

YEAR OF SCOURED STARS  
STARFINDER SOCIETY SCENARIO #1-00 TIER 3-4



## Claim to Salvation

BY LARRY WILHELM





**Author** • Larry Wilhelm  
**Development Lead** • Thurston Hillman  
**Interior Artists** • Kenneth Camaro, Mary Jane Pajaron, Leon Tukker, Tom Ventre  
**Cartographer** • Sean Macdonald

**Starfinder Creative Director** • James L. Sutter  
**Starfinder Creative Design Director** • Sarah E. Robinson  
**Starfinder Design Leads** • Robert G. McCreary and Owen K.C. Stephens  
**Starfinder Design Team** • Logan Bonner, Jason Bulmahn, Amanda Hamon Kunz, Jason Keeley, Stephen Radney-MacFarland, and Mark Seifter  
**Starfinder Society Developer** • Thurston Hillman

**Pathfinder Creative Director** • James Jacobs  
**Creative Design Director** • Sarah E. Robinson  
**Executive Editor** • James L. Sutter  
**Managing Developer** • Adam Daigle  
**Development Coordinator** • Amanda Hamon Kunz  
**Senior Developer** • Robert G. McCreary  
**Organized Play Lead Developer** • John Compton  
**Developers** • Crystal Frasier, Jason Keeley, Mark Moreland, Joe Pasini, Owen K.C. Stephens, and Linda Zayas-Palmer  
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## GM RESOURCES

*Claim to Salvation* makes use of the *Starfinder Core Rulebook*. This adventure assumes the GM has access to this sourcebook. All rules referenced in this adventure are available in the free online *Starfinder Reference Document* at [paizo.com/sfrd](http://paizo.com/sfrd).

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## SCENARIO TAGS

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



Paizo Inc.  
 7120 185th Ave NE, Ste 120  
 Redmond, WA 98052-0577

[paizo.com](http://paizo.com)

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## HOW TO PLAY

*Starfinder Society Scenario #1-00: Claim to Salvation* is a *Starfinder Society Scenario* designed for 4th-level pregenerated characters (Tier 3-4). This scenario is designed for play in the *Starfinder Society Roleplaying Guild* campaign, but can easily be adapted for use with any world. For more information on the *Roleplaying Guild*, how to read the attached *Chronicle* sheets, and how to find games in your area, check out the campaign's home page at [paizo.com/starfinderSociety](http://paizo.com/starfinderSociety).

# CLAIM TO SALVATION

BY LARRY WILHELM



**S**alvation's End is an immense object orbiting a backwater planet in Near Space just beyond the Pact Worlds. For centuries, it perplexed the nearby planet's fledgling stargazers. The so-called "false moon" predates the culture that lives under its constant shadow, a culture that rose to prominence after the Gap—a mysterious time when all but the divine lost their memories, and the world of Golarion disappeared.

The false moon orbits a world whose people recently turned it into a means of launching their culture into the stars. Offering exploration rights for *Salvation's End* to the first group that would grant them the ability to navigate the plane known as the Drift, the leadership of the nearby planet was shocked when a response came. The Starfinder Society answered the call, providing schematics for engines to enter the Drift—the galactic equivalent of faster-than-light travel. In return, the Society secured undisputed exploration rights to *Salvation's End*.

Only a few months have passed since the Scoured Stars incident deprived the Starfinder Society of its most valued assets and agents. This coincided with the Society's access to *Salvation's End*, but Starfinders could not justify mounting an expedition to investigate the false moon when the organization was so badly strained. In the intervening weeks and months, a determined Starfinder named Luwazi Elsebo diligently has worked to hold the surviving Starfinder Society together. Thus far, Luwazi's efforts have met with middling success, but something needs to change for the Society to survive. She has concocted just such a radical plan: hire mercenaries to investigate *Salvation's End*. If this audacious expedition succeeds, and the moon proves to be a valuable research location, then the Society should receive enough social credit and outside investment to survive until the new generation of Starfinders completes its training.

However, the Starfinder Society's planned expedition to *Salvation's End* was not the first foray upon the false moon. Just months earlier, as the Society secured the rights to sole exploration, a desperate rogue prospecting group touched down on the surface of *Salvation's End*. The group probed the structure for a means to access the satellite's interior; however, the group was ill prepared for trouble, and the prospectors encountered a tribe of space goblins living amid the false moon's outlying wreckage. With several of her team believed killed or taken

## Where in the Universe?

*Claim to Salvation* starts with a quick briefing on Absalom Station, the primary home of humanity and the undisputed nexus of both interstellar trade and governance within the Pact Worlds. From this hub, the adventure briefly moves to Varos, one of Bretheda's moons. Finally, the adventure reaches its climax upon the exterior surface of *Salvation's End*, a long-dormant spacecraft offering several adventure opportunities within its unexplored interior. For more information about Absalom Station, see *Starfinder Adventure Path #1: Incident at Absalom Station*. For more information on Bretheda, see the *Starfinder Core Rulebook*. Both of these products are available at bookstores and hobby shops everywhere and online at [paizo.com](http://paizo.com).

prisoner, **Livewire** (CN female ysoki), the pilot of the prospector's ship, attempted to escape.

Unfortunately for Livewire, a tractor beam clutched the retreating ship and pulled it toward a goblin settlement on the surface of *Salvation's End*. The pilot turned the ship around, in a desperate attempt to escape the tractor beam, and went full throttle towards the goblin structure while launching herself in an escape pod towards the nearby planet. The resultant impact of the prospector ship into the goblin settlement was enough of a distraction for Livewire's escape pod to slip away and crash-land on the neighboring planet. The ysoki pilot did not wake up fast enough to avoid the locals finding and imprisoning her.

The local authorities recognized the significance of the trespass on *Salvation's End* and immediately contacted the Starfinder Society. The Society wanted to send a strong message to any would-be claim jumpers, so they supported sentencing the rogue pilot to an indentured labor camp called "the Sauna" on the mining moon of Varos, orbiting the Pact World of Bretheda.

Luwazi Elsebo, concerned that an unknown force dwells upon *Salvation's End* and lacking available field agents due to the



## Pregenerated Characters

*Claim to Salvation* has each player take control of one of the seven 4th-level Starfinder iconic characters. Unlike other Starfinder Society Roleplaying Guild scenarios, this scenario focuses on an event from the Starfinder Society's history. The iconic characters for this scenario are not—at least not yet—Starfinders, and instead represent intrepid mercenaries hired for a single mission. In addition to the character backgrounds listed on each pregenerated character, you can learn more about each iconic character on that PC's respective blog on [paizo.com](http://paizo.com).

Scoured Stars incident, has gathered a team of mercenaries to question the indentured ysoki on Varos. In exchange for clemency, comforts, credits, or a mixture of all three, Luwazi hopes to ply the prospector for information before sending the mercenaries to *Salvation's End* to investigate the false moon.

### ADVENTURE SUMMARY

The adventure begins on Absalom Station, where First Seeker Elect Luwazi Elsebo instructs the PCs to seek out an indentured prisoner in the Brethedan prison colony known as the "Sauna." Luwazi knows that the prisoner has information regarding an illegal prospecting run upon *Salvation's End*—a stellar object that is the PCs' ultimate exploration objective for this adventure. Once on Varos, the PCs must interrogate the ysoki pilot and gain intelligence on what caused her team's mission to meet a disastrous end.

After the PCs learn what they can from their trip to Varos, they depart and enter the Drift, destined for *Salvation's End*. A small flotilla of goblin junker starships immediately challenges the newly arrived PCs. A starship combat ensues, with the PCs battling against the goblins and the hazard of a powerful goblin-operated tractor beam. Once the PCs defeat the goblin fleet, they detect a strong signal coming from beneath a strange settlement that pierces the false moon's outer hull.

The PCs land and enter the nearby settlement, which they find is a severely damaged hangar bay. A team of space goblins busily salvages the remains of a starship as the PCs arrive. The PCs defeat the space goblins and begin exploring the mysterious signal. The structure's mainframe computer provides several answers to the events transpiring on the false moon's surface, and the PCs can also listen to audio log excerpts found amid wreckage or question any space goblin captives. These investigations guide the PCs toward the structure's lowest level.

Once the PCs descend the spire, they arrive within a cargo bay where they encounter BorgorBago, an ettin. This giant is a member of the previous prospecting team, and he welcomes the

interruption as a means to vent his frustrations at his repeated failures to open a sealed airlock in a neighboring room. Once the PCs defeat BorgorBago—something they can achieve more easily if they can free the gentler "Bago" from his partner "Borgor's" domination—they discover a sealed airlock and a computer terminal detailing a superstructure underneath the solid hull of *Salvation's End*.

The PCs can be the first to open this airlock; however, their mission ends here, and regardless of their success or failure, the areas beyond the airlock should prove to fuel several future Starfinder Society missions to the false moon of *Salvation's End*!

### GETTING STARTED

The PCs arrive at the Loespire Complex on Absalom Station, where they await the arrival of their contact, a woman named Luwazi Elsebo. The room is a lavish meeting space, with several couches and a central table. Each PC is a mercenary, hired by Luwazi Elsebo for a secretive mission. As the PCs wait, give them a few moments to introduce themselves and then proceed with the scenario.

Read or paraphrase the following to get the adventure underway.

A short hiss precedes the opening of an adjacent door. A woman with a determined look steps through the opening, holding a datapad in one hand as she sits down at the nearby table, takes a calm breath, and begins to speak, "Ah good, you made it. All of you come highly recommended. You have skills, and the Starfinder Society has credits."

