

YEAR OF SCOURED STARS
STARFINDER SOCIETY SCENARIO #1-25, TIER 3-6



THE BEACON CODE DILEMMA

BY ADRIAN NG





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HOW TO PLAY

Starfinder Society Scenario #1–25: The Beacon Code Dilemma is a Starfinder Society Scenario designed for 3rd- through 6th-level characters (Tier 3–6; Subtiers 3–4 and 5–6). 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 StarfinderSociety.club.



Table of Contents

The Beacon Code Dilemma.	3
Handouts.	21
Appendix.	23
Chronicle Sheet.	27

GM RESOURCES

The Beacon Code Dilemma makes use of *Starfinder Core Rulebook*, *Starfinder Alien Archive* (AA), *Starfinder Alien Archive 2* (AA2), *Starfinder Armory* (AR), and *Starfinder Pact Worlds* (PW). This adventure assumes the GM has access to these sourcebooks. All rules referenced in this adventure are available in the free online Starfinder Reference Document at sfrd.info.

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*.



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THE BEACON CODE DILEMMA

BY ADRIAN NG



ADVENTURE BACKGROUND

In 160 AG, the Starfinder Society Forum elected Lanrah to the position of First Seeker. Lanrah made it her (and thus the Society's) mission to solve the Gap. The results of this unachievable mission were disastrous for the Society, and after only 2 years, Lanrah had expended much of the Society's capital and resources in foolish missions that cost the lives of countless Starfinder field agents. Her death saw the coming of a tumultuous time for the Society, which took the organization almost 10 years to fully recover from.

Prior to Lanrah's death, a starship called the *Amber Reconnoiter* began a long-term survey of Drift space in search of clues relating to the Gap. The *Amber Reconnoiter* was declared lost, along with the hundreds of other assets that disappeared or were destroyed during Lanrah's tenure as First Seeker, but the vessel's actual fate was far more complicated. Traversing the Drift as part of another mission, the *Amber Reconnoiter* found itself the target of a dangerous improbability: a hunk of planar material crashed into the vessel after being pulled into the Drift. The damage caused the vessel to lose communications, thrusters, and its Drift engine, effectively stranding the starship to a doomed existence of spiraling off through the Drift. The crew managed to keep the weapons systems active on backup power, deterring looters from salvaging the vessel but leaving it accessible to a Society-mounted rescue. During the crew's final days, the ship came across a strange relic floating in the Drift. Ever diligent Starfinder agents, the *Amber Reconnoiter*'s crew retrieved the mysterious artifact and did their best to examine it. As time went on, the crew perished, their exact fates one of the randomly determined elements of this scenario.

A matter of weeks ago, a prominent Aballonian priest of Triune received a vision of the Drift, which they translated into a beacon code—a set of roughly static coordinates allowing precise travel to specific points within the Drift and on the Material Plane (*Starfinder Adventure Path #4: The Ruined Clouds* 47). The church of Triune funded an expedition to the site, only to find the drifting remains of the *Amber Reconnoiter*. Before the group could further investigate, the aged Society vessel's weapons came online and drove the Triune starship off. Knowing that Triune provides beacon codes only for extremely important finds, the Triunites knew they couldn't risk engaging the ship without possibly damaging whatever they'd been sent to find.

Where in the Universe?

The Beacon Code Dilemma begins in the Lorespire Complex on Absalom Station, the home of the Starfinder Society. After an investigation there, the PCs travel to a specific location in the Drift, the Transitive Plane that many starships use to perform hyperspace jumps between places on the Material Plane. This colorful and eclectic plane contains fragments of other planes pulled into the Drift each time a starship activates a Drift engine. As a result, the Drift holds a conglomeration of material pulled from all over the multiverse, meaning there's no telling what a traveler may encounter while on the plane.

Having scanned the *Amber Reconnoiter*, the Triunite expedition recognized what it had found and decided to contact the Starfinder Society. The Church of Triune believes that the vision is one of importance, but that it's the Society who should be responsible for reclaiming their long-lost vessel.

SUMMARY

The adventure begins with Venture-Captain Naiaj introducing the PCs to High Priest MP-8, a sentient robotic organism (often referred to by the abbreviation SRO) and representative of the church of Triune. Naiaj briefs the PCs on their mission to find the access codes to the *Amber Reconnoiter*, while MP-8 fills them in on the potential meaning of the beacon code. The PCs must investigate two locations in the Lorespire Complex and find the access codes needed to safely board the *Amber Reconnoiter*, as well as learn more about the ship's history.

The PCs then travel to the beacon code coordinates, but when they enter the Drift, they find that a planar bubble has formed at that location, with massive planar fragments swirling dangerously close together. After the PCs navigate this planar phenomenon, they find the *Amber Reconnoiter* settled in a dense debris field. This field is impossible to navigate via starship, so the PCs must spacewalk. During this trek, the PCs encounter two Drift cuttles—creatures

Randomized Elements

This scenario contains several randomized elements intended to enhance the repeatable nature of the adventure. Some results can be dependent on others or involve some additional planning on your part. It is recommended that you roll on the randomized tables prior to running the scenario, rather than doing so during the adventure. You can also select particular results in order to provide a particular experience or play to a PC's interests.

The tables of randomized elements can be found in the appendix beginning on page 23.

that feed off planar energies—and must defeat them to reach the *Amber Reconnoiter*.

After the PCs defeat the cuttles, they can board the *Amber Reconnoiter*. Unfortunately for them, another group has made it to the ship before them. These trespassers were also drawn to the beacon code coordinates, but their ship suffered irreparable damage in the planar phenomenon, and they are now looking for a way out. The PCs must navigate the wrecked *Amber Reconnoiter*, piece together what happened to the crew, defeat the trespassers, and recover the artifact within.

GETTING STARTED

The adventure begins in a meeting room called the Starscape Chamber in the Lorespire Complex, where the PCs are briefed on their mission by Venture-Captain Naiaj. Read or paraphrase the following to get the adventure underway.

Venture-Captain Naiaj stands sternly next to a small sentient robot—an SRO—bearing the holy symbol of Triune. “Greetings. I have called you in for a pressing matter related to a piece of the Society’s past. In 160 AG, former First Seeker Lanrah decided to make it the Society’s priority to research the Gap, using much of the Society’s resources in the pursuit of this quest. One vessel the Society deployed at that time was called the *Amber Reconnoiter*. That vessel disappeared under mysterious circumstances on a mission in the Drift. While it has been lost since then, the *Amber Reconnoiter* has become of interest to the Society yet again. MP-8 here can explain the details.”

The SRO wheels forward on treads, its single, focused lens looking around the room, and performs some semblance of a

bow. “I am MP-8, a priest of Triune and native of Aballon. It is an honor to meet you all. A few weeks ago, I received a vision from Triune itself regarding a precise location in the Drift. From this vision I deciphered a set of coordinates: a beacon code. Triune provides these beacon codes only in instances of the utmost importance, so we in the church knew we had to take action right away. I formed an expedition to travel to the beacon code’s coordinates, whereupon we found the wreckage of a starship from centuries ago. The ship still bore insignia of the Starfinder Society.”

MP-8 rolls over to the Starscape unit in the center of the room and attaches an adapter cable to its datajack. The lights in the room dim, and the unit projects a holographic image of a ruined starship floating in front of the colorful backdrop of the Drift. “Naturally, we assumed there must be something of great consequence on that starship, so we approached. However, much to our surprise, the ship opened fire.”

The *Amber Reconnoiter*’s hologram begins silently firing its weapons, projectiles exploding harmlessly and then fizzling out. “While we could have retaliated, we did not want to risk damaging what Triune considered so important. Seeing that the ship used to belong to the Starfinder Society, I have reached out to Venture-Captain Naiaj for aid.” MP-8 disconnects from the

projection unit, and the image of the *Amber Reconnoiter* flickers and then disappears. “Whatever is on that ship is of the utmost importance to Triune, so you must recover it for us.”

Naiaj nods to MP-8. “We will help in any way we can, as this find doesn’t just interest Triune’s church but also the entire Pact Worlds.” Naiaj turns from the SRO. “I believe we have records of the *Amber Reconnoiter* along with the corresponding access codes that should allow us to disable the ship’s defense systems, allowing for safe exploration.” Naiaj pauses. “This vessel is also of interest in our matters. This ship was one of ours, from over two centuries ago, that disappeared during a mission in the Drift. The Society has been unable to ascertain what happened to the ship and its crew, and we would certainly like to find out. If you could, investigate the ship to see if there are any clues or records as to what happened to the crew.”

Naiaj tells the PCs which two locations they must visit in the Lorespire Complex, as well as their contacts there (these are one of the scenario’s randomized elements, found on page 23). She and MP-8 then answer whatever questions the PCs have. Some such questions and Naiaj’s and MP-8’s answers are below.

How do we get to the *Amber Reconnoiter*? MP-8 answers, “We will provide you with a device that will interface with your starship’s Drift engine directly. This device will take you straight to

Venture-Captain Naiaj

the *Amber Reconnoiter*. As long as you disable the ship's defense systems, we do not anticipate any issues when you arrive."

What do you think Triune wants us to find? MP-8 answers, "We have no reason to believe the wreckage itself is of particular meaning, so there must be something on the ship that Triune wants us to find. It must be fairly well hidden for scrappers to have not discovered it yet."

Why was First Seeker Lanrah so interested in the Gap? Naiaj sighs. "Who's to say, really? The Gap happened, and even if we were to gain some sort of understanding of it, what difference would it make? I prefer to focus on the issues the Society faces in the present. It's too bad we sank all of those resources into it back then."

LORESPIRE INVESTIGATION

Based on the randomly determined leads (see Table #1 on page 25), Naiaj directs the PCs to investigate two of the following four locations in the Lorespire Complex. Each of the *Amber Reconnoiter*'s final missions (see Table #2 on page 25) includes two key facts. At each location, the PCs can not only learn about this mission by uncovering one fact per site, but they can also uncover part of the weapons code needed to disable the starship's arsenal. Incorporate details related to the randomly determined identities of each of the crew members (see Table #4 on page 25) into the information uncovered during this investigation as you see fit.

Treasure: Although the PCs aren't recovering physical treasure in most cases, they are building their reputations and securing information that other Starfinders might find valuable. Successfully recovering the information at these locations earns the PCs minor financial benefits later in their careers.

Development: Each location provides the PCs some flexibility in how they secure crew information and weapon codes. In most circumstances, the PCs should each have a chance to attempt each check (or have a specialized PC or two attempt those checks twice) before they run out of clues to follow at a location. The adventure can still continue even if the PCs don't retrieve both (or either) weapon codes, but this does complicate the approach to the *Amber Reconnoiter* in several later encounters.

Rewards: For each of the two locations for which the PCs do not recover the key information, reduce each PC's credits earned as follows.

Subtier 3-4: Reduce each PC's credits earned by 50 (100 for both sites).



Boon Slots

Based on the locations randomly selected for the Lorespire investigation, encourage the PCs to slot the following boons or present the corresponding Chronicle sheets, which grant PCs access to aid from each corresponding NPC while investigating each location.

Archives: High Society Influence (Royo) (*Starfinder Society Scenario #1-05: The First Mandate*).

Communion Vaults: Dream Whispers (*Starfinder Society Scenario #1-16: Dreaming of the Future*).

First Seeker Ilyastre Memorial Museum: Chronicle sheet from *Starfinder Adventure Path #1: Incident at Absalom Station*.

Halls of Discovery: *Starfinder Insignia* (*Starfinder Society Quests: Into the Unknown*).

Out of Subtier: Reduce each PC's credits earned by 100 (200 for both sites).

Subtier 5-6: Reduce each PC's credits earned by 150 (300 for both sites).

