

אנחנו מודים לך על שאתה קורא את הספר הזה

FRRACTURED FUTURES

CAMPAIGN SETTING



ASHEN DASH

A SCENARIO FOR 4-6
1ST LEVEL ADVENTURERS



PUBLISHING

STARFINDER
COMPATIBLE

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ASHEN DASH

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ASHEN DASH

AN ADVENTURE FOR 4-6
LEVEL 1 ADVENTURERS.

The pcs are tried for a crime they didn't commit. Exiled to a small hell colony that doesn't even have a name. Surrounded by the 'perfect' cell in a town that doesn't want to be. Can the players find a way off this forsaken wasteland before they succumb to the local's lifestyle?

Summary

The players are a disparate group of wrongly convicted criminals. They are shipped to a planet far outside the core worlds and sentenced to live the rest of their lives on a prison planet. The planet is filled with physical threats and moral threats. The players eventually hear about a way off the planet, but not before finding out about how the planet keeps its charges land born. A cloud of nano-machines encircles the planet disassembling anything that flies higher than 800 feet above the planet's surface. The players then find a questionably

ane genius engineer who knows how to bypass the nanites. They then must steal a black box from their wardens. From there they make a desperate escape with the device and defend the mechanic while she installs the device. Then they mount a heroic ascent into the stars.

Using this adventure

This adventure was written intended for between four and six level 1 adventurers. This adventure will grant the players a small ship, and enough credits and experience to be level 2 and then some. We have included several random encounters to help fill in the world and create interesting situations the players could find themselves. The planet Penal Colony 538 is built so that the GM could create a few NPCs on the fly.

At the end of this book will include a small list of monsters/NPCs to help populate this scenario. Feel free to modify them, but I personally do not suggest adding more than a hit dice or two to maintain the intended difficulty curve of this book.

You know your player group best; so, feel free to adjust this adventure as you see fit.

If the players wish to stick around this planet for an extended period and get to know the prisoners here, and resolve their plights, feel free to end this book at level 3. It will make the escape significantly easier.

The next section of this book provides a small history and description of the planet SirenCry. The planet which this this adventure takes place. It also includes a small list of random encounters to include when the players inevitably go exploring and scavenging the surface.

SIRENCRY

SirenCry is the name of the sixth planet from the solar center. Normally this would mean that it would be cooler and more hospitable. It is a large rocky planet, with sandy terrain and a lack of liquid water on the surface. Its abnormally thick atmosphere means that it retains heat for long periods of time. This paired with its abnormally slow rotation means that it traps heat and is unusually hot most days of the year. It does contain several lifeforms that are particularly well suited to this humid, hot environment.

The planet's atmosphere also contains a unique feature; an unusually high amount of water vapor. Due to intense heat though, it rarely rains. This led early explorers to believe that this was a veritable paradise planet filled with rocky beaches with thick clouds and balmy weather with large oceans. Upon closer inspection, and most importantly first contact, it was considered one of the largest lies the universe had played on early cosmic explorers. This cruel existential joke determined the planet's name. Undaunted would be settlers from attempting to inhabit this planet. Though many attempts to civilize the landscape were attempted; it's lack of easy access to resources lead it to being abandoned time and time again.

The natural flora and fauna of this desert world also drove away those seeking an easy fortune. At a loss

Penal Colony Planet

SirenCry

Diameter: x .95

Mass: x 1.5

Gravity: x 1.25

Atmosphere: Heavy

Day: 18 hours **Year:** 456 days

for what to do with this world, many in the system just deposited unwanted members of society there. Soon it became a dumping ground for anything the system didn't want. Trash barges and exile rigs from any planet that could reach it would transport exiled cargo from near and far. This rampant dumping of broken technology paired with the indomitable will of rebellious minds lead to many escapes.

The solar system's prison system decided that so many junk rigs inhabiting the void must be stopped. The geniuses of the government worked up a devilish solution to keep the unwilling residents on their new home. They developed a special atmospheric wave of nano-machines to devour any unregistered flying machines. This prevented a lot of unplanned take offs as well as curbing the ambitions of many would be pirates. This ring of metal eating machines is still active to this day. It continues to mangle dumps on the planet and jury-rigged ships sailing into the heavens.

The planet's current inhabitants are a mishmash of security, prisoners, ambitious scavengers, terrifying scavengers, and broken or malfunctioning excavation drones. They use UPB's as the currency. Each maintains a delicate role in perpetuating this junk-world aesthetic.

SirenCry's Random Encounters:

On any given attempt to travel with at least two hours of travel time on foot, there is a 35% chance of encountering one of the following:

1d12

1—1d6 inmates. Possibly friendly.

2—1d6 graawn. 1 Thornalox

3—A scrap-avalanche

4—A malfunctioning Excavation Drone

5—1d4 guards

6—1d4 inmates and 1d4 prisoner mechanics

7—1d4 thornalox and 1d4 Volt-ture

8—A sandstorm

9—An Acid Fog

10—A Detritus storm

11—Junk-heap (see junk-heap encounter)

12—A scrapalanche (see encounter)

THE ADVENTURE BEGINS

The players find themselves on a long bench along several other species. Each bound in chains bolted to the hull and deck of the ship. Humans in heavy armor walk up and down the line of the narrow corridors gazing at each prisoner. Each one has a heavy cannon slung across back and a stun baton in hand. These anxious guards itch for something to break up the boredom of routine transit.

The flight through hyper-space was punctuated with the din of complains and heavy snores. The seats drum and air ducts rattle as the ship's slows from Faster-Than-Light travel to light sail.

An intercom breaks the silence. A thickly accented lashunta voice pierces the air with the shrill sound of a blown-out speaker.

Paraphrase or read aloud the following:

“Hello, this is your friendly pilot speaking. To the wardens and guards, we are approaching SirenCry. Please brace for atmo and proceed to prelanding checks.

“To our passengers of honor, please sit tight and keep your limbs to your assigned seat. You will soon be walking free of those restraints. Then you can tear each other apart to your hearts content.”

Through small atmospheric windows you catch a glimpse of the heat shields splintering on entry. Piles of gleaming metal stretch across the surface of a desert world. Brilliant colors rainbow through the air dancing during your speedy descent. Sand and stone peak through obviously metallic and reflective mountains in the horizon. Dots of smoke, fog and rain can be seen from your incredible height. As the descent slows, you can make out tents, and a ring of surface-to-orbit defense lasers far away from the tent city. The silver summits reflect the light much like a prism as the ship lands.

The ship begins to descend onto a planet. It lands at **Location A** on the map **Early Retirement**. Slowly, the group of prisoners are filed off the ship. Small groups of ten, they are led into a small tent town. The only stone and steel building are a small single-story structure at location B.

The players are led to the entrance of the stone building. Each brick is made from plastic and cement. A portly Vesk greets them. Unusually stout for the giant lizard folk, a sadistic grin plasters her face. Her scales are a bright blue glistening in three suns of this colony world.

Her voice is gruff, with a light tinge of disdain. She greets the players and explains the following:

“Congratulations on your assignment to SirenCry. Here is what we found on you when you were arrested and sentenced.

“I am warden Grexmaria and here you are free to do as you wish, you just can't leave. This is the warden's office. Down there with the tents is where you'll live, eat, and die. I don't suggest you go very far from the tents, or you may find death sooner than later. If you don't start anything that requires the guards to come down there, I really don't care. Now, you've been processed. Bugger off and find something to do.”