She pauses, looks over the group she has assembled, and continues, "How rude of me—introductions. I am Luwazi Elsebo, the elected First Seeker of the Starfinder Society, and I have an exceptionally fair sum of credits available in return for your specialized services. For this mission, each of you will represent the Starfinder Society, but hold no official title within our organization. As you can probably tell by the empty halls around us, I need to use mercenaries to act as temporary agents. If you agree to the terms, I would like to offer you all a job.

"The Starfinder Society endured a staggering setback several months ago when our previous First Seeker led a mission into a region of space known as the Scoured Stars. We lost almost all our experienced field agents and assets in that endeavor. What the Starfinder Society really needs right now is something to entice outside interest and investment. In short, we need to make a major discovery.

"Prior to the Scoured Stars incident, the Society acquired exclusive rights to explore a rather unique moon. The inhabitants of the nearby planet call it *Salvation's End* and see it as a 'false moon' due to its visible metal components and underlying superstructure. There's the potential that it's nothing more than a mangled hunk of stellar debris on the remains of a moon, but there's also the chance that the entire object could be one inconceivably large structure."

Luwazi lets loose a devilish smile. "This is where you come

in. I want you to go to *Salvation's End* and explore the surface. First, you'll need to make a quick trip to the moon of Varos, which orbits the nearby gas giant, Bretheda. There's a high-level security complex on Varos that has a survivor from a rogue prospecting mission to *Salvation's End*. I want you to question the prisoner, find out what you can about the so-called 'false moon,' and then make way to *Salvation's End*. Once there, you will need to see if the moon is worthless, or something valuable enough for the Society to announce. Understood?"

Note that while PCs would normally receive a chance to slot boon after the mission briefing, this scenario does not allow the pregenerated characters to slot boon.

Luwazi provides the following answers to appease the PCs' inquiries. However, even if the PCs fail to ask more about the job offer, Luwazi freely gives the following answers as she signals the PCs to follow her. She then walks through the complex towards a set of hangar bay doors.

**What is the job?** "We need you to seek out a pilot named Livewire, who is interred at the 'Sauna'—a prison colony on the volcanic moon Varos. Contact this prisoner, as she is the only survivor of an expedition that trespassed on *Salvation's End*. Once you establish contact, it's a matter of gathering intelligence. We doubt this information is cheap, so we authorized a spending account for you to encourage Livewire to talk. We need to know why her team's illegal salvage on the moon failed. Once you get this information, we need you to travel to the false moon. Touch down, scout for hostiles, and look for any indications that it's more than a moon with crashed starships piled atop it."

**What's the compensation?** "I'm able to provide a spending account of 2,500 credits for mission expenditures; this does not include expenses for personal use, but instead for dealing with Livewire and the other occupants at the Sauna to help in your mission. Upon completion of your greater mission to *Salvation's End*, you will each receive 3,000 credits. In addition, you have use of a brand-new Pegasus-class starship for the mission. If we end on agreeable terms, you can count on the Starfinder Society for more work in the near future. Trust me when I say an ongoing partnership would be quite... lucrative, for both parties."

**How do we get there?** "I'm glad you asked, follow me and see." Luwazi continues walking toward a private hangar bay in the Lorespire Complex.

**Where are all the Starfinders?** "We're stretched thin on other fronts. It's no secret we recently lost a large contingent of agents and ships in the Scoured Stars incident, but don't worry; we are not without resources."

**Why not just send Starfinders to do the job?** "The warden denied our requests to meet with Livewire. They indicated that our presence would rub salt in a fresh wound. So, whatever you do, do not let the warden or Livewire know that you are working for the Starfinder Society. I have set up a front to explain your meeting with Livewire: you are all investigators hired by an unnamed corporation looking to remain anonymous. You're researching a rash of disappeared spacecraft that have gone missing when their flight path took them too close to *Salvation's End*."

Once Luwazi provides the information above (whether the PCs ask the questions or not), she arrives at a vast entry door. She opens it with a slight flourish to embellish the significance of the moment, and then crosses the threshold into a hub of activity. Read or paraphrase the following.

"Wonderful! I am so excited to conduct business with you." With a renewed energy, Luwazi steps further into a large hangar bay containing a pristine ship with a stylized symbol of the Starfinder Society along its hull. Several engineers, laborers, and mechanics buzz about the hangar running diagnostics, polishing the vessel's unspoiled hull, and finishing the last touches for a maiden launch. Luwazi looks up to the ship with beaming pride, reaches into the folds of her clothing, and pulls out an expensive vintage of champagne, and extends the bottle outward as she exclaims with a wide grin, "The ship is yours for the mission, it is only right you christen it! Tonight, we celebrate; tomorrow you sail off into the stars."

The PCs are free to partake in the celebrations, which include a tour of the *Pegasus*, a breakdown of its capabilities, and a description of its armaments. Provide the PCs with the *Pegasus's* and starship combat handouts (see pages 19–24).



Luwazi  
Elsebo



## Pegasus

### STARFINDER SOCIETY PEGASUS

Medium explorer

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

**AC** 13; **TL** 14

**HP** 65; **DT** –; **CT** 13

**Shields** light 60; forward 15, port 15, starboard 15, aft 1565/5

**Attack (Forward)** light particle beam (3d6)

**Attack (Port)** laser net (2d6)

**Attack (Starboard)** light laser cannon (2d4)

**Attack (Turret)** light particle beam (3d6)

**Power Core** Pulse Red (175 PCU); **Drift Engine** Signal

Basic; **Systems** advanced medium-range sensors, crew quarters (good), mk 2 duonode computer, mk 3 armor, mk 4 defenses; **Expansion Bays** cargo hold, escape pods, science lab, tech workshop

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

**Development:** The next morning, once the PCs complete any unfinished business, they depart Absalom Station for Varos. The trip is uneventful, and the distance between Absalom Station and Bretheda requires only a few days of standard space travel. The PCs can use the Drift engine of their new starship, but Luwazi suggests against it; she wants the PCs to avoid any unnecessary encounters in the Drift. If the PCs insist on using the Drift engine, they do not have any random encounters, but Luwazi later reprimands them for being so reckless.

## THE SAUNA

This bizarre organic complex wildly contrasts the more pleasing Brethedan arcologies found within the swirls and eddies of the neighboring gas giant. Here, only the indentured or the foolhardy suffer Varos' tidally heated hellscape for a chance to mine the moon's spectacular gemstones. While the prison is safely above the moon's surface, the extreme temperatures radiate upwards, heating the structure despite its distance and advanced organic

coolant systems. From this clammy complex, indentured prisoners descend upon the moon's blistered surface as conditions permit.

Inside the Sauna, prisoners endure strict discipline under the threat of exile to the inhospitable surface. Several communal areas provide the prisoners with the opportunity to roam freely amid a reek of flowers and sweat—a by-product of a bustling black market of deodorants, perfumes, and soaps. The prison staff is comprised solely of barathu guards who have adapted to the torrid climate with their race's notorious bioengineering acumen.

When the PCs arrive in orbit over the colony, a short communication ensues. As long as the PCs stick to the provided cover (as investigators), their host,

a fawning barathu known as the **Warden** (LN combined barathu) directs them to

a nearby floating landing pad. The

instructions for the PCs also

include strict warnings to

leave any armaments and

contraband (such as food,

toiletries, or anything

else to tempt prisoners

with) on their own ship.

The instructions go on to

specifically note that credsticks

are allowed into the complex, as

the facility always accepts "donations." Once docked, an organic

bridge connects the pad to the structure itself. As soon as the PCs

disembark from their ship, extremely hot air (over 120 degrees

Fahrenheit; see page 403 of the *Starfinder Core Rulebook*) blasts

them, and while their armor should protect them for their jaunt

towards the Sauna, it becomes evident that any prolonged

exposure outside the prison is foolhardy.

A flotilla of four barathus—floating, iridescent masses of flesh

with draping tentacle appendages—wordlessly greet the PCs and

escort them to the nearby Warden's office.

## WARDEN'S GREETINGS

The halls and rooms of the Sauna are entirely organic, comprised

mostly of fleshy blue walls replete with pulsating green veins.

Tunnels take odd angles, sometimes sloping up or down, which

is a nuisance to humanoid creatures but not an impediment to

the floating barathus. When the PCs arrive at the Warden's office,

several hard, plastic chairs await arranged in a semicircle around

a matching table.

Opposite the table floats the Warden, an almost comical

creature that looks like a dozen of the barathu guards mashed

together into a floating mass of iridescent flesh and tentacles. A PC

who succeeds at a DC 15 Life Science check identifies the Warden

as being a combined barathu—a group of barathus who merged

to form a superior being. The Warden telepathically offers several

trays of a gray mush and glasses of an opaque, milky substance

as "refreshments." While these refreshments look welcoming,

especially the drink to help cool off, the ever-present stench makes



the idea of eating difficult. A PC making a successful DC 14 Sense Motive check discovers that the Warden eagerly waits for the PCs to sample his offered wares, and anyone failing to accept this meal or showing any signs of obvious disgust takes a -2 penalty to future skill checks involving the Warden. PCs that feign delight in this bland meal and ignore the colony's pungent odor with a successful DC 16 Bluff check please the Warden and instead receive a +2 bonus to the same future skill checks.

