

# STARFINDER

## SOCIETY



### YEAR OF EXPLORATION'S EDGE

SCENARIO #3-22

LEVELS 7-10

## THE VAST EXPERIMENT: DANCING AT THE EDGE

BY MIKKO KALLIO





# THE VAST EXPERIMENT: DANCING AT THE EDGE

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## GM RESOURCES

**Campaign Home Page:** [starfindersociety.club](http://starfindersociety.club)

**Books:** *Starfinder Core Rulebook* and *Starfinder Armory*

**Maps:** *Starfinder Flip-Tiles: City Starter Set*, *Starfinder Flip-Mat: Basic Starfield*, and *Starfinder Flip-Mat: Undercity*

**Online Resource:** Starfinder Reference Document at [paizo.com/sfrd](http://paizo.com/sfrd)

## SCENARIO TAGS

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



**FACTION (EXO-GUARDIANS, WAYFINDERS)**



**STARSHIP**

## SUMMARY

The PCs, along with a fleet of Starfinder ships, travel to a Pact Worlds–sponsored colony in the Vast to investigate why Drift beacons have been shutting down in that remote section of space. They find out all colonists were brutally murdered or kidnapped, and while the PCs gather evidence to piece together what happened to the colonists, they encounter hostile robots and rival agents from the Aspis Consortium. Soon after concluding their investigation, the PCs realize they've walked into a trap. They must escape before massive explosions destroy the planet and join the Starfinder fleet's defense against an unfamiliar enemy.

## HOW TO PLAY



**PLAY TIME: 4–5 HOURS**



**LEVELS: 7–10**



**PLAYERS: 3–6**



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# THE VAST EXPERIMENT: DANCING AT THE EDGE

BY MIKKO KALLIO



Over the past two years, Drift beacons in the Vast have been sporadically shutting down. As a result, a section of space has grown increasingly inaccessible. The affected region is remote, and in the Pact Worlds, only organizations like the Starfinder Society have a vested interest in solving the problem.

The cause of the disruption is a mysterious force that has been building up its influence within the Vast. To further entrench its claimed section of space, and cut it off from the Pact Worlds and other interstellar powers, it has been using obscure techniques and knowledge to deactivate Drift beacons. This force is now ready for the next step of its plan: to unleash a potent set of digital viruses into the infospheres of the Pact Worlds and civilizations of Near Space. The goal of this "Data Scourge" is to sow discord and confusion in preparation for an eventual strike against the Pact Worlds.

Though the Starfinder Society has not yet discovered the true nature of the Drift beacon deactivations, it is actively seeking answers. In partnership with the Aballonian corporation Resurgent Technologies, the Society helped design and test a new generation of starship intended to rigorously explore the Vast. These events took place in prior adventures of the Vast Experiment series: *Starfinder Society Scenario #3-04: The Vast Experiment: Falling into Deliverance* and *Starfinder Society Scenario #3-12: The Vast Experiment: First Flight*.

With the development of the starship complete, the Society now waits for the new models to emerge from production. Meanwhile, the leaders of the Exo-Guardians and Wayfinders factions have decided to take several of their current-generation Drake and Pegasus models on a mission to find more clues at the edges of the affected space. The Society's destination is New Hope, a Pact Worlds-sponsored colony in the Siygeess system. What the Society doesn't know is that an enemy has already visited the world, overrun it with robotic attackers, and killed or captured all the colonists. New Hope is a trap for the Starfinder Society, set to spring when the mounting mysteries around the Drift beacons inevitably attract their attention.

## GETTING STARTED

The PCs begin onboard the flagship of the Wayfinders faction, the *Master of Stars*, which is in orbit around Absalom Station.

## WHERE IN THE UNIVERSE?

This adventure centers itself on the colony planet Siygeess-4, where Starfinders investigate why Drift beacons in the Vast have been shutting down in recent years.

### SIYGESS-4

*The New Hope in the Vast*

**Diameter:**  $\times 3/4$ ; **Mass:**  $\times 1$ ; **Gravity:** Normal

**Atmosphere:** Normal; **Day:** 11 hours; **Year:** 13 years

Siygeess-4 is a planet of lush forests and tall mountains. The planet's large metallic core and unique magnetic field make thunderstorms a common occurrence, but the planet's inhabitants have long since erected shield towers that protect their settlements against the storms. The planet's only major city, New Hope, is technologically advanced, but the majority of the planet remains an untamed wilderness dominated by impossibly tall and sturdy trees that have a metallic sheen to them. The planet's three moons have only a tenuous atmosphere each, but there are many mining facilities on the moons that ship minerals to Siygeess-4 for production of refined goods.

Wayfinders faction leader Fitch informs the PCs that she and the leader of the Exo-Guardians faction, Zigvigix, want to discuss an important upcoming mission in the Vast. Read or paraphrase the following to get the adventure underway.

In the briefing room, a shirren heavily augmented with cybernetics and a white-furred ysoki are engaged in a heated argument. With their antennae twitching angrily, Zigvigix says, "Fitch, you know that can't be true!" Fitch, realizing that she and Zigvigix are no longer alone in the room, remarks, "Zig, let's talk about that later. We have more urgent matters to discuss."

## SKILL CHECK DCs

This adventure uses many skill checks in several encounters. Instead of all skill check DCs being listed individually, the skill checks are each assigned a difficulty—Easy, Average, or Hard—that determines their DC.

### SKILL CHECK DCs

Levels	Easy	Average	Hard
7-8 (4 players)	16	19	25
7-8 (5 players)	17	20	26
7-8 (6 players)	18	21	27
9-10 (4 players)	19	22	28
9-10 (5 players)	20	23	29
9-10 (6 players)	21	24	30

Zigvigix, now looking somewhat embarrassed, utters, “Ah, Starfinders! Thank you for joining us—there is an important mission I want to discuss with you. As you probably know, Drift beacons have been shutting down in a remote region of space within the Vast, and it is exceedingly important for the Society to find out why. To this end, we are sending a large expedition, comprising several dozen combat and exploration ships, into the Vast. The *Master of Stars* will remain behind. Instead, we have two command vessels; I’ll take the battleship *Vigilant Calm* for a spin and lead whatever battle efforts may prove necessary, while Fitch will captain the *Swift Clarity* to lead exploration of the area.”

Fitch nods in agreement and continues, “You’ll be joining the exploration wing under my command. Your mission is to explore Siygeess-4, a planet known to have a Pact Worlds–sponsored settlement within the region of space affected by the Drift beacon deactivations. Once you’ve arrived in the system and ascertained there are no immediate threats, you should land in New Hope, the planet’s only major city. You should contact local authorities and find out if there have been any recent incidents that may be related to the deactivations. You should also keep an eye out for anything that seems out of place. Meanwhile, other teams will explore other locations on the planet, and Zigvigix’s forces will investigate the planet’s three moons.”

Fitch indicates that the PCs should choose which starship frame they want to take, likely the Drake or the Pegasus. New generation models are still in production and aren’t yet available. Fitch reminds them that since their primary mission is exploration, she recommends the Pegasus, but Zigvigix comments about potential dangers in the Vast and recommends the Drake.

Fitch and Zigvigix do their best to answer any questions the PCs may have.

**What were you arguing about?** Zigvigix answers, “Fitch, uh, recently discovered a bootleg recording, which allegedly features Strawberry Machine Cake’s CAPTAIN\**CARMINE* and Abysshead’s Drix singing a duet! A ballad of all things! Everyone knows it must be a fake.” Fitch merely shrugs.

**Any idea why the Drift beacons are shutting down?** Fitch shakes her head. “We don’t know, and the Church of Triune hasn’t been too eager to comment on it, either. Might be some strange phenomenon affecting that region of space, or it might be that someone or something wants to keep outsiders out. It’s our job to find out.”

**What is the region of space like?** “It’s in the Vast, so the location is quite secluded,” Fitch says. “Other than the colonists, there are no civilizations in the system that we know of.”

**What sort of trouble can we expect?** Zigvigix answers, “The system has been stable for a long time, so there are no known hostile groups in the region of space. But since we don’t know who or what is behind the Drift beacon deactivations, we need to be prepared for anything.”

**What is the colony like?** Fitch explains, “The residents are originally from the Pact Worlds. New Hope is a city of 50,000 people, and several thousand more live in smaller settlements. They are largely self-sufficient, and we don’t know much about their colony’s current state. The planet’s three moons are lifeless, and as far as we know, there are only small mining settlements there.”

## CULTURE (RECALL KNOWLEDGE)

Based on the result of a Culture check, the PCs might know more about the planet and colony. They learn all the information for which the DC is equal to or less than the result of their check.

**15+:** The colonists of Siygeess-4 are mostly humans, lashuntas, and kasathas, but a large number of androids, dwarves, and ysoki also live among them. Originating from the Pact Worlds, the colonists retain their citizenship in their original home worlds.

**20+:** The most iconic landmark is a group of tall towers built around the city—they shield the city against frequent and fierce thunderstorms by absorbing the energy and storing it for later use.

**25+:** The founders of the colony wanted to create a utopian society far away from the Pact Worlds, based on the ideals of openness, sharing, and common good. They succeeded; the people are happy and crime rate is quite low.

**30+:** Their openness also extends to their design and technology—everything is made to be intuitive for those who keep an open mind. Any PC who rolled this result can reroll any one skill check during the course of this adventure and take the better result.

## THE ARRIVAL

“Let’s go!” Fitch announces on comms, and soon Zigvigix follows suit, exclaiming, “Everyone with me!” One by one, the ships of the Starfinder fleet disappear into the Drift. When the days-

long journey is finally over, the ship emerges from the Drift. A majestic view lies ahead: a green planet with vast forests, great mountains, and mighty rivers as big as oceans. Clouds floating far above the surface flash angrily with lightning, and a cluster of tiny dots of light cradled by mountains reveals the location of what looks like a city. A blue-tinged sun glows radiant in the distance, bathing the planet and its three rocky moons with its light, and revealing another four planets in the system.

Because of some anomaly caused by the recent Drift beacon deactivation, the PCs end up emerging first, ahead of the fleet and in orbit of the planet. The ship's sensors automatically scan the ship's surroundings, but don't detect any ships or other objects of note other than the planet and its moons.

The ship's scanners also detect a city built into a mountain valley. While the mountainous landscape surrounding the city is ill-suited for landing, the city has a spaceport. If the PCs succeed at an Easy Computers check to scan the planet (applying a bonus from the ship's sensors), they discover the planet has a normal atmosphere and gravity and is rich in both minerals and biomass.

As the PCs approach New Hope's spaceport, the ship's sensors detect a single ship whose energy signature indicates it has landed recently; it seems all other ships in the city have been inactive for at least several days. If the PCs use their ship's sensors to scan the landed ship and succeed at an Average Computers, Engineering, or Perception check, they notice its engines and other components correspond to those used in many Pact Worlds starships. If the check's result meets the Hard DC, they deduce that it is an Aspis Consortium ship. The sensors detect no life forms within the Aspis ship; however, there are a number of life forms elsewhere in the city. As the PCs later discover, these detected life forms are Aspis agents from the landed ship as well as small animals living in the City Park.



FITCH



ZIGVIGIX

## INVESTIGATION

The PCs can investigate the city one location at a time, starting at the spaceport. Significant locations are listed below. When the PCs enter a location, describe the area, after which the PCs can attempt any checks or perform any actions mentioned in the individual entries. All computers mentioned in the entries are Tier 3.

Traveling from a location to an adjacent location takes about 10 minutes, and fully investigating an area takes 60 minutes. Locations are considered adjacent if they share a border on **Handout #1: New Hope City Map** (see page 26).