THE ARCHIVES

This library in the Archives is filled to the ceiling with tightly packed rows of bookshelves towering fifty feet above the ground. The scent of paper and leather permeates the air. Royo, clad in his signature formalwear and spectacles, sits in a cozy-looking leather chair reading. He looks up from his book and closes it with a smile. "Ah, Starfinders! Good to see you well. I have received word from Venture-Captain Naiaj that you would be arriving."

If a PC has slotted the High Society Influence (Royo) boon, his eyes light up as he recognizes the PC. Either way, he continues.

"Fortunately for you, it seems we have written record of the *Amber Reconnoiter*, stored right here in this library! Here is the location of the volume. Best get to it then, eh?"

Royo hands the PCs a handwritten note conveying the location of a book titled *Ships of the Starfinder Society 150-175 AG*. The volume can be found in the Historical Ships section, alphabetized in row Sc-St of that section. If the PCs ask where they can find the section, Royo points them in the general direction, which

they can follow without trouble. He then returns to his reading. If a PC has slotted the High Society Influence (Royo) boon, Royo instead eagerly converses with that PC, sharing his knowledge on various archaic treasures; in doing so, he inadvertently accompanies the PCs as they travel through the library.

The PCs arrive at the correct row in approximately 10 minutes. Unfortunately for them, the shelf seems to be filled with volumes titled "Ships of the Starfinder Society," so it is difficult to find the correct one. A PC who succeeds at a DC 22 Perception check (DC 24 in Subtier 5–6) can locate the volume, located conveniently on the top shelf 50 feet above the floor; if Royo accompanied the PCs, he points the volume out, granting the PCs a +8 bonus to this Perception check. If no PC succeeds at this check, they can begin examining the shelves one by one until they find the volume. A PC can climb half their land speed up the bookcase by succeeding at a DC 15 Athletics check (DC 17 in Subtier 5–6). If Royo accompanied the PCs to the bookcase and it seems they need further help, he excuses himself and then returns with an extendable wooden ladder mounted to a pushcart. The ladder is unfortunately broken, but a PC who succeeds at a DC 16 Engineering check (DC 18 in Subtier 5–6) can repair it enough that it can be extended to the book's height.

The dusty book, titled *Ships of the Starfinder Society 150–175 AG*, is a massive text but, fortunately, well indexed. It's a dry encyclopedia, listing various statistics and crew members of the various starships from that century. When the PCs flip to the section on the *Amber Reconnoiter*, they learn about the ship's mission and its crew, as randomly determined while preparing this scenario. They also find one of the access codes to override the ship's automatic defense systems.

COMMUNION VAULTS

The Communion Vaults contain strange creatures and relics from all over the multiverse. The PCs find the Liavaran Dreamer known as the **Whisperer of Solar Winds** (N Dreamer) in its chambers.

In this stark chamber sleeps the Whisperer of Solar Winds, a jellyfish-like being whose glowing body slightly pulsates as it floats in midair. Beside it stands a nervous-looking halfling with shocking purple-and-pink hair, wearing a Starfinder insignia

and a Starfinder backpack. "Uh, hello there! I am Kaeri, the, ah, current trainee interpreter for the Whisperer of Solar Winds. It is nice to meet you all." Kaeri then winces slightly and resumes speaking in a softer tone. "I'm still not exactly sure what wakes the Whisperer, so I try to stay quiet. I hope I'm doing this right..."

Kaeri pulls out a datapad from her backpack.

"The Whisperer presented a vision to me that it wanted me to communicate to you. I believe it wants to welcome you to its home and to show you how to find your own vision."



Royo

Kaeri (LG halfling mystic) shows the PCs the datapad, which contains her interpretation of the Dreamer's vision.

Kaeri describes a strange relic that can recall visions from time immemorial—at least, a limited number of them as channeled through the Dreamer—and she has checked out the relic in question and brought it here. This strange, glassy white, 3-foot cube is engraved with light-red lines that divide differently shaped panels. A PC who succeeds at a DC 15 Engineering or Mysticism

check (DC 17 in Subtier 5–6) realizes that shifting the panels in a specific combination

while focusing on the desired information could grant access to a certain vision. Determining the right combination requires that PC to succeed at a DC 24 Mysticism check (DC 26 in Subtier 5–6); a PC can use the aid another action using Engineering, Mysticism, or Sleight of Hand.

If a PC has the Dream Whispers boon slotted, as soon as Kaeri gives the PCs the relic, the Whisperer of Solar Winds snaps awake, bombarding the PC who slotted the boon with a vision. In this vision, the PC can see themselves in this chamber, holding the relic in hand. She sees in the vision every permutation of the relic overlaid atop one another, and every version of themselves solving every permutation, the relic whirring to life as its white panels shift and red lines flicker with energy. The vision then cuts out, and the Whisperer resumes its slumber. The PCs gain a +4 circumstance bonus to each check to activate the relic.

Once the PCs successfully activate the relic, they experience a vision of the *Amber Reconnoiter*, in which they feel as if they were on the ship. They can see the crew members in the mess hall in this vision, playing an analog version of imperial conquest, a simple yet deeply strategic board game. (This is an opportunity for the players to learn the crew members' identities, if they haven't already.) Outside the windows of the starship, the Drift passes by, the shifting colors strangely serene. The PCs can see the pilot turn on the ship's

autopilot and then enter the defense access code into a datapad. The gunner speaks casually about the crew's mission with the science officer. The vision slowly fades as the crew members start to get into game, and the PCs find themselves back in the Communion Vaults.

FIRST SEEKER ILYASTRE MEMORIAL MUSEUM

The pristine and cavernous halls of the First Seeker Ilyastre Memorial Museum contain holographic displays depicting Starfinders meeting new people, exploring breathtaking planets, fighting alongside one another, and discovering fantastic relics. Strange artifacts recovered during Starfinder missions fill glass cases in some rooms and are mounted to the walls in others. Quiet throngs of people move throughout, filling the space with the susurrus of shuffling feet and quiet discussion.

The PCs can find **Chiskisk** (N host shirren) here, examining a holographic display of First Seeker Lanrah presiding over an assembly of Starfinders. As a member of the Forum—the Society's elected leadership council—Chiskisk frequents the museum often and is quite familiar with its inner workings.

The shirren Chiskisk appears deep in thought, gazing up at a tableau of First Seeker Lanrah proudly looking over a crowd of elated Starfinders. Upon the arrival of company, they look away from the display. "Ah, hello!"

If any PCs have a Chronicle sheet from *Starfinder Adventure Path #1: Incident at Absalom Station*, Chiskisk turns to those PCs and addresses them personally.

"It is so good to see you again. I thank you for your past assistance and continued support of the Society."

They continue.

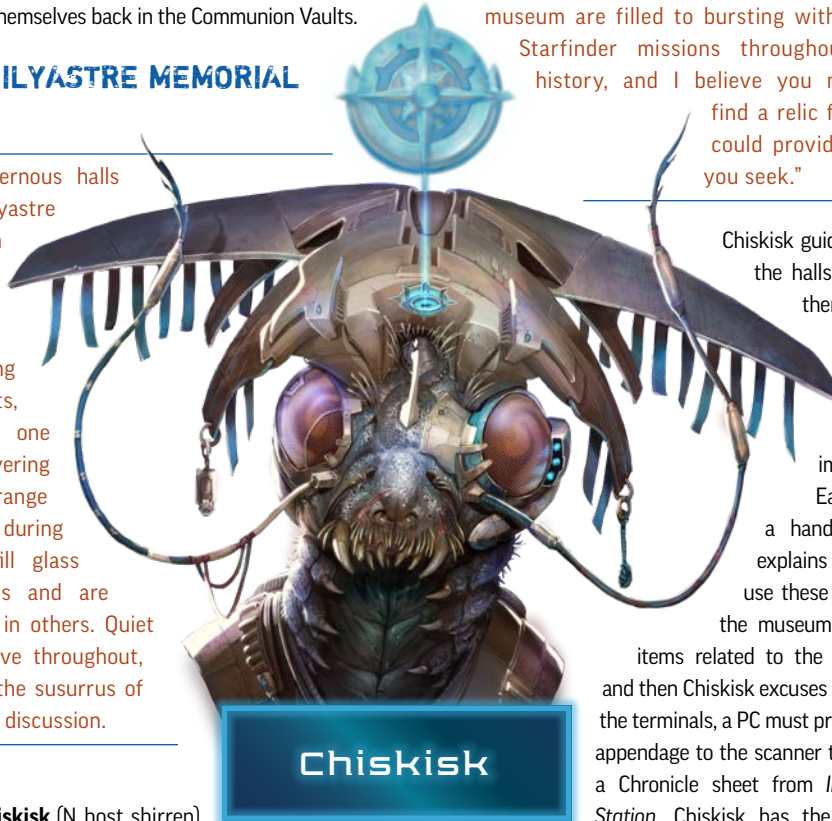
"I hope you are all enjoying the exhibits here. It is certainly most important that we remember the accomplishments of our predecessors." Chiskisk gazes up at the scene of First Seeker Lanrah. "And learn from their failures." They shake

their head but then perk up. "But that is not why you are here, of course. I understand that there may be information of interest to you at the museum. The storerooms of the museum are filled to bursting with items related to Starfinder missions throughout the Society's history, and I believe you might be able to find a relic from that era that could provide the information you seek."

Chiskisk guides the PCs through the halls, eventually leading them to a small research room that is lined with computers used to track the museum's impressive inventory. Each terminal has a hand scanner. Chiskisk explains that the PCs can use these terminals to search the museum's inventory list for items related to the *Amber Reconnoiter*, and then Chiskisk excuses themselves. To activate the terminals, a PC must press a hand or similar appendage to the scanner to log in. If a PC has a Chronicle sheet from *Incident at Absalom Station*, Chiskisk has the idea to use their administrator login for the museum's database and temporarily assigns it to that PC.

The basic search functions have entries for date discovered, time period of origin, type of item, and a search bar. If the PCs search for the *Amber Reconnoiter*, there seem to be no results, indicating that whatever they seek has not yet been properly indexed. Searching for related terms such as "Drift" and "Gap," or searching the time period "150–175 AG" yields a long list of results; a PC who spends 1 hour perusing the list and succeeds at a DC 20 Culture check or a DC 24 Perception check (DC 22 Culture check and DC 26 Perception check in Subtier 5–6) picks out a listing for a crate with the ID "TNB-0108," containing items from missions in the Drift that dated back to Lanrah's tenure as First Seeker, located in Storeroom #9. A PC who searches for the relevant terms and narrows the time frame down finds a much shorter list, requiring a PC to spend 10 minutes and succeed at a DC 16 Culture check or DC 20 Perception check (DC 18 Culture check or DC 22 Perception check in Subtier 5–6) to identify the crate. The admin account has a significantly more robust prototype algorithm on it, granting a PC a +4 bonus to all checks.

Signage points the PCs down a few corridors to the storage sector of the museum, and the PCs find Storeroom #9 at the end of a hall. Shelves are stacked with boxes and crates, and the PCs can easily find the crate they are looking for, with its ID clearly



Chiskisk

displayed on its side. Among the assorted technological items in this crate is a holographic projector labeled "Drift Exploration Vessel #23." When a PC turns the projector on, a schematic of the *Amber Reconnoiter* flickers into existence, with various starship statistics. Alongside the deck plans, four portraits of the crew members are displayed in a grid, with biographical information on each. The hologram contains information regarding the crew's various missions, with the last one listed being the one they were on when they disappeared. In addition, the ship's access codes are listed as part of the statistics, but the unit is damaged, rendering one of the codes unreadable.

HALLS OF DISCOVERY

The Halls of Discovery contain many grandiose meeting rooms, auditoriums, and theaters designed to host various meetings and councils of the leadership of the Society. The PCs can find Venture-Captain Arvin in his modest, tidy office.