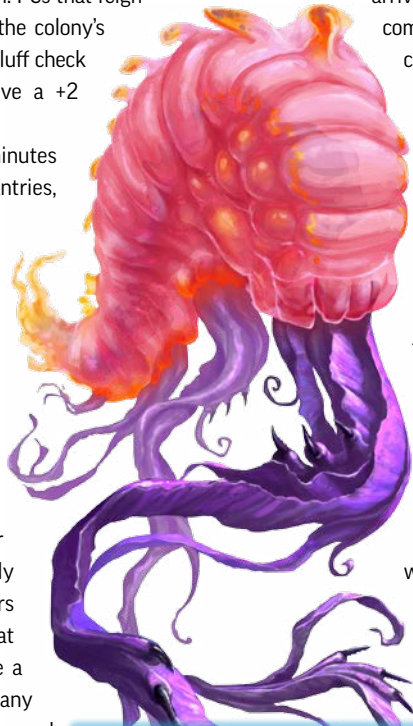
**Admission Talks:** After several minutes exchanging introductions and pleasantries, the Warden excitedly communicates via telepathy that one of their constituent barathus had a career as an investigator, and they is always excited to meet with like-minded personalities. They ask the PCs what their proudest moments as investigators are, and accepts any answer, even squealing with flamboyant telepathic delight at the most outrageous claims. After these stories, the Warden telepathically sighs, stating, "visits with prisoners are forbidden." They then suggest that they can still be convinced to arrange a meeting, gesturing with one of their many tentacles, holding an empty credstick, and telepathically observing that "donations to our maintenance fund are greatly welcomed." Unless the PCs either make the Warden friendly with a successful DC 20 Diplomacy check or donate a ridiculous sum of 2,500 credits, the Warden denies them access to Livewire. For every 100 credits donated to the Sauna's "maintenance" fund, the PCs gain a +1 bonus circumstance to this skill check.

**Development:** If the PCs make the Warden friendly, the Warden calls for the previous flotilla of barathu guards to escort the PCs to a common area where they can treat with Livewire. If the PCs make the Warden helpful, by exceeding the Diplomacy check by 5 or more, the Warden proclaims eternal friendship with the PCs. This allows the PCs to bring their credsticks into the prison, which can assist in negotiating with Livewire.

If the PCs fail the Diplomacy check and refuse to part with their credits, proceed to the following part of the adventure, "Goblin Interceptors."

## PRISON BLUES

Whereas the stench within the Warden's office was bad, the stink in the common area is almost unbearable. Several half-naked, sweat-drenched workers of various species crowd around here. The barathu guards combine to form one larger, menacing amalgam creature, ensuring the PCs remain safe from confrontation.



Barathu

After several minutes traversing through this sweat-slicked region, the barathu guard amalgam stops at a table where a ysoki sits. The ratfolk constantly licks her paws uncomfortably while grooming her drenched and matted pelt. With the guard's arrival, she looks up and acknowledges an unspoken communication between herself and the barathu collective. In an instant, the barathu collective splits into its separate entities and floats off in independent paths throughout the complex, leaving the PCs alone with the sweat-soaked ysoki who looks up with cautious interest amid a timid introduction, "Hiya, the name's Livewire. What can we do for each other?"

**Livewire:** The ysoki pilot, Livewire, provides several important pieces of information that benefit the PCs' exploration of *Salvation's End*. If asked about her salvaging mission to the false moon, Livewire is quick to offer she was reluctant to take the job. Her dislike of the mission's leader, who she names as Borgor, reveals a picture of a cruel and selfish captain who ruled with a heavy hand. She states the only reason she took the mission was as a favor to the second mate, Bago, whom she saw as a kindred spirit. Livewire freely offers that with the mission's loot, she was going to help Bago free himself from Borgor's influence, and that she and Bago were planning to start a more honest living. If asked anything more specific about Borgor and Bago's relationship, she describes them as one describes twin siblings—a minor obfuscation a PC can detect with a successful DC 22 Sense Motive check.

Livewire also describes the other crew members: **Snips** (CE female human operative) and **Xalak-don** (NE male vesk soldier). She calls Snips a "cutthroat" and Xalak-don "all brawn, little brains." She then ends by calling both shipmates dangerous. Livewire explains that this pair was planning a mutiny after a successful mission; however, she and Bago planned to use this confusion to slip away and disappear forever. After the two crew members went down to the surface with Bago and Borgor, she never saw her crewmates again. Finally, she mentions the presence of audio logs within her ship, the *Archer*, which provide more details on these crew members and can confirm her story.

**Negotiations:** If the PCs ask Livewire about what caused her mission to fail, she knows this information is something she can use to barter. She seeks comforts and does little to hide her recognition of the fact that her information is valuable. If the PCs inquire as to what items Livewire finds valuable, she mentions the Sauna's most lucrative commodities: personal hygiene products. If the PCs provide her with at least 1,000 credits worth of hygiene products, they gain a +10 circumstance bonus to the Diplomacy check to get Livewire to reveal details about *Salvation's End*. Finding hygiene products takes an hour of conversing with

## Iconic Roles

The 4th-level Starfinder Society pregenerated characters are best suited for the following starship roles.

**Altronus:** This kasatha solarian serves as a modest captain but has few other starship-relevant skills beyond being a backup gunner.

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

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

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

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

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

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

prisoners. The PCs can also acquire these products requesting them from the Warden, as long as the barathu jailer is friendly. Regardless of the exact method used to acquire the goods, the PCs still need to pay 1,000 credits to get these goods.

Livewire mentions another option: she mentions a tool harness filled with her tools that she was unable to take from the *Archer* before it crashed. If the PCs promise to return it to her family for safekeeping, she would be more willing to open up about *Salvation's End*. If the PCs agree to do so, even if they lie but succeed at a Bluff check, they receive an additional +5 circumstance bonus to their Diplomacy check to gather information about Livewire's foray to *Salvation's End*.

**What Livewire Knows:** Once the PCs finish acting upon Livewire's requests, have one PC attempt a Diplomacy check. Other PCs can contribute using the aid another action. Livewire offers the following information, based on the result of the Diplomacy check, including any modifiers gained during their interaction with Livewire:

**10+:** "People call *Salvation's End* a 'false moon,' but that can't be true. I'm pretty sure that floating metal hulk is actually some kind of really old starship caught in the nearby planet's orbit. I don't know what happened to it, but its signature and style don't match up to any Pact World design."

**15+:** "There's a noticeable spire rising from the false moon's outer hull. It's teeming with activity. Crude painted symbols are all along structure's exterior. Inside, a hive of space goblins

flourishes in one of their misbegotten makeshift nests. The goblins sneak out to rummage for scrap metal and other junk found on the false moon's exterior."

**20+:** "Lots of ships disappeared while flying too close to *Salvation's End*. Until recently, this phenomenon was kind of an urban pilot legend, but I know what it is! There's some kind of really powerful tractor beam on that moon. It was strong enough to reel in the *Archer*, and I only got my whiskers out of there by crashing into the damn thing and ejecting an escape pod right before impact!"

**25+:** "On our first flyby, we ended up skirmishing with a few goblin junkers. After the battle, we detected a strong signal emitting from underneath the space goblin spire, and even thought our sensors could barely penetrate the tower, the source of the signal was just under the surface of *Salvation's End*. There's something down there, I swear it!"

**Development:** The PCs can depart when they are satisfied with their meeting. Before they depart, Livewire stops the most compassionate looking PC and asks meekly, "No matter what, please let me know what happened to Bago. If the old lunk's still alive, tell him I miss my 'Hairless Monkey.' If you find it in your hearts after exploring that damnable false moon, please put in a good word for me with the authorities. I'm not sure I can last here for my entire term." At that, Livewire watches the PCs leave the common area with crocodile tears welling within the corners of her soft eyes.

Luwazi Elsebo opens communications right after the PC leave the Sauna. The First Seeker congratulates the PCs on any gathered intelligence before authorizing the PCs to enter the Drift and travel to *Salvation's End*. If the PCs failed to meet with Livewire, or gather any information from the ysoki pilot, then Luwazi is briefly flustered before regaining her composure. The First Seeker promptly orders the PCs to *Salvation's End*, hoping the group finds more success there than they had at the Sauna.

At this point, the PCs can activate their starship's Drift engine and enter the Drift. The Drift is an extraplanar void of kaleidoscopic colors that allows for faster-than-light travel throughout the known galaxy. Page 290 of the *Starfinder Core Rulebook* provides more information on the Drift. The PCs' journey to *Salvation's End* takes 5d6 days to complete, during which there are no additional encounters.

**Rewards:** If the PCs fail to secure any information from Livewire, reduce each PC's credits earned by 210.

## A. GOBLIN INTERCEPTORS (CR 5)

After several days in the Drift, the PCs exit close to the false moon of *Salvation's End*. A group of space goblin junkers approaches the PCs' vessel as soon as it exits the Drift. Assume the PCs start near the center of the map (or best approximation thereof) and then randomly determine the location of each space goblin junker by rolling 3d6+5 as described under the "Beginning Starship Combat" heading on page 316 of the *Starfinder Core Rulebook*.

Read or paraphrase the following.



# A. GOBLIN INTERCEPTORS

Starfinder Flip-Mat: Basic Starfield

## Space Goblin Song

*Jam your sensors, you be blind,  
All our targets we will find.  
Sitting duck depleted shield,  
You go BOOM in our starfield!*

## Scaling Encounter A

To accommodate a group of four PCs, remove one goblin junker from the encounter.

