actually a pair of joined habitable atmosphere domes approximately 2,400 feet across, with the larger dome 1,400 feet in diameter and the smaller dome 850 feet in diameter. Together the domes contain the equivalent of a small merchant town. Every dome in Dust City is owned by the megacorporation XianLong Galactic (commonly referred to as “XLG”), which handles all operations. While there are many types of domes throughout the sprawling spaceport, ranging from lowly economy-class options to ultra-secure corporate paradises, Dome-421 is designed to accommodate light commercial traffic – short-range civilian transport ships, small cargo vessels, light industrial craft, etc. The humble dome is connected by underground air-locked concourses to two similar neighboring dome complexes, but inter-dome travel authorizations are costly and tightly restricted by XLG's labyrinthine bureaucracy to control trade and maintain security, making each dome a fiefdom unto itself. The outer edge of the dome is ringed with airlocks which connect out to the surrounding array of docking pads for medium-sized or smaller starships. Life support systems inside the dome provide an average gravity, dry breathable air, and cool temperatures. Outside on the lunar surface, the atmosphere of Lunox (which is in the early stages of being transmuted into a habitable environment by vast transmutation techno-machines) is very thin and dusty but generally non-caustic, enabling most beings to walk to and from their docked ships wearing only goggles and basic breathing devices. Due to Dust City's status as an interstellar travel hub and XLG's ultra-diverse employee base, Dome-421's population is a cosmopolitan mix of dozens of alien races. It is a very busy place.

DOME 421



50 ft.

Air-Scrubbing Algae

Airlock Complex

Bulkhead

Canal

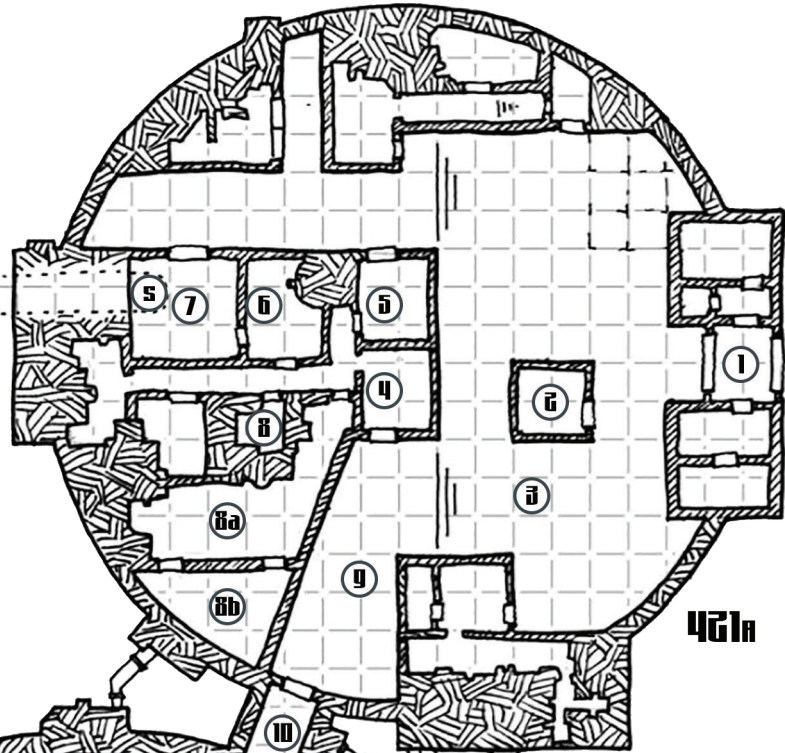
Communication Antennae

Compost Mound

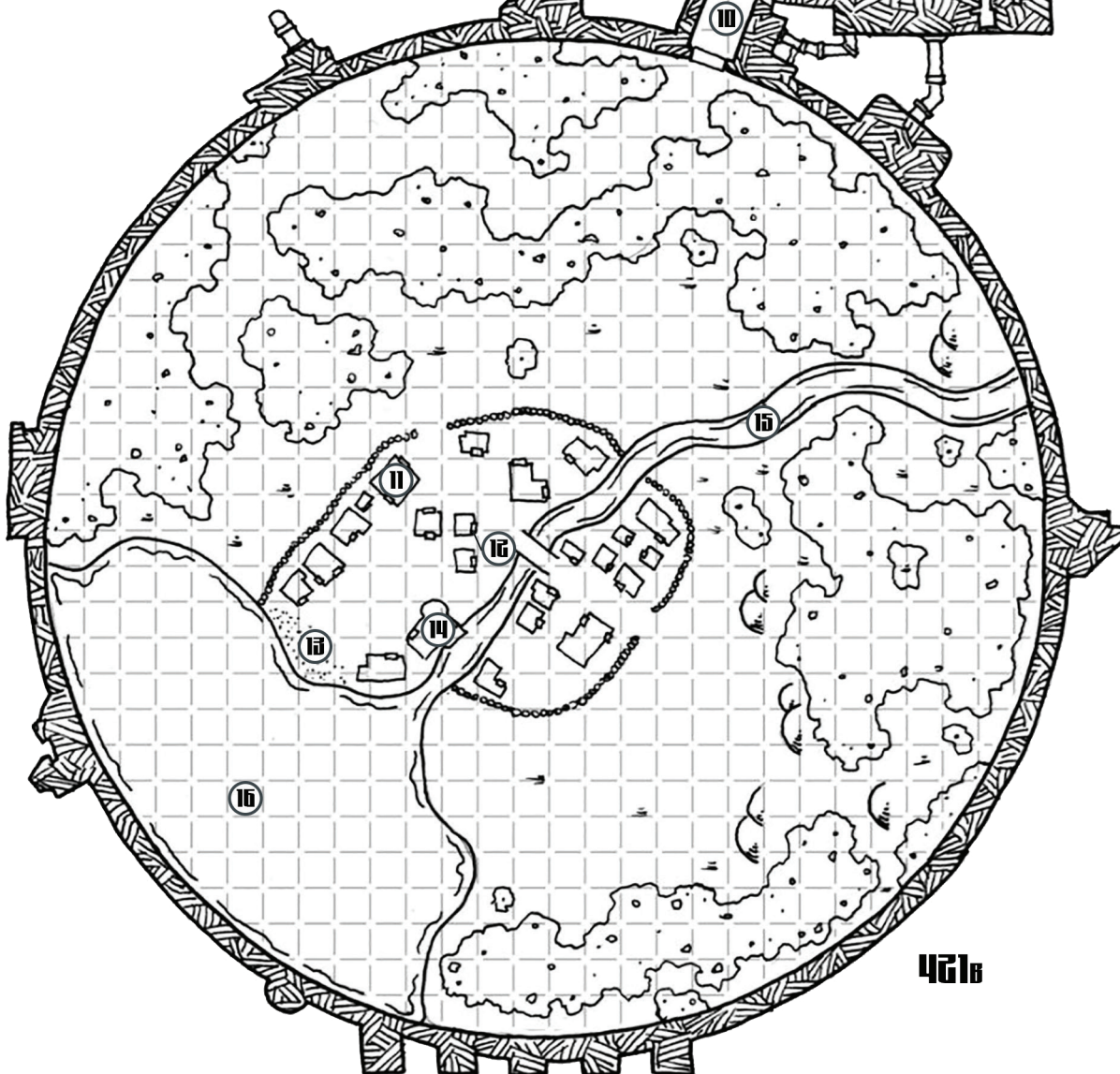
Mechanical Ducts

Secret Hatch

5



421a



421b

The Dome-421 Complex is broken into Dome-421a and the connected Dome 421-b.

Most XLG business is handled in 421-a, which includes warehouses, offices, garages, and entry bays and landing pads for small starships, such as the PCs are flying. It is made largely of big, open areas of storage space, with offices built-in along the walls, giving the whole area the feel of a vast underground warehouse complex. Most of these areas are separated by large bulkheads 20-to-80 feet wide, able to allow enormous lifter-trucks through, but also for small starships to move to different areas within the dome. The following area key areas of Dome-421a.

1. **Main Hangar Doors.** Small starships can move into the tremendous airlock, and be inspected before being granted passage to the interior of 421-a. Adjacent areas include guard barracks, contraband storage, and confiscation bays where everything from dragonweed to stolen ships are kept until XLG corporate decides what to do with them. Much of the contraband is never officially logged into corporate records, of course.

2. **421 Port Authority.** The local headquarters for XLG administrators and security staff, with brig.

3. **Landing Pads.** Divided into three main areas, this vast open space is divided into areas for small starships, lifter trucks, and large cargo movers to dock, park, and trade cargo back and forth.

4-7. **Warehouses 421-A, 421-B, 421-C, and 421-D.** These four large boxy areas are licenses by XLG for the long-term storage of cargo. A secret tunnel runs from Warehouse 421-D to the outside, and is large enough to drive a lifter truck through. It's an open secret, and can be found with a DC 15 Diplomacy check to gather information, or a DC 25 Perception check when searching the warehouse.

8. **XLG Outfitters.** A corporate vendor of factory-standard spacefaring equipment at full retail prices. While deals are made in the showroom, actual goods are kept in a separate secure warehouse (81), and things the local corporate managers are stripping down to refurbish and sell as new are kept in a private warehouse off that (8b).

9. **Merchant Mart.** This modern bazaar is a duty-free trade area, where things that have been allowed into 421a, but not yet found a buyer in bulk, is broken into smaller lots or individual items and sold piecemeal by an array of booths, temporary buildings, and storefronts linked to various shipping companies and non-XLG small businesses. This is the only areas in 421a where any business may be conducted that doesn't involve a XLG representative.

10. **The Transfer.** A secure cargo airlock

allowing easy passage from 421a to 421b. While the large doors should, by regulation, be kept closed and opened only when someone wishes access, in practice both sets are kept cracked 10-15 feet wide, allowing a constant stream of locals and visitors to move between the two domes.

While XLG controls nearly all of 421a, they only own 421b. This dome is a huge open-air zone, with internal structures and numerous small personnel airlocks around its perimeter. It also houses the main antennae, the water aquifer, air scrubber algae, and a huge volume of spare fresh air, allowing the complex to be maintained for hours without fresh air being created. Most of the permanent residents of the dome complex live here, and independent, permanent businesses are allowed. Of course since XLG owns everything any business or home is rented from the corporation, but there is still a greater sense of independence and freedom in 421b.

Rather than import air or trust mechanical scrubbers, the Dome-421 Complex has large fields of algae, which are allowed to grow nearly unchecked in the outer area of 421b. Compost mounds are also kept in the outer ring, to provide food for the algae. The complex's water aquifer is recycled through the 421b dome to keep it fresh, creating an artificial river.

The interior ring, demarcated by a safety fence, contains several apartment buildings and sleeping-cube rental stations, as well as a few notable businesses that are at least somewhat independent from XLG.

11. **The Wobbly Orbit.** A rough-and-tumble cantina frequented by traders, mercenaries, and star pilots.

12. **Zed-Zed's.** A noisy neon holo-arcade and gaming parlor, with illicit entertainment in the back rooms.

13. **Scrappers' Row.** An off-book street market for recycled equipment, odd foods, and suspicious goods.

14. **The Boxes.** This is the largest sleep-pod business in 421b, with hundreds of 8-foot x 4-foot x 4-foot niches, each with its own door, bed, infosphere access, and locker. Up to 5 niches are stacked atop each other at a time, accessed by a ladder, and hallways are lined with the stacks of niches on both sides.

15. **Canal.** This 50-foot wide canal stirs and recycles the water, which is pumped out of the aquifers through underground pipes back to the beginning of the canal.

16. **Aquifer.** While it's safe to stick your toes in the aquifer, anyone more than 10 feet from shore must make a DC 15 Athletics check or be pulled. Failing by 5 or more means you're sucked into a current for the 5-minute trip through pipes to the top of the canal.

If a drastic situation inside the Dome-421 Complex requires the intervention of XLG security or authorities, see Event G for more information on the Port Authority and XLG security forces that may show up to restore order.

Development Let the PCs explore and interact as time allows. Even if the PCs don't take the initiative, soon enough Grazza's minions will come calling, attempting to snatch the artifact (Event F) and transport it to Grazza for his use in Part 3. By the end of Part 2, the PCs should be pointed towards Atmospheric Plant XJ-97 out on the lunar surface, so if you want to speed things along, that's the direction things need to go.

EVENT D – THE DELIVERY

LOCATION:

WAREHOUSE 421-D, DOME-421

The instructions in the PCs' delivery contract dictate that the porter droid is supposed to offload the four crates of Osorian voidfruit from the PCs' ship and haul them to a lot inside warehouse 421-D, which the forklift-like droid can accomplish in one trip by loading all the crates onto its cargo rack. Then, at the warehouse, the droid is to confirm the crates have been delivered intact and on time to the warehouse manager. The warehouse manager will then approve payment according to the registered contract on file, authorizing the deliverers (the PCs) to claim their payment in credits from the warehouse's bursar's office. The deliverers are then free to leave, their duty under the contract discharged, and, in theory, someone from the deliverer company (BentoMax Sundries) will come to claim the shipment. This is the way the delivery is supposed to occur, but the PCs will almost certainly deviate from this script or perhaps play along as an opportunity to spy on who comes to claim the crates. However the PCs choose to twist the delivery scenario, be flexible, and realize that as clever and sneaky as the PCs try to be, Grazza's shadowy minions are also clever and might just be sneakier.

The cavernous warehouse is a massive box of a building, filled with mountains of stacked crates, towering shelves, and the unrelenting noise of clacking pallets and beeping machinery. The place is busy. Local employees, starship haulers, and cargo-loading drones are everywhere and in constant motion.

The warehouse manager is an old female vesk named Besgatha, a hulking, gray-scaled lizard-lady brought down to a medium height by her stooped posture. Besgatha is curt, cranky, and starts out unfriendly; the answers to likely questions below presume the PCs have succeeded at a DC 21 Diplomacy check to shift her attitude to indifferent or a DC 16 Intimidate check to bully her into being helpful. Besgatha has a Will save of +3, and a +5 bonus to all Charisma- and Wisdom-based skills. She walks with a cane and clucks her tongue.

Are you always this busy?/What is all this stuff?

"Damn right we're busy; a non-stop churn, ever since the great executive decided XLG was gonna start making sky and turning dust into dirt. Most of this is incoming T-form equip – breathers, transmutation turbines, buggies, and low-G medical supplements for the bouncers – er, I mean, the low-gravity workers."

When will someone be by to claim our delivery?

"This is a short-term lot, so the recipient has four hours to pick up this load, or else we start charging storage fees. Why do you care? If the porter says it all checks out, you haulers can claim your credits and go."