With a twist of her hand she shoos the players down the path to the tent city. With a Culture check DC: 15 it's easy to see she's just trying to get through the latest shipment of prisoners before she can return to something. A Perception check DC 20 indicates that there are far too many cargo containers to than there were prisoners aboard the ship. Starting a fight here is foolish however, there are twelve guards present as well as the might Grexmaria herself.

They will not hesitate to use violence to subjugate those that talk back.

TENT CITY: EARLY RETIREMENT

Early Retirement

CN tent city

Population 1280 (35% human, 15% Ethernaut, 10% Ezzana, 8% Ripperdogs, 7% Unmen, 5% goblins, 20% other)

Government anarchy

Qualities notorious, technologically average

Maximum Item Level 3rd

The tent city of “Early Retirement” is a ramshackle affair. It has a handful of business tents, and several smaller residence tents. Each tent houses between 2 and 6 people. Few tents are re-enforced for perm-

anent residence. This place has several people attempting to stockpile building materials to create permanent structures. It's a busy place for its population. The three largest of note are the following:

Don the map is The Cell Block. It is a drinking establishment. The tent is on the larger side. There are several makeshift benches outside of it. It's run by a human female named Lestra Orvesdale. She provides drugs and beverages to



those who wish for a mental escape from the dregs of this existence.

E on the map is the Twisted Wreck. It is run by an Un-Man, who looks like a male human in his late 30s. He stands stone still when not addressed or when there is no one who needs treatment. In stoic silence the Un-man works on those who request assistance. He communicates through notes written or scrawled on parchment. There is 1d4-2 patience at any given time past the first visit.

A Tent with a haphazard metal sign with pink paint that reads "Re-armory" sits in just outside the rest of the tent city at C. The inside is decorated in hand-made benches and shelves. A Qlaarpian that goes by "Sifterfly" sits in the tent and tends to its stock. Here the PCs have a 50% chance of finding any level 1 item. There is a 1 in 10 chance that there is a Level 2 item in the Re-armory at any given visit. The Re-armory can get Level 3 items when commissioned. Sifterfly only accepts UPBs. Sifterfly will also charge any battery for 25 UPB's.

Inmate Gangs

It is a common prison trope that individuals will join a gang in order to feel protected. Considering the lack of government in Early Retirement, this is very much the same case here.

While the gangs rarely war with each-other it does happen. Each does there best to intimidate the others into inaction. As gangs fall out of relevance, more will fill in the power vacuum. Here are the names of some of the more relevant gangs:

- Dust-Thugs
- Graawn Riders
- Bullet Biters
- The Blades
- The Slicers
- Boosters
- Snarling Menace



Early Retirement is normally active at all hours of the day. Each person busies themselves with either with tinkering with various bits, gambling or fighting amongst themselves. A few of the prisoners have taken up trying to be farmers. The aired landscape makes it very difficult for them to make anything worth noting though. Talking to the prisoners reveal their various petty crimes. They do have several rumors. The most relevant is talk of a rumored Ripper-Dog named Hermit. This creature supposedly lives out past the Suppression Turret line. Some people suppose the Hermit keeps a tab on Early Retirement with the drones that move around at night. There is a small network of terminals set up throughout the tent city that provide some information. Most of the economy here is barter. The terminals are not very well secured, and a Computers Check DC: 17 would be enough to hack them and find out that these used to be prison guard check in-terminals. They were abandoned some time ago.

Several transmissions are in these terminals: Dangers of defunct suppression turrets abandoned in the scrap heaps. Warnings of obsolete enforcement drones that are still active with glitching targeting parameters. Warnings of the natural scavenger animal the Graawn. A warning not to agitate the Thornalvox plants. There are a few locked away that require a DC: 22 Computers check to crack into. Unlocking this part of the network reveals the existence the "gate-o-sphere". That it was recently deactivated and reactivated. The times of deactivation correlate with the landing of the players.

This tent city is the hub of operations for the PCs. Feel free to let the PC's explore the tents. Inmates who live here are ambitious and glare at the equipment being carried by the newest arrivals. Some even offer to "check" the equipment for the PC's to steal it away.

There are several empty tents for the PCs to stay in. Staying in a tent is free of charge. However, there is very little security and leaving anything unattended long will result in someone inevitably getting 'curious' about it. Any fights in Early Retirement use 1 Prison

Mechanic and 1d4 Inmates. This is a CR 1 encounter worth 400 XP.

From the tent city; the PCs can see the building they came in from easily. There is a large cliff that elevates the building above Early Retirement and standing watch on the cliff are two to four guards armed with cannons and binoculars. They will occasionally fire a useless cannon shot into the tent city to alleviate boredom or to suppress a riot. Leaving the occupants on edge most of the time.

Give the players time to sort themselves out and claim a tent. An ominous event occurs about a mile outside of Early Retirement. When you are ready for the players to move on read the following text to the players aloud:

Descending from outer space a large cargo vessel swoops into the atmosphere. They seem to slow down significantly as the hull ignites with friction burns. The ship begins to pull up as the back hatch begins to open. A stream of gleaming metal debris spills out. The churning mass of detritus quickly begins to fall and change in the air as if falling through a filter. The ship stutters as it begins to pull up. Its engines scream as the ship tries to pull out of the gravity well. Soon plumes of smoke drift from the exhaust as the ship slowly begins to ascend.

Nearby inmates begin taking bets if the ship will make it. Some pick up weapons and packs and look on as if a meal is waiting. Then a blinding flash. The roil of an explosion rips the ship in two. The inmates cheer! Metal rains into the distance. And any that can walk begin a roaring pilgrimage towards the steel shower.

The Steel March

Several groups of people begin marching towards the wreck in mass. Many begin readying weapons. Some fight with tools. Asking what is going on brings many to state they are

going to claim the remains of the wreck. The PCs can attempt to gather more information with a Culture check.

Salvage OP (Culture check)

10 – It's the quickest way to earn UPBs. Considering every week or so another ship attempts to dump garbage here and crashes, some people find it a consistent way to get food.

15 – The wrecks always attract wildlife to the area. As well as the most vicious of inmates. That's why people travel in groups.

20 – Salvaging working computer or ship parts is the easiest way to get the attention of Sifterfly or the Hermit. Some say the Hermit is working on something insane.

25 – The Hermit pays the best UPBs for scrap from a falling ship. He's looking for a very specific ship part, and some even say the Hermit will build you what ever you want if you can find it.

The players can follow the group there. Doing so is fairly safe. The travel time to get to the wreck is three hours. The players can attempt to beat the crowd by making a Survival check DC 15 to navigate faster. Succeeding the check shaves an hour of time. Failing the check by 10 increases the travel time by an hour and leads to an uncomfortable encounter stranded and hunted by 3 Volt-tures (CR 3, 800 XP).

The way to the crash site is surrounded by mountains of garbage, cliff walls, sand dunes and windswept terrain. The garbage heaped high into the sky; providing a cool shade when the metals, plastics and glass do not reflect sunlight directly on the marching group.