Venture-Captain Arvin looks up from his notes, clearly having had his head down for a long time. "Good to see you all. Thanks for stopping by—it's a bit of a busy time right now, so I haven't been able to get out of the office much." He turns off his holographic note projectors and stands. "I've heard from Naiaj that you are seeking information on the *Amber Reconnoiter*. Thank you for looking into the matter." He pulls out a datapad from his pocket and thumbs through it a bit. "The records on the vessel are pretty old, so we don't keep them accessible in our normal information banks. However, it seems that some record keepers here in the Halls of Discovery might be able to access the information you're looking for. They specialize in maintaining historical records, so they might be able to help you out."

Venture-Captain Arvin is indeed very busy at this time. However, if a PC has the Starfinder Insignia boon slotted, Arvin offers to come with the PCs, saying that the record keepers are known to be a bit stuffy with rules and regulations and that he might be able to leverage his position to help out. If the PCs try to let him continue with his work, Arvin waves them off, saying that Starfinders need to know they can rely on him.

The PCs take an elevator to a basement office, where they find a counter in a darkened room. Read or paraphrase the following.

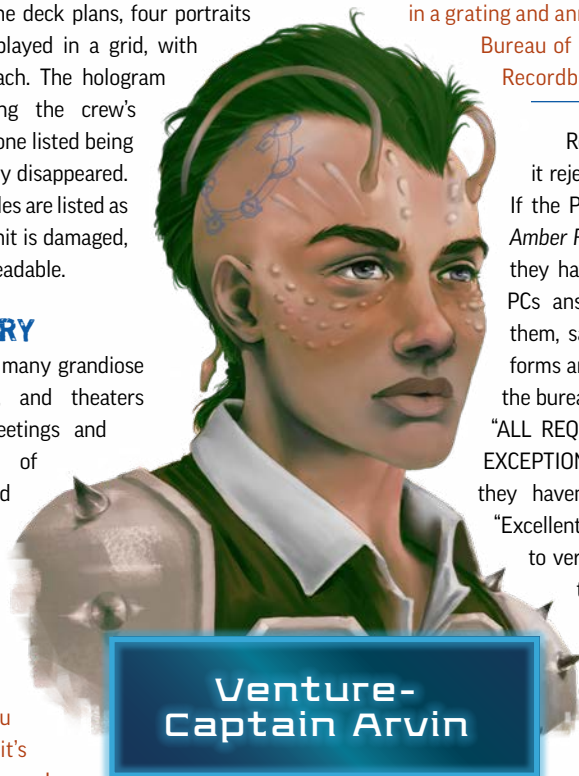
This room in the basement levels is dimly lit, aside from the brightly illuminated window counter. Inside, a robot with a

thin body and six arms leans on the counter, while a dwarf wearing glasses and a large set of earphones sits hunched over a computer terminal at a desk facing toward the counter, typing furiously. The robot spreads its arms wide and speaks in a grating and annoyingly chipper voice. "Welcome to the Bureau of Historical Records from Antiquity. I am Recordbot-128. How may I assist you today?"

Recordbot-128 is a stickler for the rules, and it rejects all attempts to circumvent said rules. If the PCs ask the robot for the records of the *Amber Reconnoiter*, Recordbot-128 asks whether they have submitted their request forms. If the PCs answer no, then Recordbot-128 dismisses them, saying that they must fill out the proper forms and then they will receive a response from the bureau in a week, pointing to a sign that reads "ALL REQUESTS PROCESSED IN ONE WEEK. NO EXCEPTIONS." If the PCs answer "yes" even though they haven't, Recordbot-128 responds cheerfully, "Excellent! I will look up your request right away to verify its status." Recordbot-128 turns to go to datajack into the empty terminal. The robot is agonizingly slow, giving the PCs a bit of time to formulate a plan. A PC can access the bureau's page on the infosphere, but a submitted request would show a timestamp for today. A PC who succeeds at a DC 28 Computers check (DC 30 in Subtier 5-6) can alter the logged submission date on their form to indicate a date 1 week ago. If the PCs successfully alter their record, Recordbot-128 uploads the record of the *Amber Reconnoiter* to each of the PC's comm units. If Venture-Captain Arvin is present, he frowns at the forgery, but says nothing on the matter.

The PCs can try to hail the dwarf, **Bruzek** (LN dwarf mechanic), the actual bureau head. Bruzek has his headphones on and is blasting Abysshead's latest record at maximum volume. Each PC can attempt a Bluff, Diplomacy, Intimidate, or Profession check related to performance or yelling to try to get Bruzek's attention or otherwise signal the dwarf. Use the highest result and compare that result against DC 28 (DC 30 in Subtier 5-6). Each other PC whose result exceeds 15 grants the PC with the highest result a +2 bonus to the check. If Arvin accompanied the PCs, he joins in, screaming at the top of his lungs and waving his arms, granting a +2 bonus to whoever has the highest result. The dwarf's seat is about 40 feet away from the window, putting him out of easy telepathy range for most PCs. Recordbot-128 tries to shield Bruzek from projectiles the PCs might toss toward the dwarf to get his attention, and any especially large projectiles or violent distractions cause the dwarf to flee the premises without waiting to talk.

Once the PCs hail Bruzek, they find he is an amicable person, belied by the attitude of his robot. The soft-spoken dwarf looks



everywhere but at the PCs, explains that he merely wants to focus on his tasks and be fully prepared for anything that would disrupt that routine, hence the strict bureaucratic enforcement helps him stay focused on tasks. At this point, a PC who succeeds at a DC 18 Diplomacy or Intimidate check (DC 20 in Subtier 5–6) can convince Bruzek that these records are of time-sensitive importance and that they need his help. If Venture-Captain Arvin accompanied the PCs, he explains to Bruzek that this is a pressing issue and apologizes for the inconvenience; at this point, Bruzek apologizes profusely, scurrying over to his terminal to look up the record and upload it to the PCs' comm units.

The record the PCs find here is a shipping invoice to deliver a supply crate to the ship. The invoice lists the names of the crew members, as well as the shipment's contents. Describe the invoice as listing items that would be useful for the crew's randomly determined mission, as well as listing items for leisure, such as an imperial conquest strategy game and a musical instrument. They also find one of the access codes to override the ship's automatic defense systems, which a delivery ship could use in the event that the crew would be away from the *Amber Reconnoiter* and have its automatic defense systems enabled; it seems this code works with only some of the weapons on the ship, so the PCs need the other code to fully disable the *Amber Reconnoiter's* defenses.

AFTER THE INVESTIGATION

After the PCs find both access codes and reporting back to Naiaj, she thanks them and instructs them in how to use the access codes to disarm the *Amber Reconnoiter's* defenses from their starship. At this point the PCs should choose which starship frame they would like to use. Naiaj recommends the Pegasus frame for this mission, as she doesn't expect the firepower of the Drake to be necessary, but the PCs can use whichever they would like. After the PCs select their starship, they are free to travel to the coordinates MP-8 provided when they are ready.

THE PLANAR BUBBLE

Immediately upon arriving at the coordinates, the PCs find their starship in the middle of a chaotic planar bubble. Large chunks of planar matter swirl around, threatening to crush the PCs' starship. The nature of this debris is determined randomly (see Table #5 on page 25), and while this provides only flavorful description as the PCs steer their starship, the result plays a more significant role during the encounter in area **A**.

The field of debris represents a complex obstacle that the PCs need to navigate or else risk damage to their starship (or even to themselves). Furthermore, the more collisions that occur, the more likely it is that the looters in area **B** notice the PCs' approach. The PCs have three obstacles to overcome in sequence, and negotiating each obstacle takes place over the course of 1 starship combat round. Unlike typical starship combat, there is neither a map nor phases; the PCs simply roll their checks in an order appropriate for the situation and determine the outcome afterward. The PCs can use their ship's computers to gain circumstance bonuses to

Drifting into the Drift

If a PC floats off the edge of the map, there is enough debris surrounding the mapped area that the PCs can push off a piece and return to the mapped section. This process takes one move action while the PC is off the map, and at the start of the PC's next turn, they appear at in the square where they disappeared, floating in a direction of their choice. For the purpose of adjudicating effects, treat the PC as though they were 20 feet away from the edge of the map until they return.

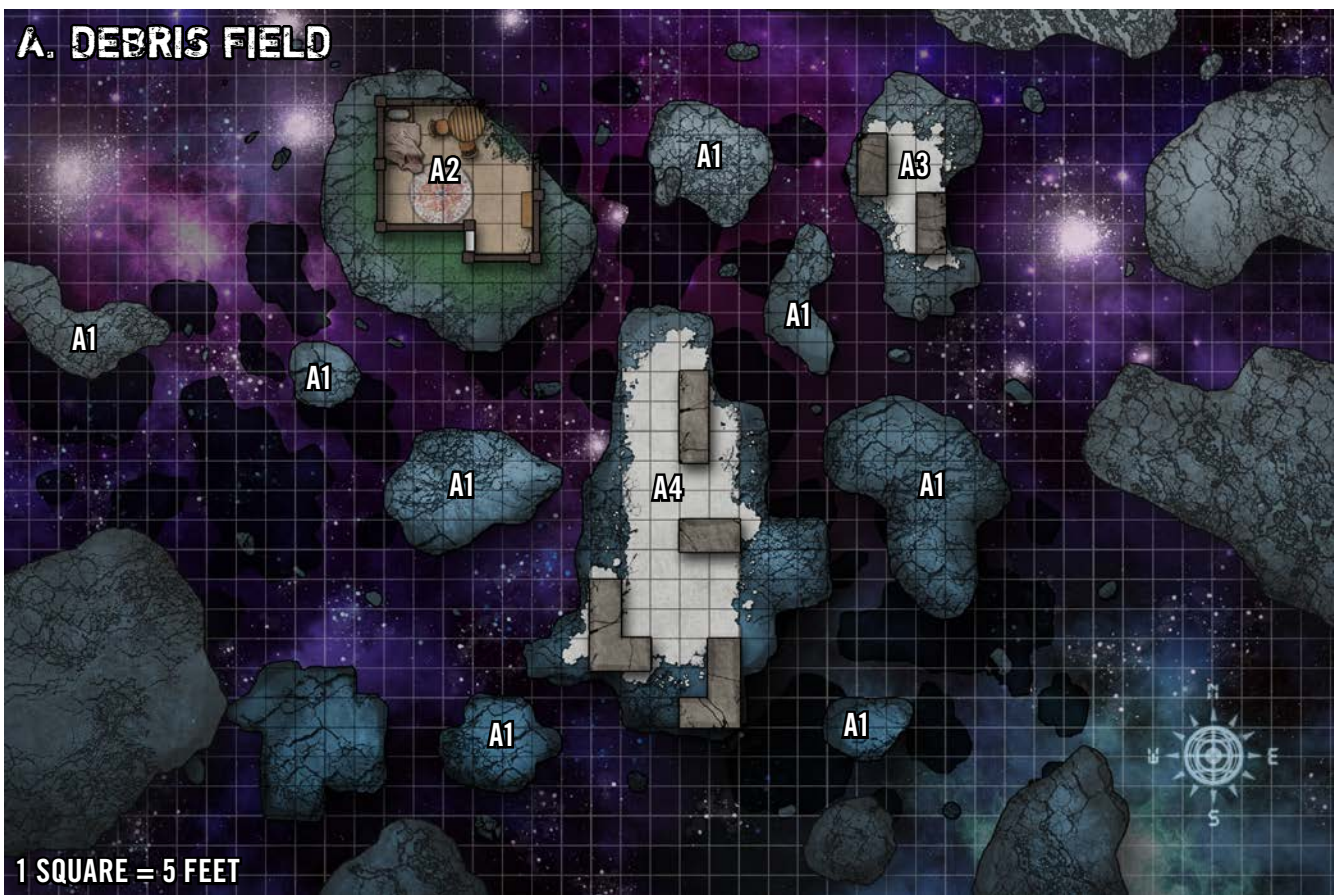
Although the PC may feel untouchable while off the map, this is far from the case; the Drift cuttles can easily traverse this area, target an errant PC, or even chase them off the map!

their checks. If the PCs propose creative solutions to an obstacle, consider granting them as much as a +4 bonus to the check.