The PCs can take a 10-minute rest at any point during the investigation. Once the PCs have investigated each area within the city, proceed to the **Concluding the Investigation** encounter.

## SPACEPORT

The spaceport has two large landing zones with domed buildings for arrivals and departures next to them. Save for the rumble of distant thunder, it's ominously quiet.

There are no living creatures—humanoid or otherwise—anywhere in sight. All signs are written in Pact Worlds languages.

Screens on the walls show all flights are canceled, and the dates of the last scheduled flights to the Pact Worlds and other destinations were three weeks ago.

A news headline scrolling horizontally at the bottom of the screen says: "All Drift traffic canceled. Please check your Spaceport account for details." A large map on the wall shows the layout of New Hope. Give the PCs **Handout #1: New Hope City Map**.

There are only a few ships in the landing zones. If the PCs observe the remaining ships and succeed at an Average Engineering check, they realize the ships (with the sole exception of the Aspis ship) were undergoing repairs or otherwise weren't space-worthy at the time. When the invading robots attacked the city, they stole all ships they could and used

them to transport people and other assets. The Aspis ship, if approached, protects itself against entry with a force shield.

There are computer consoles available for passengers to use. If the PCs study them and succeed at an Easy Computers check, they can easily find out why flights were canceled: the nearest Drift beacons deactivated three weeks ago. A successful Hard Computers check allows the PCs to view logs and cargo manifests, which reveal that there should be a few hundred starships in the Spaceport. Only a handful remain.

## RESIDENTIAL ZONE

The residential area closest to the Spaceport is known as Miners' Town. The homes are compact but built from high-quality materials. Architecture and landscaping combine dwarven, human, and other Pact World aesthetics. Shops and dwarven alehouses are also common in the area.

Green Town sits between Miners' Town and Sky Town's high-rise buildings. The houses are spacious and have plots for recreational farming. Shops and schools are also common in the area.

Apartments in Sky Town, particularly on the upper floors, have the best view of New Hope and the surrounding landscape. Businesspeople, artists, traders, and people in many other professions once favored this area.

Most of the city's population used to live in these three areas. Any PC succeeding at an Average Culture check estimates the homes built in the residential zone are enough to comfortably house up to 60,000 residents.

There are no colonists to be seen anywhere on the streets or within the residences. As the PCs investigate the area, they notice many things which

suggest that whatever caused the colonists' disappearance was swift and unexpected: there are unfinished meals inside homes, shopping carts full of groceries near vehicles, and discarded items left randomly in the streets. If the PCs study spoilage in the meals or groceries and succeed at an Average Life Science or Survival check, they estimate the disappearance happened two weeks ago. It's evident the attack was very systematic. All homes look as if they've been ransacked, and various personal effects are laid out in plain view. A successful Easy Perception check reveals that seemingly random items are obviously missing: lightly shaded squares on the wall where paintings used to hang, conspicuously empty spaces in bookshelves, and so forth.

As the PCs navigate the streets, they each can attempt an Easy Perception check. A success indicates they find bullet holes and bloodstains on the walls and pavement. The PCs may then attempt a Hard Perception or Survival check to find thousands of bodies—humans, lashuntas, and other species—unceremoniously discarded in otherwise empty storage facilities. Despite the high body count, it's obvious the number of victims represents only a fraction of the total population. The bodies have plasma burns and deep lacerations from some vicious bladed weapons, and any PC succeeding at an Average Medicine check can estimate the victims died two weeks ago.

## COMMERCIAL DISTRICT

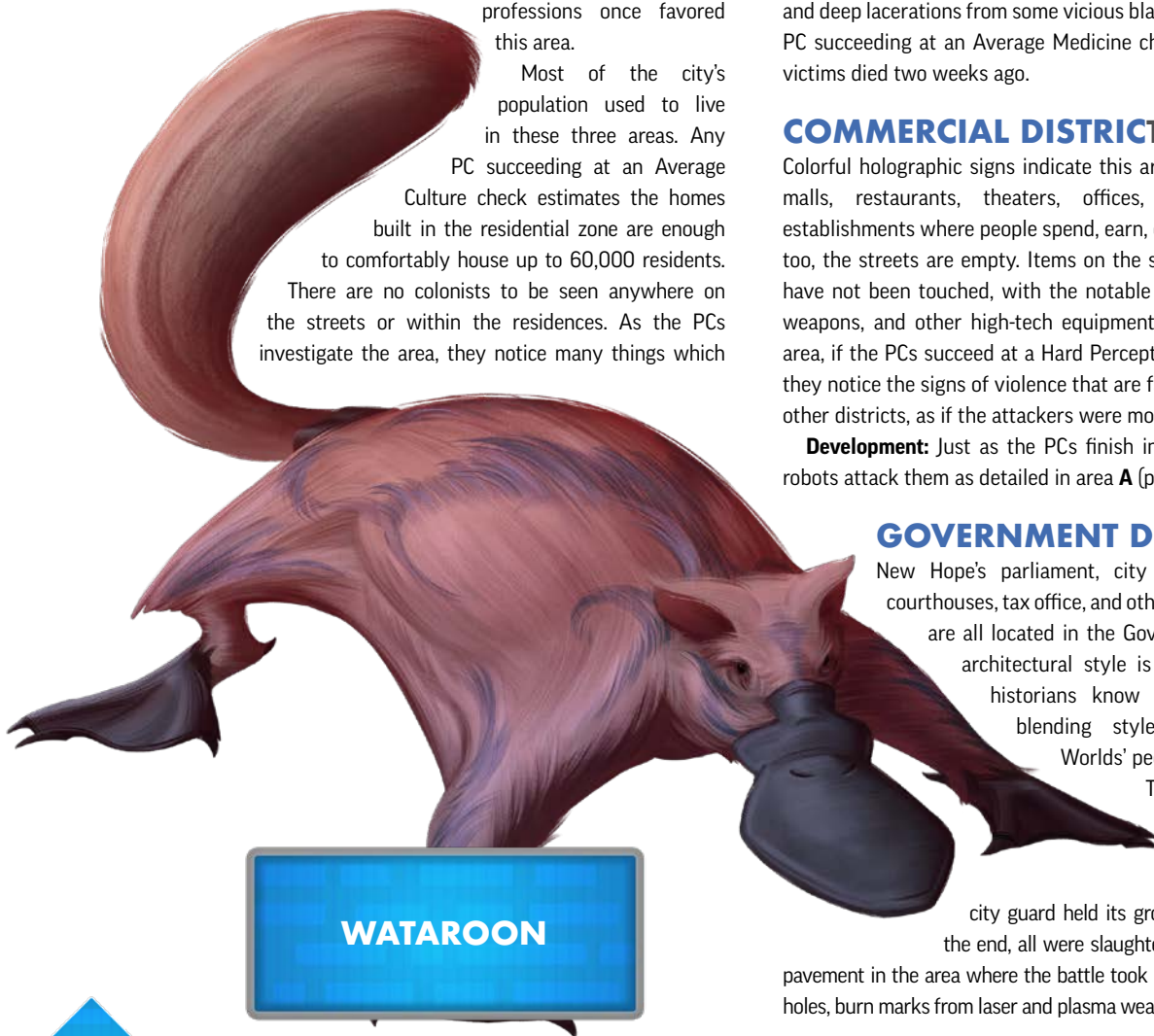
Colorful holographic signs indicate this area is full of shopping malls, restaurants, theaters, offices, banks, and other establishments where people spend, earn, or invest money. Here, too, the streets are empty. Items on the shelves of most shops have not been touched, with the notable exception of sensors, weapons, and other high-tech equipment. While studying this area, if the PCs succeed at a Hard Perception or Survival check, they notice the signs of violence that are far more subtle than in other districts, as if the attackers were more careful in this area.

**Development:** Just as the PCs finish investigating this area, robots attack them as detailed in area **A** (page 8).

## GOVERNMENT DISTRICT

New Hope's parliament, city guard headquarters, courthouses, tax office, and other colonial institutions are all located in the Government District. The architectural style is reminiscent of what historians know of pre-Gap cultures, blending styles of various Pact Worlds' peoples.

This is where the resistance against the robotic attackers was fiercest. The city guard held its ground for a time, but in the end, all were slaughtered. The buildings and pavement in the area where the battle took place have many bullet holes, burn marks from laser and plasma weapons, and damage from



explosions. The ground is still spattered with dried blood and littered with broken glass and other debris. It's easy to follow the blood trails and find the bodies of the city guard dumped in a nearby building.

Within the buildings, storage devices as well as the few physical official documents have been laid out. If the PCs succeed at a Hard Computers check to hack any of the computers, they find video footage that depicts bipedal robots entering the office, downloading data, and optically scanning documents.

## INDUSTRIAL AREA

This area, conveniently close to both the Spaceport and Commercial District, houses facilities focused on refining raw materials, producing goods, handling waste, and generating power. Industrial odors, such as those of oil and chemicals, hang in the air. One of the main landmarks in this area is a tall communications tower.

The facilities have been abandoned since the attack two weeks ago, but when the PCs enter, they notice automated production and other operations continue as though nothing happened.

The communications tower is equipped with an array of sensors, receivers, and transmitters. If the PCs enter the tower, they find it empty of personnel, but all computers are still functional. If a PC succeeds at a Hard Computers check to hack a computer (or Hard Perception check to find a keycard that grants access to the computers), they can access footage showing robots performing optical and deep-dive digital scans on several locations within the city.

## CITY PARK

This large green area has pleasantly fragrant gardens, streams and ponds, picnic tables, and wooded areas. Duck-billed mammalian creatures with beady eyes live in the trees, chirping and singing to each other. Occasionally, one glides across the path to a new perch. A sign warns against feeding the wildlife.

Any PC succeeding at an Easy Culture check knows the locals call the animals wataroons and feed them despite the warnings. A successful Average Life Science check reveals they are native to the planet's forests and highly resistant to electricity, gliding great distances during thunderstorms. City wataroons are quite tame—any PC succeeding at an Easy Survival check can tame a wataroon, which then follows the PC around.

If the PCs succeed at an Average Survival check, they find some signs of struggle and strange, robotic footprints.

## SPORTS STADIUM

This open-air arena was intended for spectator sports and large concerts. One of the goals is tipped over, while the other one is still standing. A ball sits in the middle of the field, but there are no players or spectators. Bloodstains on the grass suggest some

form of violence occurred here recently. A large screen on one side of the arena still flashes "What a goal!" in huge letters.

The PCs can manipulate the screen with a successful Average Computers or Engineering check to play back earlier footage. The same happens if the PCs kick the ball into the goal. In either case, the screen shows a dropship deploying a few dozen heavily armed robots right in the middle of the ongoing game, then shoving people around to herd them into smaller groups.



**SIGILED SENTINEL**

A few kasatha and human athletes attempted to tackle some of the attacking robots but were promptly killed with blades and energy weapons. The others went willingly after witnessing the attackers' firepower. The footage confirms that most colonists were indeed captured rather than killed.

## A. TROUBLE IN BUSINESS TOWN (CR 11 OR CR 13)

Suddenly, the sound of marching metal feet rises above the rumble of distant thunder. A group of robots rounds a street corner, running in formation, with their arm-cannons glowing and buzzing with raw energy, and sharp swords gleaming under the neon lights of the street. As they march closer, they begin a chant: "Eliminate survivors. You will be removed! You will be removed!" They repeat the words over and over, taking the rhythm from their double-time march.

**Creatures:** The robot patrol attacks the PCs, following their orders to exterminate any survivors of the initial attack. Strange runes glow on the robots' bodies, and some of their components look newer than their old, industrial chassis. Two of the robots have the stalker specialization, and the other two have the shooter specialization. Stalker models close into melee as quickly as possible, using their runes to turn invisible after attacking. Shooter models keep their distance, positioning themselves so they can catch as many PCs in their attack's area as possible. They fight without fear until destroyed.