THE JUNK HEAP [CR 1 - 400 XP]

The players pass through or around the canyon. They find a pile of garbage at the edge of the canyon. The PCs hear

movement in the garbage. The PCs moving through here disturbed four Graawn that reside in this canyon bed. The Graawn live here and eat inmates who wonder off, and stray wreck metal. But sensing fresh meat awakens there appatite, and they hide in the wreckage. Each stand waiting for them to either search the junkheap or be solitary.

After dealing with the Graawn the players can spend time searching the piles of garbage. They can easily find some treasure within the piles of garbages. Such piles are very common on Sirenscri, and as such many things can be found. Rolling on the following chart indicates what was found:

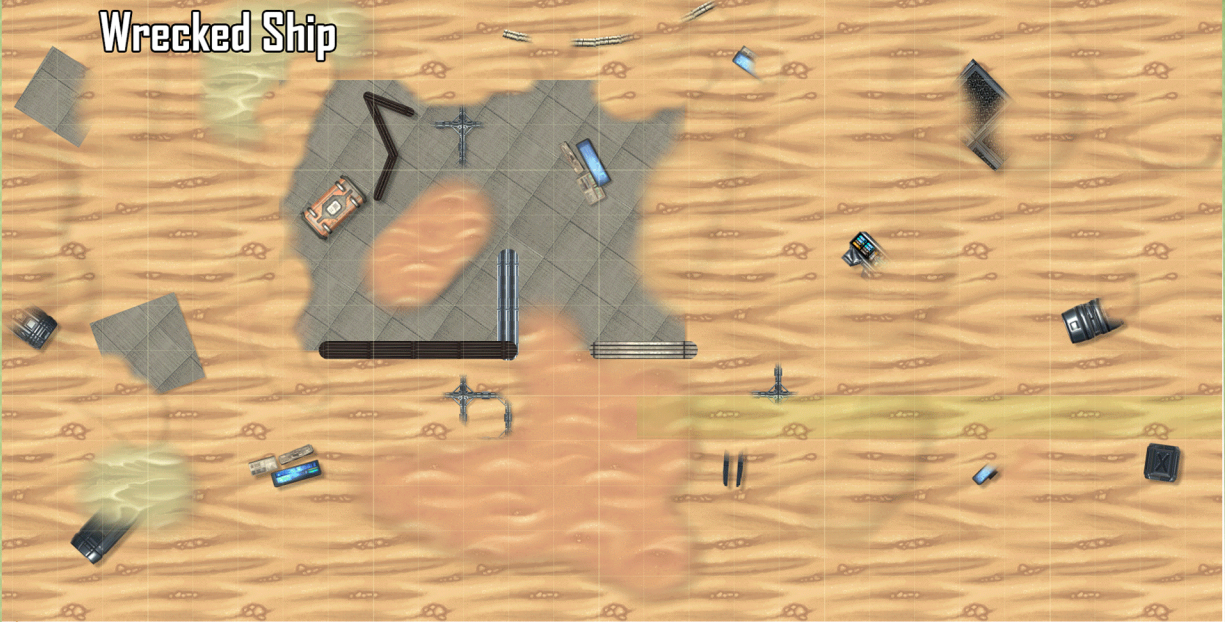
Junk Heap Treasure – 3d10x25 UPBs

- 1- Called weapon fusion seals
- 2- Broken hidden soldier armor
- 3- 2 Incendiary Grenade I
- 4- Shirren-eye rifle, tactical
- 5- An Antique Bow
- 6- A broken Acid Dart Rifle, tactical
- 7- A light Reaction cannon
- 8- A broken flame rifle
- 9- Broken freebooter armor
- 10- A tensile reinforcement upgrade kit
- 11- Standard hideaway limb (arm)
- 12- A broken tier 2 computer
- 13- A set of binders
- 14- An tier I signal jammer
- 15- A simple lock
- 16- A 1st level *spell gem*
- 17- 2 mark I *serums of healing*
- 18- *Ring of whispers*
- 19- Tier I medicinal (sedative)
- 20- 1 dose of id mass

THE CRASH SITE [CR 2 - 600 XP]

When the PC's inevitably arrive at the wreck read or paraphrase the following:

Wrecked Ship



happened to the ship. The DC for this check is 15. Success indicates that all the internal components of the ship were switched with external components. Wiring became the hull; atmospheric armor plating was filling interstitial space. If the check was higher than 18, the PC finds traces of nanites that are trying to replace parts constantly.

Exploring the wreck uncovers several locked containers. These locked boxes require an Engineering check DC 20 to unlock. A Strength check DC 18 will break the locks open. The contents of which are a Geiger counter, 3 batteries and a charge cloak. All of these are functioning. Along with a small manual for handling hazardous materials. This manual grants a +2 bonus on survival checks when dealing with a radioactive material. This ship contains several hundred worth of 200 UPBs in salvageable parts. Among this scrap if a PC manages an Engineering Check DC 17 they find a small black box that is salvageable, but it will take significant work. This Black Box will work for Sifterfly's request.

After a few hours at the site, it seems like the primary star is most of the way through the sky. The PCs can camp here, or they can attempt to traverse on the way back. In an hour or two, the

night falls. If the PCs decide to traverse during the night increase the CR of any night-time encounters by 1 due to the darkness.

THE SCRAPALANCHE [CR 1 – 400 XP]

The recent crash has shaken loose several piles of garbage between the crash site. As the PCs return from investigating the crash, they pass by canyons of garbage that make noise. Read or paraphrase the following:

The sound of metal groaning under intense weight cries out like a wailing child. Somewhere in the heap a compression tank leaks its contents slowly. Oil-soaked cable stretch inside the husk of detritus like guts of a recent kill. Broken monitors flicker hauntingly under the sifting mass.

If the PCs begin to dig through the pile of garbage for potential salvage, they trigger the Scrapalanche trap.

Scrapalanche CR 1
XP 400

Type analog; **Perception** DC 21; **Disable** Physical
Science 16 (stabilize the garbage)

Trigger touch; **Reset** manual

Effect falling cascade of garbage (3d6 B)

; multiple targets (each creature within 10 ft of the pile); **Reflex 12** half

If the PCs survive the trap, they can search the garbage for something of value. Doing so takes an hour of time and reveals a Tier 2 computer, A dose of sprayflesh and a fire extinguisher.

While there are numerous mountains of detritus on this planet these Scrapalanches are a common hazard but are much more deadly. See the Hazards section for more details.

An Unwelcome Party (CR 5 – 1600 XP)

When the PCs finally arrive back at Early Retirement there is a small cadre of six fully armed guards greeting groups who survived the trek. Each group is stopped one by one by the guards. The guards go through the possessions of the inmates, then pick out stuff put it in a crate, and let them pass. They go through a few groups before the following happens:

A line of inmates awaits as guards in full armaments go through the sacks of three prisoners. They take something large and glowing out and put it in a sizable box next to them. The prisoners loudly begin to complain. They are new arrivals. You can easily recognize them from the ship. One guard points at him and the others level rifles at the group. A few prisoners raise makeshift clubs in protest. The distinct smell of burnt flesh and the sound of laser fire and screams of torment greet the would-be saviors, while the lead guard clubs the one who protested loudest. When he's on the ground, he steps on his back and shoves a grenade in the man's mouth. He then ties the man's hands behind his back, and tapes his mouth shut. The guard runs from the tied-up prisoner-bomb. The guards laugh as the unfortunate victim's friends begin to claw at the tape.