What if we have questions for/issues with our employer?

"XianLong Galactic subsidiaries and employees are not party to and take no position in disputes between third parties. That's legal speak for 'not our problem'. You can wait around if you stay out of the way."

What do you know about BentoMax Sundries?

"Personally, never heard of 'em. Hundreds of outfits ship goods through here and they're all just boxes to me. However, port authority regs require a local address for this class of shipping permissions." [She checks a datapad.] "Business register says: Suite 23, Structure 421-G10. Hmm, Gamma Block... must be right by The Wobbly Orbit."

Development Grazza's shadowy minions are expecting the delivery, and have carefully concealed themselves along the route from the PCs' pre-paid landing pad to Warehouse 421-D (taking 10 on their Stealth checks). A PC can notice the shifty-looking wayangs by succeeding at a DC 23 Perception check. If so, immediately roll contested Bluff/Sense Motive checks to see if the minions realize that they've been "made" and that something has gone wrong with the delivery scheme. Skip directly to Event F if the wayangs get suspicious. Otherwise, the minions remain hidden, intending to open the cargo and retrieve the artifact once the PCs have left.

Treasure If the PCs complete delivery of the four crates of starfruit within the original job specifications, they can claim their payment (800 credits) from the warehouse bursar's office. However, if the minions have been alerted to treachery prior to the PCs claiming the payment, Grazza transmits a "stop payment" order on the contract, and the warehouse bursar gives them nothing; they'll have to seek payment from Grazza personally.

Story Awards If the PCs go through with the delivery, award them 600 XP, plus a 50-XP bonus each if they manage to make it appear that they've met the contract's specifications and successfully receive payment from the warehouse bursar. If the PCs learn clues from Besgatha at the warehouse, award them 150 XP each.

EVENT E – THE WOBBLY ORBIT / "BENTOMAX SUNDRIES" CR 2

LOCATION: THE WOBBLY ORBIT, DOME-421

If the PCs seek out BentoMax Sundries' registered address of "Suite 23, Structure 421b-G10," they discover that Structure 421b-G10 isn't just by The Wobbly Orbit, as Besgatha estimated, it is The Wobbly Orbit, a rough-and-tumble space cantina situated between a holographic tattoo parlor and a KafKafé (an XLG-franchised stimulating-liquefied-insect-protein boutique). The three-story establishment is always open.

The Wobbly Orbit's entrance crackles with the glow of a neon sign depicting a drunken man-in-the-moon caricature ringed by the lopsided orbits of a bottle and a cocktail glass. Through the swinging saloon-style double doors the establishment opens into a honeycomb of tiered hexagonal seating areas surrounded by an outer edge of darkened alcoves and curtain-shrouded booths. The clientele is a myriad of races and professions – lots of traders, pilgrims, pilots, and even a few imperial legionnaires. On stage, a sultry android with an auto-tuned voice is crooning into a levitating microphone, accompanied by a shirren jazz trio and a glitter-painted otyugh playing the theremin. In between songs, conversations in a dozen languages clamor throughout the cantina, muddled by the quiet din of the gaming tables and the clatter of patrons passing through beaded curtains, headed up the back stairs. A male-female pair of kasatha with veiled faces are tending bar; their eight arms awhirl juggling bottles, pouring drinks, and cleaning glasses with an ultraviolet sterilization lamp.

DOME-421/DUST CITY RUMORS

Result	Information
10+	Transmu-forming is already bringing change to Lunox, even though the massive process just started a few years ago. XLG operates T-forming plants across the lunar surface, with hundreds already in operation and more still under construction. People have noticed the first thin breezes of breathable atmosphere out there, and investment and business speculation are booming. XLG is advertising Lunox as the next great civilization of the solar system, a brand new corporate beacon of hope for folks weary of the failures of the fractured Radiant Imperium.
15+	XLG is offering juicy incentives in their first-time contracts for transmu-forming workers, drawing in a huge influx of cheap labor for the atmospheric plants, low-gravity construction crews, and frontier teams. Some view these "bouncers" are homesteaders staking a claim on land that'll be newly green someday, but others figure those who don't die of gray-lung will end up indentured servants, forever in debt to the company store.
20+	Activists and religious radicals are harvesting followers from Lunox's burgeoning laborer class. XLG has been cracking down, so communication and travel between domes are on lockdown to squelch attempts at unionization. A chaos cult called the Red Spiral is preaching that Lunox will be the gateway to a bold new age of divine mutation.

GENIUS ADVENTURES

Inside the cantina are many interesting characters the PCs could talk to, or encounter randomly, such as:

- Four imperial legionnaires on shore leave have been bullying their way around the Orbit, drinking heavily, proclaiming the glories of the Radiant Imperium, and hogging the bar trivia game datapad. The legionnaires are happy to pick a fight or make an “arrest”; they’re just low-ranking military grunts without any true legal authority, but that won’t stop them from asserting imperial jurisdiction to justify their actions.
- The kasatha bartenders (Tycha and Zimo) would like the annoying legionnaires gone, though they’re wise enough to ask someone else to kick the ruffians out. If the PCs can get rid of the legionnaires with a minimum of collateral damage, the bartenders will reward the PCs with two *mk I healing serums* (1d8 HP), as well as answering the PCs questions and providing a round or two of drinks on the house.
- Delta Blue and the Strange Quarks are the house band, alternating sets with Cubic Funk (an uplifted gelatinous cube and virtuoso keytar soloist). The two musical acts are staunch rivals and battle on stage for the adoration of the crowd, but also place competing bets on any conflict that arises in the cantina. In addition to wagering on bar fights, they also champion new patrons in high-stakes karaoke contests.

These four burly legionnaires are strutting around in gleaming golden armor and nice clean tabards emblazoned with their squad insignia: a rampant cockatrice set against a black field with gold stars. They have thick necks, booming voices, and the swagger of men full of themselves and a little too much alcohol.

DRUNKEN LEGIONNAIRES (4) CR 1/3

XP 135 each

Male human solider

LN Medium humanoid (human)

Init +4; **Perception** +3

DEFENSE

EAC 10; **KAC** 12

HP 6 each

Fort +3; **Ref** +0; **Will** +2

OFFENSE

Speed 30 ft.

Melee cestus battleglove +4 (1d4+3 B) or assault hammer +4 (1d6+3 B)

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

Offensive Abilities fighting styles (blitz), combat stabilizers

TACTICS

During Combat The legionnaires are quick to enter a fistfight, throwing punches with their weighted battle gloves. However, if opponents begin using lethal force, they’ll gladly take up their assault hammers and pistols.

Morale The legionnaires fight until half their number have fallen, then the rest bluster some excuses and flee.

STATISTICS

Str +3, **Dex** +0, **Con** +1, **Int** +0, **Wis** +0, **Cha** +0

Skills Acrobatics +3; Athletics +7; Intimidate +3

Languages Common

SPECIAL ABILITIES

Combat Stabilizers (Ex) Legionnaires’ bloodstreams are laced with performance-enhancing drugs and trauma-responsive nanites. Once per day, when reduced to 0 Hit Points, they automatically stabilize.

The Wobbly Orbit has a history of rowdy bar fights, so a drunken brawl between patrons involving mostly fisticuffs and a minimum of weapons is unlikely to gain the attention of the local authorities. However, if a bar fight escalates into a protracted firefight, multiple murders, or anything involving explosions, the dome’s security forces are likely to respond swiftly to restore order and make arrests. See Event G for details on XLG security forces.

Access to the rented rooms on the floors above the cantina isn’t restricted, requiring only passage through a double set of clattering beaded curtains and up a cramped stairwell typically occupied by drunken patrons and their escorts. The PCs can gain entry to Room 23 by defeating the lock with a successful DC 20 Engineering check, though failure to gain quick access to the room may provoke a challenge by nosy passersby.

Trap Room 23 is rigged with a simple counter-intrusion trap: a smoke grenade I rigged to a tripwire

BLOOD SPACE AND MOON DUST

running across the floor just inside the door. A PC can notice the trap with a successful DC 15 Perception check and can disable the trap with a successful DC 15 Engineering check. Alternatively, the PCs can simply step over the tripwire once they notice it. Tripping the wire sets off the smoke grenade, filling the room and part of the hallway with a cloud of smoke for 1 minute.

Inside, the seedy motel-style room is dark, lit only by the glow of a florescent tile mosaic depicting something tentacled and provocative on the ceiling. The room is dirty, and a PC who succeeds at a DC 10 Physical Science check recognizes several stains as being smears of gray dust from Lunox's surface. A PC who succeeds at a DC 15 Perception check notices that along the walls at a low height there are hundreds of spiral-shaped smudges made by fingers. The single sleeping pad has been stripped and laid on its edge, with the sheets and blankets wadded up in three different corners of the room. The room's trash can contains bits from an electronic device; a successful DC 15 Engineering check identifies the scraps as components used in a high-frequency radiation sensor. The trash can also holds nine discarded KafKafé cups, smelling like spicy mocha cockroach smoothies. If the PCs follow up next door about the cups, the KafKafé employee remembers selling that drink several times over the past three days to a trio of small, creepy wayangs wearing plain grey XLG jumpsuits – the kind a janitor, atmo-plant technician, or dock worker might wear.

Treasure A nearly functional security fob can be found under the discarded cups in Room 23. If the PCs make the final repairs to the fob with a successful DC 20 Engineering check, the device allows safe passage through the security perimeter for Atmospheric Plant XJ-97, and the PCs can discern the location of the device's home system by analyzing its internal data history with a successful DC 25 Computers check. If the PCs defeat and loot the bodies of any of the drunken legionnaires, each legionnaire carries a credstick with 100 credits (their leftover beer money).

Story Awards If the PCs have a confrontation with the drunken legionnaires but somehow avoid a brawl, award them experience as if they had defeated the legionnaires, plus a bonus of 50 XP each if the PCs assist the kasatha bartenders by getting the legionnaires to leave the Wobbly Orbit. If the PCs investigate Room 23 and successfully learn some clues about the shadowy minion's activities, award them 600 XP. Award 50 XP to any PC who performs karaoke with the Wobbly Orbit's musical acts.

Development The clues at the "BentoMax Sundries" address (Room 23) may lead the PCs to conclude that BentoMax is merely a front for something else going on, though considering the fact that it was traceable back to somebody's flop-room, perhaps a scheme put together in a hurry (true, but also the shadowy minions never expected a random cargo-hauling starship crew to be so nosy). As soon as the minions realize they are being tracked, they escalate their attempts to steal back the artifact before these meddlers cause any more problems. While the PCs are checking out Room 23, the minions are likely in the process of searching for the artifact using their specially calibrated radiation sensor and stealing it from wherever the PCs have it.

EVENT F – THE STEAL

CR 2

LOCATION: ANY

At some point, the three shadowy minions (Krath, Reith, and Satha) will make a play against the PCs to acquire the hematonium artifact so that they can try to take it to their master. This act does not need to occur in any particular location, and the specifics will vary depending on what the PCs have done to safeguard the artifact, if anything. The minions are accomplished thieves, and have been working undercover as construction technicians in Dome-421 for a while; they have access to advanced equipment if they need it to break in somewhere. The minions are using a radiation sensor that is specially calibrated to specifically seek out hematonium, so unless the PCs have taken extraordinary means to shield the artifact, the minions can locate it by tracing its radiation. Here are some possible scenarios and tactics:

- If the PCs keep the artifact on their ship, the thieves either sneak their way aboard, hack their way in through a computer bypass, cut their way in with a thermal lance, or blast their way in with a shaped demolition charge. Once the minions are aboard, the ship's AI sounds an alarm which alerts the PCs to shenanigans afoot; presuming the PCs rush back to the ship, they reach it just in time to see the thieves racing off across the lunar surface in a moon buggy – leading to a chase (Event H).
- The PCs might leave the artifact inside a cargo crate and wait to see who picks it up at the warehouse. If the PCs have a good plan for keeping an eye on the crate and successfully avoid arousing suspicion during the delivery, the minions arrive to extract the artifact from the crate and skip off, and the PCs can either follow them or confront them immediately. If the PCs do

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not have a good plan, or fail a Stealth or Bluff roll such that the minions know to be on their guard, the minions create a diversion before making a move on the crate, either by getting the PCs into a fight (see below), or creating some illusory distraction. Each minion has one technomantic image projector, which functions as per *holographic image* (CL 1st) for up to 5 rounds. An image projector burns out after one use.

- If the PCs are carrying the artifact on them, the minions might stage a fight as a distraction, intending to swipe the artifact during the ruckus. This can play out during the bar fight with the drunken legionnaires at the Wobbly Orbit (see Event E), or the minions can prompt the legionnaires to actively seek the PCs out by forging imperial arrest warrants labeling the PCs as traitors wanted for sedition.
- If desperate, the minions set up an ambush, attempting to stun the PCs into unconsciousness with nonlethal shocks, then search them for the artifact or clues to its location. If they still can't find the artifact, they drag the PCs somewhere nearby and Tarq Grazza arrives shortly to interrogate the PCs personally about the location of the artifact and what, if anything, they've said to anyone else.

SHADOWY MINIONS (3)

CR ½

XP 200 each

Male wayang operative

CE Small humanoid (wayang)

Init +3; Senses darkvision 60 ft.; Perception +10

DEFENSE

EAC 10; KAC 11

HP 10

Fort +0; Ref +3; Will +3; +2 vs. illusions

OFFENSE

Speed 30 ft.

Melee tactical baton +4 (1d4 B)

Ranged pulsecaster pistol +4 (1d4 E nonlethal)

Offensive Abilities trick attack +1d4

TACTICS

Before Combat The minions remain hidden and carefully prepare their positioning, always mindful of possible escape routes. They will often prepare a distraction via acts of sabotage or use their image projectors.

During Combat The minions stay evasive, setting up trick attacks and darting behind cover.

Morale The minions are willing to fight to the death, but they know their strength comes from stealth and surprise; thus, they usually retreat quickly when confronted with alert opposition, only to return later.

STATISTICS

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

Skills Acrobatics +10, Bluff +5, Computers +10, Piloting +5, Engineering +10, Sense Motive +5, Sleight of Hand +10, Stealth +10

Languages Abyssal, Common, Wayang

Other Abilities operative specialization (thief)

Gear rebreather, comm unit, engineering kit, goggles, hacking kit, image projector, security fob

SPECIAL ABILITIES.

Dissolution (Su) Once per day, a wayang can cloak himself as a standard action, appearing as little more than an area of shadow of his approximate size. This functions as *invisibility* lasting 5 rounds.