Obstacles: Choose three of the following five obstacles for the PCs to face in any order. You can determine them randomly if you prefer, or you can select specific obstacles so long as they won't unduly punish the PCs.

Blast Through: A large fragment rises quickly into view. The PCs cannot avoid it, so they must shoot through it. A gunner who succeeds at a gunnery check against AC 24 (AC 28 in Subtier 5–6) can blow a hole through the fragment so the starship can fly through. Each additional gunner can help focus fire on the weak point; each one who succeeds against AC 15 (AC 17 in Subtier 5–6) grants the main gunner a +2 bonus to her gunnery check. In addition, a science officer who scans the fragment and succeeds at a DC 18 Computers check (DC 22 in Subtier 5–6) finds a weak point and grants the main gunner a +2 bonus to their gunnery check. Failure means the ship flies straight through the weak point, breaking through and dealing damage to the forward arc equal to the starship's critical threshold plus the current shield value of the ship's forward arc (enough to inflict a critical damage condition).

Cyclonic Anomaly: Dead ahead, a swirling cloud of pulsing energy moves quickly toward the PCs' starship. The pilot can attempt a DC 24 Piloting check (DC 28 in Subtier 5–6) to avoid this cloud. Failure means that the starship's shields are depleted in the two arcs that the ship has the highest current shield value in. However, before any checks are rolled, a PC who succeeds at a DC 18 Physical Science check (DC 22 Physical Science in Subtier 5–6) determines in advance that this anomaly will significantly affect the starship's shields (this check requires no action from the PC); if a PC determines this, the science officer can attempt a DC 18 Computers check (DC 22 in Subtier 5–6) to manipulate the ship's shields to have shields depleted in only one arc (the science officer's choice) if the pilot can't evade the cloud.



Energy Flux: The PCs seem to pass by a fragment without trouble, when all of a sudden it erupts in a sudden wave of energy, rolling quickly at the PCs' starship. If the PCs' starship has a weapon with the EMP special property, the gunner can fire that weapon at the wave with a gunnery check targeting AC 20 (AC 24 in Subtier 5–6). If the attack hits, the EMP weapon creates a hole in the wave, allowing it to pass harmlessly around the starship. If the PCs are struck by the wave, two randomly determined systems act as if they had the glitching condition. An engineer who succeeds at a DC 18 Engineering check (DC 22 in Subtier 5–6) can react to the malfunctioning systems and patch one of them before the PCs move on to the next obstacle.

Shifting Plates: Large plates of planar matter are shifting quickly and unpredictably in front of the PCs' starship, closing in fast. The pilot must succeed at a DC 18 Piloting check (DC 22 in Subtier 5–6) to maneuver the starship through the shifting plates. Failure means the starship takes 12 damage (15 damage in Subtier 5–6) to the port and starboard arcs. A science officer who succeeds at a DC 18 Computers check (DC 22 in Subtier 5–6) can use the ship's sensors to scan the shifting plates to determine their pattern, granting the pilot a +2 bonus to their Piloting check.

Tight Squeeze: The PCs find themselves surrounded on all sides by huge fragments threatening to crush their starship. The pilot must succeed at a DC 18 Piloting check (DC 22 in Subtier 5–6) to navigate the starship through the narrowing gap ahead. An

engineer who succeeds at a DC 18 Engineering check (DC 22 in Subtier 5–6) can divert power to the engines, granting the pilot a +2 bonus to their Piloting check. Failure means a fragment clips the starship as it exits, dealing 20 damage to the aft arc (25 damage in Subtier 5–6).

Development: Once the PCs conclude the three obstacles, their starship approaches within visual range of the *Amber Reconnoiter*. How many obstacles they successfully overcame determines the speed and skill with which the PCs navigated the planar bubble's outer reaches, which in turn provides the PCs advantages over the looters in area B (see the successes on the next page). Reaching this point also leaves the PCs vulnerable to attacks by the *Amber Reconnoiter*'s weapons; however, the PCs likely have both of the codes used to disable these weapons, in which case they can avert any attack as they approach. If the PCs lack either code, the *Amber Reconnoiter* fires a missile at the PCs' starship before running out of ammunition. This attack targets the PCs' front arc and has a gunnery bonus of +11 (4d8 damage) in Subtier 3–4 or +14 (5d8 damage) in Subtier 5–6. If the PCs have one code, the missile still fires, but the gunnery check takes a –4 penalty.

The PCs themselves each take 1d8 damage (2d6 damage in Subtier 5–6) multiplied by the number of times their starship's total Hull Point damage exceeded its critical threshold, representing the severe jostling and other damage the characters took as their starship collided with immense obstacles and the

Amber Reconnoiter's weaponry. In the event the PCs' starship becomes disabled at any point during this encounter, their ship drifts into a clearing and the encounter ends; treat this as a zero-success outcome regardless of how many successes the PCs achieved, and the PCs must purchase the Starship Towing boon to return to Absalom Station.

3 Successes: The looters have less time to explore the *Amber Reconnoiter* before the PCs arrive. The legionnaire is still searching and has not built the explosive; he flees the room if he detects the PCs. The techie made a less potent chemical trap, which deals 1 die less damage and reduces the save DC to reduce the damage by 2.

1-2 Successes: Run the encounters as written.

0 Successes: The trespassers have plenty of time to prepare. Both the legionnaire and the techie can be found in their respective areas, and the amount of time it takes for each of the looters to join an ongoing encounter decreases by 1 round (minimum 1 round). The legionnaire and the techie were able to find even more materials for their makeshift weapons; the Reflex DCs are 2 higher for both the legionnaire's explosive and the techie's chemical trap.

A. DEBRIS FIELD

After overcoming the roiling planar bubble, the PCs can see the *Amber Reconnoiter* ahead. However, the ship has settled into a debris field, surrounded by all sorts of detritus pulled from another plane. Due to the field's density, the PCs cannot maneuver their ship through it and must instead exit their ship and spacewalk to the *Amber Reconnoiter*. This area makes use of the rules for moving in zero gravity (*Starfinder Core Rulebook* 402), so make sure the players are familiar with these rules before they begin navigating the area. If the PCs do not have environmental protections, such as a character wearing no armor, their starship contains space suits the PCs can use during the spacewalk, although the PCs must return these space suits at the end of the scenario.

This area has the following characteristics unless otherwise noted. Each debris chunk is 10 feet thick, and the walls atop are 5 feet tall. The walls and the chunks of debris all have handholds to allow a creature with a climb speed or one that succeeds at a DC 20 Acrobatics or Athletics check to move along them at full speed. The undersides of each chunk of debris are flat with no walls and have enough handholds that a PC can move along them at full speed.

A1. PULSING DEBRIS

These chunks of debris are infused with dangerous extraplanar energies, determined randomly (see Table #5 on page 25). As a result, the debris might be covered in ice, exude caustic gases, radiate heat, or flash with electric pulses.

Scaling Encounter A4

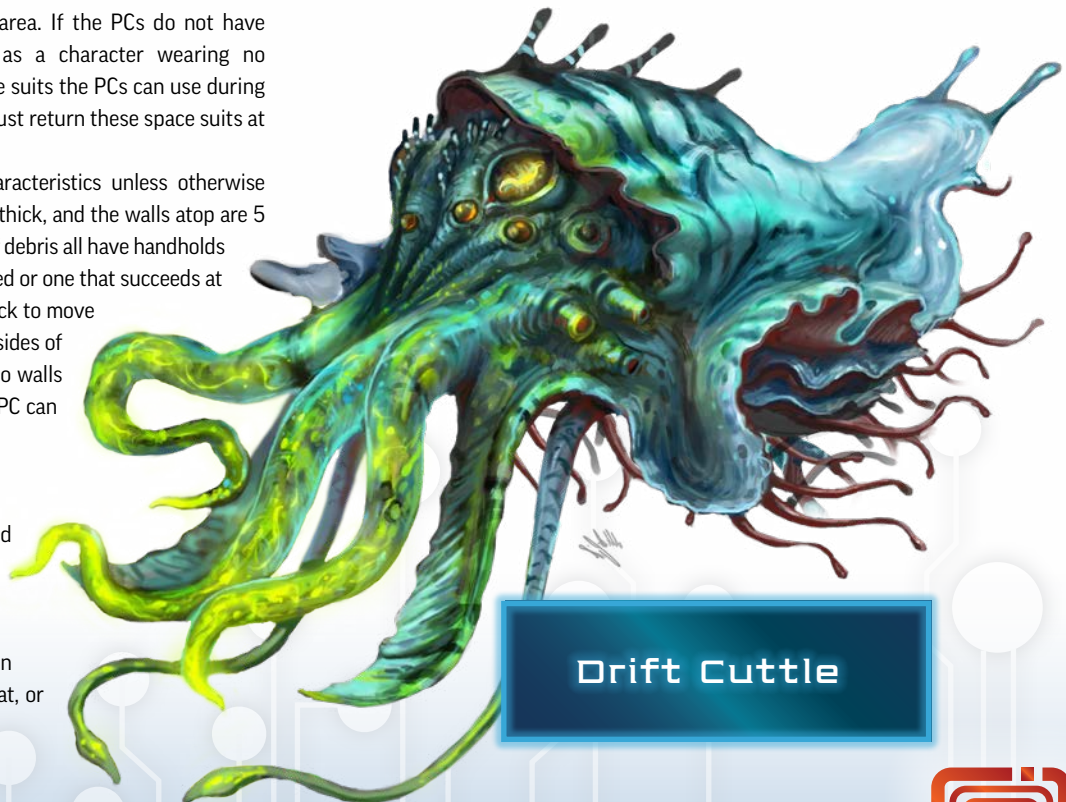
To accommodate a group of four PCs, give both Drift cuttles the sickened condition; they have overfed on the extraplanar energies and are sluggish as a result.

Hazards: Once every 1d3 rounds, these chunks of debris deal 1d6 damage (1d8 in Subtier 5-6) of the type associated with the randomly determined extraplanar energy (see Table #5). This affects all creatures within 5 feet of the debris marked **A1**, and this hazard activates on initiative count 1.

A2. INTACT HOUSE

This chunk of debris supports much of a simple house made of wood and cob, though the transition into the Drift cleanly sliced off part of the building's back corner. Inside are a bed, a small bookshelf, a rug, and a hearth. The books are all written in an unknown language and detail primal rituals, herbalism, and hedge magic.

Treasure: A lockbox (hardness 20, HP 60) on the shelf is magically sealed, though a PC can override this ward with a successful DC 22 Mysticism check (DC 24 in Subtier 5-6), or they can manually disable it with a successful DC 26 Engineering check (DC 28 in Subtier 5-6). The lockbox contains several pieces of jewelry, vials of precious oils, and an assortment of unfamiliar



Drift Cuttle

shells that would be of value to xenobiologists or collectors. Collectively, the collection is worth 900 credits (2,700 credits in Subtier 5–6). Forcibly breaking open the box damages much of the contents, reducing its value by half.

Rewards: If the PCs do not access the lockbox's contents, reduce each PC's credits by the following amount. If they violently broken open the lockbox, instead reduce their credits earned by the amount in parentheses.

Subtier 3–4: Reduce each PC's credits earned by 150 (75).

Out of Subtier: Reduce each PC's credits earned by 300 (150).

Subtier 5–6: Reduce each PC's credits earned by 450 (225).