There are six guards stand watch here. They are taking the highest value salvage from each group of prisoners that walk by. The PC's can resist or negotiate with the guards. If the PC's resist, the guards fight back, and a reinforcement of four more guards will show up in six combat rounds.

Negotiating requires the PCs beat a Bluff or Diplomacy check DC 15. This allows the PCs to dictate what they trade to the guards for passage to keep the most expensive item they have. Guards simply want the most expensive item the PCs have or a combined value of more than it. The PCs can recover this item later at the guard shack along with other goods.

The PCs can attempt to sneak by unnoticed by leaving the line and coming in from a different angle. There is a small patrol of guards around the tent city. But the PCs can spot a small defensive post by looking. The position only has a single guard. Doing so requires each PC to pass a stealth check vs a guard's Perception (+0) check. If the PCs are found the guard calls over five others to help assist detaining the PCs. The other guards arrive one round later running. Overpowering the single guard and fleeing means that the Guards will begin scouring and questioning prisoners over the dead guard. Meaning that a Pack of six prison guards will begin shooting random prisoners until the perpetrators are found.

Once the PCs bypass the border patrols, they can continue doing what they will within Early Retirement. The PCs can heal up, spend UPBs crafting, or talk to some NPCs. The PCs can also leave to explore the wasteland. There are several Junk Heaps out in the wasteland that they can attempt to pillage for loot. Each two hours of travel have a 35% chance of a random encounter (See the Planet Briefing section). After time has passed and the PCs become shiftless or aimless, move to the next story event.

Another Thing in the Sky

Read or paraphrase the following text:

The whole camp goes silent when blinding flash canvases Early Retirement. the peal of thunder shakes the ground. A few of the shoddier tents collapse. Some of the least sober prisoners fall over. A single point of light can be seen climbing to the sky in the east. It billows smoke, and the silver pillars reflect its glorious ascent. It gets hundreds of feet above the debris. A beautiful trail of exhaust pushes the light upwards. It explodes suddenly, violently, about eight hundred feet from the ground.

The Prisoners look on in awe. Unlike the last skyward explosion, the prisoners do not budge. They go back to what they are doing. The PCs can begin investigating with a Culture check or a Diplomacy check.

What was that explosion check

10 - That was another misguided attempt to escape the planet. No one has ever managed to get much farther with the scrap that lands here. Though, usually they get shot down by the Land-to-Orbit laser fire.

15 - There seems to be someone who attempts another launch out east every month or so. No one here seems to know who is attempting it. Though many suspect Sifterfly might know. That old frog would probably be the supplier.

20 - Someone heard that there was an old Hermit that lives out past the Turret Ring. That weirdo is rarely seen in Early Retirement. Freak is half machine, so it's no wonder how it survives out here.

The explosion causes the Guards to come looking in force. They begin questioning people about the source of the rocket, who launched it. Occasionally a few of the guard's bludgeon into submission an inmate who wasn't particularly respectful enough. The PCs have two choices now; they can head east. Or they can do other things. After two days, however, the Ripperdog Hermit comes to town looking to purchase technical scrap from anyone who will give it to her. She'll trade in repairs, fully charged batteries, and even fixing up armor or weapon Fusions of Level 1 or 2. This gives the PCs a chance to talk to Hermit if they wait and attempt to help other PCs instead of seeking her out in her hut. See the "Far out" encounter for what Hermit asks the PCs to do.

Far Out

If the PCs go forth to walk to the source the rocket, they will be walking east for two days. Each day of walking is ten hours of travel. It is suggested to have two random encounters each day. Though if your group particularly enjoys random encounters, you could roll for each of every two hours.

The terrain walking out East is mostly flat and sandy. It is dotted by large piles of garbage, wrecked ships, occasional vegetation, and rock formations that are pale imitations for hills. The sand has been blasted to glass every so many miles. There are bones of individuals littering the ground here.

The walk leads to the ring of large anti-ship turrets that the PCs saw when they landed. These three-story structures have twin laser cannons facing skyward. They hum lightly with These machines kick to life when the PCs get within two-hundred feet; and aim their cannons at the PCs. A Perception check DC 10 will notice that there are several large blast marks just twenty feet in front of the PCs. An

Engineering Check DC 15 can tell that these turrets have been modified from their original design to swivel towards the ground. These cannons act like a trap:

**Orbital Suppression Turret CR 3
XP 800**

Type technological; **Perception** DC 0; **Disable Computers** 19 (hack the targeting rules); **Engineering** 17 (disable motion sensors)

Trigger location; **Init** +3; **EAC/KAC** 12/16; **HP** 50;

Bypass have a prison guard id badge on your person

Effect Anti-transport laser +4 (6d10 F);

As the PCs attempt to deal with the lasers. Either through attempting an approach to disarm the lasers, or simply begin shooting at it. A small hunched back dog-woman covered in metallic plates, servos, wires and a biotechnical breathing mask comes running out from behind the turrets. She drops to all fours cocking her head to one side when she sees the PCs. She cackles and barks at them, saying the following in a tinny, auto-tuned common:

“What are you doing out here to my turrets? Please stop. I calibrated them specifically, and you will ruin them.”

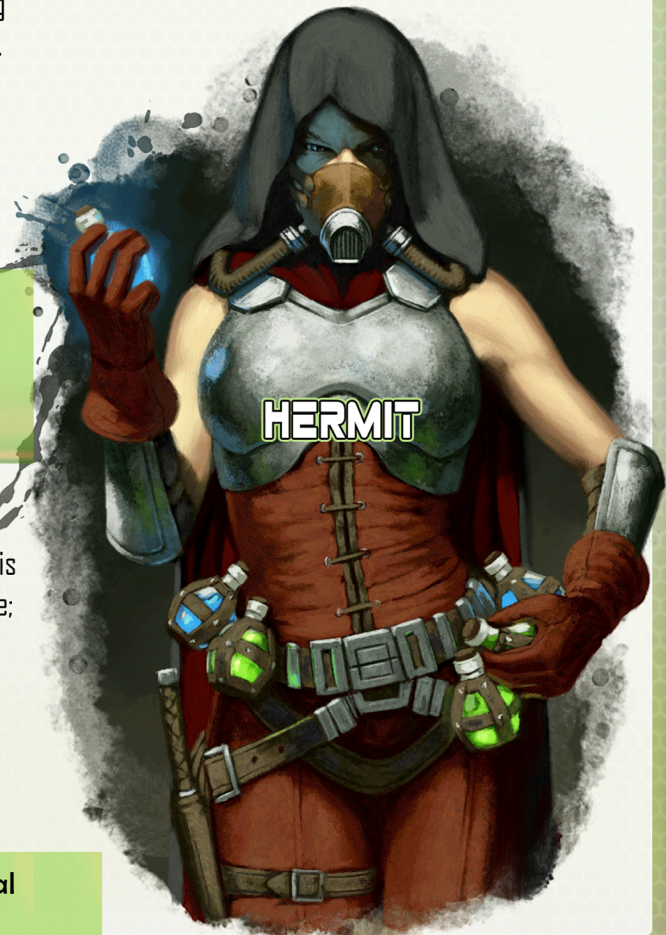
This is Hermit. She lives out beyond the ring of anti-orbital cannons. She resides in a shack that is about an hour walk from the ring. She isn't hostile; but interested. Few ventures out this far from Early Retirement. So, she'll listen to the PC's reasons for adventuring this far. If she's asked about the rocket, she explains that she built it. She will say the following:

I built it. It was an experimental design. I'm attempting to

to attain space flight from this rock. On any other planet my last build would have launched into orbit. But they keep exploding at about 800 feet. I don't know why yet. But I have a suspicion. If you're willing to help, I'll get you off this planet when I build a successful rocket.