Trick Attack (Ex) An operative can trick or startle a foe, and then take a shot when she drops her guard. As a full action, the operative can move up to his speed. Whether or not he moved, he can then make an attack with a melee weapon with the operative special property or a small arm. Just before making the attack, the operative attempts a DC 21 Bluff, Intimidate, Sleight of Hand, or Stealth check. If the operative succeeds, he deals an additional 1d4 damage and the target is flat-footed. The operative can't use this ability with a weapon that has the unwieldy special feature or otherwise requires a full action to fire once.

WHAT DO I KNOW:

WAYANG

A Life Science check to recall knowledge reveals the following about the wayang race:

Result	Information
15+	Wayangs are a small humanoid race with an affinity for darkness and the shadows. They have thin and wiry frames, with long noses and pointed ears. Their skin tone naturally ranges from grey to dark black, though many wayang bleach their skin bone white, then further alter their appearance with piercings and tattoos.

BLOOD SPACE AND MOON DUST

20+

Wayangs can cloak themselves in shadow so completely that they become effectively invisible. Many wayangs in the Xa-Osoro system worship entropy in various aspects, including star cycles and black holes.

Development If the shadowy wayangs are successful at stealing the artifact, they immediately make their way to their moon buggy parked just outside the dome and flee, bouncing across the lunar surface; the situation and all the clues assembled thus far should practically dare the PCs to follow. However, the minions don't need to be successful at stealing the artifact in order for the adventure to continue; if the PCs successfully kill or capture one of the minions, they may learn the following additional clues which will coax progress toward Part 3:

- The thin, wiry wayang is dressed in an XLG-issue gray jumpsuit, dirty in places from moon dust stains both old and new. He also has on him large goggles and a rebreather appropriate for lunar outings.
- There is a small red spiral tattooed on his neck (the same as on the wayang body found previously).
- There is an electronic fob on the wayang's belt (the same as on the wayang body found previously); a PC who succeeds at a DC 25 Computers check realizes this small radio beacon allows access through the security perimeter of Atmospheric Plant XJ-97, and the coordinates of the plant: seven clicks to the west of the dome.
- The earpiece of a comm unit curls around the wayang's right ear. The comm unit is powered on and transmitting (so Grazza and any surviving minions can hear everything).

If the wayangs have failed, the PCs have the artifact, and they use a fallen minion's comm unit to try and speak with whoever is on the other end, Grazza attempts to make a deal:

Who is this?

"Hmm. I could say something cryptic like, 'my name doesn't matter, blah blah blah,' but I reckon that'd just drag this out. My name is Tarq Grazza. I'm your employer."

We have your glowing red statue.

"I am aware. Sorry for the unexpected excitement; one of my subordinates bungled what was supposed to be a

simple shipping arrangement. Let's work out an exchange before this escalates any further. You were hired to make a delivery, so let's return to that principle. Bring me the item, and I'll pay you 500 credits. Then you can go get that quaint ship of yours tuned up and out of here."

Maybe we'll just go to the authorities.

"Bad idea. You've just smuggled hematonium – an ultra-hazardous controlled substance – into an XLG habitation dome. That puts you in a very tricky position. At a minimum, you'd be detained under suspicion of major regulation violations, and no matter how silver-tongued you are, you'd probably rot in holding cells for a few years while seventeen levels of heartless corporate middle-managers debate whether to believe you or kill you. Remember that this is a corporate moon. You're either an employee, a customer, or a problem. You have no rights."

[PCs are being difficult]

"Look, if your next steps aren't out toward me for an exchange, one of my clever associates has a program ready to blast pro-unionization propaganda messages spoofed as coming from your ship's comms system. Then things get much worse for you. Really, who wants to be branded a dangerous radical? Once the XLG security operatives catch your scent, with the stink of contraband radiation all over you, your ship will be seized and you'll all be arrested. Instead, how about we just do this exchange?"

So, now what?

"Grab some breathers and a moon buggy and head west. Once you're en route, I'll provide additional coordinates. You deliver me the hematonium, I transfer your credits, and everyone walks away."

Story Award Even if the shadowy minions succeed in swiping the artifact from the PCs, if the PCs are able to survive and develop additional leads based on their encounter, award them 600 XP. Award a bonus 100 XP to any PCs who actively participate in speaking with Grazza over the comms device.

EVENT G – XLG PORT AUTHORITY

CR VARIES

LOCATION: DOME-421

The central conflict of this adventure is between the PCs and Tarq Grazza, and in theory, the entire plot can play out without the PCs interacting with XLG authorities at all – and that's fine. However, if "the police" need to show up, or if the PCs stumble deeper into local intrigues, this



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optional event provides details on XLG security forces and their leader, an antagonist to the PCs, but one with the potential to become an unlikely ally.

Port Authority Chief Operations Officer **Regina Bosch** (NE human envoy) functions as this dome's equivalent of a mayor and sheriff, enforcing XLG regulations and dealing with problems. Though Bosch makes every effort to appear to be a loyal and upstanding company woman, in truth she is cynical and corrupt, made selfish from years of being disrespected and passed over for promotions. While she does run Dome-421 efficiently and according to most regulations, Bosch will do favors or look the other way when paid a discreet bribe. Bosch doesn't know anything about Grazza's master plan, and doesn't want to know, but she finds herself under his influence.

This silver-haired woman wears a neatly pressed suit in standard XLG-gray, with a prominent badge of office that reads "421 Port Authority." Her expression is disdainful and her eyes examine everything suspiciously.

REGINA BOSCH

CR 2

XP 600

Female human envoy

NE Medium humanoid (human)

Init +0; Perception +7

DEFENSE

EAC 13; KAC 14

HP 22

Fort +1; Ref +1; Will +5

OFFENSE

Speed 30 ft.

Melee tactical baton +6 (1d4+2 B)

Ranged static arc pistol +8 (1d4+2 E; critical arc 2)

TACTICS

Before Combat Bosch always travels with a pair of security bots as her personal bodyguards. She dislikes the burdensome paperwork generated by official use of force, so she tries to defuse escalating confrontations, using her air of authority to intimidate opponents if subtler methods fail to gain compliance.

During Combat Bosch tactically retreats behind her security bots, commanding the bots using get 'em. As long as she is not in melee, she will fire her static arc pistol at the nearest enemy (usually, but not always, set to stun).

Morale Bosch has no tolerance for personal injury and flees combat immediately if damaged.

STATISTICS

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

Skills Bluff +12, Computers +12, Diplomacy +7, Profession (bureaucrat) +12, Sense Motive +7

Languages Common, Lashunta, Vesk

Other Abilities air of authority, envoy improvisations (expanded attunement, get 'em)

Gear technomantic wand (CL 4th) – implant data (1/day), erase (3/day)

SPECIAL ABILITIES

Air of Authority (Ex) While conducting official business (or the semblance thereof), Bosch can draw on the inherent authority of her office and use her Profession (bureaucrat) skill to perform the tasks of the Intimidate skill.

Expanded Attunement (Ex) Bosch can use her beneficial mind-affecting envoy improvisations (Get 'Em) to aid allies that usually would not gain benefits from mind-affecting effects, such as constructs, robots, and undead. If the improvisation grants a morale bonus, allies that can't normally benefit from morale bonuses gain that bonus.

Get 'Em (Ex) As a move action, Bosch can choose one enemy within 60 feet. Until the start of her next turn, she and her allies gain a +1 morale bonus to attack rolls made against that enemy. The bonus persists even if the enemy moves beyond 60 feet or out of line of sight or hearing. This is a language-dependent, mind-affecting, sense-dependent effect.

Development Regina Bosch is a corrupt, self-serving opportunist, useful as a means of deflecting the PCs back toward Grazza rather than dragging the entire XLG megacorporate hierarchy and their forces into it. While Dust City has thousands of executives and officials higher up than Bosch, comms channels to other domes are currently on lockdown due to problems with unionizers and religious radicals, so the PCs won't be able to contact anyone higher up the megacorporate ladder than Bosch.

- Bosch can use Dome-421's systems against the PCs: grounding their ship to prevent them from fleeing, searching them and their ship under the premise of a contraband inspection, arresting them for a stay in the local brig, etc. Bosch can do all this remotely through employee directives and unquestioning security bots, plaguing the PCs with faceless bureaucracy so that they have no way of striking back.
- While Bosch doesn't like chaos inside her dome, she also doesn't want the XLG higher-ups sniffing around, so she handles problems in-house and

conceals anything that would reflect badly on her. Should Bosch need to cover anything up, she has a technomantic “data wand” which gives her an advantage when surreptitiously implanting data into or erasing data from the local computer systems.

- Bosch is under Grazza’s influence due to a mix of bribes, intimidation, and the fact that Grazza has Bosch’s innocent nephew at his side out at Atmospheric Plant XJ-97. Bosch doesn’t want her sister’s son came to harm, though she’s at a loss as to how to extricate him from the situation (see Event K).
- If the PCs try to drag Bosch into their conflict, she lies to the PCs, placating them with official-sounding assurances that she’ll “look into it.” Instead, she reports to Grazza and insists the problem go away so that Bosch won’t have to explain anything to her bosses. However, if the PCs impress Bosch with their tenacity and competency, she might take their arrival as an opportunity to be rid of Grazza. Playing both sides, the cynical Bosch may switch to secretly assisting the PCs in ways that can’t trace back to her.

Treasure At the end of the adventure, if the PCs succeed in taking out Grazza and rescuing Bosch’s nephew from Atmospheric Plant XJ-97 (see Event K), Bosch is willing to cover the cost of the PCs’ new Drift engine and arrange to have it installed swiftly, as long as the PCs promise to use it immediately and go far away.

Story Award If, by the end of the adventure, the PCs have come to some sort of arrangement with Regina Bosch that allows both sides to move on, award them experience as if they had defeated her in combat.

Chief Operations Officer Bosch commands the local police force of efficient and unquestioning security bots. The bots patrol in partnered pairs, but additional bots will quickly arrive as backup when alerted to an emergency.

These automatons look like muscular mannequins with a glossy silver-scaled finish. Each one has a helmet-shaped head, with a glowing faceplate that displays visual messages in dozens of alien languages as the bot issues warnings and commands. Each one is armed with a baton, a pulsecaster pistol, and a large spray tank.

XLG SECURITY BOT (2)

CR 1/2

XP 200 each

LN Medium construct (technological)

Init +2; **Senses** darkvision, low-light vision; **Perception** +4

DEFENSE

EAC 10; **KAC** 12

HP 12 each

Fort +0; **Ref** +0; **Will** +0

Defensive Abilities hardened AI, sentry mode; **DR** 1/–; **Immunities** construct immunities

OFFENSE

Speed 20 ft.

Melee tactical baton +7 (1d6+3 B)

Ranged pulsecaster pistol +4 (1d4 E nonlethal)

Offensive Abilities security foam

TACTICS

Before Combat Security bots give loud verbal warnings and commands to potentially noncompliant subjects.

During Combat Security bots spray noncompliant targets with security foam, then zap them with pulsecaster pistols until they are rendered unconscious. They only beat foes with their batons if they have been authorized to use lethal force or if they’re being attacked.

Morale The security bots fight tirelessly until destroyed or called off.

STATISTICS

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

Skills Athletics +4, Computers +9, Engineering +9

Languages Each bot is programmed to understand and issue commands in dozens of alien languages.

SPECIAL ABILITIES

Hardened AI (Ex) Security bots’ artificial intelligence is secured. Any attempt to hack a security bot takes a –4 penalty, and bots receive a +4 insight bonus to savings throws against any spells or effect that attempt to take control of the bots or otherwise dictate their actions.

Security Foam (Ex) Security bots are equipped with security foam, a non-caustic, flame-retardant that puts out small fires, seals openings, and detain creatures. A bot sprays foam in a 15-foot cone as a standard action (3 times before recharging); targets must succeed at a DC 9 Reflex save or become entangled. An entangled creature can escape with a successful DC 20 Strength check. Deployed foam becomes brittle when subjected to extreme cold (such as from a zero pistol), thereby reducing the DC of the Strength check to escape by 10. The bots also come equipped with a solvent spray that dissolves up to four 5-ft. cubes of deployed foam within 1d4 rounds once applied.

Sentry Mode (Ex) Security bots can enter sentry mode by taking only a move action for the round. While in sentry mode, the bots gain a +2 insight bonus to EAC and KAC and a +5 insight bonus to Perception checks.

PART 3:

OUT IN THE DUST

Part 3 of this adventure is an expedition onto the lunar surface – either a contested chase in pursuit of the wayangs and the purloined artifact or a tense trek out to investigate Atmospheric Plant XJ-97.

Hazard Lunox has a severely thin atmosphere that can cause non-acclimated creatures to have difficulty breathing and become extremely tired. A non-acclimated creature that does not have appropriate breathing equipment must succeed at a Fortitude save each hour (DC = 15 + 1 per previous check) or become fatigued. The fatigue ends when the creature returns to a normal atmosphere. The first time a creature fails its Fortitude save, it must succeed at a DC 25 Fortitude save or take 1 point of damage to all ability scores. A creature acclimated to high altitudes gains a +4 competence bonus on its saving throw to resist this effect.

ADVENTURING IN LOW GRAVITY

Outside of the artificially increased gravity of the habitation domes, Lunox's gravity is relatively low, approximately one third the gravity of a standard world. In Lunox's low-gravity environment, PCs and other species from standard-gravity worlds find that their muscles are far more effective; such characters can jump three times as high and as far, and lift three times as much. (Movement speed, however, stays the same, as moving in great bounds is awkward and difficult to control.) Thrown weapons have their range increments tripled. More information on low gravity environments can be found in **Chapter Eleven: Gamemastering** of the *Starfinder Core Rulebook*.

EVENT H – ACROSS THE DUST CR 2

LOCATION: LUNAR SURFACE

The journey from Dome-421 out to Atmospheric Plant XJ-97 is approximately an hour by moon buggy, rolling and bouncing through dust-swept plains pock-marked with craters ranging in size from a few feet to miles wide. The pace of this journey will depend on whether the travel ensues as part of a cross-country vehicle chase in pursuit of the shadowy minions, or as a trek out to meet Grazza, or to investigate the atmospheric plant.