In the distance, a great metallic structure breaks the bleak monotony of space. Massive in size, the grandeur of this planetoid is hard to take in all at once. Before the scale of the moon sets in, a shrill song pierces through the ship's communications system. As the first notes of the song shriek out, a trio of vessels blink on the sensor screens, followed swiftly by a warning alarm klaxon.

Regardless of the result of the goblin song, the goblins move to attack while supported by the tractor beam on the surface of *Salvation's End*.

**Hazard:** The goblins operate a massive tractor beam from the surface of *Salvation's End*. While the moon is not present on the map, the goblins can still use the tractor beam against the PCs' ship. At the end of every helm phase, the tractor beam attempts to lock onto the PCs' ship. The tractor beam targets AC and has a gunnery bonus of +4. If the tractor beam's gunnery check is successful, the tractor beam can perform one of the following actions:

- It can move the target one hex in any direction.
- It can rotate the target one hex facing, to either starboard or port.
- It can lower the AC and TL of the target by 2 until the start of the next helm phase.

While caught within a tractor beam, a ship cannot move; however, a PC currently acting as a pilot can escape from the tractor beam's hold at the start of the helm phase by succeeding at a DC 20 Piloting check. If the pilot fails this check, then the ship remains caught in the tractor beam and cannot move, and the tractor beam can apply one of its effects without needing to attempt a gunnery check that round.

If the tractor beam rolls a 1 or a 2 on its gunnery check, it instead ensnares a nearby goblin junker. Let the players choose

which goblin ship is affected and which of the tractor beam effects occurs. The tractor beam lets go of any held goblin junkers at the start of the helm phase.

**Starship Combat:** Three goblin junkers, makeshift starships cobbled together by space goblins, patrol the space around *Salvation's End* at all times. These ships aggressively defend their turf. When the space goblins detect an invading vessel, they simultaneously broadcast a song, as detailed in the "Space Goblin Song" sidebar. Due to the tier of the PCs' starship, the DC for the goblin song ability is 19. Multiple successes are ineffective, as all three goblin ships focus on reducing enemy gunnery.

### SPACE GOBLIN JUNKERS (4)

TIER 1

Tiny starship racer

**Speed** 12; **Maneuverability** perfect (turn 0)

**AC** 14; **TL** 14

**HP** 20; **DT** –; **CT** 4

**Shields** basic 20; forward 5, port 5, starboard 5, aft 5

**Attack (Forward)** light laser cannon (2d4)

**Attack (Aft)** light laser cannon (2d4)

**Attack (Turret)** flak thrower (3d4)

**Power Core** Micron Ultra (80 PCU); **Drift Engine** none; **Systems** budget short-range sensors, mk 1 mononode computer, mk 3 armor, mk 3 defenses; **Expansion Bays** none

**Modifiers** +1 any one check per round, Piloting +1; **Complement 1 CREW**

**Pilot** gunnery +5, Intimidate +5 (1 ranks), Piloting +10 (1 ranks)

#### SPECIAL ABILITIES

**Unstable Weapons** If the gunner of a junker rolls a natural 1 on his attack roll, the weapon immediately takes a critical damage condition.

**Goblin Song** A space goblin junker broadcasts terrifying songs as a free action. At the start of a starship combat, a goblin junker can attempt an Intimidate check using its songs to taunt an enemy starship. This works like a captain's taunt (see page 322 of the *Starfinder Core Rulebook*) and affects the gunnery phase of the targeted ship.

**Development:** Once the PCs defeat the space goblins, they detect a strong signal coming from the false moon's surface. If the PCs investigate, they find several suitable locations near the source of the signal to land on *Salvation's End*. Each of the landing zones only requires a short overland journey to the signal source, a goblin settlement called Shantyspire (area B).

**Rewards:** If the PCs fail to defeat the goblin junkers, reduce each PC's credits earned by 285.

## B. THE SHANTYSPIRE

An amalgam of crudely tethered starships rises from the pocked outer crust of *Salvation's End*, like a broken finger pathetically reaching towards the stars. The entrance into this carapace of hulls—the exposed hanger bay of a doomed space transport—rests atop a quarter-mile of crushed starship hulls. This structure, known



# B. THE SHANTYSPIRE



**B** : Space Goblin Bully

**G** : Space Goblin

1 square = 5 feet



## Scaling Encounter B1

To accommodate a group of four PCs, remove two space goblins from the encounter.

to its occupants as “Shantyspire,” serves as home to a tribe of space goblins that salvage the moon’s metallic surface. These goblins huff the strange vapors that come from the false moon’s exhaust vents, leading to their tribal moniker: Exhaust Drinkers.

Unless otherwise stated, the interior of the Shantyspire has a normal atmosphere and standard gravity (albeit both artificial). Lighting throughout the structure is currently off, shrouding most of the goblin settlement in darkness. Treat the walls within Shantyspire as starship bulkheads, as detailed on page 408 of the *Starfinder Core Rulebook*. Due to the diverse spacecraft that form Shantyspire, ceiling heights vary wildly throughout the structure.

Interior doors are steel (hardness 20, HP 60, break DC 28). A PC must succeed at a DC 20 Engineering check to open the electronically locked doors here. Each door has a retinal scanner keyed to the eyes of the recently murdered Ritari Metalskin, the most recent chieftain of the Exhaust Drinkers goblin tribe. BorgorBago plucked out Ritari’s eyes and currently wears them on a thick leather cord around his neck. Anyone carrying this “key” automatically unlocks any door within Shantyspire except the hatch in area B5.

### B1. SHATTERED HANGAR BAY (CR 5)

A shattered spacecraft covers the entry area and back end of this immense hangar. The remains of the ship spread across the exposed northern bulkhead. Several sparks flash amid exposed wiring. The telltale shrieks of goblin songs ring out from the hangar’s rear, accompanied by the recognizable bangs and whirrs of a salvaging crew. A ship hull plate sits discarded near the entrance. Just below a number designation, in bold red letters, reads the ship’s call sign: *Archer*.

This area has low gravity and thin atmosphere due to the smashed opening in the hangar door. The ceiling goes up 80 feet. A 40-foot-high steel catwalk bisects the open expanse of the chamber and skirts the perimeter. There is a slight bump in this catwalk, where *The Archer*’s wreckage slid below and into the hangar’s northern wall. Treat the area of the catwalk above the ship as difficult terrain (as marked on the map).

A set of stairs in the southeastern corner of the hangar ascends to the catwalk. This elevated area connects to a partitioned command center (area B2). Opposite the command center, a secured airlock door accesses another ship’s lift that descends to deeper areas within Shantyspire (see area B3).

Shattered pieces of the *Archer* cover the hangar bay’s floor. Only the vessel’s cockpit holds anything of interest. Due to the debris, PCs wishing to explore the cockpit have two options to gain entry. The first option is to clear the debris at the cockpit’s aft end, which requires a successful DC 15 Strength check. If a PC fails this check, a slab of metal crashes down, dealing 2d6 bludgeoning damage to anyone currently attempting to move the debris (Reflex DC 14 half). The second option requires removing the cockpit’s viewing ports. A PC succeeding at a DC 15 Engineering check safely completes this task. Once inside the cockpit, the PCs can access several audio logs from the *Archer*’s doomed crew (see **Player Handout #1**). A jammed locker (hardness 5, HP 10, break DC 18) in the cockpit contains several personal effects of the *Archer*’s crew (see **Treasure**).

**Creatures:** Eight space goblins are working in this hangar bay. Four space goblins and a space goblin bully gleefully salvage the remaining wreckage of the *Archer*, singing a vicious song revering the fire that currently burns here. Two space goblins and another space goblin bully patrol the raised platform. The upper group’s goblins, in their boredom, have started harassing their kin by tossing scrap metal down onto them.

### SPACE GOBLINS (6)

CR 1/3

NE Small humanoid (goblin)

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

**DEFENSE** **HP 6 EACH**

**EAC** 11; **KAC** 12

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

**OFFENSE**

**Speed** 35 ft.

**Melee** dogslicer +0 (1d4 S)

**Ranged** junklaser +3 (1d4 F; critical burn 1d4)

**Offensive Abilities** tinker, unstable junklaser

**TACTICS**

**During Combat** The goblins atop the catwalk fight from higher ground and attempt to pin the PC in place near the hangar bay entrance. The remaining goblins spread out and start shooting as soon as the PCs enter the chamber, eager to score hits so they can brag to their allies.

**Morale** The space goblins fight until half their number remains, at which point they make one last desperate charge toward their enemy and then suddenly surrender after their last attack action amid loud snivels and cries for mercy.

**STATISTICS**

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

**Skills** Computers +7, Engineering +7, Stealth +3, Survival +3

**Languages** Common, Goblin

**Gear** tattered flightsuit, dogslicer, junklaser, makeshift engineering tools

**SPECIAL ABILITIES**

**Tinker (Ex)** As a move action, a space goblin can remove the penalties associated with the broken condition from a single piece of equipment until the start of his next turn. The item then becomes unstable for 10 minutes (and retains the

broken condition after that until fixed).

**Unstable Junklaser (Ex)** A space goblin's laser pistol is crafted from a mishmash of broken casings, leaking energy cells, and other random material. A junklaser is similar to an azimuth laser pistol, except it has a range of 60 feet. If the wielder of a junklaser rolls a natural 1 when attacking with it, he must immediately attempt a DC 18 Engineering check. Success means that the junklaser gains the broken condition. Failure means that the gun explodes in 1d3–1 rounds, functioning as a frag grenade I (explode [15 ft., 1d6 P, DC 10]); a result of 0 rounds means the junklaser explodes immediately—randomly determine the corner of the wielder's square that is the center of the burst. A thrown junklaser has the same range increment as a grenade.