If the PC's agree, she takes them to her base. Her home is a mad collection of tools, half-built vehicles, data slates covered in diagrams and a jury-rigged launch pad. She tells the PCS the following:

I've been watching the Ships come and go for a while. Several ships move through the atmosphere without issue, especially those that drop off prisoners and supplies. I'm certain the guard house has SOMETHING in there that controls whatever is detonating my crafts. I need



you to sneak in and grab it. If I go, they'll shoot me on sight. I've tried my hand a few too many times already. When you get it: call me, I'll meet you there. And to get by those turrets without getting shot, you'll need one of the Guard ID badges. Any of them will do. They never come this far from base; so I haven't bothered re-configuring their Friend-or-Foe configurations. They simply won't fire on guards. I'll turn them off for you to get by again.

If the PCs already have ID badges, she's surprised. But she says that'll make it easier for them to communicate, and to bring the device to her immediately. The device will be easy to find; it would have to be specialized, something that broadcasts an intense targeted frequency, and something that is guarded heavily. She'll take anything the PCs grab; but she's more SPECIFICALLY interested in the device that controls whatever stops ships.

She'll recharge the PC's batteries while they are here. She has access to tier 3 items she makes herself. They take her a while to do so. She'll gladly make anything for the UPBs needed to create them. After all the PCs agree to help her. If the PCs managed to hack the terminals in Early Retirement, and mention the Gate-o-sphere, Hermit will nod in agreement. She says it must be a super sophisticated defense system. Expensive then, because it's not on every planet. She states any information they grab on the Gate-o-sphere would be super helpful.

If the PCs tell Hermit about the tiny nanites they found dissolving the fresh wreck. Hermit's eyes light up. She thanks the PCs heartily for this information. She says that's the missing piece! There must be trillions of nano-machines in the air disabling her craft! If she could disable those

Not helping Hermit

Not helping Hermit stops the story here. But that's OK! The PCs are free to find another way off the planet. There are a few other ways that come to mind:

- Storming the Guards in a prison riot and stealing a craft
- Building their own ship.
- Finding a teleportation device.

This is a planet filled with lost tech! Feel free to deviate here. Hermit is just the easiest method to get off the surface. She'll gladly help the PCs if they have a reasonable plan to get off the planet and take her with them.

nanites she'll be able to build a ship without raiding the base! She'll need an EMP generator. She'll need three thousand UPBs to build it. If the PCs get her that, she'll build the ship and the PCs can leave in a week. The PCs will earn 1100 XP each for creating this revelation for hermit. She'll reward the PCs by giving them the ship she builds. All she asks is that she's dropped off at a spaceport farthest away from this rock that is known for it's technological research.

The walk back is still two days. During such time; the PCs can plan and plot just how they will get into the Warden's Building and steal whatever it is they need.

Raid on the Guard Base

The building's exterior walls are made of concrete. The exterior door is made of Plastic, and locked with a good lock. The interior walls are made of Plastic, and internal doors are made of wood. The lights are bright inside the structure.

Outside the Base (CR 3 - 800 XP)

A large one story concrete structure sits at the edge of a cliff overlooking a tent city. It's a long affair. The walls are stained with blast marks. A weather worn

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table stands to one side. The table is paired with a broken chair. A well trodden path surrounds the building.

There are two Prison Guards standing by the cliff side facing the camp of Early Retirement. The prison guards outside all have a copy of the key for the lock. The guards will halt anyone who approaches and question them as to why they approach. It's a Bluff check DC 15 to get past them with a lie to see Grexmaria. Fighting outside will alert those inside to the hostile intent of the PCs.

A) Lobby Entrance

A short room with a small vidscreen next to the door. A small couch borders the wall. There is a wide entrance into a work chamber, and across the room is a wood door.

The lobby has a door that leads to the barracks. There is a good lock on that door. There is an open path that leads to room C. Moving from Room A to Room C

without a Prison Guard ID card will sound an alarm.

Alarm Trap CR 1/2
XP 200

Type technological; **Perception** DC 17; **Disable Computers** 12 (hack the sensors); **Engineering** 12 (disable motion sensors)

Trigger location; **Bypass** have a prison guard id badge on your person

Effect An alarm sounds in Area B, C, D and E alerting people to invasion.

B) Off Duty Barracks (CR 2 - 600 XP or CR 5 - 1600 XP)

A line of four bunkbeds sit along a wall. A stained disheveled rug sits on the floor. A small refrigerator decorates one corner. The opposite side has a series of bookshelves that house a few books, but mostly disused batteries, a few data slates, and some personal memorabilia.

There are six prison guards residing in here,

relaxing. While they are asleep they are not wearing armor, and the only weapons they have are batons. This makes the encounter CR 2. If the alarm trap is sounded or a fight happens outside, they wake up and it takes them 3 rounds to grab weapons, and another 10 rounds to put on their armor. Once they are armed, these guards this encounter becomes CR 5.

The door to room F is open, and unlocked. There are 2 lock boxes in here with average locks. Inside is 18 credits with 25 credits on each, 2 hygiene kits, 18 common travelers clothes, a level 1 spell gem (supercharge weapon), and a clear spindle aeon stone.

C) Computer work Center (CR 3 - 800 XP)

Four guards stand at computer terminals. The terminals blink and twinkle. This open room has three doors that lead into other rooms.

There are four prison guards residing in here. They are armed and on duty. When the alarm sounds they take cover behind their computer desks.

The terminals the guards work at are currently filling out various customs forms for goods leaving the planet. Hacking the computers will take a minute of time (10 combat rounds) requires a Computers check DC 17 to bypass the lock down. Once bypassed it's easy to find out that this guard station is shipping out vast quantities of goods and selling them off world. The goods are sold as "salvage" but are sold. There are faked reports of prisoner deaths. The Prisoner you witnessed murdered by grenade was recorded as a natural death.

The Door to D is locked with a good lock. The door to F is not locked. The door to E is not locked.

D) Armory (CR 1/2 - 200 XP)

A single guard stands in this room taking care of an array of laser rifles. Boxes and crates array this room. Several large boxes are filled with various computer parts and ship parts.

There is one guard in here. The guard gives up if the PCs overcome the guards in room C. This guard raises it's limbs.

The boxes in this room are not locked. There are 6 azimuth artillery lasers, 12 frag grenade l's, 2 tactical pikes, 1 injection glove, 1 auto target rifle, 12 batteries, 6 freebooter armors I, 1 quick release sheath, 1 hidden soldier armor.

Inside this room there is a small radio transceiver. This transceiver has settings for Gate-o-Sphere. It has records for each ship that passed through the Gate-o-Sphere, as well as a frequency to disable the field locally. Downloading this frequency is quick. This frequency changes every week.