Before the PCs can venture out, they will have to obtain a moon buggy. The area immediately outside of Dome-421 has multiple hangar-like garages which shelter dozens of standard-issue moon buggies from the dusty lunar environment. Buggies don't have door locks or ignition keys, but the standard XLG models do require an access code to start up. A PC can "hotwire" a buggy by either hacking the password prompt screen with a successful DC 20 Computers check or patching over the wiring with a successful DC 20 Engineering check. If the PCs don't want to risk being branded as buggy thieves, XLG Outfitters (the megacorporation's reliable retail equipment outlet) will rent a buggy at a rate of 100 credits for 10 hours, though the PCs will have to fill out a bunch of forms and register their ship as insurance collateral. However, a successful DC 10 Culture check allows a PC to recognize that nobody around here pays full retail. A small gang of android mechanics who work in the garages will rent out "under repair" buggies at a price of 50 credits for 20 hours; though if the PCs fail to return the vehicle in the allotted time, the mechanics have to report the buggy as stolen, depending on whether or not their supervisor comes by that day.

If the PCs are chasing the shadowy minions across the moonscape (or vice versa), you can loosely narrate your way through the process, requiring the occasional Piloting check or attack roll, or you can use the specialized rules for vehicle chases. For complete rules on vehicle chases, see Chapter 8 of *Starfinder Core Rulebook*. Below are stats for the type of moon buggy commonly used on Lunox, as well as rules for how the moonscape environment can affect a vehicle chase. The minions begin with a head start, and their buggy contains an additional cache of equipment including three stickybomb grenades I, three emergency jetpacks, and a tactical shirren-eye sniper rifle the henchmen can use to take shots at the PCs during the chase.

In addition to the low gravity and severely thin atmosphere, hazardous creatures inhabit Lunox's moonscape, including the pestilent hydrophagic wisps (see below). The wisps are hard to spot when resting in the dust, making it likely that any vehicle traveling across the surface will encounter them, either when the wisps pop up to seek out moisture, or if they merely react once suddenly stuck to a buggy's windshield. Agitated wisps kick up clouds of dust, reducing visibility and making piloting a buggy across the uneven terrain even more difficult.

BLOOD SPACE AND MOON DUST

MOON BUGGY LEVEL 1

Large land vehicle (10 ft. wide, 10 ft. long, 6 ft. high)

Speed 15 ft., full 350 ft., 40 mph

KAC 14; **EAC** 12; **Cover** partial cover

HP 16 (8); **Hardness** 5

Attack (Collision) 4d4 (DC 10)

Modifiers +0 Piloting, -2 attack (-4 at full speed)

Systems all-terrain tires, autocontrol; **Passengers** 4

Equipment All XLG-issue buggies contain a first aid kit including one *mk I healing serum* (1d8 HP) and four rapid-rehydration injectors (which cure dehydration-related fatigue or exhaustion in 10 minutes with rest).

Moonscape Environment

The following are sample chase-related features for Lunox's dusty moonscape environment.

Active Hazards: Hydrophagic wisps (when a vehicle enters the wisps' zone, wisps stick to it, inflicting their dehydrating auras and dust cloud ability on the vehicle's occupants), silt shark attack (see page 28).

Altered Attacks: Crater ridges (cover), dust storm (concealment)

Altered Movement: Deep dust (-2 Piloting), low-G super-jump (DC 20 Piloting check to ramp up a crater lip, launching the vehicle in a low-gravity super-jump to move two zones forward or leap over a vehicle one zone ahead; failure means no advancement, and failure by 5 or more results in a crash and damage)

New Tricks: Startle hydrophagic wisps (creates concealment, and new active hazard for pursuers), trigger dust slide (-4 Piloting for pursuers, and pursuers must make a DC 10 Piloting check or become stuck)

Split Routes: Bumpy micro-crater field (-2 Piloting), windswept bedrock (+2 Piloting to speed up or keep pace)

HYDROPHAGIC WISPS (3)

CR 1/3

XP 135 each

N Tiny outsider (air, native)

Init +3; **Senses** darkvision 60 ft., dustvision;

Perception +3

Aura dehydration (10 ft., DC 10)

DEFENSE

EAC 9; **KAC** 10

HP 5 each

Fort +0; **Ref** +2; **Will** +2

Resistances electricity 5

OFFENSE

Speed 20 ft.; fly 20 ft. (Ex, perfect)

Melee spines -1 (1d4 P)

Ranged static shock +1 (1d4 E, range 30 ft.)

Spell-like Abilities (CL 3rd)

1/day - *fog cloud*

TACTICS

Before Combat Anxious wisps use *fog cloud* to kick up an obscuring cloud of dust centered on themselves.

During Combat Wisps zap their foes with static shocks and let their auras sap away moisture.

Morale Wisps are aggressive when gathered in groups, but when left alone flee combat immediately.

STATISTICS

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

Skills Acrobatics +7, Intimidate +3, Stealth +7 (+15 in the lunar dust)

Other Abilities breathless

SPECIAL ABILITIES

Aura of Dehydration (Su) Hydrophagic wisps desiccate moisture, magically transmuting water into a fine gray dust at a rate of approximately 1 gallon per round. This effect is injurious to creatures with water-based biologies (most living humanoids), and potentially lethal over time. During each round such a creature remains within the wisp's dehydrating aura, the creature must succeed at a DC 10 Fortitude save or become fatigued; if the creature is already fatigued from this effect, it becomes exhausted; if the creature is already exhausted from this effect, it takes 1d4 points of nonlethal damage. If a creature is simultaneously within the aura of multiple wisps, it only needs to attempt a single save each round, but the DC of the save increases by 1 for every additional wisp present beyond the first. Any successful save renders the creature immune to all such auras for 1 hour.

Breathless (Ex) Hydrophagic wisps can survive in the void of outer space, and are immune to the harmful environmental effects of outer space and vacuum, including lack of air and the risk of decompression.

Dustvision (Ex) Hydrophagic wisps have the equivalent of blindsight (vibrations) with a range of 60 ft. while within dusty environments, and ignore any concealment granted by dust, airborne or otherwise.

WHAT DO I KNOW: HYDROPHAGIC WISPS

A Mysticism check to recall knowledge reveals the following about hydrophagic wisps (the same information can be learned about these outsiders with a Life Science check at +5 DC):

Result	Information
10+	Hydrophagic wisps, nicknamed 'dust bunnies,' are tiny gray creatures that look like faceless spiny puffballs. Around them, water curdles into a fine gray dust; this effect can be harmful and potentially lethal to life forms with water-based biologies. They can create dust clouds and arcs of static electricity.
15+	Hydrophagic wisps are descended from dust mephits that long ago became trapped on the Material Plane, brought here from some dusty corner of the Elemental Plane of Air. They are now native to Lunox. They have an animal-level intelligence and have no known culture of their own. They communicate with each other with high-pitched keening sounds and chittering vibrations felt through the dust.

Development If the PCs are pursuing the shadowy minions and are able to catch up before they reach the atmospheric plant, the wayangs use every trick at their disposal (including holographic projectors, the buggy's autocontrol, and emergency jetpacks) to ensure that one of them makes it back to Grazza with the artifact. Ideally this event plays out as an exciting travel sequence (either at a safe distance, or a very unsafe distance) that showcases the features of the moonscape environment and brings the PCs into contact with the hydrophagic wisps. One way or another, the action should lead the PCs to Atmospheric Plant XJ-97.

EVENT I – SILT SHARK ATTACK CR 2

LOCATION: LUNAR SURFACE

The dusty dune sea around the atmospheric plant is the hunting ground of an aggressive silt shark, one of Lunox's indigenous predators. While the PCs are approaching the plant or standing around debating what to do, the silt shark detects their vibrations and burrows toward them stealthily, intent on dragging down a meal. If you are looking to reach the adventure's climax, you can skip combat with the silt shark and simply use threatening glimpses of it circling as encouragement to the PCs not to dally out in the dust. Alternatively, Grazza and his henchmen are aware of the silt shark's presence and may provoke it deliberately as a trap for the PCs.

The dust ripples as something writhes beneath the surface, moving along a sinuous path with unnerving speed. A ridge of curving spines juts up, slicing through the gray dunes like a jagged black knife.

SILT SHARK

CR 2

XP 600

N Large magical beast

Init +4; **Senses** blindsense (scent) 60 ft., blindsight (vibrations) 60 ft., darkvision 60 ft., low-light vision; **Perception** +7

DEFENSE

EAC 13; **KAC** 15

HP 25

Fort +6; **Ref** +6; **Will** +1

OFFENSE

Speed 40 ft.; burrow 20 ft.

Melee bite +11 (1d6+4 B & P & S) or spine slash +8 (1d6+2 S)

Ranged spine fling +8 (1d6+2 P, range 20 ft.)

Space 5 ft. by 10 ft. (long); **Reach** 5 ft.

Offensive Abilities bleeding spine slash, sinkhole

TACTICS

Before Combat The silt shark burrows toward its prey stealthily, hoping to make a surprise attack.

During Combat The silt shark begins combat by dragging one victim down into the dust, biting from beneath. Once its prey startles, the silt shark harries its targets with spring attacks, leaping in and out of the dust.

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If the PCs retreat to higher positions, the silt shark prefers not to leave the dust for long but can still fling its spines.

Morale The silt shark attacks aggressively until reduced to 7 HP or fewer, at which point it burrows away.

STATISTICS

Str +2; **Dex** +4; **Con** +1; **Int** +0; **Wis** +0; **Cha** +0
Skills Athletics +12 (+20 jumping), Stealth +7, Survival +7

Feats Mobility, Spring Attack

Other Abilities dust swimmer

SPECIAL ABILITIES

Bleeding Spine Slash (Ex) When a silt shark makes a successful spring attack with its spine slash attack, it can rake its target with multiple rows of razor-sharp spines, dealing an additional 1d4 bleed damage.

Dust Swimmer (Ex) When burrowing through ground that is mostly only piled dust or other fine material – such as dust dunes, or “lakes” of deep dust, a silt shark’s burrow speed is equal to its land speed (40 ft.). Silt sharks “breathe” dust and do not require air to survive, though they are not adapted to live in a vacuum.

Sinkhole (Ex) When a burrowing silt shark successfully bites a Medium-sized or smaller creature that is on the ground and the attack roll exceeds the creature’s KAC by 8 or more, the silt shark can drag its prey halfway down into a small sinkhole. The creature falls prone and becomes entangled, and cannot move until it pulls free by succeeding at a DC 10 Athletics check. Pulling free from a sinkhole is a move action for the stuck creature; or, another creature can attempt the Athletics check to pull the stuck creature free as a standard action.

EVENT J – SECURITY PERIMETER CR2

LOCATION: ATMOSPHERIC PLANT XJ-97, EXTERIOR

A small one-story industrial building sits on a wide rocky outcropping, surrounded by the dune sea of shifting gray dust. Encircling the plant is a ring of tall metal antennas topped with blinking red lights – an automated security perimeter. The plant’s single outvent pipe towers above the moonscape like a giant smokestack. As you approach the plant, more lights begin to flicker and an initially thin but steadily increasing plume of white vapor begins to billow from the top of the pipe; some process inside the facility appears to be starting up.

WHAT DO I KNOW: SILT SHARKS

A Life Science check to recall knowledge reveals the following about silt sharks:

Result	Information
10+	Silt sharks are dust-burrowing magical beasts, not fish. Their wiry, eel-like bodies are covered in millions of razor-sharp spines which they can flex and reconfigure along their length at will, using the spines offensively and to propel themselves underground. They are predators who enjoy warm-blooded prey.
15+	Silt sharks can sense tremors in the ground, and can also track by scent. They see well in the dark, though their vision is moot when they’re burrowing. They are expert leapers and can fling their spines like projectiles.
20+	Xenobiologists theorize that silt sharks are somehow related to the larger, hardier bulettes found on other planets, albeit an offshoot evolutionarily adapted (or intentionally designed) to survive in a dusty lunar environment. Whether one is actually descended from the other is a matter of debate.

The security perimeter for the atmospheric plant is designed to keep out scavengers, deter predators, and ensure that hydrophagic wisps don’t harm the facility’s workers or exhaust the water supply. As this is a low-gravity environment and intruders could likely bounce over a wall, the deterrent is a virtual fence. The outer ring of antennas serves as both sensors and as communications relays for the patrolling insect-like aerial security drones. The drones are programmed to kill unless a creature is carrying a radio beacon security fob. If the PCs have acquired one or more of the XJ-97 security fobs throughout the adventure, they can bypass the aerial security drones. A fob is only designed to protect the creature holding it, though the drones’ safety programming will keep them from firing on creatures

immediately adjacent to the authorized fob-carrier, so a single fob will do the trick if the PCs walk together in a close huddle. If the PCs can't just bypass the drones, they may have to shoot them out of the sky to get past.

This hover drone has four long wings, three bulbous sensor pods, and a tail-mounted laser, causing it to resemble some sort of malevolent three-eyed robotic dragonfly. Its rapidly-flapping wings a buzzing blur; it swoops across the terrain, scanning to and fro with rays from its glowing red "eyes."

WHAT DO I KNOW: ATMOSPHERIC PLANTS

An Engineering or Physical Science check to recall knowledge reveals the following about atmospheric plants:

Result	Information
5+	Atmospheric plants are part of the planetary transmutation process. They use a combination of magic and science to transmute lifeless matter from inhospitable planets or moons into breathable air.
15+	The type of atmospheric plant commonly used on Lunox consists of a single smokestack-like outvent pipe centered above a control chamber. An automated graviton drill draws raw material up and into a transmutation engine, which converts the matter into oxygen and other chemicals, which are then fed into an ultrasonic grinder which vaporizes everything in the chamber and ejects it high up into the atmosphere.
20+	If an atmospheric plant's safety controls were disabled, its machinery would serve as a highly effective means of vaporizing any matter and distributing it over a vast area, anywhere the new wind blows.

AERIAL SECURITY DRONE (4)

CR 1/3

XP 135 each

N Tiny construct (technological)

Init +3; **Senses** all-spectrum sensors, darkvision 60 ft., low-light vision; **Perception** +10

DEFENSE

EAC 10; **KAC** 12

HP 5 each

Fort +0; **Ref** +0; **Will** +0

DR 1/-; **Immunities** construct immunities;

Resistances electricity 2

OFFENSE

Speed 5 ft., fly 50 ft. (Ex, perfect)

Melee contact shock +2 (1d4 E)

Ranged laser +5 (1d6+1 F, range 60 ft., critical burn 1d4)

TACTICS

During Combat The drone fires its laser against the nearest intruder. The drone is programmed to fire from a "safe" combat distance, either pursuing or retreating in order to stay 40 feet away from any hostile targets.

Morale The drone attacks until destroyed, deactivated, or called back by its controller.