### LEVELS 7-8 (CR 11)

**SIGILED SENTINELS (4) CR 7**

Page 18, art on page 24

### LEVELS 9-10 (CR 13)

**SIGILED SENTINELS (4) CR 9**

Page 21, art on page 24

**Development:** Any PC who studies a defeated robot and succeeds at an Average Engineering check notices the robot's chassis uses crude, older technology, but some of its more critical components have been retrofitted with newer parts. Any PC who succeeds at an Average Mysticism check can confirm that the magical runes weren't part of the robots' original design. Just as the PCs prepare to continue their investigation, Aspis agents arrive on scene, as detailed in the Aspis Arrival encounter below.

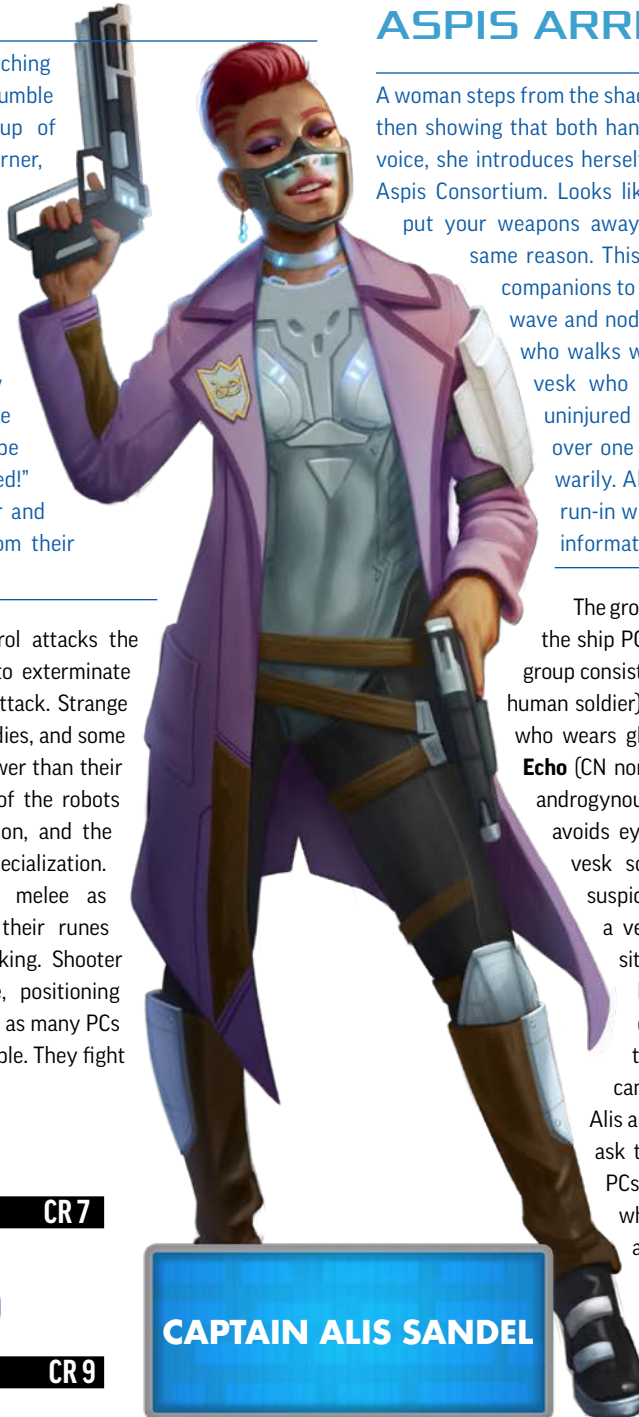
## ASPIS ARRIVAL

A woman steps from the shadows, slowly holstering her pistols, then showing that both hands are empty. In a stern but calm voice, she introduces herself. "I am Captain Alis Sandel of the Aspis Consortium. Looks like we're late to the party. Please put your weapons away, as I believe we're here for the same reason. This is my crew." She beckons to her companions to also reveal themselves. The others wave and nod their greetings. One is an android who walks with a slight limp and another is a vesk who clutches her bandaged side. An uninjured half-orc hoists a flamethrower over one shoulder, his eyes darting around warily. Alis continues, "Yeah, we also had a run-in with robots. Anyway, let's exchange information, shall we?"

The group of Aspis agents are the crew from the ship PCs saw in the spaceport earlier. The group consists of **Captain Alis Sandel** (LN female human soldier), **Thusk** (N male half-orc mechanic) who wears glasses and carries a flamethrower, **Echo** (CN nonbinary android technomancer), an androgynous android who carries a journal and avoids eye contact, and **Mirass** (NE female vesk solarian), who eyes the PCs with suspicion unless at least one of them is a vesk. They came to investigate the site in a similar manner to the PCs, but they also have a secret mission: destroying sensitive documents in the Government District. The PCs can ask the agents questions, which Alis answers as follows. The Aspis agents ask the same sorts of questions to the PCs, as they're equally interested in why the Starfinders are exploring the abandoned colony.

**What are you doing here?**

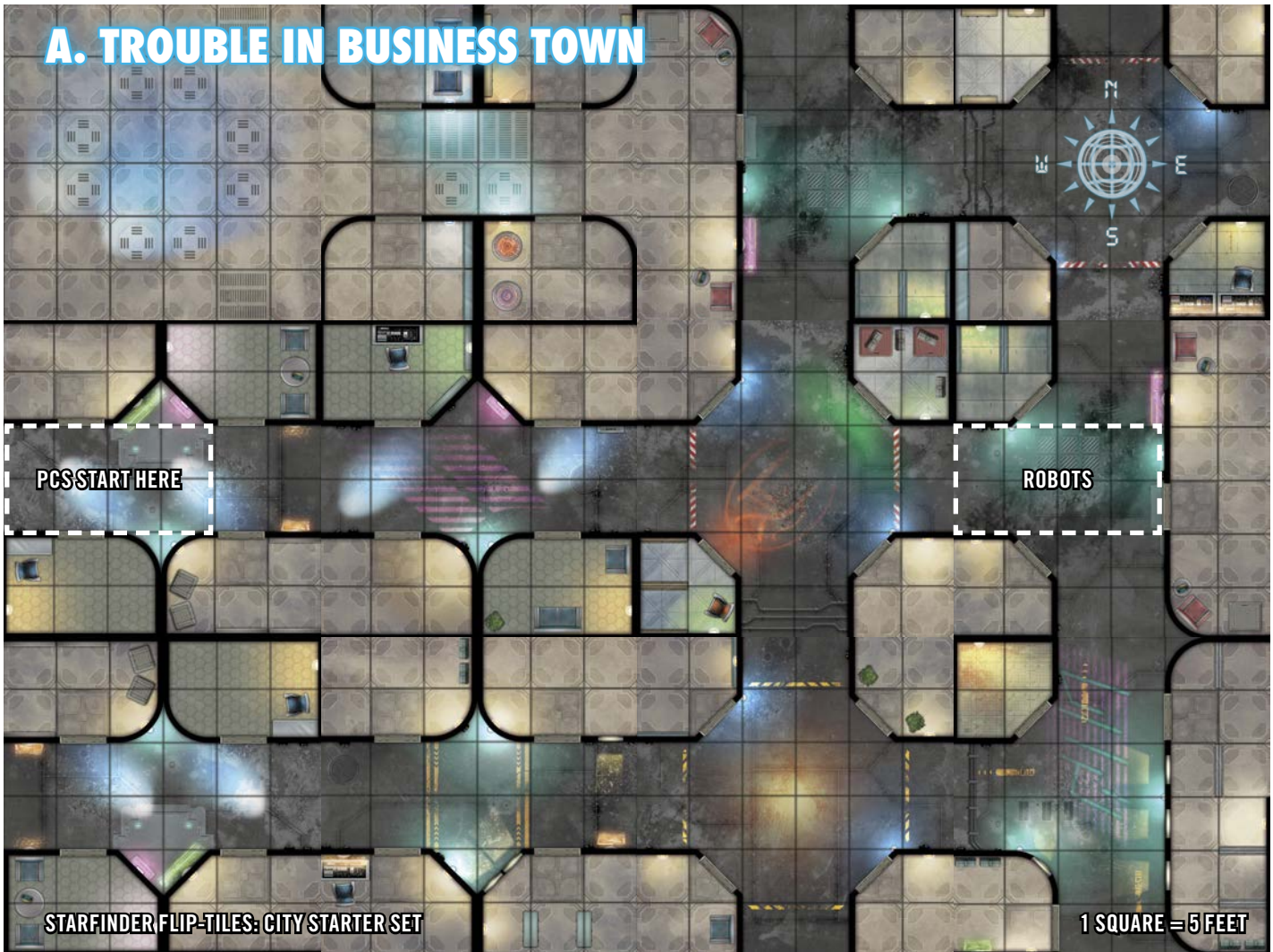
"We're here to investigate why Drift beacons have been deactivating in the Vast. The Aspis Consortium values having



**CAPTAIN ALIS SANDEL**



## A. TROUBLE IN BUSINESS TOWN



contacts in regions like this, and the deactivations are hurting our business. You're here for the same reason, I presume?" Any PC succeeding at a Hard Sense Motive check gets the feeling Alis isn't telling them everything. If asked about it, she insists she has no hidden agenda but does not elaborate further.

**Have you found any evidence why the Drift beacons are shutting down?** "Not as such, but obviously, when an entire colony of people goes missing a few days after a deactivation, it stands to reason there is a connection."

**What do you know about the attackers?** "Robots similar to those we encountered here attacked the city. The attackers must have had a fleet of ships and thousands of these robots to carry out such a large-scale attack. The attack seems to have been sudden, swift, and systematic." The Aspis agents didn't discover the robots had performed deep scans of the colonists' homes, and Alis is thankful if the PCs reveal this information.

**Development:** After the conversation, the Aspis agents are quick to continue their search. The PCs can continue exploring any remaining locations in New Hope. If the PCs are suspicious about the Aspis agents, they can trail them as detailed in Trailing the Aspis Agents.

## TRAILING THE ASPIS AGENTS

The Aspis agents have nearly concluded their investigation. They have one task left to complete before returning to their ship: finding a set of documents that other Aspis agents left behind during a previous attempt to intimidate the local community into entering a trade deal.

One or more PCs might decide to trail the agents. The agents endeavor to cover their trail, making this task more difficult. If the PCs take more than 5 minutes before they start following the agents, they need to succeed at an Average Survival check to find the agents again. After 10 minutes, the DC is Hard, and after 15 minutes, the agents are already too far to be found again.

Each PC who follows the agents must first succeed at an Average Stealth check to stay unnoticed. If any PC fails this check, Captain Alis Sandel shouts, "I know you're there. Please, we don't have time for games like this. We must be on our way, and so should you." If the Aspis agents catch a PC trailing them, they wait until they are certain that the PCs have left before continuing their mission. The PCs have one last chance to trail

them, but the DC increases to Hard; if Alis catches the PCs again, she and her agents wait to complete this mission until after the PCs' ship has left the planet.

If successful, the PCs follow the agents to the Government District. Once there, at least one PC must succeed at an Average Survival check or Hard Perception check to successfully track the agents as they navigate the maze-like streets and corridors of the district. If no PC succeeds at this check, the PCs cannot find the agents again.