Prison Guard

E) Warden's office (CR 2 – 600 XP)

This office has a polished hardwood floor. A liquor cabinet sits in a large shelf in the corner opposite of a massive server bank. A huge chair fit for a vesk dominates the only tiny desk in the office. Hanging from one of the walls is a large fold out mattress bed.

Grexmaria sits at her desk. She looks up when she is interrupted, and when she sees the PCs she draws her frost pistol and radios for help. See her bestiary entry for how she'll deal with the PCs. If the alarm goes off, GrexMaria will enter the fight after 3 combat rounds. Leaving her office hurling her grenade and using her office as cover. Inside the computer are records of Grexmaria's personal finances, and many records of her exploiting the Prisoners for personal profit. It also has a small radio frequency generator that is tuned to the Gate-o-sphere. It's her personal master frequency.

Resolving the Raid

Stealing either GrexMaria's master code, or the radio transceiver from the Armory is exactly what Hermit needs to get her ship off the planet. Doing so is worth 1000 XP to each PC. It is a simple matter of getting which ever they stole to Hermit from here. Radioing Hermit will cause her to use a hover bike to over to Early Retirement in a matter of hours. She'll pick up the PCs and take them to her base of operations while she builds her ship. Hermit has an explorer frame built and is ready to take off. The PCs have 55 starship build points to build a starship with. However, Hermit is only one pair of hands. If the PCs assist in building up the ship, they can

Ship Building Check

DC	Tier	Extra build points
15	1	5
17	1	10
20	1	15
23	2	20
25	2	25
28	2	30
30	2	35

they can attempt a Survival, Engineering, Computers or Physical Science check to attempt to assist in building up the ship further. See the Ship building chart below for building up the ship. Once the PCs have selected the pieces of the ship they want (**See the Starfinder Roleplaying Game Core Rulebook for more information.**) the ship is built.

Specific spaceship parts can be found on the planet and scavenged with time. Questing for individual spaceship parts could be an excellent place to jump off on your own adventures from here. Alternatively taking to the Void and searching the Fractured Futures planet settings could be how you want to move from here. At this point the PCs should be level 3.



IMPORTANT NPCs

Grexmaria Romar Incario

Grexmaria Romar Incario (Pronounced Ger-ex-mar-I Roo-M-Are In-car-Ao) is a Female Vesk. She is the warden of the entirety of SirenCry. She is nicknamed the Hell-Blessed Lizard. Her mission is to keep more "colonists" coming to this planet. She takes delight in the suffering of those that break intergalactic law. She watches the tent city with glee as they fight over the scraps sent from orbit. She refuses to help the PC's. She'll gladly sit there and just watch the NPCs and the PCs slug it out and take out the punishment on those that survive the struggle.

To make a little extra money, she runs an extortion ring in the prison camp. When a new vessel crash lands onto the planet's surface and the prison populace ventures out to explore it, her and her thugs take the most intact pieces of tech for themselves and sell it off world.

If Violence is brought to Grexmaria, she uses here stun gun to try to deter it, then shifts to using her reaction cannon. Her stats are in the attached Bestiary (appendix three).

Lestra Orvesdale

Lestra Orvesdale is a human who's more interested in making a safe living on this planet than she is escaping. She's been here for twelve years now, and she's seen each attempt end in failure. She keeps herself safe by giving drugs and drink to the residents of Early Retirement. She charges people in favors or service. Those who owe her a lot spend their time making sure her facility is particularly safe.

She herself is armed with an azimuth laser pistol, and she rarely uses it. She prefers to negotiate to using violence and is very receptive people negotiating with tact and skill.

Quests: Lestra is looking for more Thornalvox vines. She uses the thick fibers as a straining and filtering tool for her liquors. She will pay 400 UPBs for 1 thornalvox's vines. Once purchased the PCs can purchase Hyperleaf, Id Moss, Insanity Mist, and Blue Whinnis from her. She'll also throw in a weeks' worth of common food for the Group as long as they eat at her establishment. Accomplishing this awards the players 500 XP each.

She is also looking for the gullets of Graawn. They produce an acid that can melt through the thickest metals and the heaviest of sobrieties. Each gullet takes a Medicine check DC 15. Lestra will pay 50 UPBs for each gullet brought to her. She will only purchase up to five of them from the PCs any extra will go rot before she can convert it to liquor. Each time they bring Lestra a Graawn Gullet, each PC receives an additional 150 XP.



"Stitches"

The affectionate name for the Unman who runs the Twisted Wreck. He stands stoically at attention. He responds by writing notes on parchment and passing them to those who address him. Stiches can't talk as an Unman. If asked what he would like for payment, he will request ice or any environmental cooling unit. If he is ever given something ice-cold, he'll smile warmly toward the giver.

Occasionally Stitches can be seen writing, or surgically altering the dead. He can restore 1d6 hit points every visit. He will not tend to a character more than once per visit. If pressed he gestures to his limited medical supplies.

Quest: Stitches is always looking for more medical supplies or tools. His limited modes of communication mean that he rarely gets what he needs. If the PCs bring him 5 serums of healing and 5 medical kits he will install one PC a Dragon Gland augmentation.

Sifterfly

Sifterfly is a Qlaarpian. An amphibious species from deep space. Sifterfly owns the "Re-armed" and is an ingenious trader. Since Credits can't get you offworld, only favors, Sifterfly is only interested in bartering and UPBS. Sifterfly is secretly trying to get together enough electrical scrap together to ship off to the "Hermit". Sifterfly keeps in regular contact with the hermit and is the only person in "Early Retirement" that has a way of recharging batteries.

Quest: Sifterfly is owed money by 3 groups of inmates that purchased some weapons of him for a piece of the next ship that crashed onto the planet. That was three ships ago. They haven't paid up. He'll ask the PC's to

go get any UPBs they have and bring them to him. The UPB amount owed is 500. When the PC's bring in the UPBs, he'll give the PC's each a Prison Guard ID card. Accomplishing this task awards the PCs each 500 XP.

Sifterfly is also looking for someone to scavenge for him a black box from a spacecraft. He'll pay out 400 UPBs for the black box. Bringing Sifterfly will allow him to help the Hermit with building his shuttle. This action is worth 1000 XP.

Hermit

Hermit is a Ripperdog Novafist. Hermit has built a small series of vessels to get off the planet. Each has ended in failure. However due to her curious nature; she found that if she used the right radio frequency, she could get farther through the planet's atmosphere before the drone would get torn apart. Now Hermit is actively seeking out that frequency. She firmly believes that the guards have a device that produces this frequency. She'll gladly take anyone one off planet who can get this device to her. See the main body of the adventure for what the Hermit wants.



SIFTERFLY

Appendix Two

PLANET HAZARDS

SirenCry's strange topology creates many unique hazards that are unlike other places in the system. This topology paired with the gross pollution covering the surface mix to create veritable storms of garbage, swirling vortexes of glass, waterfalls of collateral damage. Each potential hazard poses their own general threat to explorers. The following are a collection of hazards that exist within SirenCry.

To make it easier to run these specific hazards they are blocked out like traps. Many such hazards can be removed via skills or spells the players may have at their disposal. These events are natural and disabling them requires exceptional amounts of clean up on the planet surface.