STATISTICS

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

Skills Acrobatics +7 (+15 when flying)

Languages Common (responds to vocal commands from authorized controllers, cannot speak)

Other Abilities mindless, unliving, wireless network

SPECIAL ABILITIES

All-Spectrum Sensors (Ex) This drone is designed to detect stealthy intruders and camouflaged critters, even in adverse environments. It is equipped with advanced sensors (infrared, lidar, radar, sonar, vibrational) that grant the drone a +3 bonus to Perception checks (already factored in) and let it ignore concealment, even total concealment.

Wireless Network (Ex) All drones tasked to the same facility communicate over a wireless network. All drones within 1,000 feet of base "know" the same information, including location, status, and intruder alerts.

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EVENT K: THE FACILITY

The actual machinery of the facility is buried in dozens of feet of bedrock, or built into the thick, armored walls. Even the outvent pipe is heavily armored and has numerous grates to ensure it's not possible for any creature to get into it (which might damage the expensive facility). The walls are immune to anything short of industrial digging equipment or military artillery, and there are no windows. The one airlock is as armored as the walls, but is the only possible way into the building.

Grazza and his catfolk minion Sheeba Ying are busy initializing the plant's systems. The PCs can see the lights flicker and hear a steadily building thrum. A successful DC 10 Engineering check allows a PC to recognize these as signs of the ultrasonic grinder and matter ejector coming online and revving up, and that the systems will be fully functional in roughly 12 minutes.

If the PCs make any loud noise once they are inside the airlock (including setting off the trap in area 2), Grazza uses the intercom to banter with the PCs, either to taunt them, intimidate them, or simply distract them and stall for time (see the dialogue sidebar on page 35).

Note that even when things get violent within the atmospheric plant, help from XLG is not on its way. Grazza and his lackey carefully timed their operation during a week that plant XJ-97 was scheduled to be offline for calibration and maintenance. Ever since the Red Spiral seized control, the plant's comms have been shut down for what XLG management thinks is a system overhaul. Nobody is listening, and even the plant's very odd readings and malfunctions are sure to be overlooked, unless or until something truly explosive happens.

Area 1. Airlock

As an emergency measure, the airlock is not locked—anyone can enter—to ensure that corporate employees caught in a sandstorm can take shelter. However, the area just beyond the airlock (area 2) is trapped. Inside the airlock is a discreet control panel, which is noticeable with a successful DC 10 Perception check. Using the control panel, a successful DC 17 Computers check allows a character to bypass the usual password protections, and grants entry into the facility through the security door without setting off the sonic disruptor field in area 2. A character with a security fob does not need to make checks to enter safely, as the system recognizes them as authorized personnel. From this

same control panel, a user can affect the aerial security drones flying around the perimeter (if they have not already been destroyed). The drones can be sent into sleep/repair mode with a successful DC 20 Computers check or given new commands with a successful DC 25 Computers check.

Area 2. Entryway

The area directly inside the airlock is a trapped security plate. Any creature entering the area without a security fob (or immediately adjacent to a creature holding a fob) without deactivating the security (from Area 1 or one of the security stations) triggers anti-intruder countermeasures: repeated blasts from an ultra-loud sonic disruptor field.

SONIC DISRUPTOR FIELD

CR ½

XP 200

Type technological; **Perception** DC 17; **Disable** Engineering DC 12 (disable sensors)

Trigger location; **Reset** 1 round; **Bypass** security fob
Effect sonic disruptor field (2d6 So); Fortitude DC 11 half; multiple targets (all targets in a 10-ft.-square area)

Treasure On the wall immediately inside the facility entrance are gear racks lined with XLG-issued equipment for the plant's workers, including a well-stocked emergency medical station (+2 circumstance bonus to Medicine checks), four *mk I healing serums* (1d8 HP), and four rapid-rehydration injectors (see Moon Buggy box on page 27). A weapons rack holds one corona laser rifle with the words "Wisp Whacker" scratched by hand into the stock.

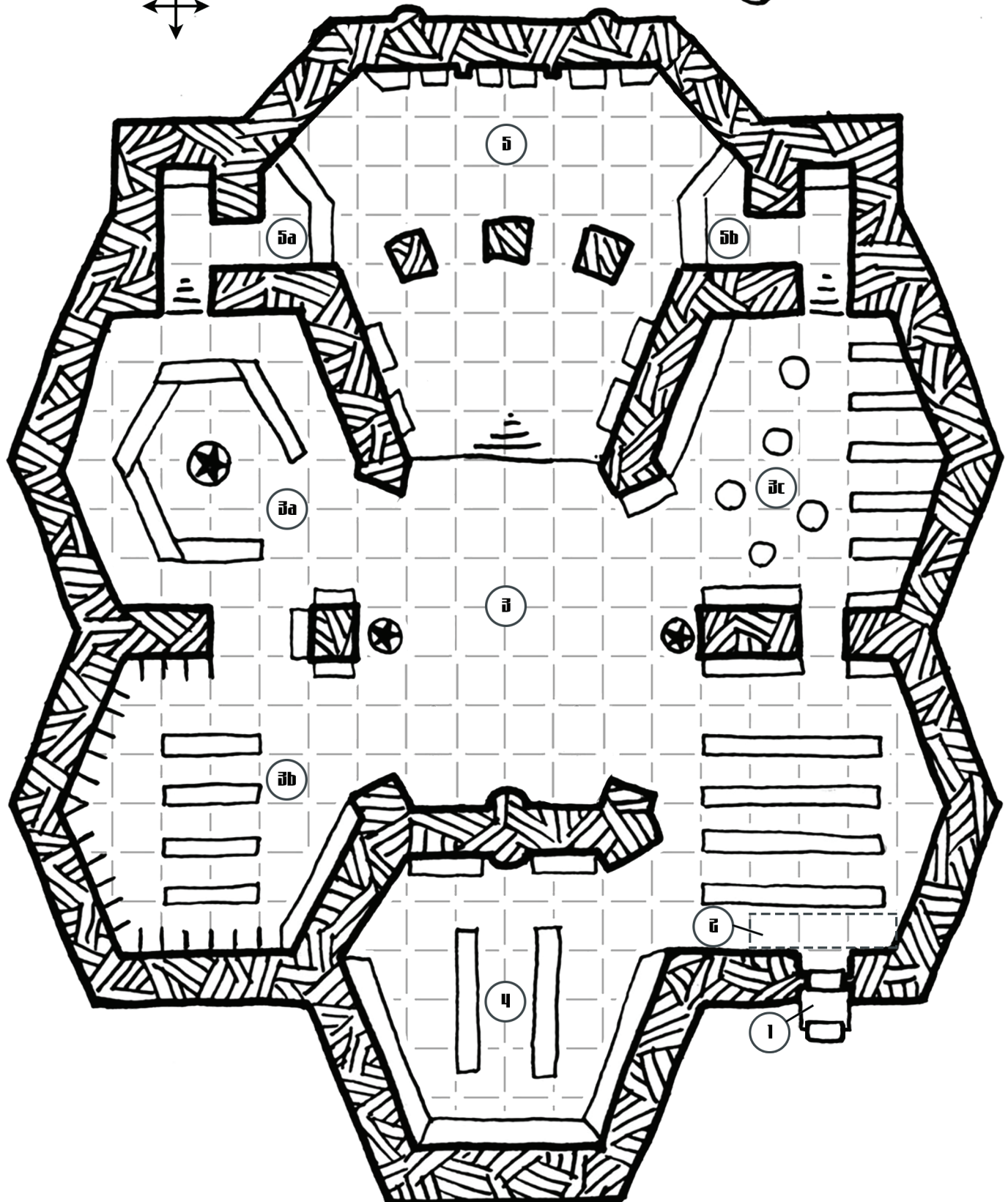
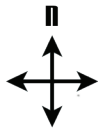
Story Award Even if the PCs use a security fob to walk right through the perimeter's defenses, destroying nothing, award them XP for defeating a CR 2 encounter for figuring out the workaround.

Area 3. Control Complex

This open area has a number of open rooms off of it through large archways. Two security stations sit across from each other in the center of the area, and a third can be seen in a room to the northwest. Computer banks line several of the walls. Stairs to the north lead down into a dark chamber beyond. Yellow lights in the ceiling are slowly spinning and the primary lamps are off, filling the area with long, flashing shadows.

ATMOSPHERIC PLANT

XJ-97



This is the main control room of the facility, and contains everything Grazza needed to prepare the hematonium idol to be transformed into a form he can vent into the atmosphere.

There are two security stations in the center of area 3, and a third in area 3a. Taking control of these requires a DC 18 Computers check, and allows a character to control the light level throughout the facility. Each area can be illuminated, in darkness, or have yellow hazard lights activated (see Hazards, below). It also allows characters to use security cameras to look in on other areas, which may reveal NPCs in areas 4 or 5.

The bodies of three dead XLG engineers lay scattered about the area, two slain by Grazza's solar weapon and one by the catfolk's claws.

In area 3c, a small lounge area, two captive senior engineers – one male human and one female lashunta – are gagged and bound to lounge pods (comfortable chairs with built-in tables, entertainment screens, and food dispensers) with thick wrappings of maintenance tape. Even while still gagged, the female lashunta engineer (Malena Tuan) can use her limited telepathy to plead for help if the PCs come within 30 feet. The male human engineer (Egon Bosch) is injured and barely conscious; the name on his ID badge should tip the PCs that he is related to corrupt XLG authority Regina Bosch, though he is innocent and ignorant of his aunt's shady dealings. If freed, either engineer is willing to assist the PCs, though neither of them is combat-trained, armed, or armored. Since Grazza required their assistance to set up his pans, they are aware of what he is attempting.

Hazard: Unless the PCs changed the lighting while in one of the security stations, the yellow alert lights are spinning everywhere. This causes long spinning shadows to flood each room. The yellow lighting is on a frequency designed to make sure creatures with darkvision and low-light are distracted by it. This means that such creatures are blinded for a fraction of a second each time the light spins to face it. Combined with the total darkness that follows. This allows characters to make Stealth checks in these rooms without cover or concealment.

Area 4. Monitoring Room

Dressed in a plain gray XLG worker's jumpsuit, this orange-furred catfolk has an integral exocortex visibly built into the back of her head, glowing red eyes, and a spiral drawn in the center of her forehead in fresh blood. Her silvery cybernetic tail swishes across a control panel, twitching back and forth between displays and data ports.

SCIENCE & ENGINEERING VS. THE EVIL SCHEME

Grazza's plan to disperse the hematonium depends on making specific misuse of the plant's systems. He intends to start up the ultrasonic grinder and vapor ejector while selectively disabling the transmutation engine, which would otherwise transmute the hematonium into harmless air before ejecting it. While Grazza generally understands this process, he needed the engineering expertise of a few of the plant's crew to execute the complex specifics. Thus, he kept a few senior engineers captive for their biometric authorization codes and coerced advice (which he is currently using in Area 5) and in case he needs further assistance (though if the PCs don't interfere with his plans, he won't). He had one of his Red Spiral sleeper agents (the catfolk Sheena Ying) infiltrate the plant as a junior engineer in order to gain the access he needed.

A successful DC 15 Engineering or Physical Science check reveals a few scientific ways to foil Grazza's scheme. Alternatively, one of the captive senior engineers can give the PCs these ideas.

- Re-engage the transmutation engine and its matter-purification protocols using the controls in the 3a security station with a successful DC 20 Engineering check, taking two full actions to complete. If this is done, when Grazza throws the artifact into one of the hatches in area 5, the artifact will disintegrate and turn into harmless, inert gas. Grazza won't notice this, but Sheena Ying in Area 4 could if she's still monitoring systems.
- Activate an emergency shutdown of the processing chamber's systems with a successful DC 15 Engineering check, using the 3b control systems, an easier way to disable the relevant mechanisms than physically damaging the shielded and warded industrial machinery (hardness 30, 150 HP). Restarting these systems after an emergency shutdown takes 1d4 hours. This would instantly alert both Grazza and Sheeba.
- As an extreme, a successful DC 20 Computers check and a DC 20 Engineering check, made by two different characters simultaneously from any two security stations, could trigger a catastrophic system overload, destroying the entire plant, killing everyone inside in 6d4 rounds. This immediately sets off alarms throughout the facility.
- PCs can use Computers, Mysticism, and/or Physical Science to aid another for these options.

Genius Adventures

This is the primary monitoring room for the facility, designed to oversee the local environment as atmosphere is vented from the external outvent pipe visible from the outside of the building. Sheeba Ying, an agent of Grazza, is using these controls to predict when environmental conditions will be optimal for the spread of the gas. She ignores most sounds coming from area 3, assuming Grazza is killing the remaining facility workers, but if she hears the sound of ranged weapons or someone sets off an alert while trying to shut down the plant, she goes to investigate.

SHEEBA YING

CR 1/3

XP 135

Female catfolk mechanic

CE Medium humanoid (catfolk)

Init +1; **Senses** low-light vision; **Perception** +3

DEFENSE

EAC 10; **KAC** 11

HP 4

Fort +2; **Ref** +2; **Will** +0 (+2 vs. fear and charm effects)

Defensive Abilities cat's luck

OFFENSE

Speed 30 ft.

Melee claw +1 (1d4 S)

Ranged thrown object +3 (1d4 B)

Offensive Abilities blood-mad fervor, target tracking

TACTICS

Before Combat Sheeba is busy at a control panel, coordinating a very tricky customized system startup.

During Combat Sheeba attempts to focus on her important task. If approached, she hisses and throws things, using combat tracking to aid her aim. If engaged in melee, she scratches with her cybernetic claw implants.

Morale Sheeba fights to the death with blood-mad aggression.

STATISTICS

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

Skills Acrobatics +3, Computers +7, Engineering +7, Physical Science +7, Stealth +3

Languages Abyssal, Catfolk, Common, Wayang

Other Abilities artificial intelligence (exocortex), custom rig (cybernetic tool-tail), sprinter

SPECIAL ABILITIES

Blood-Mad Fervor (Su) While exposed to blood space or derivatives thereof (such as hematonium), and for 1 hour after such exposure, a blood-mad creature enters a state of euphoric, aggressive fervor. While in this state the creature gains a +1 morale bonus to attack rolls, a -1 penalty to EAC and KAC, and a +2 morale bonus to Will saving throws against fear and charm effects. While in this state, the creature also gains low-light vision, and its eyes glow with dim red light. A blood-mad creature is immune to the other negative mind-affecting effects of blood space to which normal creatures would be susceptible. These adjustments have already been included in the stat block above.

Cat's Luck (Ex) Catfolk can choose to roll their saving throws twice when making a Reflex save and use the better result. Catfolk can use this ability once per day, and they must decide to use this ability before the saving throw is attempted.

Sprinter (Ex) Catfolk gain a 10-foot racial bonus to their base walking and running speed when using the charge, run, or withdraw actions.