A3. CRUMBLING BUILDING

This floating island was once part of a massive building with thick walls before being pulled into the Drift. Subsequent collisions with other debris have broken off much of the architecture.

Treasure: A PC who looks around this area and succeeds at a DC 22 Perception check (DC 24 in Subtier 5–6) can find a chest (hardness 5, HP 25) hidden in one of the walls. The chest is stuck closed, though a PC who succeeds at a DC 18 Athletics check can pry it open. It contains six beautiful outfits tailored for a humanoid creature with three arms and three legs. There is also a *mk 2 serum of healing* (*mk 3 serum of healing* in Subtier 5–6). In Subtier 5–6, there is also a *ring of sustenance*.

Rewards: If the PCs do not find and open the chest, reduce each PC's credits by the following amount.

Subtier 3–4: Reduce each PC's credits earned by 88.

Out of Subtier: Reduce each PC's credits earned by 255.

Subtier 5–6: Reduce each PC's credits earned by 422.

A4. RUINS (CR 5 OR CR 7)

Crumbling walls and naturally occurring ridges irregularly mark the largest fragment in this area.

Creatures: Large cephalopods known as Drift cuttles lazily rest here. These creatures primarily feed on the energies of planar debris shunted into the Drift, gradually causing their translucent bodies to become opaque and take on patterning influenced by their meals. However, the cuttles rely on more substantial fare to secure the necessary nutrients to reproduce. The energies here have given these cuttles a vibrant appearance; the illustration on page 11 depicts a Drift cuttle that's fed on corrosive planar material.

The PCs' arrival excites the Drift cuttles, which fly out to attack the PCs as they enter the mapped area.

SUBTIER 3–4 (CR 5)

JUVENILE DRIFT CUTTLES (2) CR 3

N Large magical beast

Init +2; **Senses** darkvision 60 ft., low-light vision; **Perception** +8

DEFENSE HP 40 EACH

EAC 14; **KAC** 16

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

Resistances variable resistance 5

OFFENSE

Speed 5 ft., fly 40 ft. (Su, perfect)

Melee tentacle +12 (1d6+7 B and one other type [see planar feeder])

Ranged energy ray +9 (1d4+3 [see planar feeder])

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

TACTICS

During Combat The Drift cuttles move toward the nearest PC, looking to attack with their tentacles. They fire their energy rays at faraway opponents and maneuver to avoid especially dangerous combatants.

Morale Not wanting to die, a Drift cuttle flees when reduced to 8 Hit Points or fewer.

STATISTICS

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

Skills Athletics +8, Acrobatics +13, Intimidate +8

Languages none

Other Abilities planar feeder (per Table #4 on page 25), void adaptation

SPECIAL ABILITIES

Energy Ray (Su) As an attack, a Drift cuttle can fire its energy ray, which deals a type of energy damage depending on the Drift cuttle's last meal. This energy ray has a range increment of 60 feet and targets EAC.

Planar Feeder (Su) A Drift cuttle feeds off the energies of planar matter pulled into the Drift, taking on traits based on Table #5 on page 25, which determines its energy resistance, the damage type of half its melee damage, its ranged damage type, and an additional special ability.

Void Adaptation (Ex) A Drift cuttle is specially adapted to living in the vacuum of space, granting it immunity to cosmic rays and the environmental effects of vacuum. In addition, it gains the no breath ability.

SUBTIER 5–6 (CR 7)

DRIFT CUTTLES (2) CR 5

N Large magical beast

Init +2; **Senses** darkvision 60 ft., low-light vision; **Perception** +8

DEFENSE HP 70 EACH

EAC 17; **KAC** 19

Fort +9; **Ref** +9; **Will** +4

Resistances variable resistance 10

OFFENSE

Speed 5 ft., fly 40 ft. (Su, average)

Melee tentacle +15 (1d6+10 B [see page 23])

Ranged energy ray +12 (1d6+5 [see page 23])

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

TACTICS

During Combat The Drift cuttles move toward the nearest PC, looking to attack with their tentacles. They fire their energy rays at faraway opponents and maneuver to avoid especially dangerous combatants.

Morale Not wanting to die, a Drift cuttle flees when reduced to 14 Hit Points or fewer.

STATISTICS

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

Skills Athletics +11, Acrobatics +16, Intimidate +11

Languages none

Other Abilities planar feeder (per Table #4 on page 25), void adaptation

SPECIAL ABILITIES

Energy Ray (Su) See Subtier 3–4.

Planar Feeder (Su) See Subtier 3–4.

Void Adaptation (Ex) See Subtier 3–4.

Development: Once the PCs defeat the Drift cuttles and explore the ruins here, they can proceed to the *Amber Reconnoiter*.

B. THE AMBER RECONNOITER

The *Amber Reconnoiter* floats in the debris field, where it has clearly been for some time, based on its dented exterior. A huge chunk of debris remains lodged in the bridge, and the airlock on the starboard side is inoperable. As a result, the PCs must enter through the gaping hole in the aft-port corner of the vessel.

Unless otherwise noted, the *Amber Reconnoiter* has the following characteristics: the ceilings in the ship are 10 feet high, and the starship's lights provide only dim illumination.

Hazard: The starship has only a small power reserve unless its power core (see area **B1**) is patched. However, this is enough to fire one salvo of its lasers toward the PCs as they approach (assuming the PCs didn't disable the weapons systems using both of the ship's access codes they may have uncovered during their initial investigations). The weapons aren't designed to strike such small targets, so the shots strike nearby debris, showering the PCs in flaming shrapnel. This deals 4d6 fire and piercing damage (6d6 in Subtier 5–6) to each of the PCs; a character can attempt a DC 18 Reflex save (DC 19 in Subtier 5–6) to reduce the damage by half. If the PCs found and applied only one code, the lasers still fire, but their targeting is far less precise; reduce the save DC by 4. Once the lasers fire once, they've exhausted the starship's batteries and play no further role in the adventure.

Creatures: Trespassers have arrived before the PCs; they managed to receive a device from an inside source within Alluvion to travel to the beacon code's coordinates, but they wrecked their ship in the planar bubble. They are now looking for the treasure and a way to escape—such as taking the PCs' starship for themselves! They see the PCs approach in area **A**, and they prepare accordingly. Table #6 on page 25 provides some randomly determined identities for the trespassers, though you can also provide your own identities and personalities.

Because this adventure is replayable, you have some flexibility in where each encounter takes place. One of each of the three trespassers begins in areas **B2**, **B3**, and **B8**. They have split up not only to potentially surprise the PCs from multiple angles but also because these characters are busily scavenging treasure

and assembling improvised defenses like traps. Each of these areas has a specific trespasser listed by default, but you can swap these as appropriate. Keep in mind that the techie (area **B2**) should always accompany her chemical trap, whereas the decontamination tile remains in area **B2**.

By rearranging encounters, you might need to adjust the NPCs' tactics, their hiding spots, and the exact location of hazards. In general, whichever NPC the PCs encounter first should launch a surprise attack and attempt to regroup with one or both allies. Failing that, the NPC finds a defensible position from which to fight while help arrives. The trespassers can communicate with one another over their comm units, which they use sparingly at first to avoid being overheard.

Additional information appears in the Scaling and Support sidebar on page 13.

Handouts: In several areas, the PCs can find logs written by various deceased crew members. In each case these refer to specific handouts, which should correspond to the starship's randomly determined fate more than a century ago (see Table #3 on page 25).

B1. POWER CORE

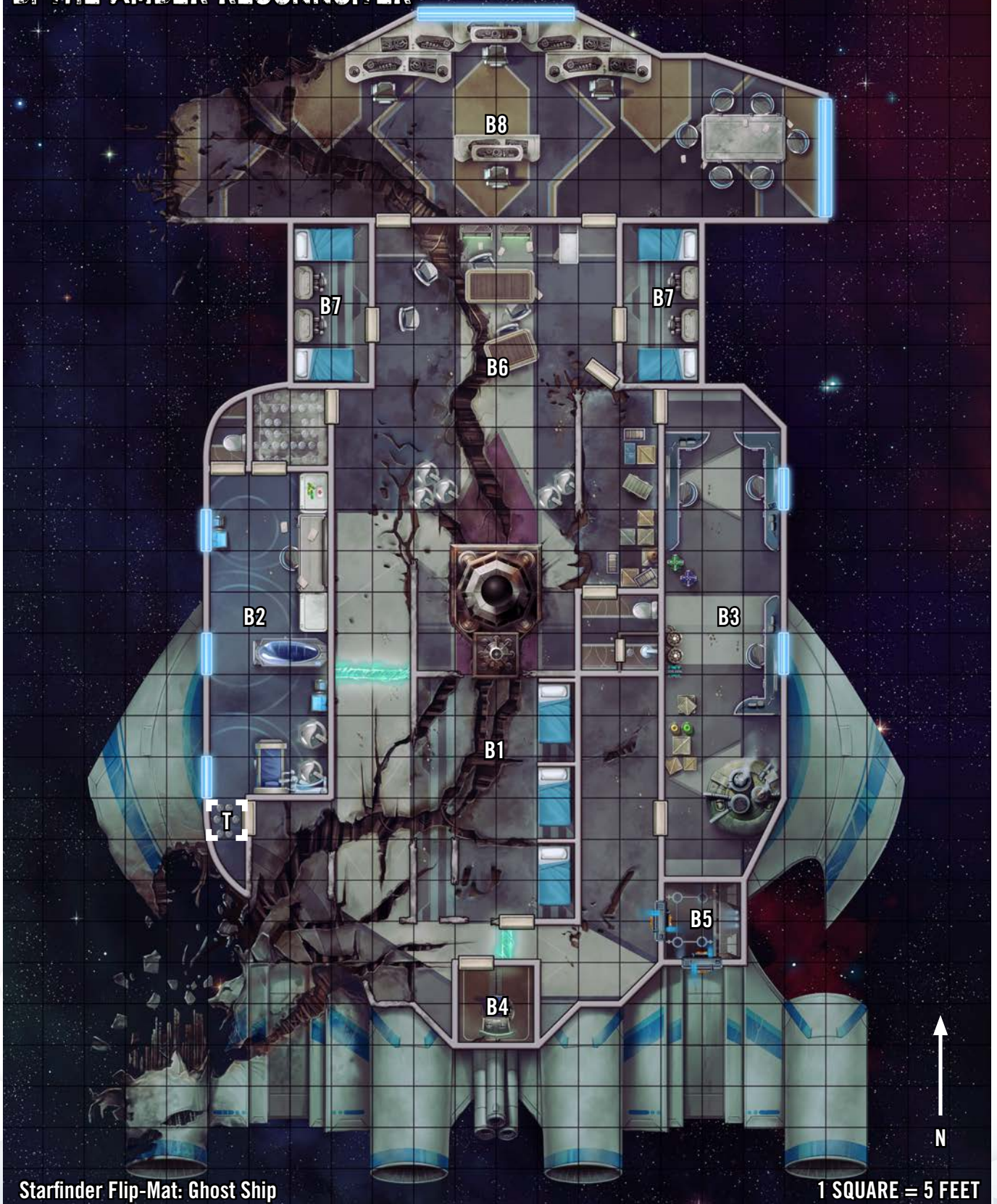
Service lights intermittently flicker with barely perceptible light, giving faint glimpses of the ruined interior in this area. A seemingly nonfunctioning power core is located toward the front of the area, just forward of a line of cots and near a strange crackling barrier. A similar barrier blocks off a smaller hallway leading to the starboard side of the ship, next to another door. Toward the port side, a door sits partially cracked.