Acid Fog CR 1/2 XP: 200

Acid Fog is a combination of air-based pollution paired with thick acid acid. The fog is heavy and requires Moderate winds to push this fog 30 feet in its direction. The typical Fog Cloud is about 20 feet in radius. Being within the cloud deals 1d3 points of Acid damage. A creature within the area may attempt a Fortitude save DC 11 to halve the damage. The cloud moves slowly; roughly 20 feet in the direction of the wind.

Sandstorm CR 3 XP: 800

Sandstorms create a giant wall of fine sand, but an observant person can see one coming with a Perception check DC 15. This however requires the ability to see clearly to the horizon. A talented survivalist can sense one is coming with a Survival check DC 13. Despite being easy to see, they strike suddenly moving and will arrive in 1d8 turns. The sandstorm blinds anyone outside; and

and quickly covers everything in sand. Every turn exposed to the sandstorm must beat a Reflex save DC: 13 or become covered in sand. Each round the Reflex save increases by 1.

Creatures submerged begin suffocating unless dug out. Moving through a sandstorm is difficult terrain. The sandstorm passes just as suddenly as it arrives, leaving in 1d8 rounds.

Digging a creature out of the sandstorm requires ten minutes of work by hand. An appropriate tool means only a minute of work will free the unfortunate soul. An Engineering check DC 16 can free a creature faster.

Detritus Storm CR 2 XP: 600

Occasionally, a ship will swoop into the atmosphere just long enough to dump debris onto SirenCry. This falling debris does 3d6+5 Bludgeoning damage to any creature that happens to be in the path. The junk falls from pretty-high up. The Junk storm makes an attack roll against any creature in the 30-ft. radius of the dump sight. The attack bonus is +7 vs KAC.

Seeing this coming is a Perception check DC 18. Though anyone who happens to watch the sky for such an event gets a +5 bonus. When a creature sees a junk storm coming, they have 1 round to get out of the dump zone. If they can't escape, they attempt a Reflex save DC 12 to half the damage.

Scrapalanche

Due to the immense amount of unstable piles of garbage on the planet. These mounds of metal in veritably come crumbling down on would be explorers. Such things are called a Scrapalanche and are particularly dangerous to the un-wary. Though, out of necessity,

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many just strictly avoid climbing through twisted piles of junk; some find it a reasonable way to get a living. There is a 50% chance that any given pile of metal will become a Scraplanche. Roll a D6 to determine the CR of the trap.

Scraplanche I CR 1

XP 400

Type analog; **Perception** DC 21; **Disable** Physical Science 16 (stabilize the garbage)

Trigger touch; **Reset** manual

Effect falling cascade of garbage (3d6 B); multiple targets (each creature within 10 ft of the pile); Reflex 12 half

Treasure: Usually found in this pile of scrap is normally about 250 UPBs and 2 high-capacity batteries.

Needle-filled Scraplanche CR 2

XP 600

Type analog; **Perception** DC 22; **Disable** Physical Science 17 (stabilize the garbage)

Trigger touch; **Reset** manual

Effect falling cascade of garbage (2d4 P plus filth fever); multiple targets (each creature within 10 ft of the pile); Reflex 12 avoids

Treasure: Usually found in this pile of scrap is normally about 165 UPBs and a Tier 1 serums of healing.

Scraplanche II CR 3

XP 800

Type analog; **Perception** DC 24; **Disable** Physical Science 18 (stabilize the garbage)

Trigger touch; **Reset** manual

Effect falling cascade of garbage (4d8+4 B); multiple targets (each creature within 15 ft of the pile); Reflex 13 half

Treasure: Usually found in this pile of scrap is a tier 2 heavy armor.

Toxic Scraplanche CR 4

XP 1200

Type analog; **Perception** DC 26; **Disable** Physical Science 18 (stabilize the garbage)

Trigger touch; **Reset** manual

Effect falling cascade of garbage (5d6 B plus blue whinnis poison); multiple targets (each creature within 10 ft of the pile); Reflex 14 half, and avoid the poison.

Treasure: Usually found in this pile of scrap is 3 doses of blue whinnis and one Tier 1 Serum of healing.

Radioactive Scraplanche CR 5

XP 1600

Type analog; **Perception** DC 26; **Disable** Physical Science 17 (stabilize the garbage)

Trigger touch; **Reset** manual

Initial Effect falling cascade of garbage (3d6 B plus Low Radiation levels); multiple targets (each creature within 25 ft of the pile); Reflex 16 half Secondary effect Radioactive (Low Radiation emissions for 30 feet from trap location.)

Treasure: Usually found in this pile of scrap is the enough parts to build a goblin junk-cycle, a jump-jets armor upgrade, and a tier 2 weapon infusion.

Scraplanche III CR 6

XP 2000

Type analog; **Perception** DC 29; **Disable** Physical Science 20 (stabilize the garbage)

Trigger touch; **Reset** manual

Effect falling cascade of garbage (6d12 B); multiple targets (each creature within 5 ft of the pile); Reflex 16 avoid

Treasure: Usually found within this pile of scrap is a Cargo Lifter power armor. Along with a Tier 2 spell gem.

Appendix Three

BESTIARY

A fur and scale covered bipedal beast. It's front is dominated by a large bulbous double-jointed maw. Large nasal cavities ooze near the top of the creature.

Graawn CR 1/3

XP 135

N Medium animal

Init +0; Senses low-light vision, low-light vision;

Perception +3

DEFENSE HP 6

EAC 10; KAC 12

Fort +3; Ref +3; Will +0

Defensive abilities ferocity

OFFENSE

Speed 30 ft.

Melee bite +4 (1d6+3 S; critical x2), Spew

Offensive Abilities Spew Goo (10-ft. line, Reflex DC 11)

STATISTICS

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

Skills Athletics +3, Stealth +3, Survival +7

ECOLOGY

Graawn are asexual, carnivorous pack scavengers. By devouring dead flesh their stomachs implant a series of genetic eggs in the meal as it passes. They sniff out metal and deposit the remains of their meal near the source.

SPECIAL ABILITIES

Ferocity (Ex) When the creature is brought to 0 Hit Points, it can fight on for 1 more round. It can act normally until the end of its next turn; if it has 0 HP at that point, it dies. If it would lose further Hit Points before this, it ceases to be able to act and dies.

Spew Goo (Ex) As a standard action, a Graawn can spew forth a caustic sludge that burns the eyes and stings. The spew melts armor. Failing the saving throw reduces the KAC of the creatures in the area by 1 for 1d4 rounds. Succeeding the reflex saving dodges out of the way.

Inmate CR 1/3

XP 135

CN Medium humanoid (human)

Init +0; Perception +8

DEFENSE HP 6

EAC 10; KAC 10

Fort +2; Ref +0; Will +2

OFFENSE

Speed 30 ft.

Melee assault hammer +0 (1d4 B) or improvised weapon +0 (1d4 B)

Ranged pulsecaster pistol +0 (1d4 E)

STATISTICS

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

Skills Acrobatics +4, Athletics +8, Intimidate +8, Perception +8, Sleight of Hand +4, Stealth +4

Languages Common

Gear assault hammer, Intoxicant (superior), Improvised pulsecaster pistol, 2 batteries, 65 UPBs



INMATE

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A rope-like fibrous plant that roils with wild and vibrant colors. Large 3-inch needle like thorns decorate gorgeous luminous pedals.