## SPACE GOBLINS BULLIES (2) CR 1

NE Small humanoid (goblin)

**Init** +7; **Senses** darkvision 60 ft.; **Perception** +3

**DEFENSE** HP 20 EACH

**EAC** 11; **KAC** 13

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

**OFFENSE**

**Speed** 35 ft.

**Melee** horsechopper +5 (1d4+2 S)

**Ranged** souped-up junklaser +8 (1d6 F; critical burn 1d4)

**Offensive Abilities** tinker, unstable junklaser

**TACTICS**

**During Combat** The space goblin bullies start combat by bossing the other space goblins to attack, while they spend a standard action using Intimidate to demoralize the closest PC. The bullies then switch to fighting at range, taking shots with their junklasers. If one of the goblin bullies loses his weapon, he spends his next action intimidating the nearest goblin (including a goblin summoned by the weapon's strange self-destruction) into handing over a junklaser.

**Morale** The bullies know BorgorBago will punish them for failure, and as a result they fight to the death.

**STATISTICS**

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

**Skills** Computers +5, Engineering +10, Intimidate +5, Stealth +5, Survival +5

**Languages** Common, Goblin

**Gear** tattered flightsuit, horsechopper, souped-up junklaser, makeshift engineering tools

**SPECIAL ABILITIES**

**Tinker (Ex)** As a move action, a space goblin can remove the penalties associated with the broken condition from a single piece of equipment until the start of his next turn. The item then becomes unstable for 10 minutes (and retains the broken condition after that until fixed).

**Souped-Up Junklaser (Ex)** A space goblin bully's laser pistol is crafted from a mishmash of broken casings, leaking energy cells, and other random material and then modified even

further with enhancements that defy the laws of physics. A souped-up junklaser is similar to an azimuth laser pistol, except it deals 1d6 fire damage and has a range of 80 feet. If the space goblin bully rolls a natural 1 when attacking with the souped-up junklaser, he must immediately attempt a DC 18 Engineering check. Success means that the souped-up junklaser gains the broken condition. Failure causes the gun to catastrophically implode, immediately destroying the weapon. The weapon's destruction deals no damage, but there's a 25% chance that the implosion bends space, somehow causing a new space goblin to appear in an adjacent square to the space goblin bully. A space goblin created in this manner is friendly to the other goblins in this encounter.

**Development:** If the PCs capture a space goblin, they can convince it to reveal its knowledge of the current situation. A captured space goblin has an initial attitude of hostile. Changing a captured goblin's attitude to indifferent requires a PC to succeed at a DC 20 Diplomacy or Intimidate check. If a PC fails this check by 5 or less, the goblin's attitude become unfriendly, and the PCs can attempt another DC 15 Diplomacy or Intimidate check after 10 minutes to change the goblin's attitude to indifferent. If the PCs can make the goblin at least indifferent, the goblin starts to talk. Spells such as *charm person* or similar magic can achieve this as well.

If the PCs convince the space goblin to talk, they learn that he and the others came here when the *Archer* smashed into the hangar bay. The goblin reluctantly offers through gritted teeth that their "glowing green god" (the mainframe located in area **B2**) stopped granting miracles (turning on lights, making rooms warm, opening doors, and similar function). Due to this ominous portent, the space goblin wire-shaman, Gutproud Techtalker, brought them here to salvage the wreckage while she sealed herself away within the "glowing green chamber" (the command center) to "commune with" (repair) the mainframe.

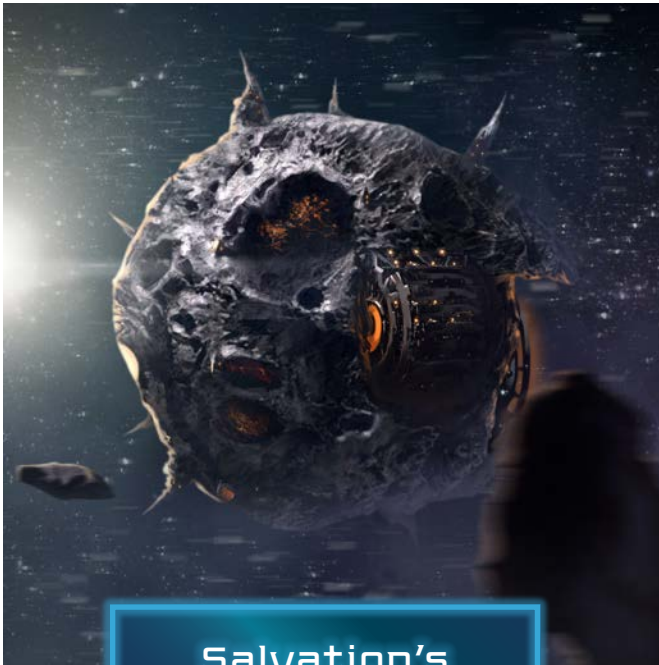
If the PCs ask how the goblins bypassed the airlock at area **B3**, the captive hisses that they exited Shantyspire's base through an exhaust tunnel to the outside and then climbed up here, as their "Spirit" no longer opens the doors for them. If the PCs ask the prisoner to show them this exhaust tunnel, the pathetic creature begins to whimper, "I no pay attention, I no find the path. Gutproud knew the way; she's in there." With this statement, the goblin points to the command center (area **B2**). If the PCs have already discovered Gutproud's corpse and share this knowledge with their prisoner, the goblin lets loose a hysterical wail.

If asked about *The Archer's* crew, the goblin states that two were slaughtered, one (Livewire) escaped gloriously amid a fireball, and two were taken below for sacrifice to the "Spirit." The "two" captives are Borgor and Bago, and before their sacrifice, the ettin swiftly overpowered and dominated its captors.

If asked about the elevator controls at area **B3**, the goblin states, "touch the three hearts then you zoom to the Spirit Hole." This refers to the combination needed to arrive at area **B4**, touching

## Scaling Encounter B3

To accommodate a group of four PCs, reduce the trap's Perception and Disable DCs each by 2.



### Salvation's End

the innermost glyph within each spiral. If the PCs have solely used Diplomacy instead of Intimidation up to this point, the goblin adds, "Mist grows if choice not made quick, quick!"

Finally, if the PCs inspect any of the space goblins, they discover a pattern burned into their left forearms. A PC noticing this identifies this pattern as a series of numbers. If translated, it reads "5731170," though the space goblins fail to recognize the significance of this number, only describing it proudly as "a passage of rite tattoo." The deceased wire-shaman understood the marking as the password for the mainframe found at area **B2**. The space goblins cannot read the pattern, having forsaken words and numbers to protect their souls—goblins believe writing steals your soul.

**Treasure:** If the PCs gain entry into the locker found within *The Archer*, they find a leather tool harness embroidered with the name "Livewire." Treat the tools and devices strapped to the harness as a computer hacking kit. In addition, anyone attempting to repair a computer with the Engineering skill receives a +2 bonus to the check while using these tools (worth 500 credits).

**Rewards:** If the PCs fail to defeat the goblins in this area, reduce each PC's credits earned by 290.

## B2. COMMAND CENTER

Two electronically locked steel doors bar entrance into this command center. One door is located along the north wall and the other along the south wall. Once the PCs enter this room, read or paraphrase the following.

*A soft glow radiates from flickering computer screens, washing the various numerous workstations under a film of light the color of sea foam. The constant hum of electronics floods the room, enhanced periodically by several nagging pings from blinking console alarms.*

Dim light radiates from several workstations in this cramped area, which peers over the hangar bay 40 feet below through several, 1-inch-thick transparent aluminum windows (hardness 10, HP 15). If shattered, the windows here easily accommodate a Medium-sized creature, assuming that creature can climb 40 feet up the bulkhead.

The four chairs in front of these workstations appear unused. A PC who succeeds at a DC 12 Perception check while searching the room discovers a discarded key card lodged between the armrest and cushion of the north-most chair. This card acts as a security key, which grants a +2 circumstance bonus on attempts to hack the computers when inserted into its accompanying card slot.

A green-screened mainframe computer terminal covers the eastern side of the command center. It periodically showers the area in harmless sparks as thick cables sprawl from underneath its exposed bulk. The cables partially bury the charred remains of a goblin—the former wire-shaman, Gutproud Techtalker.

**Repairing the Mainframe:** Due to the exposed wiring and the groundwork already completed by the deceased goblin wire-shaman, the mainframe only requires a PC to succeed at a DC 15 Engineering check to repair it. If the PCs attempt to hack any of the other computers in the area without first repairing the damaged mainframe, they trigger two of the mainframe's three countermeasures: an audible alarm and the lethal mode of a rank 1 shock grid (*Starfinder Core Rule Book* 217).