Finally, the PCs following the agents must enter a courthouse to discover what the agents are doing. Each PC must attempt either an Average Stealth check (to sneak closer to the agents) or Hard Perception (to observe the agents' actions from a distance). If none of the PCs attempt a Stealth check and none of them succeed at the Perception check, either, the PCs observe the agents having a short discussion, then using a flamethrower to burn some documents. If at least one PC succeeded at their skill check and no PCs failed their Stealth check, they witness the following scene.

Captain Alis Sandel shakes her head and says, "The fools thought they could bully these people into trading with them." Disgusted, she sighs and continues, "They should have sent someone more competent to take care of this matter. This is not what Aspis stands for! Thusk, torch the damned documents!" Thusk nods in agreement and incinerates the documents with his flamethrower.

If any of the PCs fail their Stealth check, or if the PCs confront the Aspis agents instead of rolling the last skill check, Alis responds that it's the Consortium's internal business and the Society should not interfere. If attacked or threatened with violence, the wounded agents hand over the documents (if they're still intact), but the PCs gain Infamy as detailed below, and the Aspis agents won't help the PCs during the Desperate Defense encounter.

**Development:** Regardless of the outcome, the Aspis agents head back to their ship and leave.

**Infamy:** If PCs use violence or threats of violence against the Aspis agents, the PCs gain 1 Infamy for their hostile actions against a friendly organization.

## CONCLUDING THE INVESTIGATION

Shortly after the PCs finish investigating the last location, they start receiving signals from other ships in the Starfinder fleet. Fitch reaches out to the PCs on comms.

"We have just arrived, but I can see you've already landed in New Hope. Are you all right? What's your status? What have discovered so far?"

After the PCs report their progress, Fitch informs them of the fleet's status.

"Thank you for the report. What you just told me is concerning, but we must continue our mission despite the colonists' disappearance. Zigvigix's fleet is currently spreading out to try to uncover anything unusual within the system, but something urgent has just come to my attention: ships from my fleet detected a strange power reading from several points on the planet and nearby moons. One of these sites is very close to your location. It appears to be an underground facility just east of the city's industrial area. Please, investigate the site as soon as you can. I'll dispatch other teams to investigate similar sites on the planet, while Zigvigix takes their fleet to the moons to investigate."

The new location (area **B**) is situated about 10 minutes east of the city's industrial area, which the PCs investigated earlier.

## B. ABANDONED MINE (CR 11 OR CR 13)

When the PCs arrive at the site, they find an entrance to the underground facility, which turns out to be an abandoned mining site. A plaque at the entrance, dated 50 years (Pact Standard Time) ago, states that mining operations have been moved to the three lifeless moons, so as to keep the planet "green and clean." Signs of recent activity contradict the message. Barred doors and other



**THUSK**

physical barriers blocking entrance to the mine are destroyed, allowing easy access.

Inside the facility, the ceiling is 30 feet high. About 15 feet above the ground, there is a walkway, as indicated on the map. The walkways have railings that count as a low obstacle. The belt conveyor system also counts as a low obstacle. Climbing onto it requires PCs to succeed at an Easy Athletics check as part of movement, or a move action to do so without a skill check. All areas are dimly lit.

**Creatures:** As the PCs head deeper into the facility, robotic defenders intercept them. The robots are of a similar make to those the PCs encountered in the Commercial District, though one of them is a larger and more advanced model. This robot contains a downloaded copy of a personality that taunts the PCs with its knowledge of the Society's past stumbles as the PCs battle against it, as detailed in the Taunting Defender sidebar.

Two sigiled sentinels accompany this defender. One of these has the shooter specialization, while the other has the stalker specialization. The shooter is positioned on the walkway above, while the stalker is near the sigiled

defender.

If the PCs are grouped together, the defender fires its gun in automatic mode heedless of the ammunition cost. While the weapon auto-reloads, the defender throws a grenade or uses trample, whichever could cause more carnage. If the defender is subject to debilitating effects or needs a fly speed, it orders its minions to use the interface ability.

**LEVELS 7-8  
(CR 11)**

**SIGILED DEFENDER CR 9**

Page 19, art on page 25

## TAUNTING DEFENDER

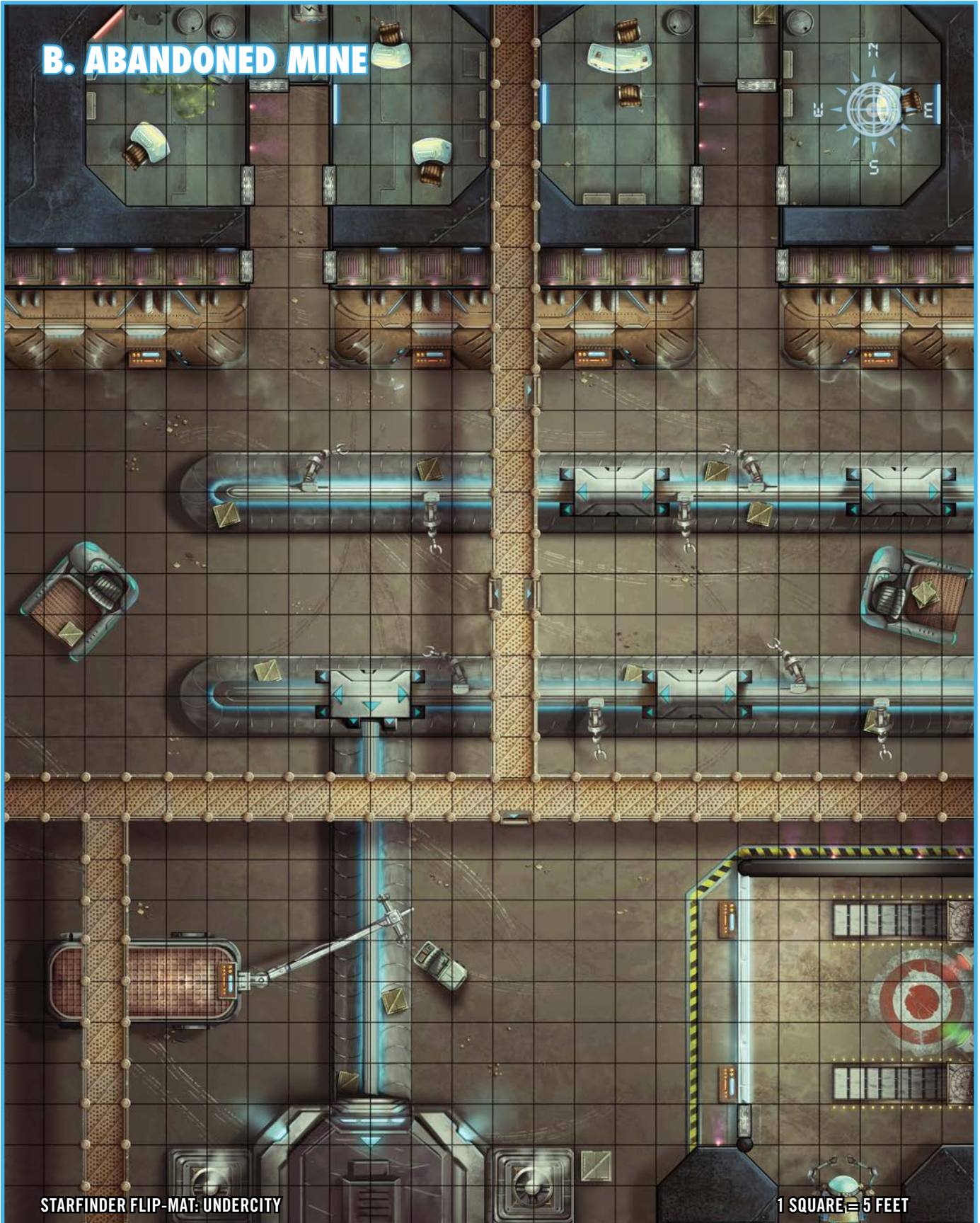
Each round, the defender's modulated voice mocks the PCs and reminds them of the Starfinder Society's greatest failures. The following are some examples you can use. If you are familiar with any failures from the PCs' past, feel free to use those instead.

- ⊗ "Look at what we've got here! Starfinders? Incompetent fools!"
- ⊗ "How did Jadnura ever manage to lose a whole fleet in the Scoured Stars? What an embarrassment!"
- ⊗ "And how is Datch doing? How did it feel like to get fooled by a rat?"
- ⊗ "I promise there's an even bigger surprise in store for you! That is, if you live long enough to see the finale!"



**SIGILED DEFENDER**

**B. ABANDONED MINE**



STARFINDER FLIP-MAT: UNDERCITY

1 SQUARE ≡ 5 FEET

## SIGILED SENTINELS (2)

CR 7

Page 19, art on page 24

## LEVELS 9-10 (CR 13)

## ADVANCED SIGILED DEFENDER

CR 11

Page 22, art on page 25

## ADVANCED SIGILED SENTINELS (2)

CR 9

Page 22, art on page 24

**Development:** After defeating the robots, the PCs can investigate the mining site, as detailed in the Terrible Discovery encounter below.

## THE TERRIBLE DISCOVERY

Steep stairs descend into the dark depths of the underground facility, where many storage rooms with rusting shelves lie abandoned. Deeper still, the air gets heavier, and the steel walls give way to corridors excavated into rough, mineral-rich rock. A monotonous din echoes through this area, where several ancient robotic machines with appendages suitable for drilling and mining are digging a cylindrical hole that is already dozens of feet deep. Placed near the edge of the hole are a few dozen plastic barrels with a complex set of wires attached to them.

The mining robots are immense, harmless machines that the PCs can switch off easily or disable with attacks. A PC who succeeds at an Easy Perception check notices that recently, the mining robots have been digging a deep hole without recovering valuable minerals or ores. If the PCs succeed at an Easy Engineering check, they notice that the containers near the hole have high-yield explosives in them, which are wired to detonate when triggered by a single switch. However, the last stages of constructing the explosive, including installing the switch, have not been completed. If the PCs also succeed at an Easy Physical Science check, they realize that the amount of explosives combined with the depth of the holes could totally annihilate the city and everything within hundreds of miles, possibly even causing planetary-scale damage.

Soon after the PCs have investigated the site, Zigvigix sends a comm to all Starfinder teams.

The shirren's relieved voice speaks through the static. "Zigvigix here, my teams have just finished investigating the power readings on the three moons. Across several locations near the mining colonies, we found a huge quantity of high-yield explosives. Imagine what would have happened if we had been too late! I think any one of those detonations would have destroyed a sizable chunk of a moon!"

Fitch answers without missing a beat, "I hear you, Zigvigix. Several of my teams made similar discoveries. We were lucky this time." She pauses briefly, then continues, "Zigvigix, can you see what I see? Our scanners just picked up more power readings."

Zigvigix replies, sounding alarmed. "I can see them; one is near my position... Ah! This looks bad. If we don't make it out of here, remember us, remember—" The message abruptly cuts off in a screech of static.

"Zigvigix? Zig?" Fitch calls out into the dead air, but there is no answer. Her voice trembling, she orders, "Teams, get out of there now! I repeat, get back to your ships and get out of there!"

When the PCs make it back to the surface, they see a fireball in the sky where one of the moons used to be—where Zigvigix presumably was when the explosion occurred. Shortly after, the PCs feel the ground shaking as explosives detonate somewhere on the planet, just a few thousand miles away from the PCs' location. The PCs must run for their lives, as detailed in the Escape from New Hope encounter.

## ESCAPE FROM NEW HOPE

Bright flashes pierce the sky, emanating from somewhere beyond the horizon. Moments later, slight tremors can be felt, but the seismic waves get stronger and stronger with each explosion. Panicked messages start coming in on comms from teams across the planet to create a frenzied chorus screaming, "Evacuate, evacuate!"