This area used to be enclosed guest quarters flanked by hallways, but the walls, hull, and one of the airlocks have been destroyed by planar debris. The techie was able to restore some of the systems to the ship by patching the power core, which has restored partial lighting, functionality of some of the doors, and artificial gravity. A PC who succeeds at a DC 18 Engineering check (DC 20 in Subtier 5–6) can effect enough repairs to the power core to form force fields covering the gaps in area **B1** and **B8** and restore life support, increase the light levels in the ship from dim to bright light, reactivate the control panels to the energy barriers, and unlocks the door to area **B4**.

The door to area **B2** doesn't work, even when power is restored. It is cracked slightly open but cannot be squeezed through; a PC who succeeds at a DC 24 Athletics check (DC 26 in Subtier 5–6) can pry the door open. Once power is restored, the smaller energy barrier in the south hall can be deactivated (see Hazard on page 15), and the door beyond to area **B3** is functional.

Atop one of the beds here is a datapad with a cracked screen that belonged to the ship's engineer. The datapad is surprisingly still functional, and a PC can examine it and read the engineer's latest log (see the Engineer's Log on the Handout). In addition, the datapad also has a secure data module behind a firewall, which

B. THE AMBER RECONNOITER



Starfinder Flip-Mat: Ghost Ship

1 SQUARE = 5 FEET

requires a PC to succeed at a DC 15 Computers check (DC 17 in Subtier 5–6) to access. In this data module is a code that can be used to unlock the chest in area **B7**.

Hazard: The energy barriers here were part of an experimental defense system the *Amber Reconnoiter*'s engineer was working on to stop enemy infiltration. The two barriers fluctuate with uncontrolled energy, and each is accompanied with a control panel on either side. A creature that touches one of these impassable barriers takes 1d12 electricity damage. The control panel on this side of the larger barrier has been destroyed, so it cannot be disabled from this side. The smaller barrier's control panel is malfunctioning and requires a PC to succeed at a DC 18 Engineering check (DC 20 in Subtier 5–6) to rewire the controls before it can be used.

B2. MEDICAL BAY (CR 5 or CR 7)

Assorted medical equipment rests in one corner of this room. A stasis pod with a corresponding display sits in the middle of the room, next to a long desk running the remainder of the length of the wall. Two doors exit toward the front, while another door exits toward the aft.

This room used to contain the medical equipment necessary for a starship crew, but the crew of the *Amber Reconnoiter* went through most of the supplies. The stasis pod in the middle of the room is nonfunctional, even when power is restored to the ship. The larger decontamination chamber toward the front is nonfunctional, but the small decontamination tile near the aft entrance still has some functionality. The doors to the bathroom and forward decontamination room are cracked slightly, allowing them to swing open with ease.

Creature: The techie jury-rigged a chemical trap (see below) using what supplies she could find. Her default hiding spot is inside the forward lavatory, where she watches for an opportunity to trigger her trap. If she succeeds, she giggles in delight and makes a fighting retreat to regroup with her companions. Her hiding place provides her a limited view of the room, though, and it's possible for a PC to sneak through the area with a successful DC 16 Stealth check (DC 18 in Subtier 5–6). If a PC triggers the decontamination hazard, forces open the jammed door toward the aft, or otherwise makes a ruckus, the tiefling is automatically aware of the PCs. The PCs in turn can spot her with a successful DC 18 Perception check (DC 20 in Subtier 5–6).

Traps: When power is restored to the ship, the aft decontamination tile becomes "functional" again, violently spraying whoever steps on it with musty air before shutting down for good. While this trap presents little threat to the PCs, the noise it makes is enough to alert the techie hiding in the bathroom.

In addition, there is an assortment of compounds and chemicals arrayed on the table. The techie has combined several of these together to create a rudimentary trap activated by knocking over several of the containers, which triggers an explosive spray of

Scaling and Support

Several conditions influence how well the trespassers have prepared for the PCs' arrival and how they interact with each other.

Approach: The more that the PCs avoided the debris and other hazards of the planar bubble while approaching in their starship, the less warning the trespassers have to prepare. See the Development section on page 10.

Reinforcements: The three trespassers try to support one another. On an NPC's first combat turn, they use their comm unit to communicate with the others and call for assistance. One of the other trespassers arrives 1d2 rounds later, and the other arrives 1 round after that. This accounts for the time spent grabbing weapons, opening doors, and other preparations. The NPCs arrive within 30 feet of a PC in a position to contribute to the ongoing combat.

Scaling: Make the following adjustments to encounters **B2**, **B3**, and **B8** to accommodate a party of four PCs. The techie spilled dangerous chemicals on herself while she was making her trap, reducing her Hit Points by 8 (by 15 in Subtier 5–6). Either the legionnaire or the captain accidentally walked into one of the energy barriers, reducing that NPC's Hit Points by 12 (by 21 in Subtier 5–6). The third NPC to join an ongoing encounter is especially busy securing treasure and arrives 2 rounds after the second NPC arrives.

burning chemicals. If the PCs don't spot her, the techie activates the trap by casting *psychokinetic hand*. The explosion deals a randomly determined type of damage based on which of the deceased crew members was serving as the science officer (see Table #4 on page 25). A PC who examines the table and succeeds at a DC 22 Physical Science check (DC 24 in Subtier 5–6) realizes that if the chemicals on the table were combined, they would react violently.

SUBTIER 3–4 (CR 5)

CHEMICAL TRAP

CR 3

Type analog; **Perception** DC 24; **Disable** Dexterity DC 14 (carefully move beakers) or Physical Science DC 20 (render chemicals inert)

Trigger location; **Reset** none

Effect chemical splash (6d6 damage; type varies per Table #4 on page 25); **Reflex** DC 14 half; multiple targets (all targets in a 15-foot radius)

DECONTAMINATION TILE

CR 2

Type mechanical; **Perception** DC 24; **Disable** Computers DC

19 (rewire pressure sensors) or Engineering DC 19 (jam the sprayers)

Trigger location; **Reset** none

Effect musty blast (blinded for 1d4 rounds); Reflex DC 13 negates

TRESPASSER TECHIE

CR 3

Tiefling technomancer (*Starfinder Alien Archive* 2 98)

CE Medium outsider (native)

Init +2; **Senses** darkvision 60 ft.; **Perception** +8

DEFENSE

HP 32

EAC 13; **KAC** 14

Fort +2; **Ref** +4; **Will** +6

Resistances cold 5, electricity 5, fire 5

OFFENSE

Speed 30 ft.

Melee tactical dueling sword +6 (1d6+4 S)

Ranged explorer handcoil +8 (1d6+3 E; critical arc 1d6)

Offensive Abilities fiendish gloom

Technomancer Spells Known (CL 3rd; ranged +9)

1st (3/day)—*magic missile*, *overheat* (DC 16)

0 (at will)—*daze* (DC 15), *psychokinetic hand*

TACTICS

During Combat The techie gleefully uses her spells as often as she can, casting *magic missile* on spread-out enemies and *overheat* on enemies who clump together. She casts *daze* on humanoid foes who get too close to her. When she is out of her higher-level spells, she prefers to fight at range with her handcoil.

Morale On her own, the techie fights until reduced to 8 Hit Points, at which point she surrenders. When teamed up with the captain, the techie fights to the death.

STATISTICS

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

Skills Computers +13, Physical Science +13, Stealth +10

Languages Abyssal, Aklo, Celestial, Common, Eoxian, Vercite

Other Abilities magic hacks (harmful spells), spell cache (*overheat*)

Gear graphite carbon skin, explorer handcoil^{AR} with 1 battery (20 charges), tactical dueling sword, credstick (720 credits)

SPECIAL ABILITIES

Fiendish Gloom (Su) As a standard action, the tiefling causes light within 20 feet of her to decrease one step. This gloom lasts for 1 minute, but the tiefling can dismiss it as a swift action. Nonmagical light sources can't increase the light level in this area. Magical light can increase the light level in this area only if it is from an item or creature of a level or CR higher than 3. The tiefling can use this ability twice per day.

SUBTIER 5–6 (CR 7)

CHEMICAL TRAP

CR 5

Type analog; **Perception** DC 27; **Disable** Dexterity DC 15 (carefully move beakers) or Physical Science DC 24 (render chemicals inert)

Trigger location; **Reset** none

Effect chemical splash (4d12+4 damage; type varies per Table #4 on page 25); Reflex DC 16 half; multiple targets (all targets in a 15-foot radius)

DECONTAMINATION TILE

CR 4

Type mechanical; **Perception** DC 26; **Disable** Computers DC 21 (rewire pressure sensors) or Engineering DC 21 (jam the sprayers)

Trigger location; **Reset** none

Effect musty blast (blinded for 1d4 rounds); Reflex DC 15 negates

TRESPASSER TECHIE

CR 5

Tiefling technomancer (*Starfinder Alien Archive* 2 98)

CE Medium outsider (native)

Init +2; **Senses** darkvision 60 ft.; **Perception** +10

DEFENSE

HP 60 RP 4

EAC 15; **KAC** 15

Fort +4; **Ref** +6; **Will** +8

Resistances cold 5, electricity 5, fire 5

OFFENSE

Speed 30 ft.

Melee tactical handaxe +10 (1d6+6 S; thrown 20 ft.)

Ranged synthecite plasma claw +12 (1d6+5 E & F)

Offensive Abilities fiendish gloom

Technomancer Spells Known (CL 5th; melee +8, ranged +10)

2nd (3/day)—*caustic conversion*, *inject nanobots* (DC 17)

1st (6/day)—*grease*, *magic missile*, *overheat* (DC 16)

0 (at will)—*daze* (DC 15), *psychokinetic hand*

TACTICS

During Combat The techie gleefully uses her spells as often as she can, casting *caustic conversion* and *magic missile* on spread-out foes and *overheat* on enemies who clump together. She casts *grease* to stop enemies from getting to her and *inject nanobots* when a foe closes into melee. When she is out of her higher-level spells, she prefers to fight at range with her plasma claw.

Morale On her own, the techie fights until reduced to 15 Hit Points, at which point she surrenders. When teamed up with the captain, the techie fights to the death.

STATISTICS

Str +1; **Dex** +3; **Con** +2; **Int** +5; **Wis** +2; **Cha** +2;

Skills Computers +15, Physical Science +15, Stealth +12

Languages Abyssal, Aklo, Celestial, Common, Eoxian, Vercite

Other Abilities magic hacks (debug spell, harmful spells), spell cache (*caustic conversion*)

Gear estex suit II, synthecite plasma claw^{AR} with 1 battery (20 charges), tactical handaxe^{AR}, credstick (2,160 credits)

SPECIAL ABILITIES

Fiendish Gloom (Su) As a standard action, the tiefling causes light within 20 feet of her to decrease one step. This gloom lasts for 1 minute, but the tiefling can dismiss it as a swift action. Nonmagical light sources can't increase the light level in this

area. Magical light can increase the light level in this area only if it is from an item or creature of a level or CR higher than 5. The tiefling can use this ability three times per day.

Rewards: If the PCs do not defeat the techie on the *Amber Reconnoiter*, reduce each PC's credits by the following amount.

Subtier 3-4: Reduce each PC's credits earned by 235.

Out of Subtier: Reduce each PC's credits earned by 433.

Subtier 5-6: Reduce each PC's credits earned by 632.

B3. RESEARCH LAB (CR 3 OR CR 5)

The workstations in this area are somewhat intact but mostly empty. Empty boxes litter the floor, the tattered labels of which identify them as having once contained various chemical reagents and other supplies for experimentation. A circular lab table sits toward the aft.

The science officer used this area for experimentation.

Creature: An uplifted bear, belonging to a nonsapient lineage of bears modified to enhance their cognitive abilities, crouches in wait here. By sorting through the spare parts in this room, he's created an improvised explosive to hurl at whoever enters the room. The explosive functions as a grenade that deals 2d6 bludgeoning damage to creatures within 15 feet (3d6 in Subtier 5-6) and inflicts a randomly determined condition for 1d4 rounds (see Table #4 on page 25); a character can attempt a DC 14 Reflex save (DC 16 in Subtier 5-6) to take half damage and negate the condition. After throwing the explosive, the uplifted bear prefers to perform a fighting retreat toward his allies.