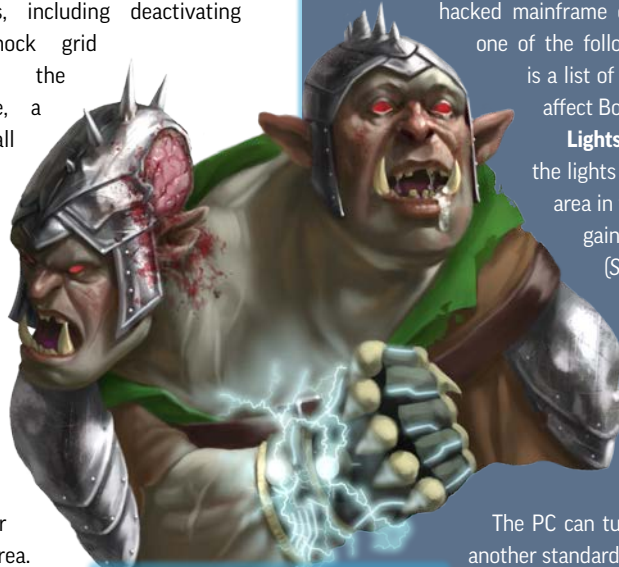
Once the PCs repair the mainframe, subsequent failed hacking attempts trigger only the stun setting of the mainframe's shock grid. Furthermore, once the PCs repair the damage to the mainframe, they gain an additional +5 bonus to hack the system.

**Accessing the Mainframe:** The mainframe has a touch screen and keyboard set up as interfaces. Once the PCs repair the mainframe, a prompt screen appears on the room's computers, and asks for a 7-digit numerical code—the rite of passage number sequence found seared onto each goblin. Entering the code provides the PCs with a +2 circumstance bonus on Computers checks to hack the mainframe. Regardless of whether the PCs enter this code, they can attempt to hack the mainframe, which takes 3 rounds. The mainframe is a tier 3 computer. A PC who succeeds at a DC 25 Computers check can hack the system, allowing them to perform the following five tasks (no roll required) now highlighted on the computer's menu screen:



- Turn the hangar's lights on and off.
- Activate or deactivate any electronically sealed doors (except for the Spirit Hole at area **B5**).
- Silence the alarms pinging within the room.
- Pinpoint the source of the mysterious signal (the Spirit Hole) at area **B5**.
- Adjust the ambient temperature between 66° and 78° F.

Several other computing tasks, including deactivating the mainframe's alarm and shock grid countermeasures, exist behind the mainframe's third countermeasure, a firewall. If the PCs hack this firewall (requiring a successful DC 27 Computers check; a PC attempting this check benefits from all other Computer bonuses to this point) they can establish a link between the mainframe and any computer a PC carries (including a personal comm unit). With this link, the PCs can remotely control important environmental aspects in area **B4**, giving them several tactical advantages they can use during their encounter with BorgorBago in that area. The "I Control the Computer Now" sidebar details the commands the PCs can access. The PCs should understand the basics of these commands, but not how the commands affect BorgorBago in combat.



BorgorBago

### B3. ALIEN ELEVATOR (CR 4)

To gain access to this elevator, the PCs must bypass an airlock door (hardness 20, HP 160, break DC 40). An electronic seal locks the airlock, requiring a successful DC 30 Engineering check to open it without any assistance from the computer at area **B2**. If a PC accessed the computer at area **B2**, then she can command the computer to deactivate the electronic seal and open this door.

As the PCs access the elevator, read or paraphrase the following.

A thick plume of steam rolls out from the freshly opened doors. After a moment, the steam evaporates, revealing a marked transition into an entirely different area—a section of an entirely different starship. Where the hangar bay had straight lines and smooth plastic walls, this elevator has exposed cords and wires in varying dark shades such as charcoal and umber.

As the PCs enter the elevator, a singsong voice greets them in an alien tongue. Soft lights wash over a smooth, wet surface at the elevator's southern wall. Scores of holographic glyphs appear in three spiraling patterns foreign to the Pact Worlds. If the PCs questioned a goblin from area **B1**, they know which series of

## I Control the Computer Now

If a PC hacked the mainframe's firewall in area **B2**, she establishes a portable link to the mainframe. Once per round, as a standard action, one PC with access to the hacked mainframe can activate or deactivate one of the following tasks. The following is a list of tasks and how these tasks affect BorgorBago in combat.

**Lights Out:** The PCs can turn the lights out in area **B4**, casting the area in total darkness. BorgorBago gains the blinded condition (*Starfinder Core Rulebook* page 273). Unfortunately, PCs without the ability to navigate within total darkness (such as having blindsense or darkvision) also gain the blinded condition.

The PC can turn the lights back on with another standard action.

**Strobe:** The PCs can set the lights in area **B4** to rapidly alternate between the on and off setting, causing the startled BorgorBago to gain the dazzled condition for 3 rounds.

As long as the PC activating this effect warns her compatriots this effect is about to happen, other PCs unaffected. A PC can only activate this task once.

**Up, Up, and Away:** The PCs can momentarily turn off the gravity in a section of the room, causing BorgorBago to briefly levitate above the storage crates he tries to take cover behind. This effectively removes BorgorBago's cover for 1 round.

**Terrible Truths:** The PCs replay incriminating excerpts of Borgor's audio log recovered from the *Archer* over several loudspeakers; Bago attempts an immediate Will save against Borgor's *charm monster* spell effect with a +5 bonus. The DC to overcome the effect is 15. If Bago breaks free of Borgor's charm, refer to the "Bago Liberated" sidebar.

"buttons" accesses the Spirit Hole (area **B5**) without activating the trap. Otherwise, a PC can attempt to blindly activate the console by attempting a DC 15 Wisdom check. Failure triggers the spore trap detailed below. A PC casting *comprehend languages* identifies the symbols as part of the operation controls of an elevator and gains a +4 circumstance bonus on the Wisdom check to blindly activate the elevator.

## Scaling Encounter B4

Make the following adjustments to accommodate a group of four PCs. Due to the lack of a healthy supply of food and water, BorgorBago has the sickened condition and only has 70 Hit Points remaining. Bago does not take a -2 penalty to saving throws when trying to break free of Borgor's influence.

**Trap:** A safeguard sprays a cloud of spores on anyone entering the incorrect sequence to activate the elevator. The spores numb the minds of unwelcomed guests, making them prone to suggestions. This unique trap assisted the original, long-forgotten defenders of this organic vessel.

### NEGLECTED MIND SPORES TRAP CR 4

**Type** hybrid; **Perception** DC 26; **Disable** Engineering DC 21 (jam vent closed) or **Mysticism** DC 21 (neutralize spores)

**Trigger** location; **Reset** 1 hour

**Effect** spores (-4 penalty to Intelligence-, Wisdom-, and Charisma-based ability checks, skill checks, and saving throws for 1d4 hours; this is a mind-affecting effect); Will DC 15 negates; multiple targets (all targets within area B3).

**Development:** Once the PCs choose the correct sequence, the elevator doors close and it rockets down toward Shantyspire's base. The lift swiftly decelerates and comes to a smooth stop before the doors suddenly open into area B4.

## B4. CAPTAIN'S LAIR (CR 6)

The elevator doors open into a rectangular storage room that shares the same design as the hangar bay above. A mesh grating just beyond the western elevator door overlooks stacked crates below. An adjacent set of stairs descends to the floor. A second set of stairs continues to a separate, stone chamber to the east.

A pot light near the southern end of the area radiates light in a 10-foot diameter, continuing to shed some light even if the PCs manage to deactivate the other lights here. A set of stairs descends from the catwalk's eastern edge to the cargo hold's floor amid several steel crates. The crates are stacked two high throughout the hold, reaching a height of 10 feet (each crate is a 5-foot cube that weighs 300 pounds). Goblins pillaged the crates years ago, and the crates show the telltale signs of a forced opening.

**Creatures:** The *Archer's* two surviving "crew" reside in this area. The crew's captain and first mate, two halves of a mentally embattled ettin named BorgorBago, currently partake in a meal of charred goblin flesh in the southeastern corner of the chamber,

behind a stack of crates. If BorgorBago has been alerted to the PCs' presence (see Before Combat tactics), he is alert and ready.

Initially, the Exhaust Drinker goblins subdued the ettin and brought him here for sacrifice to the Spirit Hole (see area B5). However, when BorgorBago awoke, he overpowered his captors, killed the goblin leader, and quickly assumed control of the Exhaust Drinkers tribe. The ettin immediately ordered the goblins to bring his orbiting ship, the *Archer*, to the false moon's surface. While his new subjects rushed off to do his bidding, BorgorBago turned his attention toward the Spirit Hole, something he immediately recognized as an outer hatch into *Salvation's End*. As the ettin began his work to open this hatch, his ship, the *Archer*, violently crashed into Shantyspire.

Borgor charmed his other head, Bago, in order to maintain authority over the Exhaust Drinkers. He currently waits in the chamber, reflecting upon the series of events that brought him here and his frustration at being unable to open the hatch into the false moon. As for the more simpleton brother, Bago, he has become a puppet to his sinister domineering brother-half and happily relents to his base emotions while under Borgor's influence. He believes the crew of the *Archer* are alive and performing tasks elsewhere in this strange complex. If the PCs listened to the audio logs found in the *Archer's* wreckage, they can get a sense of Bago's gentle soul, and his plan to end his life of raiding. Bago even planned to upload his consciousness into a specially crafted android body so he could live a more honest life. Unfortunately, Borgor caught wind of this plan and began to psychically control his brother, something Bago came to explain away simply as episodes of lost time; a rationalization Borgor conveniently provided him.