The PCs are initially protected from the widespread destruction since they stopped the deployment of the explosives at their site by defeating the robots. However, the planet begins to fracture as a result of the damage from explosions at other sites. The PCs need to escape immediately by returning to their starship and entering orbit as the planet breaks apart.

The encounter is divided into steps, each of which requires the PCs to attempt various types of skill checks as described in the checks section of each step. At the GM's discretion, PCs can substitute relevant Profession skill checks for the listed checks, or use particularly well-suited spells and abilities instead of skills.

Before rolling, the PCs must decide how they will divide their efforts between the various checks noted in each step. If the PCs as a group meet the conditions listed in the Success section of a step, they gain a success. Regardless of successes and failures, the PCs progress to the next step. Successes represent how quickly the PCs reach their ship, and how much distance they manage to put between their ship and the planet before it shatters. The total number of successes determines whether the PCs' ship takes damage and how surprised the enemies are when the PCs arrive to defend the *Swift Clarity*, as detailed in the Development section on page 15.

## OPTIONAL ENCOUNTER

The Escape from New Hope encounter is optional. If fewer than 60 minutes remain of the assigned time slot, you may skip this encounter. If you do so, no adjustments apply to the Desperate Defense encounter.

### STEP 1: URBAN MAZE

The PCs must navigate the city's industrial zone to reach the spaceport. Buildings and trees shake violently, and dust begins to obscure visibility. The PCs must rely both on their survival instincts and their knowledge of city planning to find an optimal route to their ship.

**Checks:** Each PC must attempt either an Average Culture check or an Average Survival check to find an optimal route.

**Success:** The PCs succeed as a group if no more than two PCs fail their skill checks.

### STEP 2: TREMBLING EARTH

While the PCs make a run for the ship through the spaceport, seismic waves make the ground wobble as though it were liquid, and sinkholes begin to appear. The PCs must scramble across the treacherous, constantly shifting terrain to reach their ship.

**Checks:** Each PC must attempt an Average Acrobatics or Athletics check. Before attempting the check, PCs may activate abilities that grant them a climb or fly speed. Having a climb speed grants a +5 circumstance bonus to a PC's Athletics check, while having a fly speed grants a +5 circumstance bonus to a PC's Acrobatics check. During this step, the PCs can help one another navigate the treacherous terrain. Any one PC can pair with one other, both attempting the same type of skill check, but one PC must attempt their check at the Hard DC instead of the Average one. If this Hard check succeeds, the check DC for the other PC is reduced to 10. If it fails, the other PC's DC remains Average.

**Success:** The PCs succeed as a group if no more than two PCs fail their skill checks.

### STEP 3: THE FALL OF NEW HOPE

As the PCs reach their ship, they receive signals confirming that explosions have wracked the moons where Zigvigix's forces were and find that they cannot contact any ships from Zigvigix's fleet. While the PCs' ship begins its ascent, the PCs see chunks of the surrounding mountains crashing onto the city, and the shield towers that once protected the

city against thunderstorms fall as arcs of electricity leap dangerously between them.

**Checks:** One PC must attempt an Average Piloting check to dodge debris, while the other PCs each must attempt either a Hard Perception check to spot incoming objects or an Average Engineering check to assess weak points of the surrounding structures, estimating how they are likely to break and fall.

**Success:** The PCs succeed as a group if the Piloting check is successful and at least two of the other skill checks succeed.

### STEP 4: MAX POWER!

Having escaped the city just before it collapses into an enormous sinkhole, the PCs notice that the fractures in the planet deepen, sending chunks of the planet flying into space along with asteroids from the destroyed moons. The PCs must defend their ship against incoming objects while steering it away from the planet at top speed.

**Checks:** At least one PC must attempt a Hard Engineering check to get more power to the engines, while other PCs must make attacks with starship weapons against incoming objects, which have an AC equal to an Average DC. Weapons in all quadrants can be used.

**Success:** The PCs succeed as a group if at least one Engineering check succeeds and at least two attacks with starship weapons hit their targets.

### STEP 5: STRANDED

The PCs' ship receives a distress call from a Starfinder ship whose engines were severely damaged by an asteroid, and now the ship is stuck in orbit. Meanwhile, Fitch sends the PCs a message about an unknown fleet emerging from the Drift and attacking the Starfinder fleet, asking that the PCs come defend the command ship, the *Swift Clarity*, as quickly as possible. The PCs must decide whether to dock with the ship and quickly rescue the Starfinders or hurry to help Fitch.

**Special:** The PCs may opt to skip this step; in which case, they automatically gain a success. If the PCs skip this step, they witness debris from the fracturing planet pummeling the Starfinder ship, completely destroying it.

**Checks:** One PC can attempt a Hard Diplomacy check to help the stranded Starfinders cooperate more efficiently. Another PC can attempt an Average Piloting check to deftly maneuver their ship to a position suitable for docking. The other PCs each can attempt an Average Athletics check to help injured Starfinders evacuate.

**Success:** The PCs manage to rescue the Starfinders if both the Diplomacy check and Piloting check are successful. However, for the purpose of gaining a success toward the overall goal of the encounter, the PCs also must succeed at two or more Athletics checks (one if there are 5 or fewer PCs).

## STEP 6: SLINGSHOT

The PCs must use the failing planet's gravity to propel the ship on an optimal trajectory toward the *Swift Clarity*. However, the planet's gravitational forces are shifting unpredictably, making it difficult to calculate how to best perform the maneuver.

**Checks:** One PC must attempt a Hard Piloting check to steer the ship while the other PCs must divide their efforts between attempting Hard Computers checks and Hard Physical Science checks.

**Success:** The PCs succeed as a group if they gain a success in at least two skill check types (Computers, Piloting, or Physical Science).

**Development:** Regardless of the PCs' successes and failures, they eventually escape from the fracturing planet and reach the *Swift Clarity* as detailed in the Desperate Defense encounter. The number of successes determines which adjustments apply at the beginning of that encounter.

*2 or Fewer Successes:* Asteroids created by the planet's explosions hit the PCs' ship. At the start of combat, reduce the Shield Points of one randomly selected quadrant by one-half.

*3-4 Successes:* The PCs narrowly escape the devastation. No adjustments apply in the Desperate Defense encounter.

*5-6 Successes:* The momentum gained propels the PCs' ship close to the *Swift Clarity*, completely surprising the enemies. In the first round of starship combat, only the PCs get to act. All ships act normally from the second round onward.

## C. DESPERATE DEFENSE (CR 11 OR CR 13)

The dissipating gravitational forces of Siygeess-4 toss the escaping starship toward the *Swift Clarity*. Three ships of unknown design fire relentlessly upon the command ship, tearing smoldering holes in its hull. More and more enemy ships emerge from the Drift, forcing the remaining Starfinder ships on the defensive, unable to aid Fitch.

Fitch sends a bleak message through the ship's comms. "I won't lie, things are looking pretty grim here. The *Swift Clarity*'s engines are disabled, most of our weapons are busted, and uh, I don't think she can take too many more direct hits. Attack the enemies with all you've got and see if you can lure them in our aft arc—we still have some functional weapons there."

A robotic fleet of unknown origin and objective exits the Drift and immediately attacks what remains of the Starfinder fleet. Multiple attackers harry each of the Starfinder ships, and only the PCs' ship is available to come to Fitch's aid.

**Allies:** The following allies assist the PCs.

*Aspis Aid:* Captain Alis Sandel hails the PCs' ship at the beginning of the third combat round: "Captain Alis Sandel here. Looks like you could use some help. Which enemy is giving you most trouble?" Whichever enemy the PCs choose, the Aspis

ship makes a quick attack and disengages again, automatically dealing damage during the gunnery phase with laser cannons to whichever quadrant is facing "up" on the map. For Levels 7-8, the attack deals 20 damage, and for Levels 9-10, it deals 25 damage. The Aspis ship is not tracked on the map during this encounter—its attacks are instead represented by cinematic effects. The Aspis ship makes a second attack on the sixth round unless there is only one enemy left.

*Swift Clarity:* While most of the *Swift Clarity*'s weapons are disabled, some weapons in its aft arc are still functional. The command ship fires an array of weapons during the gunnery phase, automatically dealing damage to the closest enemy ship. For Levels 7-8, the attack deals 30 damage, and for Levels 9-10, it deals 35 damage.

**Starship Combat:** The PCs must defeat the three enemy ships before the enemies destroy the *Swift Clarity*. On each round, one of the enemy ships moves into (or stays in) the *Swift Clarity*'s starboard arc and fires its weapons at the command ship. Rather than rolling for attack and damage, keep track of how many times one of the enemy ships performs this attack. If the enemy ships manage to make a total of six such attacks, the command ship is destroyed. Fitch and some of her crew manage to survive in escape pods, but the battle is lost.

The two other ships always focus their attacks on the PCs, though they may alternate from round to round which of them is attacking the command ship. If any one of the three enemy ships is destroyed, neither of the remaining two attack the command ship, focusing only on fighting the PCs' ship.

The command ship isn't an active combatant in this encounter; instead, it provides assistance as detailed in the Allies section. An enemy moving through the same hex as the command ship provokes a free attack, taking the amount of damage mentioned in the Allies section.

Each enemy ship performs a pilot action and a gunnery action each round. An enemy ship typically uses the evade action during the helm phase. During the gunnery phase, it usually fires a single shot with two of its weapons. The enemy ships generally try to avoid ending their movement in the command ship's aft arc, but they might do so if it gives them an opportunity to fire at the PCs' ship. If the PCs try to communicate with the enemy ships, they only get the familiar "You will be removed, you will be removed" chant as a response.

## LEVELS 7-8 (CR 11)

### WYVERN MK I ASSAULT SHIPS (3) TIER 8

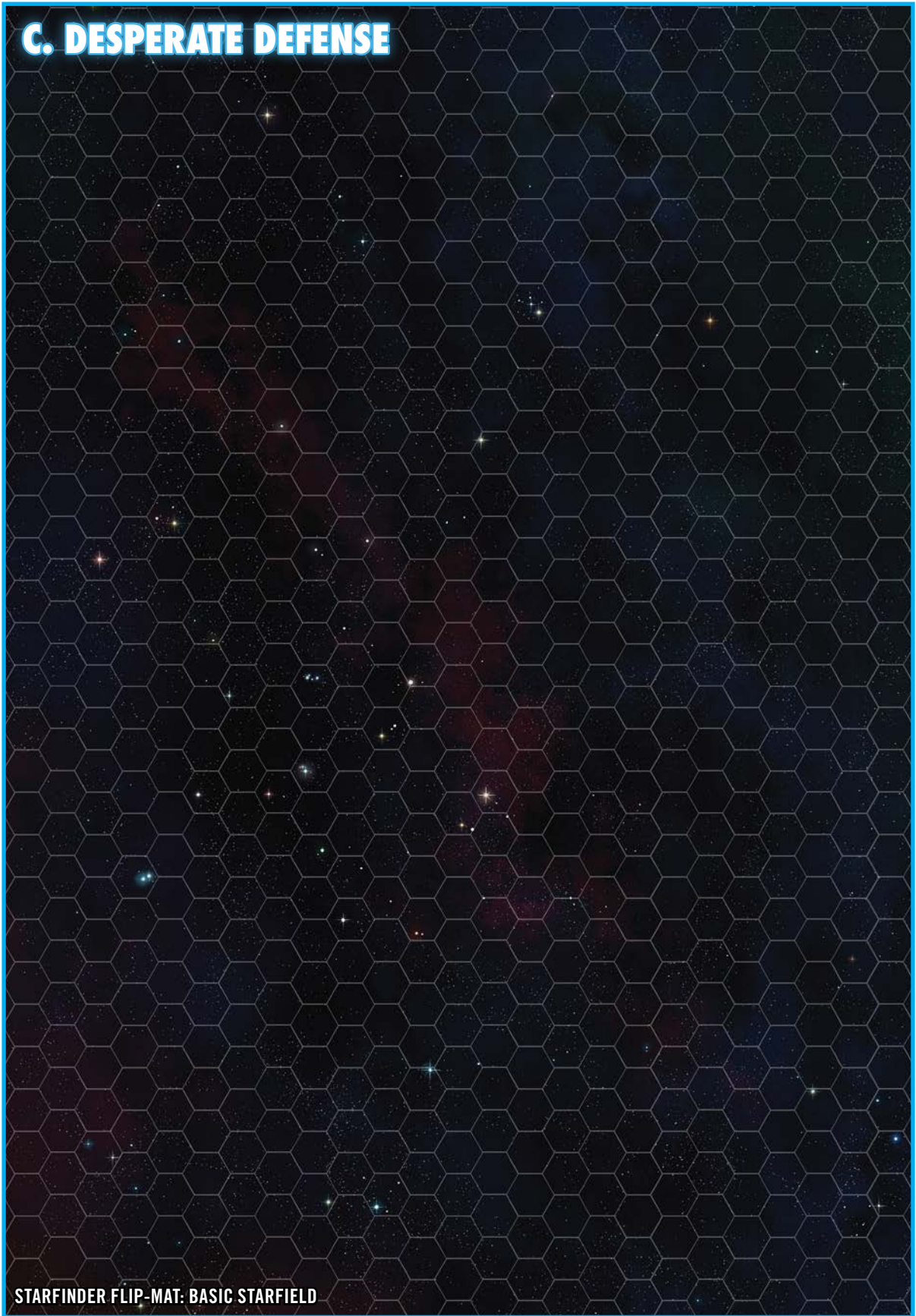
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## LEVELS 9-10 (CR 13)