SUBTIER 3-4 (CR 3)

TRESPASSER LEGIONNAIRE CR 3

Uplifted bear soldier (*Starfinder*
Alien Archive 2 16)

CE Large magical beast

Init +6; **Senses** darkvision

60 ft., low-light vision,

Perception +7

DEFENSE **HP** 48

EAC 14; **KAC** 16

Fort +7; **Ref** +5; **Will** +4

OFFENSE

Speed 45 ft., climb 15 ft.

Melee claw +12 (1d6+7 S) or

carbon steel curve blade +12 (1d10+7 S; critical bleed 1d6)

Ranged tactical rail gun +9 (1d8+3 P) or

frag grenade II +9 (explode [15 ft., 2d6 P, DC 14]) or

web grenade I +9 (explode [10 ft., mire 1d4 rounds])

Space 10 ft.; **Reach** 5 ft.

Offensive Abilities ferocious charge, fighting styles (blitz), gear boost (melee striker)

TACTICS

During Combat The legionnaire uses ferocious charge to close into melee, using the trip combat maneuver when advantageous. He focuses on weaker-looking PCs, slashing with his blade. The legionnaire uses his grenades on opponents at range to make it difficult for them to escape from him, and he uses his rail gun when necessary to attack faraway foes.

Morale The legionnaire is proud and fights to the death unless the captain orders him to surrender.

STATISTICS

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

Skills Athletics +12 (+20 to climb), Acrobatics +7, Intimidate +7, Survival +7

Languages Common; limited telepathy 30 ft.

Gear reinforced EVA suit II^{AR}, carbon steel curve blade, tactical rail gun^{AR} with 25 longarm rounds, frag grenade II, web grenade I^{AR}, credstick (720 credits)



Trespasser
Legionnaire

SPECIAL ABILITIES

Ferocious Charge (Ex) When the legionnaire charges, he can attempt a trip combat maneuver in place of the normal melee attack. In addition, he can charge without taking the normal charge penalties to his attack roll or AC.

Mire A grenade with the mire property temporarily turns an area into difficult terrain. Only surfaces can be turned into difficult terrain in this way, and it affects the climb speeds and land speeds of creatures in the area.

SUBTIER 5-6 (CR 5)**TRESPASSER LEGIONNAIRE****CR 5**

Uplifted bear soldier (*Starfinder Alien Archive* 2 16)

CE Large magical beast

Init +5; **Senses** darkvision 60 ft., low-light vision, **Perception** +11

DEFENSE **HP** 84

EAC 17; **KAC** 19

Fort +9; **Ref** +9; **Will** +4

OFFENSE

Speed 45 ft., climb 15 ft.

Melee claw +15 (1d6+10 S) or

monophonic interference blade +15 (1d10+10 So; critical wound)

Ranged advanced rail gun +12 (1d10+5 P) or

incendiary grenade II +12 (explode [10ft., 2d6 F, 1d6 burn,

DC 16]) or

web grenade I +12 (explode [10 ft., mire 1d4 rounds])

Space 10 ft.; **Reach** 5 ft.

Offensive Abilities charge attack, ferocious charge, fighting styles (blitz), gear boost (melee striker)

TACTICS

Use the tactics from Subtier 5-6.

STATISTICS

Str +5; **Dex** +3; **Con** +1; **Int** +1; **Wis** +1; **Cha** +0

Skills Athletics +16 (+24 to climb), Acrobatics +11, Intimidate +11, Survival +11

Languages Common; limited telepathy 30 ft.

Gear reinforced EVA suit III^{AR}, advanced rail gun^{AR} with 25 longarm rounds, monophonic interference blade^{AR} with 1 high-capacity battery (40 charges), incendiary grenade II, web grenade I^{AR}, credstick (2,160 credits)

SPECIAL ABILITIES

Ferocious Charge (Ex) When the legionnaire charges, he can attempt a trip combat maneuver in place of the normal melee attack. In addition, he can charge without taking the normal charge penalties to his attack roll or AC. When combined with the charge attack soldier ability, this also allows the legionnaire to charge through difficult terrain.

Mire See Subtier 3-4.

Treasure: A PC who succeeds at a DC 18 Perception check (DC 20 in Subtier 5-6) can find the science officer's datapad stowed

between several of the scattered boxes; give the players the Science Officer's Log from the **Handout**. The science officer's datapad also contains notes about how in the final days of the starship's operation, the crew members moved some of the materials to the medical bay (area **B2**) to perform separate experiments, noting several small explosions that resulted from the subsequent trials.

Rewards: If the PCs do not defeat the legionnaire here or elsewhere in the *Amber Reconnoiter*, reduce each PC's credits by the following amount.

Subtier 3-4: Reduce each PC's credits earned by 252.

Out of Subtier: Reduce each PC's credits earned by 485.

Subtier 5-6: Reduce each PC's credits earned by 718.

B4. GUNNER'S STATION

The door (hardness 20, HP 60, break DC 28) to this area is locked until power is restored.

Treasure: A PC who succeeds at a DC 21 Perception check (DC 23 in Subtier 5-6) can find a cleverly integrated keypad in the floor near the gunner's cockpit. If the PCs type in the code found on the gunner's datapad in area **B7**, a panel slides open, revealing the gunner's hidden stash. This stash contains a 6th-level weapon fusion seal (8th-level weapon fusion seal in Subtier 5-6) determined randomly by Table #4 on page 25. There is also a small holographic display unit that projects messages and photos from friends and family from the gunner's home world.

Rewards: If the PCs do not recover the contents of the hidden stash, reduce each PC's credits earned by the following amount.

Subtier 3-4: Reduce each PC's credits earned by 191.

Out of Subtier: Reduce each PC's credits earned by 306.

Subtier 5-6: Reduce each PC's credits earned by 422.

B5. AIRLOCK

This airlock is intact and functions normally when the power is restored (see area **B1**).

B6. ENGINEERING

This spacious area used to be divided up into smaller cargo holds, a kitchen, a bathroom, and the engineering bay, but the walls here have largely been destroyed, opening up the space. The large energy barrier can be disabled from this side with a successful DC 18 Computers or Engineering check (DC 20 in Subtier 5-6) so long as power has been restored.

A PC who searches this area and succeeds at a DC 18 Perception check (DC 20 in Subtier 5-6) can find the captain's datapad hidden amid a stack of refuse. The captain's datapad contains logs about the crew's missions; give the players the Captain's Log from the **Handout**. It also contains a module secured behind a firewall, which requires a PC to succeed at a DC 18 Computers check (DC 20 in Subtier 5-6) to bypass. In the secured module, the captain wrote about a strange artifact the crew found while adrift after the planar impact. The captain notes that the artifact is in a hidden compartment near their station on the bridge (area **B8**).

Treasure: A PC who examines the crates in the aft-starboard

corner of this area finds supplies inside. This includes a copy of the imperial conquest strategy game^{AR}, a basic musical instrument^{AR} (its form randomly determined by the identity of the ship's captain, per Table #4 on page 25), and a *minor muon crystal*^{AR}; in Subtier 5–6, the solarian weapon crystal is instead a *minor T-quark crystal*^{AR}.

Rewards: If the PCs do not find the items here, reduce each PC's credits earned by the following amount.

Subtier 3–4: Reduce each PC's credits earned by 183.

Out of Subtier: Reduce each PC's credits earned by 216.

Subtier 5–6: Reduce each PC's credits earned by 250.

B7. CREW QUARTERS

These rooms have remained surprisingly intact through the years. On one of the beds is a datapad that belonged to the ship's gunner; give the players the Gunner's Log from the **Handout**. In addition, the datapad also has a secure data module behind a firewall, which requires a PC to succeed at a DC 15 Computers check (DC 17 in Subtier 5–6) to access it. In this data module is a code that can be inputted into the keypad in area **B4**.

Treasure: A PC who searches these rooms and succeeds at a DC 15 Perception check (DC 17 in Subtier 5–6) can find a locked chest underneath one of the beds that belonged to the ship's engineer (hardness 20, HP 60, break DC 28, Engineering DC 30 to open). A PC who has accessed the engineer's datapad in area **B1** can input the code found there into this chest to open it. Inside the chest are miscellaneous personal belongings and a credstick with 300 credits. In Subtier 5–6, there is also a nightvision scope^{AR}.

Rewards: If the PCs do not recover the contents of the hidden stash, reduce each PC's credits earned by the following amount.

Subtier 3–4: Reduce each PC's credits earned by 50.

Out of Subtier: Reduce each PC's credits earned by 100.

Subtier 5–6: Reduce each PC's credits earned by 150.

B8. BRIDGE (CR 4 OR CR 6)

A massive slab of debris has crashed through the hull here. Black computer screens occupy each of the three crew stations, while large viewports light up the bridge with the aurora of the roiling planar chaos. A table surrounded by haphazard chairs stands on the starboard side.

Creature: The trespasser captain is on the bridge, desperately searching both for the relic and for some way off the ship. She's only stayed alive this long by not trusting strangers, and at the first sign of foes entering the room, she takes cover behind one of the raised consoles near the middle of the room. When the PCs enter, she snarls at them, telling them only one side's making it off this ship alive and that her crew will be the ones to claim the prize.

SUBTIER 3–4 (CR 4)

TRESPASSER CAPTAIN CR 4
Human envoy

CE Medium humanoid (human)

Init +3; **Perception** +11

DEFENSE HP 45

EAC 16; **KAC** 17

Fort +3; **Ref** +5; **Will** +7

OFFENSE

Speed 30 ft.

Melee sledge +8 (1d8+5 B)

Ranged cylindrical lens pistol +10 (1d8+4 F; critical burn 1d4) or frag grenade II +10 (explode [15 ft., 2d6 P, DC 15])

TACTICS

During Combat The captain prefers to stay at range, using her cylindrical lens pistol on individual targets and lobbing a grenade at targets who bunch up. She uses her dispiriting taunt to mock PCs, throwing insults based on her randomly determined identity (see Table #6 on page 25). She maneuvers to have some cover whenever possible.

Morale Not wanting to get taken in and seeing no other way off the *Amber Reconnoiter*, the captain fights to the death and orders her crew to do the same. However, if she is alone, she surrenders when reduced to 9 Hit Points or fewer.

STATISTICS

Str +1; **Dex** +3; **Con** +1; **Int** +1; **Wis** +1; **Cha** +5

Skills Acrobatics +11, Bluff +11, Diplomacy +16, Intimidate +16, Sense Motive +16, Stealth +11

Feats Mobility, Quick Draw, Shot on the Run

Languages Akitonian, Common, Ysoki

Other Abilities envoy improvisations (dispiriting taunt, quick dispiriting taunt)

Gear basic lashunta tempweave, cylindrical lens pistol^{AR} with 1 battery (20 charges), sledge^{AR}, frag grenades II (2), credstick (73 credits)

SUBTIER 5–6 (CR 6)

TRESPASSER CAPTAIN CR 6

Human envoy

CE Medium humanoid (human)

Init +3; **Perception** +13

DEFENSE HP 80 RP 4

EAC 18; **KAC** 19

Fort +5; **Ref** +7; **Will** +9

OFFENSE

Speed 30 ft.

Melee tactical knife +12 (2d4+7 S)

Ranged corona laser pistol +14 (2d4+6 F; critical burn 1d4) or incendiary grenade II +14 (explode [10 ft., 2d6 F, 1d6 burn, DC 16])

TACTICS

During Combat The captain prefers to stay at range, using her corona laser pistol on individual targets and lobbing a grenade at targets who bunch up. She uses her dispiriting taunt to mock PCs, throwing insults based on her randomly

determined identity (see Table #6 on page 25). She maneuvers to have some cover whenever possible, using draw fire when she is in sufficient cover to help out her allies.