Target Tracking (Ex) As a move action, Sheeba can use her exocortex to designate and track a single foe, gaining a +2 bonus on attack rolls against that target.

Area 5: Maintenance Section

Stairs lead down into the cool room, with banks of computer readouts to the east and west, three thick pillars down the middle of the room, and large hatches running along the north wall. A massive gorilla-like figure in armor moves back and forth between the hatches, grunting as he makes adjustments and takes reading. He is cradling a bright red metallic object in his left arm, though it's impossible to get a good look at it.

This is the final confrontation with Tarq Grazza, an ex-legionnaire turned solarian and member of the Red Spiral chaos cult. While the ultimate battle is intended to be an all-out physical combat with Grazza, players may use security stations (in Area 3 and 3a) to spy on Grazza before attacking him, or might try to lure him out of the area into a trap they lay elsewhere. There are also two reprogramming alcoves (areas

BLOOD SPACE AND MOON DUST

5a and 5b) that allow the computer banks running the maintenance section to be accessed (by going down stairs from 3a and 3c, respectively) without deactivating them. The computer banks separating area 5 from 5a and 5b are 10 feet tall, and the ceiling in the area is 15 feet tall, meaning it's possible to leap over the dividing computer.

Tarq Grazza's plan is to take the hematonium artifact and throw it into one of the plant's maintenance hatches that lead to the processing chamber (after making the needed adjustments elsewhere, see Area 3 for ways the PCs might interfere with this plan), pulverizing it into a fine red dust and ejecting it up into Lunox's atmosphere. With the particulate spread across the moonscape, Grazza believes that the hematonium's mystical mutagenic properties will trigger "divine" mutations in billions of creatures over time as Lunox's burgeoning population grows in the years to come. With such insidious seeds of influence sown on a massive scale, Grazza believes the Red Spiral cult will one day be able to seize control of Lunox, but even if not, the ensuing chaos will be worth it. As soon as the plant's systems are fully revved up, he'll toss in the artifact and by then it is too late to stop him. You can have Grazza wait as long as you want to actually be ready for this act, but regardless of when he begins, once he connects the maintenance hatch directly to the processing chamber an audible warning stating the processing chamber has been accessed without being placed into standby mode will sound for two minutes, along with a loud hum from area 5, as Grazza waits for the jury-rigged processing chamber to get to full power (taking 2 minutes). If the PCs don't stop him in that time, Grazza succeeds, though it would take weeks or even months to know if the long term goals of his plan's actions occur.

Grazza is proud of the work he does, and will be talkative if the PCs give him the opportunity, even scoffing at them in combat. The following are some things that Tarq Grazza might say as part of taunting banter or a villainous monologue.

- *I was a legionnaire garrisoned on Bantosian when the nova wave hit. Those who could not change with the red tide broke beneath its force, reduced to snarling beasts for their hubris. Others, like me, embraced the bloody god's gifts and became different, stranger, stronger. It was glorious!*

- *Most solarians get it wrong... the cycle, that is. All of existence whirls around, but never returns to exactly the same spot. Orbits degrade. Galaxies fly apart. Light gives way to dark, then light again, but the next day is always different. Always. You see, the great cycle isn't a circle, it's a spiral.*
- *This was supposed to be simple, a simple heist from simple pirates, to get a simple rock for a simple plan. But one shadowling gets himself caught, and instead of all's well with simple Plan B, you simple space-truckers can't abide a simple delivery. Ah, but, that's the point. Nothing is simple. All is chaos.*
- *This dismal gray moon is a blank slate, ready to become something wondrous. Imagine it: with a single sacrifice, we throw a trillion tiny seeds of change to the winds, and a lifeless world rises from the dust with the blood of the Emperor pumping through its veins. Welcome to a brave new age!*
- *Entropy is the only real truth. Change is inevitable, and all things slide toward chaos whether you like it or not. The sooner you accept that and let go of static delusions, the sooner you can join the true flow of the universe. Or, you can stand against me and your smoldering ashes will join the dust.*

LEFTOVER SHADOWY MINIONS

Depending on the outcomes of previous events, it is possible that some or none wayangs made it back to the plant. If they did, they likely take station in Area 5, near the pillars, to guard Grazza. Keep in mind that running the final combat of Event K plus all three wayang operatives makes for a higher CR encounter. If the PCs are particularly lucky or clever, or you stagger the appearance of combatants such that the PCs can dispatch the minions before moving on to Grazza, the combat can be challenging but still winnable. Overall, the operatives are skulking opportunists, not blood-mad warriors, so they're more likely to lurk in the shadows rather than launch a frontal assault.

GENIUS ADVENTURES

TARQ GRAZZA

CR 3

XP 800

Male human variant solarian

CE Medium humanoid (human)

Init +1; **Senses** low-light vision; **Perception** +8

DEFENSE

EAC 14; **KAC** 16

HP 40

Fort +5; **Ref** +3 (+4 in graviton mode); **Will** +4

OFFENSE

Speed 30 ft., climb 20 ft.

Melee solar weapon +11 (1d6+7 B or 1d6+6 S)

Ranged flame pistol +8 (1d4+3 F, 20-ft. line; critical burn 1d4)

Offensive Abilities blood of the pulsar, dark matter, falling star strike, weregorilla form

TACTICS

Before Combat Grazza assumes weregorilla form to initiate combat. The old legionnaire's muscles bulge and strain beneath his armor as his body swells into a bulkier gorilla-like form covered in thick black hair. He pounds his armored chest with his massive hands, the impacts emitting splashes of solar fire in addition to the thunderous sound.

During Combat Grazza begins combat in photon mode, crashing into melee and attempting to hit multiple foes with a falling star strike. In the second round of combat, he becomes graviton-attuned and spends his move action to use his dark matter ability, gaining damage reduction while lashing with his solar weapon. Throughout the combat he flips stellar modes each turn, alternating in the uses of his solar powers and solar weapon attacks.

Morale Grazza fights to the death.

STATISTICS

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

Skills Athletics +8, Bluff +8, Culture +8, Intimidate +13, Mysticism +13, Sense Motive +8

Languages Abyssal, Common, Wayang

SPECIAL ABILITIES

Blood of the Pulsar (Su) Years of hematonium use and blood-space radiation have mutated Grazza's solarian powers, damaging his ability to become fully graviton- or photon-attuned, but enabling him to

oscillate between stellar modes. Grazza must choose to begin the first round of combat in either graviton or photon mode (counting as attuned to that mode), but each subsequent round he switches to the opposite stellar mode and becomes so attuned, alternating each round. Similarly, the shape, color, and damage type of Grazza's solar weapon vary depending on his stellar mode. While in graviton mode, Grazza gains a +1 insight bonus to Reflex saves, and his solar weapon manifests as lashing flail-like tentacles of solid darkness (dealing slashing damage). While in photon mode, Grazza's solar weapon manifests as a sun-shaped sphere of glowing red fire (dealing bashing damage), and he gains a +1 insight bonus to damage rolls (already added to his solar weapon).

Dark Matter (Su, Graviton) While graviton-attuned, Grazza can draw upon the properties of a neutron star to increase his density, taking a move action to gain DR 2/- until the beginning of his next turn.

Falling Star Strike (Su, Photon) While photon-attuned, as a standard action Grazza can pound his solar weapon, releasing an eruption of stellar flame that causes all other creatures within a 5-ft. radius to take 2d4 fire damage and fall prone. A successful DC 12 Reflex save halves the damage and the creature does not fall prone.

Weregorilla Form (Su) Grazza has a mutated form of weregorilla lycanthropy. As a swift action, he can assume a human-gorilla hybrid form which grants him Strength +2, Constitution +2, low-light vision, and a climb speed of 20 feet. These modifications are already included in Grazza's stat block.

Development The climax of the adventure should be the defeat of Grazza, provided the PCs are tough enough. Once Grazza falls, any surviving Red Spiral minions give up the combat, slinking away and fleeing the scene.

If Grazza is successful in beating the PCs into submission, he waits for the atmospheric plant's systems to become fully operational as he specified, then tosses in the artifact, dispersing hematonium particulate into the atmosphere of Lunox on a massive scale. Grazza exits the scene via personal jetpack, leaving the PCs to regain consciousness later amidst an ominous snowfall of eerie red flakes that puts a bloody tinge on the moon dust.

Treasure Once Grazza falls, looting his pockets discovers multiple credsticks containing the remains of his operations budget and personal cash – a total of 1,200 credits – as well as one tiny vial of powdered hematonium worth 200 credits on the black market or to the right (or wrong) buyer.

CONCLUDING THE ADVENTURE

Presuming the PCs have emerged victorious and taken out Grazza, they can likely find a way to make sure the upper XLG corporate hierarchy doesn't ban them for life from Dust City due to any infractions of regulations they may have committed along the way (maybe none, perhaps a great many). Shady XLG Port Authority official Regina Bosch uses her influence over local affairs to sweep the entire ordeal with Grazza under the rug to cover up her own involvement, though that means covering for the PCs as well, even if she doesn't like them. Bosch uses her office's access and her technomantic data wand to erase recent records of the PCs' presence from Dome-421's systems, though she strongly suggests the PCs leave Dust City for a bit while things blow over. If the PCs successfully rescue Bosch's engineer nephew from the plant and return him relatively unharmed, Bosch might even be inclined to owe them a favor or two and grant them a 5-year preferred-customer waiver on all docking fees at Dome-421 – a very valuable commodity if they choose to use this dome as a regular port of call.

If the PCs still have control of the intact artifact at the conclusion of the adventure, and if the xaosnarr from Event C is still around (either because it has come along with the PCs, or if it made its own way here by tracking the hematonium artifact with its radiation-scenting), the xaosnarr pounces on the artifact and curls around it protectively, refusing to budge. A successful DC 10 Sense Motive check reveals that the xaosnarr isn't consuming the object, but rather nurturing it. After a while (which could be minutes, or weeks, depending on the pacing of your narrative) the red sphere of the "artifact" flares up with a burst

of radiation, then cracks like an egg and suddenly liquefies into pool of viscous crimson goo, revealing a pink baby xaosnarr wriggling in the middle of the mess. The baby xaosnarr shrieks and squeals, lapping up the leftover red goo while the mother xaosnarr cleans the infant with its tentacles. A successful DC 20 Life Science check to desperately consult the available bodies of knowledge reveals that this phenomenon appears to be previously undocumented. This new discovery has uncertain implications for the study of xaosnarrs, blood space, and more. The xaosnarr mother and child might stay with the PCs as pet-like companions or fly off together into the stars.



APPENDIX 1:

PC STARSHIP

STARSHIP *Tier 1*

NAME: _____

Medium explorer

Speed 6; **Maneuverability** good (turn 1); **Drift** 0

AC 14; **TL** 13

HP 55; **DT** —; **CT** 11

Shields basic 10 (forward 3, port 2, starboard 2, aft 3)

Attack (Forward) light plasma torpedo launcher (3d8, limited fire 5)

Attack (Port) light laser cannon (2d4)

Attack (Starboard) light laser cannon (2d4)

Attack (Turret) flak thrower (3d4, point +8)

Modifiers +2 Piloting; **Complement** 1-6

Power Core Pulse Gray (100 PCU); **Systems** basic computer, crew quarters (basic), budget short-range sensors, mk 3 armor, mk 2 defenses; **Expansion Bays** cargo holds (4)

Starship Combat – What To Do? Outrunning a faster ship is unlikely, and your ship can't outpace enemy torpedoes, but it may be possible to avoid short range weapons (5 hexes) with clever maneuvering. In starship combat, pilot your ship to maneuver into an advantageous firing position, while trying to avoid the enemy ship's most dangerous firing arc (forward). Fire your weapons, and try to shoot down incoming torpedoes.

How do we get depleted shields back? The engineer can take an action to *Divert* power to the shields (Engineering, DC 12), restoring points to shields equal to 5% of the PCU of the power core.

Can we pretend our ship is disabled before it actually is? Yes. The engineer can make the ship "play dead" with a successful DC 17 Engineering check, suddenly powering down systems and altering the ship's power core output to make it appear wrecked. If an enemy science officer scans the ship, the scanning science officer's Computers check must exceed the result of the engineer's Engineering check to see through the bluff.

For complete rules on actions in starship combat, see Chapter 9 of *Starfinder Core Rulebook*.

HINTS FOR STARSHIP COMBAT:

- The three phases of starship combat are:
 - 1) *Engineering* – Engineers of all ships choose their actions and act simultaneously.
 - 2) *Helm* – Starship pilots roll Piloting checks to determine order; lowest check must make their ship move first. Pilots can do stunts to move differently, and science officers can scan foes or target systems.
 - 3) *Gunnery* – Gunners fire weapons, and all damage resolves simultaneously. Tracking weapons fired during the gunnery phase (such as torpedoes) move their speed at the beginning of the next round.
- Captain** can *Encourage* a crew member (Diplomacy, DC 16; or targeted skill, DC 10) to give them a +2 bonus on their action. Or, the captain can *Demand* better (Intimidate, DC 17) to grant a +4 bonus, but only once per combat per crew member. Captains can also *Taunt* another ship to penalize enemies.
- Engineers** can *Divert* power (Engineering, DC 12) to boost various systems, increase speed, or restore a portion of the shields. Engineers can also *Patch* damaged systems and *Hold It Together* to keep flying.
- Gunners** can *Shoot* one weapon normally, or may *Fire at Will* to fire two weapons simultaneously (at a -4 penalty). A gunner can knock down incoming torpedoes once per turn as a free action by using the turret-mounted flak thrower (+8 instead of the usual gunnery skill check, plasma torpedoes have an AC of 24).
- Pilot** can *Fly* normally without a check, but may also *Maneuver* to make special moves, or perform a variety of *Stunts*, such as the *Evade* stunt (Piloting, DC 12) to increase the ship's AC and TL by 2.
- Science officers** can *Scan* an enemy ship to learn information (Computers, DC 12). They can also use *Target System* (Computers, DC 17) to apply critical damage toward specific systems on an enemy ship. Science officers can also use *Balance* (Computers, DC 17) to redistribute remaining shields when the shields have been depleted by attacks, or shift shield power to concentrate protections on one arc.

APPENDIX G:

PRE-GENERATED PCs



Name:

Player:

Alignment:

Race: Human

Theme: Xenoseeker

Gender:

Deity:

Class: Envoy

Level: 1

Size: Med

Speed: 30 ft.