Thornalvox CR 1/2

XP 200

CN Medium plant (chaotic)

Init +3; Senses low-light vision, blindsense 60 ft.;

Perception +9

DEFENSE HP 16

EAC 10; KAC 12

Fort +4; Ref +2; Will +0

Immunities Plant immunities

OFFENSE

Speed 5 ft.

Melee thorns +3 (1d6+1 S)

Ranged needle barb +6 (1d6 P)

STATISTICS

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

Skills Bluff +4, Perception +9, Stealth +4

Prison Guard CR 1/2

XP 200

Human soldier

LN Medium humanoid (human)

Init +3; Perception +4

DEFENSE HP 13 RP 3

EAC 12; KAC 15

Fort +3; Ref +0; Will +2

OFFENSE

Speed 30 ft.

Melee tactical baton +3 (1d4+2 B)

Ranged azimuth artillery laser +6 (1d10+0 F; critical burn 1d6), Frag Grenade I +5 (1d6 P, 15ft Explode DC 13)

Offensive abilities fighting styles (sharpshoot), sniper's aim

TACTICS

During Combat Prison Guards prefer to subdue targets with one shot from their Azimuth Artillery laser, then close in with a tactical baton to club insubordinate prisoners into submission.

STATISTICS

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

Skills Bluff +4, Intimidate +4, Sense Motive +4, Profession (Mercenary) +9

Languages Common

Gear freebooter armor I, tactical baton, azimuth artillery laser, canteen, 2 frag grenade I, gear maintenance kit, binoculars, serum of healing mk I, medkit (basic), medpatch, 3 batteries, prison guard id badge.whinnis poison); multiple targets (each creature within 10 ft of the pile); Reflex 14 half, and avoid the poison.

Treasure: Usually found in this pile of scrap is 3 doses of blue whinnis and one Tier I Serum of healing.

Prisoner Mechanic CR 1/2

XP 200

N Medium fey (Ezzanna)

Init +2; Perception +4, Darkvision 60 ft.

DEFENSE HP 10

EAC 11; KAC 13

Fort +0; Ref +0; Will +5 (+2 vs smoke effects)

OFFENSE

Speed 30 ft.

Melee utility welder +2 (1d4+0 E & F)

Ranged utility scattergun +4 (1d4+0 P)

Spells-Like Abilities (CL 1)

Constant – detect radiation

1/Day – nondetection, overheat(DC 11)

STATISTICS

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

Skills Acrobatics +9, Athletics +9, Bluff +4, Computers +9, Culture +4, Engineering +9, Physical Science +9, Profession (Electrician) +4, Stealth +6 (+2 Perception to notice unusual stonework)

Languages Common

Other abilities +1 caster level to spells cast while underground.

Gear estex suit I, utility welder, utility scattergun, Intoxicant (minor), meal (poor), dust goggles, aerosol spray, mk I grenade scrambler, laser drill, tool kit (engineering kit), serum of healing mk I, 1 battery, 45 UPBs

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Campaign Setting

A broken half-mad looking drone with a rusty sword, dented steel, and a crust covered sensor modules leaks fluids in its ceaseless search for scrap.

Excavation Drone CR 1

XP 400

N Medium construct (technological)

Init +1; **Senses** low-light vision, darkvision 60 ft.;

Perception +5

DEFENSE HP 17

EAC 11; **KAC** 12

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

Immunities construct immunities; **Weaknesses** vulnerable to Electricity

OFFENSE

Speed 30 ft.

Melee survival blade +7 (1d4+5 S) or welding arm +7 (1d3+5 F; critical burn 1d6)

Ranged survival flare gun +5 (1d3+1 F; critical burn 1d6)

Spell-like Abilities (CL 1st; ranged +5)

1st (1/day) - grease (DC 12)

0 (at will) - transfer charge (DC 11)

STATISTICS

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

Skills Athletics +10, Computers +5, Engineering +10, Physical Science +10, Profession (Electrician) +5

Languages Common

Other abilities mindless, unliving

Gear survival knife, survival flare gun, mk 1 glass cutter, beacon, detonator

Electric arcs illuminate the expansive maw showing off veins lacing the leathery scaly flesh of this draconic vulture.

Volt-ture CR 1/2

XP 200

N Tiny dragon

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

Perception +9

DEFENSE HP 5

EAC 10; **KAC** 12

Fort +4; **Ref** +4; **Will** +2

Immunities paralysis, sleep

OFFENSE

Speed 10 ft., fly 30 ft. (average)

Melee bite +7 (1d3 P; critical 1d4 bleed)

Offensive Abilities Charged Bolt +4 (1d4 E; critical 1 arc)

STATISTICS

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

Skills Athletics +4, Perception +9, Survival +4

SPECIAL ABILITIES

Charged Bolt (Su) As a standard action the Volt-ture can spit an electrically charged tooth at a creature within 60 feet. This attack targets KAC. Creatures that suffer damage from this special ability must succeed a Fortitude Save DC 10 or be staggered for 1 round.



EXCAVATION
DRONE

Grexmaria Romar Incario CR 2

XP 600

Female vesk soldier

LN Medium humanoid (vesk)

Init +2; **Senses** low-light vision; **Perception** +7

DEFENSE **HP 25 RP 3**

EAC 13; **KAC** 15

Fort +4; **Ref** +2; **Will** +3

OFFENSE

Speed 30 ft.

Melee unarmed +10 (1d6+6 S)

Ranged frost subduer +7 (1d3+2 C; critical staggered) or
light reaction cannon +7 (1d10+2 P)

Offensive abilities bullet barrage, fighting styles (bombard), grenade expert

TACTICS

During Combat Grexmaria will open with her flash grenades then seek cover. She'll open up with the frost subduer in an attempt to incapacitate minor threats. When she feels overwhelmed or lost more than 15 hit points, she'll switch to her Light Reaction Cannon and begin full attacks to attempt to bring down her opponents with overwhelming force.

Morale Grexmaria longs for the thrill of conflict. During combat she gleefully calls on her attackers and eggs them on. When she has less than 8 hit points left, she surrenders. She gleefully pours accolades on those who defeated her. She may love a good fight, but she isn't so foolish to die in one.

STATISTICS

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

Skills Diplomacy +7, Intimidate +12, Profession (Mercenary) +7

Languages Common, Vesk

Other abilities armor savant, fearless, natural weapons

Gear basic Iridishell, frost subduer, light reaction cannon, 6 flash grenade I,

charge cloak, beacon, radiation sweeper, enhanced camera scanner, jump jets, mk I mobility enhancer, prison badge ID card.



**GREXMARIA
ROMAR INCARIO**

FRACTURED FUTURES

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ASHEN DASH

A SCENARIO FOR 4-6
1ST LEVEL ADVENTURERS

JARRETT SIGLER

In a broken cosmos a prison ship hurtles past shattered worlds and star dust. Ruffians of every species huddle shackled in a shaky hull, wondering just when they would see freedom again.

Little known to them; the outpost they head towards is filled with corrupt and brutal wardens, vicious wildlife and weather that is ceaselessly murderous. Baseless violence, and wild persona's loom from every corner. Eager to taste fresh meat.

Trapped by an invisible force; Our intrepid heroes seek out a way off this desert world. Amid the trash-heaps and the terrorizing denizens; can they restore a treasured ship and steal away into the stars...



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