Several potential actions can assist Bago to break free of Borgor's charm effect. The first option is to play the audio log recordings over the loudspeaker, as detailed in the "I Control the Computer Now" sidebar. Three other events can grant Bago the opportunity to immediately attempt a Will save to end the *charm monster* spell effect. First, Bago notices if any PC openly wears Livewire's tool harness and senses something is amiss. Alternatively, a PC who refers to Bago using Livewire's nickname of "Hairless Monkey" grants Bago an immediate saving throw against the effect. Finally, when BorgorBago's Hit Points fall below 30, Bago's life flashes before his eyes, and with this insight, he attempts an immediate saving throw to break free of Borgor's influence. If Bago succeeds at any of these Will saving throws, refer to the "Bago Liberated" sidebar.

### BORGORBAGO CR 6

Male variant ettin

NE Large humanoid (giant)

**Init** -1; **Senses** low-light vision; **Perception** +15

**DEFENSE** **HP** 90

**EAC** 16; **KAC** 18

**Fort** +8; **Ref** +8; **Will** +5

**OFFENSE**

**Speed** 40 ft.

**Melee** LFD pulse gauntlet +16 (2d6+11 B & So; critical knockdown)

**Ranged** advanced semi-auto pistol +13 (2d6+6 P) or cryo grenade I +13 (explode [10 ft., 1d8 C plus staggered, DC 12])

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

**Offensive Abilities** dual mind casting, superior two-weapon fighting

**Spell-Like Abilities** (CL 6th; ranged +13)

1/day—*charm monster* (DC 15)

3/day—*hold person* (DC 14), *hurl forcedisk*, *mind thrust* (2nd level, DC 14)

5/day—*charm person* (DC 13), *command* (DC 13), *lesser confusion* (DC 13), *mindlink* (DC 13), *mind thrust* (1st level, DC 13)

At will—*daze* (DC 12), *ghost sound* (DC 12), *psychokinetic hand*, *telekinetic projectile*, *telepathic message*

### TACTICS

**Before Combat** If BorgorBago is aware of the PCs' arrival (if they triggering the alarm in area **B2**, for example) he uses a surprise round to shoot the first creature exiting the elevator. If BorgorBago remains ignorant of the PCs' arrival, he is instead resting in the southeast corner of the room behind a stack of crates.

**During Combat** BorgorBago prefers to take shots with his pistol while using his dual mind casting ability to cast *hold person* on the most heavily armed PC. He then uses his other spells to sow chaos on the battlefield while continually firing with his pistol. If any PC is brave enough to enter melee range with a giant, BorgorBago forgoes using range attacks and savagely enters a slugfest using his pulse gauntlets. If Borgor finds his spellcasting ineffective, he switches to making full attacks, using his pistols at range and his gauntlets in melee. When possible, BorgorBago favors fighting at range and from behind the safety of cover behind the crates.

**Morale** While Borgor remains in control, the ettin fights until reduced below 15 Hit Points, at which point Borgor realizes his life holds value and surrenders. If Bago breaks free from Borgor's control, Borgor attempts to continue the fight, but surrenders when reduced below 30 Hit Points as he realizes that he can't fight a battle on two fronts.

### STATISTICS

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

**Skills** Computers +13, Intimidate +18, Sense Motive +13

**Languages** Common, Giant, Goblin

**Gear** freebooter armor II, advanced semi-auto pistol with 30 small arm rounds, LFD pulse gauntlet with 6 batteries (2 charges each), cryo grenade I, *efficient bandolier*, and 2 disembodied eye stalks strung on a thick leather cord

### SPECIAL ABILITIES

**Dual Mind Casting (Ex)** BorgorBago can take a full action to both cast a spell and make a single attack. BorgorBago

## Bago Liberated

If Bago frees himself from the *charm monster* spell effect, he immediately turns on his vile brother Borgor. To reflect this, BorgorBago can only take a move or standard action in a round. Furthermore, Bago attempts to harass his brother by slapping him with his free arm, head butting and gnashing his teeth at his brother's head, kicking at his brother's shins, and similar tactics. This internal squabbling effectively imposes the entangled condition on BorgorBago.

## Scaling Encounter B5

To accommodate a group of four PCs, reduce the trap's Perception, Disable, and Reflex save DCs each by 2.

takes a -4 penalty to his attack roll when casting a spell in the same round.

**Superior Two-Weapon Fighting (Ex)** Because each of his two heads controls an arm, BorgorBago only takes a -2 penalty to his attack rolls when making a full attack.

**Development:** If the PCs spare BorgorBago's life, the Bago persona provides no resistance and even helps to bind and gag his brother's mouth. He happily accepts any form of restraints. When appropriate, the first words out of Bago's mouth are to urge the PCs for information pertaining to his friend, Livewire. He provides a description of the ysoki down to her soft eyes, which the PCs should immediately recognize. If the PCs tell Bago the whereabouts of his friend, he asks for forgiveness and begs them to take him to Absalom Station so he (and his brother) can take her place indentured on Varos. Borgor begrudgingly remains docile, not wanting to risk angering his new captors.

**Rewards:** If the PCs fail to defeat BorgorBago, reduce each PC's credits earned by 347.

### B5. SPIRIT HOLE

The electric hum of a powered computer console echoes throughout the bowels of this recessed chamber. A series of thick cords attached to the console connect to a large, gore-covered hatch. The hatch firmly seals against the room's rough stone floor. Several vents surround the hatch, each spewing forth goutts of miasmic exhaust and emitting angry whistles at irregular intervals.



The computer console's screen rapidly scrolls through a series of blueprints, plans, and schematics that hint at a larger substructure beyond the closed hatch. This information can be downloaded to a connected datapad or other appropriate storage device without requiring a skill check. The hatch is approximately 3 inches thick (hardness 50, HP 240, break DC 55). A PC who succeeds at a DC 15 Engineering or Physical Science check identifies the hatch as being constructed of pure adamantine.

The PCs must either destroy the hatch or hack the computer to gain access into *Salvation's End*. Given the hatch's adamantine construction, hacking the computer is the more likely option for the PCs. The computer here is tier 5, and hacking it requires a successful DC 33 Computers check. If the PCs have gained control of the mainframe in area **B2**, they can link it to the console here and use its processing power to gain a +20 circumstance bonus to their Computers check to hack the system. PCs can deduce this tactic by succeeding at a DC 12 Computers or Engineering skill check. Failure at this hacking attempt triggers a trap.

**Trap:** If any PC fails her attempt to hack the computer, a foul blast of strange exhaust erupts from the surrounding vents, shrouding the room with its miasmatic smoke.

### **DANGEROUS EXHAUST TRAP** **CR 6**

**Type** hybrid; **Perception** DC 29; **Disable** Engineering DC 24 (shunt exhaust elsewhere)

**Trigger** location; **Reset** 1 hour

**Effect** gout of scalding, toxic exhaust (4d12 F plus insanity mist); Reflex DC 16 half; never miss; onset delay (1 round); multiple targets (all targets within area **B5**).

**Treasure:** The remains of Snips and Xalak-don's gear fell into the exhaust port when the goblins scarified the former *Archer* crew members. If the PCs manage to open the hatch, they find the melted remains of the two crew members just beyond. A PC searching through this mess of melted bodies finds a credstick containing 1,500 credits, three *mk 2 serums of healing*, a carbon steel curve blade with an *entangling fusion seal* (6th level), and a *mk 2 ring of resistance*.

**Rewards:** If the PCs fail to collect the equipment here, reduce each PC's credits earned by 398.

## CONCLUSION

Whether the PCs open the hatch or not, their orders are to return to Luwazi Elsebo at Absalom Station. Luckily, the *Starstone* makes for a quick return trip. Luwazi graciously thanks the PCs for their efforts on *Salvation's End* and beckons them to return to Absalom Station for debriefing, indicating that future exploration of the moon needs to wait. Luwazi then adds that the PCs' payment can be claimed upon their return: 3,000 credits for each PC. Luwazi heaps praise upon the PCs for a mission well done and is excited to discuss future opportunities with them, if they so desire.

Future Starfinder Society missions are sure to explore the interior of *Salvation's End*. For now, the PCs should take satisfaction that their discovery of such an immense and unexplored location is sure to get the attention of countless organizations—not to mention catapult the Starfinder Society back onto the galactic stage as an organization with sole rights to explore the false moon!

## PRIMARY SUCCESS CONDITIONS

The PCs fulfill their primary goal if they locate the outer hatch that accesses the innards of *Salvation's End* in area **B5**. Doing so earns each PC 1 Fame. The PC also gain 1 Reputation with any one faction for which they hold a faction champion boon, despite not being able to slot a faction boon during this scenario.

## SECONDARY SUCCESS CONDITIONS

The PCs fulfill their secondary goal if they found a way to open the hatch in area **B5**. Alternatively, the PCs fulfill their secondary goal if they free Bago from Borgor's influence and bring the *Archer's* former captain (and attached first mate) to the authorities. Doing so allows them to submit Borgor as a replacement for Livewire, and the Starfinder Society grants Bago clemency by downloading his consciousness into an appropriate receptacle, thus freeing him from his vile brother. Fulfilling the secondary success condition earns each PC 1 Fame. The PC also gain 1 Reputation with any one faction for which they hold a faction champion boon, despite not being able to slot a faction boon during this scenario.

## Handout #1: Audio Log Transcript

**Bago:** "I'm done! I'm sick of my brother Borgor bossing me around. I'm sick of his talk about "kill or be killed." It's just so ruthless. It's just...not me. I need to break free, but how—it seems impossible. Even recording this log without his constant peering over my shoulder is difficult.

"I found a way to rid myself from my brother's oppression, but it's expensive. Maybe, just maybe, after this expedition to *Salvation's End*, I can take my share and split for good."