### WYVERN MK II ASSAULT SHIPS (3) TIER 10

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# C. DESPERATE DEFENSE



STARFINDER FLIP-MAT: BASIC STARFIELD



**Development:** If the PCs succeed at destroying the three enemy ships, they can rescue Fitch, who transfers her command to the PCs' vessel. If the PCs' ship is rendered inoperative or if the *Swift Clarity* is destroyed, a few Starfinder ships (and the lone Aspis ship) come to their aid, buying enough time for Fitch and the PCs to escape. Because of the PCs' failure, the remaining Starfinder ships sustain heavy losses. Proceed to the conclusion of this adventure.

## CONCLUSION

Knowing that the mysterious attackers have overwhelming numbers, Fitch orders an immediate withdrawal into the Drift so that the surviving fleet can regroup at Absalom Station. If the Aspis ship assisted the PCs, Captain Alis Sandel bids the PCs farewell before her ship also disappears into the Drift. If the PCs rescued the stranded Starfinder crew, they thank the PCs for saving their lives.

Four days later, the PCs arrive at Absalom Station with the other survivors from the fleet. As soon as the PCs have recovered from their adventure, First Seeker Ehu Hadif summons them for a debriefing at the Lorespire Complex.

The kasatha speaks in a somber tone. "Starfinders, thanks to your efforts, we are closer to unraveling the mystery of the deactivated Drift beacons, though this knowledge didn't come without a cost. We lost many of our fellow Starfinders, and I'm sorry to inform you that Zigvigix is among those who have not returned. The last scans of the battle from the escaping ships indicates that Zigvigix's ship was most likely destroyed when one of the moons exploded. We don't know yet who's responsible for the egregious attacks on the colonists and our fleet, but scans taken during the combat revealed that, strangely enough, their technology has many similarities to Starfinder Society innovations.

"Fitch reported that your investigation revealed that most of the colonists had been abducted, and lately, many of the missing settlers have been spotted at several locations across the Pact Worlds and Near Space. They passed all security checks, though an inordinate number of them seemed to have forgotten passwords to their accounts and needed to use their security

questions to reset them. This, I'm sure, means the in-depth scans the strange robots performed on the colonists' homes were meant to obtain information for this precise purpose. The colonists' arrival locations are all experiencing strange technological malfunctions and irregularities. I'm sure this is no coincidence, and I fear it is only a taste of what is to come."

## REPORTING NOTES

If the PCs tamed any wataroons and rescued them in their ship, check box A. If the PCs discovered the Aspis agents were looking for incriminating documents, check box B. If the PCs rescued the stranded Starfinders while escaping from the planet, check box C.

## PRIMARY OBJECTIVES

The PCs complete their primary objective if they concluded their investigation of New Hope. Doing so earns each PC 1 Fame and 1 Reputation for their selected faction.

## SECONDARY OBJECTIVES

If the PCs complete at least two of the following four tasks, they complete their secondary objective, and they earn 1 additional Fame and 1 Reputation for their current faction: defeat the robotic forces at the mining site, discover the Aspis agents' secret mission of destroying documents, rescue the stranded Starfinders, or defeat the starships attacking the *Swift Clarity*.

## FACTION NOTES

Two factions have something to gain from this adventure.

**Exo-Guardians:** If the PCs either destroy all the sigiled robots and wyvern ships in this adventure, or discover the Aspis agents' secret mission, each PC earns 1 additional Reputation with the Exo-Guardians faction.

**Wayfinders:** The Wayfinders take interest in the PCs' efforts to uncover the fate of the colonists. If the PCs succeed on at least four of the listed skill checks in the investigation section, then each PC earns 1 additional Reputation with the Wayfinders faction.

## APPENDIX 1: LEVEL 7–8 ENCOUNTERS

The statistics presented in this appendix include full stat blocks for creatures appearing in this adventure, including any variation described in the text. These encounters are written for a group of 5–6 PCs of 7th level. Use the scaling sidebars for each encounter to adjust the encounters for a group of 4 PCs. For groups of different levels, consult the *Guide to Organized Play: Starfinder Society* for instructions.

### ENCOUNTER A (LEVELS 7–8)

#### SIGILED SENTINELS (4) CR 7

N Medium construct (technological)

**Init** +4; **Senses** darkvision 60 ft., low-light vision; **Perception** +14

**DEFENSE** **HP** 105 EACH

**EAC** 19; **KAC** 21

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

**Defensive Abilities** integrated weapons, shock-mounted;

**Immunities** construct immunities

**Weaknesses** vulnerable to critical hits, vulnerable to electricity

#### OFFENSE

**Speed** 30 ft.

**Melee** slam +18 (2d6+12 B)

**Offensive Abilities** specialization

#### STATISTICS

**Str** +5; **Dex** +4; **Con** –; **Int** +2; **Wis** +0; **Cha** +0

**Skills** Acrobatics +19, Engineering +14, Intimidate +14

**Languages** Common

**Other Abilities** unliving

**Gear** high-capacity battery (40 charges), integrated red star plasma cannon or integrated microerrated longsword

## SCALING ENCOUNTER A

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

Remove one stalker model sigiled sentinel from the encounter.

#### SPECIAL ABILITIES

**Interface (Su)** As a standard action, a sigiled sentinel can touch an adjacent construct with the technological subtype, restoring 2d8+7 Hit Points to the target, up to its maximum Hit Points. The sigiled sentinel takes the same amount of damage. Alternatively, the sigiled sentinel can spend one use of its specialization rune ability (invisibility or flight) to affect the target with it.

**Shock-Mounted (Ex)** A sigiled sentinel treats any fall as though it were 20 feet shorter.

**Specialization (Ex/Su)** The sigiled sentinels use two different models, which share the same basic design but have different weapons and other abilities.

**Shooter** This model gains the following attack: **Ranged** integrated red star plasma cannon +18 (2d10+3 E & F; critical burn 1d8). Three times per day as a swift action, it can activate its runes to gain a fly speed equal to its land speed until the end of its next round.

**Stalker** This model gains the following attack: **Melee** integrated microerrated longsword +18 (2d10+8 S; critical bleed 2d6). Three times per day as a swift action, it can activate its runes to turn invisible (as *invisibility*) until the end of its next round.

## ENCOUNTER B (LEVELS 7–8)

### SIGILED DEFENDER CR 9

NE Large construct (technological)

**Init** +4; **Senses** darkvision 60 ft., low-light vision; **Perception** +17

**DEFENSE** **HP** 145

**EAC** 22; **KAC** 24

**Fort** +10; **Ref** +10; **Will** +7

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

#### OFFENSE

**Speed** 40 ft.

**Melee** slam +19 (2d10+15 B)

**Ranged** integrated advanced x-gen gun +22 (2d12+9 P)

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

**Offensive Abilities** grenades, trample (2d10+15 B, DC 16)

#### STATISTICS

**Str** +6; **Dex** +4; **Con** –; **Int** +3; **Wis** +0; **Cha** +0

**Skills** Athletics +22, Bluff +17, Computers +17

**Languages** Common, Kasatha, Lashunta, Shirren, Vesk

**Other Abilities** unliving

**Gear** advanced x-gen gun with 500 heavy rounds

#### SPECIAL ABILITIES

**Auto-Reload (Ex)** If the magazine of the sigiled defender's weapon is empty at the end of its round, the weapon starts reloading itself automatically without requiring an action. The reloading finishes at the end of Defender Prime's next turn.

**Dimensional Step (Su)** Three times per day as a move action, the sigiled defender can use its runes to teleport to any unoccupied space it can see within 40 feet. This is a conjuration effect.

**Grenades (Su)** Three times per day as a standard action, Defender Prime can create any grenade from the *Starfinder Core Rulebook* with a level equal to or lower than its CR, and throw it with an attack bonus equal to its integrated weapon's ranged attack bonus.

### SIGILED SENTINELS (2) CR 7

N Medium construct (technological)

**Init** +4; **Senses** darkvision 60 ft., low-light vision; **Perception** +14

**DEFENSE** **HP** 105 EACH

**EAC** 19; **KAC** 21

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

**Defensive Abilities** integrated weapons, shock-mounted; **Immunities** construct immunities

**Weaknesses** vulnerable to critical hits, vulnerable to electricity

#### OFFENSE

**Speed** 30 ft.

**Melee** slam +18 (2d6+12 B)

**Offensive Abilities** specialization

## SCALING ENCOUNTER B

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

Remove the shooter model sigiled sentinel from the encounter.

#### STATISTICS

**Str** +5; **Dex** +4; **Con** –; **Int** +2; **Wis** +0; **Cha** +0

**Skills** Acrobatics +19, Engineering +14, Intimidate +14

**Languages** Common

**Other Abilities** unliving

**Gear** high-capacity battery (40 charges), integrated red star plasma cannon or integrated microerrated longsword

#### SPECIAL ABILITIES

**Interface (Su)** As a standard action, a sigiled sentinel can touch an adjacent construct with the technological subtype, restoring 2d8+7 Hit Points to the target, up to its maximum Hit Points. The sigiled sentinel takes the same amount of damage. Alternatively, the sigiled sentinel can spend one use of its specialization rune ability (invisibility or flight) to affect the target with it.

**Shock-Mounted (Ex)** A sigiled sentinel treats any fall as though it were 20 feet shorter.

**Specialization (Ex/Su)** The sigiled sentinels use two different models, which share the same basic design but have different weapons and other abilities.

**Shooter** This model gains the following attack: **Ranged** integrated red star plasma cannon +18 (2d10+3 E & F; critical burn 1d8). Three times per day as a swift action, it can activate its runes to gain a fly speed equal to its land speed until the end of its next round.

**Stalker** This model gains the following attack: **Melee** integrated microerrated longsword +18 (2d10+8 S; critical bleed 2d6). Three times per day as a swift action, it can activate its runes to turn invisible (as invisibility) until the end of its next round.