	Score	Mod		Max	Current
STR	10	+0	Hit Points	10	
DEX	13	+1	Stamina Points	6	
CON	10	+0	Resolve Points	5	
INT	12	+1	ATTACKS	BAB +0	
WIS	10	+0	Melee	survival knife +1 (1d4 S)	
CHA	18	+4	Ranged	semi-auto pistol +2 (1d6 P) or azimuth laser pistol +2 (1d4 F; critical burn 1d4)	
Initiative	+1				
KAC	13	EAC	12		
SAVES	Fort +0	Ref +3	Will +2		

FEATS

Skill Synergy (+2 Diplomacy, +2 Intimidate)
Weapon Focus (small arms)

ABILITIES

Expertise (+1d6 Sense Motive if 1+ resolve)
Inspiring Boost (ally can regain stamina pts)
Skill Expertise (+1d6 Diplomacy if 1+ resolve)
Theme Knowledge (ID rare aliens as standard)

GEAR

3 frag grenades (explode, 1d6 P, 20 ft.)
Mk I healing serum (1d8 HP)
Second skin (armor)

LANGUAGES

Common, Lashunta

SKILLS	Total	Ranks	Mods
Acrobatics (Dex*)	+1	0	
Athletics (Str*)	+0	0	
Bluff (Cha)	+8	1	
Computers (Int)	+5	1	
Culture (Int)	+5	1	
Diplomacy (Cha)	+10	1	+1d6
Disguise (Cha)	+4	0	
Engineering (Int)	+5	1	
Intimidate (Cha)	+10	1	
Life Science (Int)	+5	1	
Medicine (Int)	+1	0	
Mysticism (Wis)	+0	0	
Perception (Wis)	+4	1	
Physical Science (Int)	+1	0	
Piloting (Dex)	+5	1	
Profession ()	+0	0	
Sense Motive (Wis)	+4	1	+1d6
Sleight of Hand (Dex*)	+1	0	
Stealth (Dex*)	+1	0	
Survival (Wis)	+0	0	

[* = armor check penalty (ACP) applies]

Expertise (Ex) Not only are you skilled in changing the flow of combat, you're also good at dealing with challenges that test your skills, be they social or otherwise. At 1st level, when attempting a Sense Motive check, you can roll 1d6 (your expertise die) and add the result of the roll to your check as an insight bonus. You can use this and other expertise abilities as long as you have at least 1 Resolve Point remaining.

Inspiring Boost (Ex) As a standard action, you can signal an ally within 30 feet who has taken damage from any attack by a significant enemy at any point after your last turn ended. That ally regains a number of Stamina Points (up to his maximum) equal to twice your envoy level + your Charisma modifier. Once an ally has benefited from your inspiring boost, that ally can't gain the benefits from your inspiring boost again until he takes a 10-minute rest to recover Stamina Points. This is a language-dependent, mind-affecting, sense-dependent effect.

Skill Expertise (Ex) You use your expertise ability with the Diplomacy skill as well.

Theme Knowledge – Xenoseeker You are trained to seek out, identify, and interact with alien life-forms. Reduce the DC to identify a rare creature using Life Science by 5.

For complete Envoy rules, see Chapter 4 of the *Starfinder Core Rulebook*.

Name:

Player:

Alignment:

Race: Android

Theme: Scholar

Gender:

Deity:

Class: Mechanic

Level: 1

Size: Med

Speed: 25 ft.

	Score	Mod		Max	Current
STR	10	+0	Hit Points	10	
DEX	14	+2	Stamina Points	7	
CON	12	+1	Resolve Points	5	
INT	18	+4	ATTACKS	BAB +0	
WIS	10	+0	Melee	baton +2 (1d4+1 B)	
CHA	8	-1	Ranged	azimuth laser pistol +2 (1d4 F; critical burn 1d4) or pulsecaster pistol +2 (1d4 E nonlethal)	
Initiative	+1				
KAC	14	EAC	13		

SAVES Fort +3 Ref +4 Will +0

[+2 to saves vs disease, mind-affecting, poison, sleep]

FEATS

Skill Synergy (+2 Computers, +2 Engineering)
Skill Focus^B (+3 Engineering)

ABILITIES

Bypass +1 (+1 Computers, +1 Engineering)
Combat Drone
Constructed (count as construct, don't breathe)
Custom Rig (tool-hands)
Exceptional Vision (darkvision 60ft., low-light)
Flat Affect (-2 Sense Mot., +2 DC to S.M. vs you)
Theme Knowledge (Astronomy)
Upgrade Slot (your custom rig tool-hands)

GEAR

Mk I healing serum (1d8 HP)
Second skin (armor)

LANGUAGES

Common, Abyssal, Lashunta, Vesk, Ysoki

Custom Rig (Ex) You have created a customized toolkit that you can use to infiltrate systems and hack items. Your custom rig takes up a cybernetic slot in your body (your hands). While using this rig, you always count as having the appropriate tool or basic kit for any Computers or Engineering skill check you attempt. In addition, you can use your custom rig as a personal comm unit and a flashlight.

Combat Drone (Ex) Your combat drone moves along the ground, armored and designed for battle. **Size** Medium; **Speed** 30 feet; **BAB** +1; **AC** EAC 10, KAC 13; **HP** 10; **Saves** Fort +2; Reflex +0; Will +0; **Ability Scores** Str 14, Dex 12, Con —, Int 6, Wis 10, Cha 6; **Skills** Stealth +5; **Feats** Weapon Focus (basic melee weapons); **Mods** melee weapon arm (tactical dueling sword), weapon mount (static arc pistol), reductive plating (**DR** 1/—), weapon proficiency (basic melee weapons, small arms). **Melee Attack** dueling sword +4 (1d6+2 S); **Ranged Attack** static arc pistol +2 (1d6 E; critical arc 2)

Theme Knowledge – Scholar You possess a wealth of knowledge. Reduce the recall knowledge DC by 5 when using Physical Science to recall information on your specialty field (astronomy).

For complete Mechanic rules, see Chapter 4 of the *Starfinder Core Rulebook*.

SKILLS	Total	Ranks	Mods
Acrobatics (Dex*)	0	0	
Athletics (Str*)	+4	1	
Bluff (Cha)	-1	0	
Computers (Int)	+11	1	
Culture (Int)	+0	0	
Diplomacy (Cha)	-1	0	
Disguise (Cha)	-1	0	
Engineering (Int)	+14	1	
Intimidate (Cha)	-1	0	
Life Science (Int)	+5	1	
Medicine (Int)	+8	1	
Mysticism (Wis)	+0	0	
Perception (Wis)	+4	1	
Physical Science (Int)	+9	1	
Piloting (Dex)	+6	1	
Profession ()	+0	0	
Sense Motive (Wis)	-2	0	
Sleight of Hand (Dex*)	+2	0	
Stealth (Dex*)	+2	0	
Survival (Wis)	+0	0	

[* = armor check penalty (ACP) applies]

Name:Player:

Alignment:Race: LashuntaTheme: Ace PilotGender:Deity:

Class: SolarianLevel: 1Size: MedSpeed: 30 ft.

	Score	Mod		Max	Current
STR	16	+3	Hit Points	11	
DEX	13	+1	Stamina Points	7	
CON	10	+0	Resolve Points	4	
INT	10	+0	ATTACKS	BAB +1	
WIS	8	-1	Melee	solar weapon +4 (1d6+3 S)	
CHA	16	+3	Ranged	azimuth laser pistol +2 (1d4 F; critical burn 1d4)	

Initiative +1

KAC 14EAC 13

SAVESFort +2Ref +1Will +1

FEATS
Skill Focus (Piloting +3)

ABILITIES
Limited Telepathy (30ft., same language)
Skill Adept (Engineering, Piloting class skills)
Solar Manifestation (weapon)
Stellar Mode
Stellar Revelations (black hole, supernova)
Student (+2 Engineering, +2 Piloting)
Theme Knowledge (piloting)

SPELL-LIKE ABILITIES
At will – daze, psychokinetic hand
1/day – detect thoughts

GEAR
Mk I healing serum (1d8 HP)
Second skin (armor)

LANGUAGES
Common, Lashunta

SKILLS	Total	Ranks	Mods
Acrobatics (Dex*)	+1	0	
Athletics (Str*)	+7	1	
Bluff (Cha)	+3	0	
Computers (Int)	+0	0	
Culture (Int)	+0	0	
Diplomacy (Cha)	+3	0	
Disguise (Cha)	+3	0	
Engineering (Int)	+6	1	
Intimidate (Cha)	+3	0	
Life Science (Int)	+0	0	
Medicine (Int)	+0	0	
Mysticism (Wis)	+3	1	
Perception (Wis)	-1	0	
Physical Science (Int)	+0	0	
Piloting (Dex)	+11	1	
Profession ()	+0	0	
Sense Motive (Wis)	-1	0	
Sleight of Hand (Dex*)	+1	0	
Stealth (Dex*)	+1	0	
Survival (Wis)	-1	0	
[* = armor check penalty (ACP) applies]			

Solar Manifestation (Su) You have a physical manifestation of your stellar power. The base form of your solar manifestation, when not actively in use, is a mote of stellar energy slightly smaller than your fist that hovers near your head. Beyond the solar mote, your manifestation can take the form of a weapon. You choose whether your solar manifestation (in any form) either glows brightly with one color common to stars (including red, blue, yellow, or white) or is the perfect darkness of a black hole. A glowing solar manifestation sheds dim light in a 20-foot radius. You can shut off the light or darkness as a standard action to blend in or assist in stealth, but whenever you enter a stellar mode, the glow or darkness returns immediately. Once made, these choices cannot be changed. Only you can interact with your solar manifestation, whether in mote or weapon form. No other creature or effect can affect your solar manifestation in any way, including disarming or sundering it.

Solar Weapon (Su) You can seize your solar mote in one hand to form a melee weapon out of stellar energy. This weapon appears to be made out of glowing light or solid darkness, as determined by the appearance of your solar manifestation, but it can be whatever general shape you choose. Normal melee weapons like axes, swords, and spears are most common, but other shapes, such as a large rune of stellar energy, a mass of writhing energy tendrils, or an energized fist that fits over your own hand, are possible as well. Regardless of its design, your solar weapon's appearance has no impact on its function, and doesn't give the weapon any special abilities such as reach. Once selected, you can't change the appearance of your solar weapon until you gain a new solarian level.

Your solar weapon functions as a one-handed kinetic advanced melee weapon, and you're automatically proficient with it. At 1st level, choose whether your solar weapon deals bludgeoning, piercing, or slashing damage. You can change the damage type each time you gain a new solarian level. Your solar weapon deals 1d6 damage plus your Strength modifier.

Forming or dismissing a solar weapon is a move action that takes the same amount of effort as drawing or sheathing a weapon (and can be combined with a move as a single move action or used with the Quick Draw feat). Your solar weapon is automatically dismissed if it ever leaves your hand.

Stellar Mode (Su) The stellar forces you call on are attuned toward either photons (representing the power of stars to emit heat, light, and plasma) or gravitons (representing the power of stars to attract and imprison objects through gravity). The ultimate expression of photon power is the supernova, when all of a star's energy is exerted outward, while the ultimate expression of graviton power is the black hole, where gravity is so strong that nothing, not even light, can escape it. The balance between these two opposing cosmic forces is the source of your power, and your stellar mode represents the strength of your connection with one or both of these forces—a relationship that constantly shifts from moment to moment as you use your stellar revelations.

When in battle, you enter a state of metaphysical alignment with cosmic forces. At the start of your first turn in combat, as long as you are conscious, you must choose one of three stellar modes: graviton, photon, or unattuned.

Graviton Mode: If you pick graviton mode, you gain 1 graviton attunement point, and become graviton-attuned. Some of your stellar revelations are graviton powers, and get stronger if you're graviton-attuned. While graviton-attuned, you gain a +1 insight bonus to Reflex saves.

Photon Mode: If you pick photon mode, you gain 1 photon attunement point, and become photon-attuned. Some of your stellar revelations are photon powers, and get stronger if you're photon-attuned. While photon-attuned, you gain a +1 insight bonus to damage rolls (including damage rolls for your stellar powers).

Unattuned: If you pick unattuned, you gain no attunement points, and you are neither photon-attuned nor graviton-attuned. While unattuned, you gain no benefits.

At the start of each subsequent turn of combat, you must choose to either stay in your current stellar mode or to become unattuned. If you choose to stay in your mode, you gain another attunement point for that mode. As long as you have 1 or 2 attunement points in a mode, you are attuned to that mode. Once you reach 3 attunement points in a mode, you become fully attuned to that mode. Some of your stellar revelations are zenith revelations, which can only be used when you're fully attuned to one mode or the other. When you are fully attuned, you cannot gain more points in your mode, but you stay fully attuned until combat ends, your stellar mode ends, or you become unattuned. If you choose to become unattuned, you lose all attunement points you've accrued so far. At the start of your next turn, you can choose to enter a new stellar mode, or stay unattuned. At the end of combat, your stellar mode ends. If you fall unconscious during an encounter, you become unattuned. If you regain consciousness while still under threat, you can enter a stellar mode on your first turn after regaining consciousness, as if it were the first round of combat. If you are not in a stellar mode, for any reason, you are considered unattuned for the purposes of your stellar revelations.

When you're not in combat, you can't enter a stellar mode. This ability manifests only in high-stakes situations, when your training takes over and connects your mind to the universe. There needs to be some risk to you for your stellar mode to activate, so you must be facing a significant enemy. If there's any doubt about whether you're in combat or able to access your stellar mode, the GM decides. This also means that your stellar mode might end before what was previously a dangerous battle is over, once all that remains are dregs that don't pose a real threat to you.

Black Hole (Su, Graviton) When you're fully graviton-attuned, as a standard action, you can pull any number of creatures within 20 feet of you closer. You choose which creatures are affected and which ones aren't. Each target must succeed at a Fortitude save or be pulled 10 feet toward you. Increase the range of this revelation and the distance pulled by 5 feet at 5th level and every 4 levels thereafter. Solid objects do not block this ability, but any creature that runs into a solid object ceases moving closer to you. Creatures being moved by this ability do not provoke attacks of opportunity from this movement. Black hole functions as a zenith revelation; after you use this revelation, you immediately become unattuned.

Supernova (Su, Photon) When you're fully photon-attuned, as a standard action, you can deal 1d6 fire damage plus an additional 1d6 fire damage per solarian level to all creatures within 10 feet of you. A creature that succeeds at a Reflex save takes half damage. At 9th level, you can choose to increase the radius to 15 feet, and at 17th level, you can choose to increase the radius to 20 feet. Supernova functions as a zenith revelation; after you use this revelation, you immediately become unattuned.