**Borgor:** "I feel them slipping away. I think they're planning a mutiny. I've been able to delay them—I promised after this next big score, they can all go their separate ways. I have no intention of sharing the spoils of this heist. I'm going to kill them all, one by one. What to do with my dear brother Bago? It's just not a simple matter of murder with him. No, I'm gonna enslave his puny mind. "I picked up a rich score: something my contact called *Salvation's End*. It seems this hunk of scrap holds all manner of riches inside. My contact said the salvage rights were just purchased by some group called the Starfinder Society, but by the time they arrive to investigate, I'll have it picked clean!"

**Livewire:** "It's been a simple gig so far. Pilot the ship, flee the authority, get in and out. Sure, it's tough being around that slag-head Borgor, but his brother's attitude and constant apologizing goes a long way to make this gig palatable. Just 5,000 credits more. It's all I need, and if what the captain says about *Salvation's End* is true, this should be my last job."

**Snips:** "Aw yeah, I gets to kill things, and it's good 'cause my murder thirst needs quenching. I don't like captain Borgor very much. I like his sniveling brother Bago even less. I swear if Bago says, "let's just take another prisoner," or "how 'bout we just knock 'em out" one more time, I'm gonna put that big lug in my crosshairs. Huh, that'd be two kills in one shot. Anyways, after this big score, I'd be in my rights to kill 'em all and take the *Archer* myself. I'm sure I can convince ol' Don to help me out."

**Xalak-don:** "Aw frag this, I got nuttin' to say!"

## Handout #2: Captain

### STARSHIP ROLE: CAPTAIN

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

#### DEMAND (ANY PHASE)

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

#### ENCOURAGE (ANY PHASE)

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

#### TAUNT (ANY PHASE, PUSH)

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

## Handout #3: Engineer

### STARSHIP ROLE: ENGINEER

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

#### DIVERT (ENGINEERING PHASE)

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

#### HOLD IT TOGETHER (ENGINEERING PHASE)

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

#### PATCH (ENGINEERING PHASE)

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

### CRITICAL DAMAGE

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

## Handout #4: Gunner

### STARSHIP ROLE: GUNNER

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

#### FIRE AT WILL (GUNNERY PHASE, PUSH)

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

#### SHOOT (GUNNERY PHASE)

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



## Handout #5: Pilot

**STARSHIP ROLE: PILOT**

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

**FLY (HELM PHASE)**

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

**MANEUVER (HELM PHASE)**

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

**STUNT (HELM PHASE, PUSH)**

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

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

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

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

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

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

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

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

## Handout #6: Science Officer

### STARSHIP ROLE: SCIENCE OFFICER

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

#### BALANCE (HELM PHASE)

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

#### SCAN (HELM PHASE)

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

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

#### TARGET SYSTEM (HELM PHASE, PUSH)

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

## Handout #7: Starship Stunts

### STUNTS

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

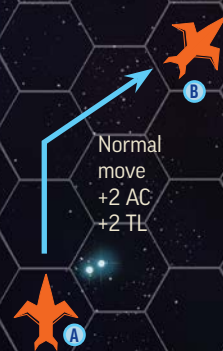
#### BACK OFF



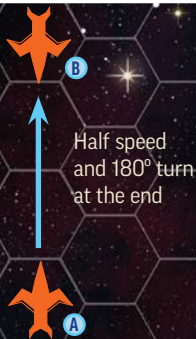
#### BARREL ROLL



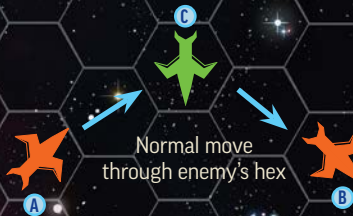
#### EVADE



#### FLIP AND BURN



#### FLYBY



#### SLIDE



### FIRING ARCS

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





## Handout #8: Starship Combat Overview

## STARSHIP COMBAT ROUNDS

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

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

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

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

## STARSHIP SHIELD AND FIRING ARCS

## STARFINDER SOCIETY PEGASUS

TIER 4

Medium explorer

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

**AC** 13; **TL** 14

**HP** 65; **DT** –; **CT** 13

**Shields** light 60; forward 15, port 15, starboard 15, aft 15/65/5

**Attack (Forward)** light particle beam (3d6)

**Attack (Port)** laser net (2d6)

**Attack (Starboard)** light laser cannon (2d4)

**Attack (Turret)** light particle beam (3d6)

**Power Core** Pulse Red (175 PCU); **Drift Engine** Signal Basic; **Systems** advanced medium-range sensors, crew quarters (good), mk 2 duonode computer, mk 3 armor, mk 4 defenses; **Expansion Bays** cargo hold, escape pods, science lab, tech workshop

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





## Starfinder Society Scenario #1-00: Salvation

Event \_\_\_\_\_ Date \_\_\_\_\_

GM # \_\_\_\_\_ GM Character # \_\_\_\_\_

GM Name \_\_\_\_\_ GM Fame Earned \_\_\_\_\_

Acquisitives       Exo-Guardians       Dataphiles  
 Second Seekers (    )       Faction \_\_\_\_\_       Wayfinders  
 A       B       C       D

Character # \_\_\_\_\_  Fame  Faction Boons

Character Name \_\_\_\_\_  
 Acquisitives       Exo-Guardians       Dataphiles  
 Second Seekers (    )       Faction \_\_\_\_\_       Wayfinders

Character # \_\_\_\_\_  Fame  Faction Boons

Character Name \_\_\_\_\_  
 Acquisitives       Exo-Guardians       Dataphiles  
 Second Seekers (    )       Faction \_\_\_\_\_       Wayfinders

Character # \_\_\_\_\_  Fame  Faction Boons

Character Name \_\_\_\_\_  
 Acquisitives       Exo-Guardians       Dataphiles  
 Second Seekers (    )       Faction \_\_\_\_\_       Wayfinders

Character # \_\_\_\_\_  Fame  Faction Boons

Character Name \_\_\_\_\_  
 Acquisitives       Exo-Guardians       Dataphiles  
 Second Seekers (    )       Faction \_\_\_\_\_       Wayfinders

Character # \_\_\_\_\_  Fame  Faction Boons

Character Name \_\_\_\_\_  
 Acquisitives       Exo-Guardians       Dataphiles  
 Second Seekers (    )       Faction \_\_\_\_\_       Wayfinders

Character # \_\_\_\_\_  Fame  Faction Boons

Character Name \_\_\_\_\_  
 Acquisitives       Exo-Guardians       Dataphiles  
 Second Seekers (    )       Faction \_\_\_\_\_       Wayfinders

Character # \_\_\_\_\_  Fame  Faction Boons

Character Name \_\_\_\_\_  
 Acquisitives       Exo-Guardians       Dataphiles  
 Second Seekers (    )       Faction \_\_\_\_\_       Wayfinders

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Starfinder Society Scenario #01-00: Claim to Salvation © 2017, Paizo Inc.; Author: Larry Wilhelm.





# Starfinder Society Scenario #1-00: Claim to Salvation

Character Chronicle #

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

**This Chronicle sheet grants access to the following:**

**Society Contract (Slotless Boon):** Anytime you play a pregenerated character in an adventure, even if the scenario credit is not assigned to the character on this Chronicle sheet, you can reroll a single d20 roll. You must follow all the rules associated with rerolls (*Starfinder Core Rulebook* 243). You can only gain one reroll per adventure from this boon, and only when you play a pregenerated character. You cannot slot another boon that grants a reroll (such as a promotional boon). Alternatively, any time you play a pregenerated character in an adventure and that character dies, you can cross this boon off the Chronicle sheet to be returned to life, as per *raise dead*. Being healed in this way takes 10 minutes.

**Claimant to Salvation (Slotless Boon):** If you bring this Chronicle sheet to an adventure in which the Starfinder Society continues exploring the false moon of *Salvation's End*, you can qualify to receive a special boon at the end of the adventure to reflect the additional investment the Starfinder Society makes into exploring the satellite. You do not need to play the same character listed on this Chronicle sheet to gain this bonus.

**All Subtiers**

- advanced semi-auto pistol (5,500; item level 7)
- carbon steel curve blade (2,230; item level 4)
- cryo grenade I (1,220; item level 6; limit 1)
- efficient bandolier (2,000; item level 4)
- entangling fusion seal (6th level) (1,144; item level 6); limit 1)
- freebooter armor II (4,720; item level 6)
- LFD pulse gauntlet (7,340; item level 7)
- mk 2 serum of healing (425; item level 5; limit 3)
- mk 2 ring of resistance (4,200; item level 6)

**Reputation**

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

<b>MAX CREDITS</b>	SUBTIER	<input type="checkbox"/> Normal
	3-4	1,530
	SUBTIER	<input type="checkbox"/> Normal
<b>EXPERIENCE</b>	SUBTIER	<input type="checkbox"/> Normal
	Starting XP	GM's Initials
	+ XP Gained (GM ONLY)	=
<b>FAME</b>	Final XP Total	
	Initial Fame	GM's Initials
	+ Fame Gained (GM ONLY)	-
	Fame Spent	Final Fame
<b>CREDITS</b>	Starting Credits	GM's Initials
	+ Credits Garnered (GM ONLY)	+
	Day Job (GM ONLY)	-
	Credits Spent	=
<b>Total</b>		

**For GM Only**

EVENT	EVENT CODE	DATE	Game Master's Signature	GM Organized Play #
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