**ENCOUNTER C (LEVELS 7–8)****WYVERN MK I ASSAULT SHIPS (3) TIER 8**

Medium transport

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

**AC** 23; **TL** 24

**HP** 100; **DT** –; **CT** 20

**Shields** medium 100 (forward 30, port 25, starboard 25, aft 20)

**Attack (Forward)** particle beam (8d6; 20 hexes), coilgun (4d4; 20 hexes)

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

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

**Power Core** Pulse Blue (200 PCU); **Drift Engine** Signal Booster;

**Systems** basic long-range sensors, mk 5 armor, mk 7 defenses, mk 3 duonode computer; **Expansion Bays** cargo hold, guest quarters (5, common)

**Modifiers** +3 any two checks per round, +2 Computers;

**Complement** automated

**CREW**

**On-Board Computer** Engineering +15 (8 ranks), gunnery +15 (8th level), Piloting +15 (8 ranks)

**SPECIAL ABILITIES**

**Automated (Ex)** A wyvern has no crew, although it has an on-board computer that can perform most crew actions. The on-board computer can perform engineer, gunner, pilot, and gunner actions as if it had a crew of three.

**SCALING ENCOUNTER C**

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

Each Wyvern's on-board computer can fire only one weapon on a given round. Reduce each Wyvern's Shield Points by 20 (or 5 in each quadrant).

## APPENDIX 2: LEVEL 9–10 ENCOUNTERS

The statistics presented in this appendix include full stat blocks for creatures appearing in this adventure, including any variation described in the text. These encounters are written for a group of 5–6 PCs of 9th level. Use the scaling sidebars for each encounter to adjust the encounters for a group of 4 PCs. For groups of different levels, consult the *Guide to Organized Play: Starfinder Society* for instructions.

### ENCOUNTER A (LEVELS 9–10)

#### SIGILED SENTINELS (4)

**CR 9**

N Medium construct (technological)

**Init** +4; **Senses** darkvision 60 ft., low-light vision; **Perception** +17

**DEFENSE** **HP** 145 EACH

**EAC** 22; **KAC** 24

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

**Defensive Abilities** integrated weapons, shock-mounted;

**Immunities** construct immunities

**Weaknesses** vulnerable to critical hits, vulnerable to electricity

#### OFFENSE

**Speed** 30 ft.

**Melee** slam +22 (2d10+15 B)

**Offensive Abilities** specialization

#### STATISTICS

**Str** +6; **Dex** +4; **Con** –; **Int** +3; **Wis** +0; **Cha** +0

**Skills** Acrobatics +22, Engineering +17, Intimidate +17

**Languages** Common

**Other Abilities** unliving

**Gear** high-capacity battery (40 charges), integrated white star plasma caster or integrated ultrathin curve blade

## SCALING ENCOUNTER A

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

Remove one stalker model advanced sigiled sentinel from the encounter.

#### SPECIAL ABILITIES

**Interface (Su)** As a standard action, an advanced sigiled sentinel can touch an adjacent construct with the technological subtype, restoring 3d8+9 Hit Points to the target, up to its maximum Hit Points. The advanced sigiled sentinel takes the same amount of damage. Alternatively, the advanced sigiled sentinel can spend one use of its specialization rune ability (invisibility or flight) to affect the target with it.

**Shock-Mounted (Ex)** An advanced sigiled sentinel treats any fall as though it were 20 feet shorter.

**Specialization (Ex/Su)** The advanced sigiled sentinels use two different models, which share the same basic design but have different weapons and other abilities.

**Shooter** This model gains the following attack: **Ranged** integrated white star plasma caster +22 (3d10+3 E & F; critical burn 1d10). Three times per day as a swift action, it can activate its runes to gain a fly speed equal to its land speed until the end of its next round.

**Stalker** This model gains the following attack: **Melee** integrated ultrathin curve blade +22 (3d10+10 S; critical bleed 2d6). Three times per day as a swift action, it can activate its runes to turn invisible (as *invisibility*) until the end of its next round.

## ENCOUNTER B (LEVELS 9–10)

### ADVANCED SIGILED DEFENDER **CR 11**

NE Large construct (technological)

**Init** +5; **Senses** darkvision 60 ft., low-light vision; **Perception** +20

**DEFENSE** **HP** 216

**EAC** 24; **KAC** 26

**Fort** +13; **Ref** +13; **Will** +10

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

#### OFFENSE

**Speed** 40 ft.

**Melee** slam +21 (4d6+19 B)

**Ranged** integrated medium machine gun +24 (3d10+11 P)

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

**Offensive Abilities** grenades, trample (4d6+19 B, DC 18)

#### STATISTICS

**Str** +8; **Dex** +5; **Con** –; **Int** +3; **Wis** +0; **Cha** +0

**Skills** Athletics +25, Bluff +20, Computers +20

**Languages** Common, Kasatha, Lashunta, Shirren, Vesk

**Other Abilities** unliving

**Gear** medium machine gun with 360 heavy rounds

#### SPECIAL ABILITIES

**Auto-Reload (Ex)** If the magazine of the advanced sigiled defender's weapon is empty at the end of its round, the weapon starts reloading itself automatically without requiring an action. The reloading finishes at the end of Defender Prime's next turn.

**Dimensional Step (Su)** Three times per day as a move action, the advanced sigiled defender can use its runes to teleport to any unoccupied space it can see within 40 feet. This is a conjuration effect.

**Grenades (Su)** Three times per day as a standard action, the advanced sigiled defender can create any grenade from the *Starfinder Core Rulebook* with a level equal to or lower than its CR, and throw it with an attack bonus equal to its integrated weapon's ranged attack bonus.

### ADVANCED SIGILED SENTINELS (2) **CR 9**

N Medium construct (technological)

**Init** +4; **Senses** darkvision 60 ft., low-light vision; **Perception** +17

**DEFENSE** **HP** 145 EACH

**EAC** 22; **KAC** 24

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

**Defensive Abilities** integrated weapons, shock-mounted;

**Immunities** construct immunities

**Weaknesses** vulnerable to critical hits, vulnerable to electricity

#### OFFENSE

**Speed** 30 ft.

**Melee** slam +22 (2d10+15 B)

**Offensive Abilities** specialization

## SCALING ENCOUNTER B

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

Remove the shooter model advanced sigiled sentinel from the encounter.

#### STATISTICS

**Str** +6; **Dex** +4; **Con** –; **Int** +3; **Wis** +0; **Cha** +0

**Skills** Acrobatics +22, Engineering +17, Intimidate +17

**Languages** Common

**Other Abilities** unliving

**Gear** high-capacity battery (40 charges), integrated white star plasma caster or integrated ultrathin curve blade

#### SPECIAL ABILITIES

**Interface (Su)** As a standard action, a sigiled sentinel can touch an adjacent construct with the technological subtype, restoring 3d8+9 Hit Points to the target, up to its maximum Hit Points. The sigiled sentinel takes the same amount of damage. Alternatively, the sigiled sentinel can spend one use of its specialization rune ability (invisibility or flight) to affect the target with it.

**Shock-Mounted (Ex)** A sigiled sentinel treats any fall as though it were 20 feet shorter.

**Specialization (Ex/Su)** The sigiled sentinels use two different models, which share the same basic design but have different weapons and other abilities.

**Shooter** This model gains the following attack: **Ranged** integrated white star plasma caster +22 (3d10+3 E & F; critical burn 1d10). Three times per day as a swift action, it can activate its runes to gain a fly speed equal to its land speed until the end of its next round.

**Stalker** This model gains the following attack: **Melee** integrated ultrathin curve blade +22 (3d10+10 S; critical bleed 2d6). Three times per day as a swift action, it can activate its runes to turn invisible (as *invisibility*) until the end of its next round.

**ENCOUNTER C (LEVELS 9–10)****WYVERN MK II ASSAULT SHIPS (3) TIER 10**

Medium transport

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

**AC** 26; **TL** 26

**HP** 100; **DT** –; **CT** 20

**Shields** medium 160 (forward 50, port 40, starboard 40, aft 30)

**Attack (Forward)** persistent particle beam (10d6; 20 hexes), coilgun (4d4; 20 hexes)

**Attack (Aft)** tactical nuclear missile launcher (5d8; 20 hexes)

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

**Power Core** Pulse Orange (250 PCU); **Drift Engine** Signal

Booster; **Systems** advanced long-range sensors, mk 6 armor, mk 7 defenses, mk 5 duonode computer; Expansion Bays cargo hold, guest quarters (5, common)

**Modifiers** +5 any two checks per round, +4 Computers;

**Complement** automated

**CREW**

**On-Board Computer** Engineering +17 (10 ranks), gunnery +17 (10th level), Piloting +17 (10 ranks)

**SPECIAL ABILITIES**

**Automated (Ex)** A wyvern has no crew, although it has an on-board computer that can perform most crew actions. The on-board computer can perform engineer, gunner, pilot, and gunner actions as if it had a crew of three.

**SCALING ENCOUNTER C**

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

Each Wyvern's on-board computer can fire only one weapon on a given round. Reduce each Wyvern's Shield Points by 20 (or 5 in each quadrant).