Theme Knowledge – Ace Pilot You are obsessed with starships and vehicles. Reduce the recall knowledge DC with the appropriate skill by 5 to have heard about starship and vehicle models and parts as well as famous hotshot pilots.

DAZE

School enchantment (compulsion, mind-affecting); **Level** mystic 0, technomancer 0

Casting Time 1 standard action

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

Targets one humanoid creature of CR 3 or lower

Duration 1 round

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

This spell short-circuits the mind of a humanoid creature with a CR of 3 or lower so that it is dazed (unable to take actions, but taking no penalty to AC). Humanoids of CR 4 or higher are not affected. After a creature has been dazed by this spell, it is immune to it for 1 minute.

PSYCHOKINETIC HAND

School transmutation; **Level** mystic 0, technomancer 0

Casting Time 1 standard action

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

Targets one unattended object of no more than 10 pounds or 1 bulk

Duration concentration

Saving Throw none; **Spell Resistance** no

You point your finger at the target object, and can lift it and move it at will from a distance. As a move action, you can propel the object as far as 15 feet in any direction, though the spell ends if the distance between you and the object ever exceeds the spell's range. You cannot perform complex operations such as firing a gun or using a computer, but you can shut a mechanical door or lid, and work simple buttons to open or close automated doors or trigger an alarm.

DETECT THOUGHTS

School divination (mind-affecting); **Level** mystic 1

Casting Time 1 standard action

Range 60 ft.

Area cone-shaped emanation

Duration concentration, up to 1 minute/level

Saving Throw Will negates, see text; **Spell Resistance** no

You detect surface thoughts. The amount of information revealed depends on how long you study a particular area or target.

1st Round: You detect the presence or absence of thoughts (from conscious creatures with Intelligence scores of 1 or higher).

2nd Round: You detect the number of thinking minds and the Intelligence score of each. If the highest Intelligence is 26 or higher (and at least 10 points higher than your own Intelligence score), you are stunned for 1 round and the spell ends. This spell doesn't let you determine the location of the thinking minds if you can't see the creatures whose thoughts you are detecting.

3rd Round: You can read the surface thoughts of any mind in the area. A target who succeeds at its Will save prevents you from reading its thoughts, and you must cast *detect thoughts* again to have another chance. Creatures of animal intelligence (an Intelligence score of 1 or 2) have simple, instinctual thoughts.

Each round, you can turn to detect thoughts in a new area. The spell can penetrate barriers, but 3 feet of dirt or wood, 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or any force field blocks it.

For complete Solarian rules, see Chapter 4 of the *Starfinder Core Rulebook*.

Name:

Player:

Alignment:

Race: Vesk

Theme: Mercenary

Gender:

Deity:

Class: Soldier

Level: 1

Size: Med

Speed: 25 ft.

	Score	Mod		Max	Current
STR	17	+3	Hit Points	11	
DEX	16	+3	Stamina Points	9	
CON	12	+1	Resolve Points	4	
INT	8	-1	ATTACKS	BAB +1	
WIS	10	+0	Melee	tactical doshko +4 (1d12+3 P) or unarmed strike +4 (1d3+3 B)	
CHA	10	+0	Ranged	azimuth laser rifle +4 (1d8 F; critical burn 1d6) or merc NIL grenade launcher +4	
Initiative	+3				
KAC	17	EAC	15		
SAVES	Fort +3	Ref +3	Will +2 (+4 vs fear effects)		

FEATS

Toughness (+1 Stamina, +4 to many Fort saves)

ABILITIES

Armor savant (+1 AC in armor, -1 ACP)

Fearless (+2 saves vs fear effects)

Grenade Expert (Bombard Fighting Style)

Low-light vision

Natural weapons

Theme Knowledge (military)

GEAR

3 frag grenades (explode, 1d6 P, 20 ft.)

2 smoke grenades (smoke cloud 1 min, 20 ft.)

1 stickybomb grenade (entangle 2d4 rds, 10 ft.)

Lashunta ringwear (armor)

Mk I healing serum (1d8 HP)

LANGUAGES

Common, Vesk

Armor Savant Vesk use armor in a way that complements their uniquely sturdy physiology. When wearing armor, they gain a +1 racial bonus to AC. When they're wearing heavy armor, their armor check penalty is 1 less severe than normal.

Grenade Expert (Ex) You increase the range increment of your thrown grenades by $5 \times$ your Strength bonus. In addition, you're able to salvage enough materials to create a grenade without paying for it. Creating a grenade takes 10 minutes. You can create any grenade whose item level is less than or equal to your soldier level, but this grenade is unstable and only you can use it effectively. If anyone else tries to use the grenade, it is a dud. You can have only one grenade created by this ability at one time (if you create a new grenade using this ability, the old grenade no longer works).

Natural Weapons Vesks are always considered armed. They can deal 1d3 lethal damage with unarmed strikes and the attack doesn't count as archaic.

Theme Knowledge – Mercenary You're knowledgeable about the military, from rival mercenary groups to full planetary militaries. Reduce the recall knowledge DC by 5 with the appropriate skill to know about hierarchies, practices, personnel, and so on.

For complete Soldier rules, see Chapter 4 of the *Starfinder Core Rulebook*.

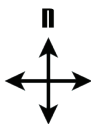
SKILLS	Total	Ranks	Mods
Acrobatics (Dex*)	+1	0	
Athletics (Str*)	+0	0	
Bluff (Cha)	+8	1	
Computers (Int)	+5	1	
Culture (Int)	+5	1	
Diplomacy (Cha)	+10	1	+1d6
Disguise (Cha)	+4	0	
Engineering (Int)	+5	1	
Intimidate (Cha)	+10	1	
Life Science (Int)	+5	1	
Medicine (Int)	+1	0	
Mysticism (Wis)	+0	0	
Perception (Wis)	+4	1	
Physical Science (Int)	+1	0	
Piloting (Dex)	+5	1	
Profession (_____)	+0	0	
Sense Motive (Wis)	+4	1	+1d6
Sleight of Hand (Dex*)	+1	0	
Stealth (Dex*)	+1	0	
Survival (Wis)	+0	0	

[* = armor check penalty (ACP) applies]

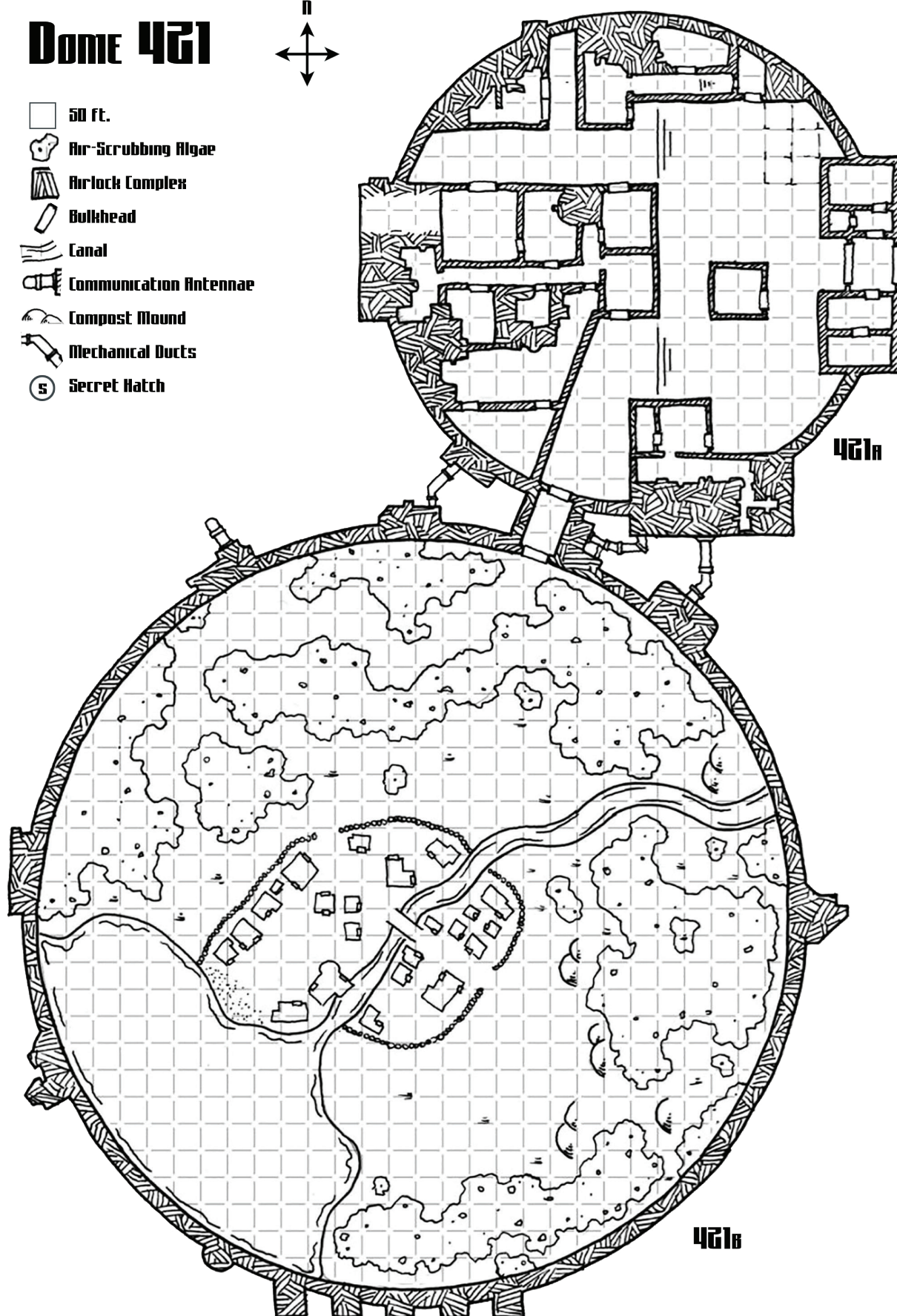
Appendix 3:

PLAYER-FRIENDLY MAPS

DOME 421

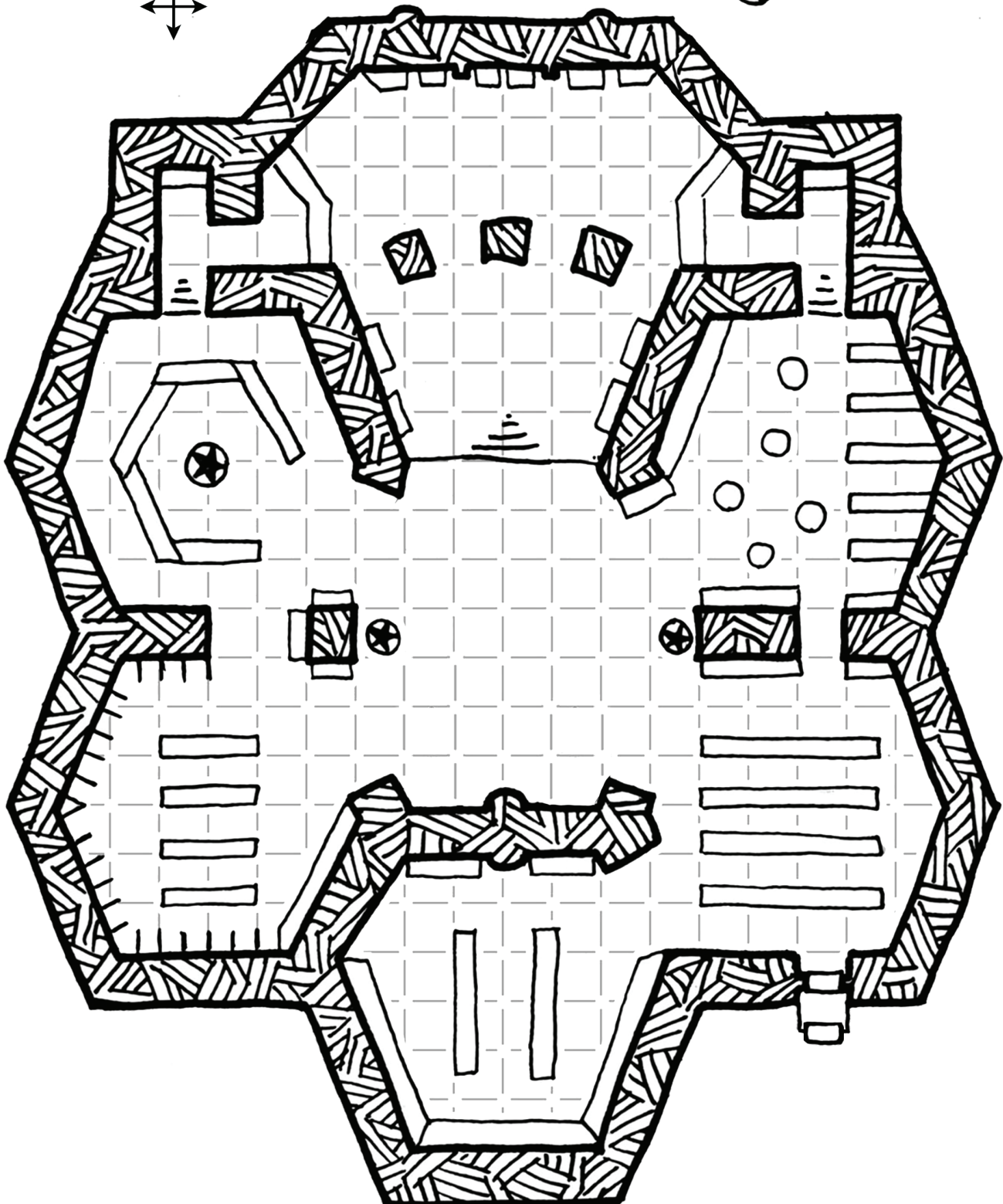
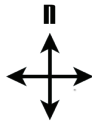
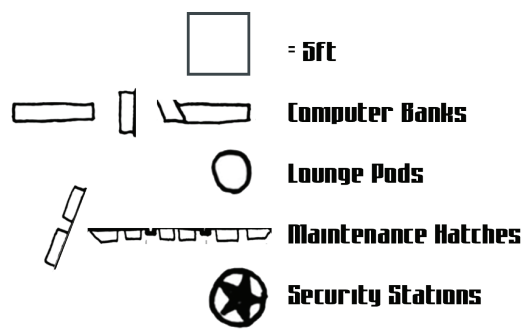


-  50 ft.
-  Air-Scrubbing Algae
-  Airlock Complex
-  Bulkhead
-  Canal
-  Communication Antennae
-  Compost Mound
-  Mechanical Ducts
-  Secret Hatch



ATMOSPHERIC PLANT

XJ-97



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