APPENDIX 3: GAME AIDS



FITCH



ZIGVIGIX

WATAROON



SIGILED SENTINEL





APPENDIX 3: GAME AIDS



**CAPTAIN ALIS  
SANDEL**



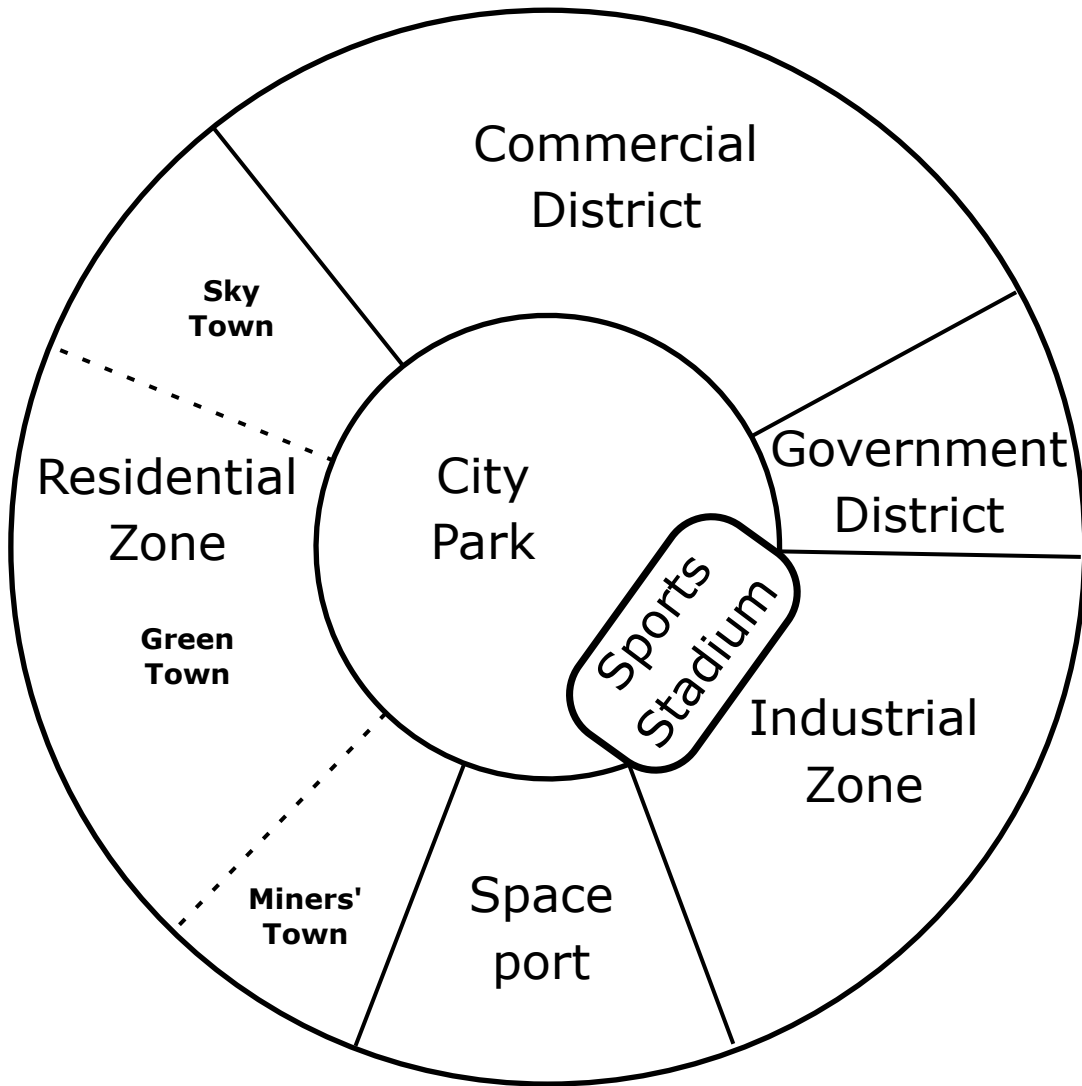
**THUSK**

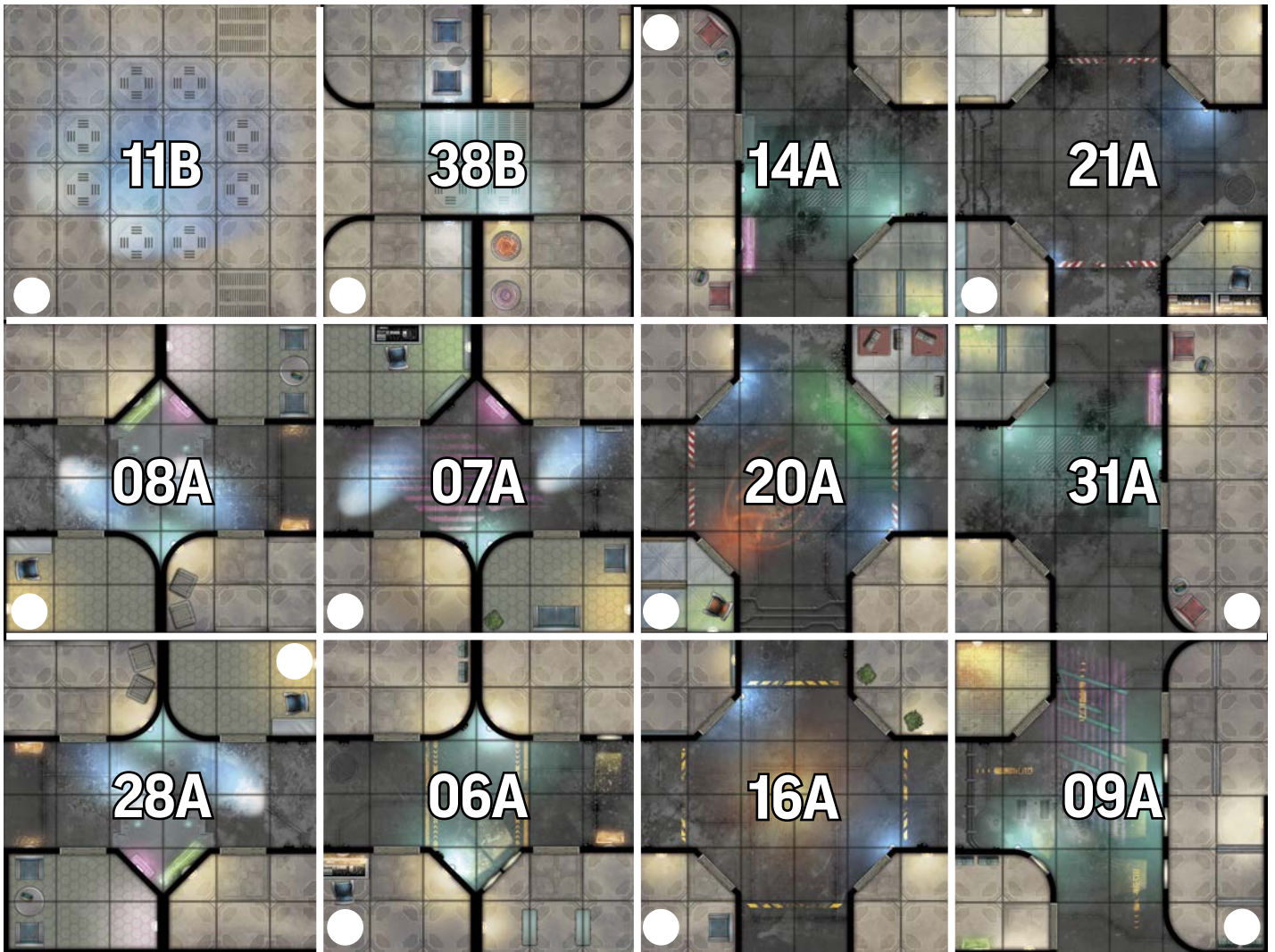
**SIGILED DEFENDER**



HANDOUT #1: NEW HOPE CITY MAP

# New Hope City Map





## ORGANIZED PLAY

### REWARDS TABLE

ENCOUNTER	LEVEL 7-8 REWARD	OUT OF LEVEL REWARD	LEVEL 9-10 REWARD
A	1,945 credits	3,374 credits	4,803 credits
B	1,945 credits	3,374 credits	4,803 credits
C	1,945 credits	3,374 credits	4,803 credits

### REWARD CONDITIONS

The PCs earn the rewards for each area if they meet the conditions listed below.

**Area A:** The PCs earn these rewards if they defeat the sigiled robots in area A.

**Area B:** The PCs earn these rewards if they defeat the sigiled robots in area B.

**Area C:** The PCs earn these rewards if they defeat the three ships attacking the *Swift Clarity*.



## Event Reporting Form

Date \_\_\_\_\_ Event Code: \_\_\_\_\_

Location \_\_\_\_\_

GM Org Play #: -7	GM Name:	GM Faction:
Adventure #:	Adventure Name:	
Reporting Codes: (check when instructed, line through all if no conditions to report) <input type="checkbox"/> A <input type="checkbox"/> B <input type="checkbox"/> C <input type="checkbox"/> D		
Bonus Faction Goal Achieved: <input type="checkbox"/> Yes <input type="checkbox"/> No <input type="checkbox"/> N/A	Scenario-based Infamy earned? <input type="checkbox"/> Yes <input type="checkbox"/> No <input type="checkbox"/> N/A	Fame Earned:

Character Name:		Faction:		<input type="checkbox"/> Dead
Org Play #: -7	Level	<input type="checkbox"/> Acquisitives <input type="checkbox"/> Dataphiles <input type="checkbox"/> Exo-Guardians <input type="checkbox"/> Wayfinders <input type="checkbox"/> Second Seekers ( )	<input type="checkbox"/> Infamy	

Character Name:		Faction:		<input type="checkbox"/> Dead
Org Play #: -7	Level	<input type="checkbox"/> Acquisitives <input type="checkbox"/> Dataphiles <input type="checkbox"/> Exo-Guardians <input type="checkbox"/> Wayfinders <input type="checkbox"/> Second Seekers ( )	<input type="checkbox"/> Infamy	

Character Name:		Faction:		<input type="checkbox"/> Dead
Org Play #: -7	Level	<input type="checkbox"/> Acquisitives <input type="checkbox"/> Dataphiles <input type="checkbox"/> Exo-Guardians <input type="checkbox"/> Wayfinders <input type="checkbox"/> Second Seekers ( )	<input type="checkbox"/> Infamy	

Character Name:		Faction:		<input type="checkbox"/> Dead
Org Play #: -7	Level	<input type="checkbox"/> Acquisitives <input type="checkbox"/> Dataphiles <input type="checkbox"/> Exo-Guardians <input type="checkbox"/> Wayfinders <input type="checkbox"/> Second Seekers ( )	<input type="checkbox"/> Infamy	

Character Name:		Faction:		<input type="checkbox"/> Dead
Org Play #: -7	Level	<input type="checkbox"/> Acquisitives <input type="checkbox"/> Dataphiles <input type="checkbox"/> Exo-Guardians <input type="checkbox"/> Wayfinders <input type="checkbox"/> Second Seekers ( )	<input type="checkbox"/> Infamy	

Character Name:		Faction:		<input type="checkbox"/> Dead
Org Play #: -7	Level	<input type="checkbox"/> Acquisitives <input type="checkbox"/> Dataphiles <input type="checkbox"/> Exo-Guardians <input type="checkbox"/> Wayfinders <input type="checkbox"/> Second Seekers ( )	<input type="checkbox"/> Infamy	

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# Scenario #3-22: The Vast Experiment: Dancing at the Edge

Character Chronicle #

A.K.A.				
Player Name	Character Name	Organized Play #	Character #	Faction

### Adventure Summary

The PCs accompanied a fleet of Starfinder ships to a Pact World-sponsored colony in the Vast as part of an investigation concerning deactivated Drift beacons in that sector of space. While gathering evidence about what caused the colonists' mass disappearance, they encountered hostile robots and rival agents from the Aspis Consortium.  The PCs discovered the Aspis agents' hidden objective to destroy incriminating documents after trailing them.

Soon after discovering the colonists were abducted or murdered, the PCs realized they've walked into a trap. They escaped moments before massive explosions destroyed the planet, either  rescuing a trapped Starfinder crew in the process or  leaving allies behind in a rush to defend the fleet's command ship. The PCs joined the Starfinder fleet's defense against an unfamiliar enemy before escaping back to Pact Worlds space. On Absalom Station, PCs learned that Zigvigix and their crew, along with many other Starfinders, were among the casualties sustained in the battle and are presumed dead. Meanwhile, a series of digital disturbances ramping up across Near Space signal something ominous to come.

<b>MAX CREDITS</b>	LEVELS	<input type="checkbox"/> Normal Max Credits
	7-8	5,835
	LEVELS	<input type="checkbox"/> Normal
	Out of Level	10,122
<b>EXPERIENCE</b>	LEVELS	<input type="checkbox"/> Normal
	9-10	14,409
	LEVELS	<input type="checkbox"/> Normal
	-	-
<b>FAME</b>	Starting XP	
	+	<small>GM's Initials</small>
	XP Gained (GM ONLY)	
	=	
	Final XP Total	
<b>CREDITS</b>	Initial Fame	
	+	<small>GM's Initials</small>
	Fame Gained (GM ONLY)	
	-	
	Fame Spent	
<b>CREDITS</b>	Final Fame	
	Starting Credits	
	+	<small>GM's Initials</small>
	Credits Garnered (GM ONLY)	
	+	<small>GM's Initials</small>
Day Job (GM ONLY)		
-		
Credits Spent		
=		
Total		

#### All Levels

advanced x-gen gun (13,100; item level 9; *Starfinder Core Rulebook 177*)  
ultrathin curve blade (18,100; item level 10; *Core Rulebook 172*)

#### Levels 9-10

medium machine gun (23,100; item level 11; *Core Rulebook 177*)  
white star plasma caster (49,100; item level 13; *Core Rulebook 185*)

#### Reputation

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

#### For GM Only

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Organized Play #