Morale Not wanting to get taken in and seeing no other way off the *Amber Reconnoiter*, the captain fights to the death and orders her crew to do the same. However, if she is alone, she surrenders when reduced to 16 Hit Points or fewer.

STATISTICS

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

Skills Acrobatics +13, Bluff +13, Diplomacy +18, Intimidate +18, Sense Motive +18, Stealth +13

Feats Mobility, Quick Draw, Shot on the Run

Languages Akitonian, Common, Ysoki

Other Abilities envoy improvisations (dispiriting taunt, draw fire, quick dispiriting taunt)

Gear freebooter armor II, corona laser pistol with 1 battery (20 charges), tactical knife, incendiary grenades II (2), credstick (160 credits)

Development: After the PCs defeat the captain, they are free to search for the relic here. A PC who succeeds at a DC 24 Perception check (DC 26 Perception check) can find a hidden panel beneath the captain's chair that can slide back to reveal the hidden relic; a PC who read the captain's datapad and hacked into the secured module knows exactly where the panel is and can find it with no trouble.

The relic seems to be a metallic sphere, about 2 feet in diameter and covered in a layer of grime. It's extraordinarily resilient, resisting any tinkering or abuse the PCs apply to it. The sphere's exact use or purpose is unclear at this time.

Rewards: If the PCs fail to defeat the captain, reduce each PC's credits by the following amount.

Subtier 3–4: Reduce each PC's credits earned by 269.

Out of Subtier: Reduce each PC's credits earned by 521.

Subtier 5–6: Reduce each PC's credits earned by 773.

CONCLUDING THE ADVENTURE

After the PCs defeat the trespassers and reclaim the relic, they are free to explore the *Amber Reconnoiter* as much as they want. After they exit and spacewalk back to their ship, they find that the debris has cleared enough for them to return to Absalom Station without difficulty.

Back at the Lorespire Complex, Naiaj and MP-8 greet the returning heroes in the Starscape Chamber. Naiaj listens to the PCs explain what happened to the crew and thanks them for exploring the starship. MP-8 asks to see the relic; read or paraphrase the following.

MP-8 wheels up to the artifact and examines it, feeling around its sides. Its eye dims in concentration for a moment, and then its eye reactivates with an air of disappointment. "Strange. This artifact has been lost for so long, one would think its technologies would be rudimentary at best, but there seems to be some sort of advanced, multilayered encryption protecting whatever is inside. What could it be...?"

MP-8 backs away from the artifact. "This is beyond my capabilities to handle. I suppose we will have to table the analysis for the time being." It turns to Naiaj. "I trust that the church will be able to count on the Society on this matter again in the future? It is a bit disturbing to me that a Society vessel on the brink of death would be so cavalier as to simply vacuum up such an important relic without a thought."

Naiaj bristles but then closes her eyes and sighs. "I find it disturbing that you would disrespect the memory of the crew without a thought, given that without their sacrifice, we wouldn't even have this relic in the first place." She reopens her eyes and bears a tight-lipped smile. "But I suppose that's neither here nor there at this point. We have the relic now, and believe me, we are just as interested as you in this find, if not more so. I suppose we have no choice but to work together again. The Society will keep the relic safe in the meantime."

MP-8 nods. "Until we meet again."

PRIMARY SUCCESS CONDITIONS

The PCs fulfill their primary success condition by recovering the relic from the *Amber Reconnoiter*. Each PC earns 1 Fame and 1 Reputation for any factions associated with their currently slotted faction boon.

SECONDARY SUCCESS CONDITIONS

If the PCs read at least three of the four logs from the crew of the *Amber Reconnoiter*, they earn 1 additional Fame and 1 Reputation for any factions associated with their currently slotted faction boon.

HANDOUT #1: ESCAPE

CAPTAIN'S LOG

The rest of the crew have decided they want to use the pod, and I've finally come around to the idea. A chance to survive—no matter how small—is better than none at all. Although my heart aches at leaving the *Reconnoiter* like this, we have no choice.

ENGINEER'S LOG

The pod was heavily damaged in the impact. I've done my best to repair it, but I'm not confident that it is spaceworthy. Still, I have come around to the escape plan, as it seems there is no hope for us here.

GUNNER'S LOG

It's been a couple of days—I think?—since we've been drifting in the Drift, and I'm getting restless. I've suggested to the crew that we should just get in the escape pod and fly off. After all, it beats just sitting here and dying a slow death anyhow.

SCIENCE OFFICER'S LOG

The repairs to the pod have made it at least livable, in my estimation. I still worry that it is impossible for anyone to find.

HANDOUT #2: DIED OF DISEASE

CAPTAIN'S LOG

This is the final log of the crew of the *Amber Reconnoiter*, I fear. The other three succumbed to the disease, and going over our notes on its progression, it looks like I'm reaching the end state, too.

ENGINEER'S LOG

I've been feeling a bit tired the past few days since that last planar bubble, but it might just be because we're desperately trying to hold this ship together. Maybe I just need a bit more sleep.

GUNNER'S LOG

I haven't been feeling well. Feels like my skin is itchy from the inside, if that even makes sense, or something. I don't know. I'm trying to hide it from the rest of the crew so they don't worry, but it feels it's getting worse every day.

SCIENCE OFFICER'S LOG

Some kind of disease has overtaken the crew. I've been monitoring everyone's status, but things have taken a turn for the worse. I wish I had access to a full medical facility to try to diagnose this affliction, but I'll do what I can in the lab.

HANDOUT #3: ATTACK OF THE VERMIN

CAPTAIN'S LOG

The infestation has overrun the ship. The vermin are everywhere, crawling through every opening, every vent, every crack they can squirm into. The others have been eaten, and I'll be next.

ENGINEER'S LOG

These strange maggots have assaulted the ship. They're easy enough to kill, sure, but they keep coming. Hopefully they abate at some point, as I don't know how long our ammo stores are going to keep up.

GUNNER'S LOG

I missed fighting, but not this much. These godforsaken things are coming through the walls every day, and we have only so much energy to keep fighting. We've backed off into the mess hall, and we're fighting in shifts now.

SCIENCE OFFICER'S LOG

These maggots are strange indeed. I wish I had time to study them, but now's not the time for studying.

HANDOUT #4: PIRATE ASSAULT

CAPTAIN'S LOG

We have barricaded ourselves in the bridge, but I fear it is only a matter of time before we are overrun. The crew and I are prepared for our final stand. Despite its sad state, the *Amber Reconnoiter* is still our ship—we will not give in.

ENGINEER'S LOG

We've spotted a starship nearby! I've rigged some spare machinery we have to try to make some sort of rudimentary communication method. There might be hope after all.

GUNNER'S LOG

Fought this unknown ship for a bit before they realized most of our weapons aren't working. They circled around our weakest side and unleashed a full salvo. We're sunk.

SCIENCE OFFICER'S LOG

We've activated the anti-boarding barriers. Unfortunately with the ship in the state it's in, I doubt our systems will hold out much longer.

APPENDIX: RANDOMIZED TABLES

The following tables randomize certain elements of the adventure to enhance replayability.

CREW MISSION

Presented below are the four missions the *Amber Reconnoiter* would have been on at the time of its disappearance. Each entry consists of two pieces, which you can present each of at the two locations the PCs investigate in the Lorespire Complex.

Archaeology

The *Amber Reconnoiter* was on a mission to discover artifacts scattered throughout the Drift, hoping to find clues to the origins of the various relics pulled into the Transitive Plane.

1: The crew often fought vicious monsters that are unlike any seen on the Material Plane, with many close calls.

2: The crew mounted expeditions to the largest planar bubbles, looking for relics in those strange locales.

Diplomacy

The *Amber Reconnoiter* was on a diplomatic mission, looking to strengthen relations with people who frequented the Drift often.

1: The crew was looking to find allies in the Drift by visiting the largest planar bubbles, some of which still had whole civilizations living on them.

2: The crew made a few enemies in their missions, narrowly escaping some planar bubbles while combating enemy fighters on the way out.

Research

The *Amber Reconnoiter* was on a research mission to examine species in the Drift.

1: The crew was looking to examine species native to the Drift, as well as those from other planes who were pulled into the Drift as a result of Drift travel.

2: The crew tagged a variety of strange life-forms living in the Drift, tracking those tags to determine just how those creatures navigated the Drift and interacted with the Material Plane.

Trade

The *Amber Reconnoiter* was on a trade mission, using the Drift to transport goods.

1: The crew brokered trade deals between worlds in the Vast, establishing trade routes that would have otherwise never happened.

2: The crew performed many delivery missions, sending supplies to the largest planar bubbles whenever they encountered those with civilizations.

CREW MEMBERS

Roll four times on the table on page 25, selecting a different starship role for each NPC and applying each entry to each corresponding

area. The following are short descriptions of the crew members, which you can use to add further details to their belongings in area **B7** and their respective areas where the PCs can find the crew members' datapads.

Berkal: Berkal (LG male vlaka^{AA2}) joined the Starfinder Society in a quest to find the answers to his home world's inevitable doom. His calm, stable personality made him the voice of reason within any team he joined. As a crew member on the *Amber Reconnoiter*, Berkal made for a reliable friend whom others could confide in. He constantly worried about Lajok and returned whenever he could. A vlaka is a wolf-like humanoid with pale fur.

Dayn: Dayn (CN female haan^{AA}) was a formerly traditionalist haan who developed a love for technology. Joining the Starfinder Society to look for technology across the system that could be beneficial for her people, Dayn's roguish and brash attitude made her a polarizing figure, with some appreciating her outspoken and forthright attitude and others dismissing her as a hothead. Her crewmates greatly appreciated her, knowing she was fiercely generous and loyal.

Jarzi: Jarzi (NG female skittermander^{AA}) was an eager Starfinder, ever ready to help out for the cause. She left her family on Vesk-3 in search of adventure with the Starfinder Society. It is there that she met her dearest friends: her crewmates. Jarzi's overenthusiasm could sometimes be too much to handle, but overall her friends always knew they could rely on her and trusted her in the direst of situations.

Kandra: Kandra (LN agender strix^{PW}) was stoic and serious. Having grown tired of life in Qidel, they left Verces in search of individual purpose. Kandra reluctantly joined the Starfinder Society to give it a try, where they fell in with a group that would eventually become the crew of the *Amber Reconnoiter*. Over time, they begrudgingly developed what could be considered affection for their crewmates, and Kandra was always willing to risk death to save their friends. A strix is a humanoid with feathered wings and blue-black skin.

Red: Red (CG female ysoki) was a party-loving ysoki who hailed from Akiton. Boisterous and outgoing, and with no family left on Akiton, Red decided to join the Starfinder Society to explore exciting new places across the Pact Worlds and beyond. She quickly bonded with her fellow Starfinders on the crew of the *Amber Reconnoiter*, and she could always bring a lighthearted air when it was needed the most.

Zantik: Zantik (NG agender early stage barathu) was a traveler excited to meet new people, believing that it might be possible to develop technology or supernatural techniques to properly interface with non-barathu species. Although they never reached a true state of communion in this way, Zantik's affable personality won the crew many friends.

DRIFT CUTTLE SPECIAL ABILITIES

Add one of the following special abilities to the Drift cuttles, per the table on page 25.

Electrified Shell (Su): The Drift cuttle is surrounded by a field of

electricity. Any creature that strikes the Drift cuttle with a melee attack takes 1d6 electricity damage (1d10 electricity damage in Subtier 5–6). A creature that succeeds at a DC 12 Reflex save (DC 13 in Subtier 5–6) takes half damage.

Fire Beam (Su): The Drift cuttle's energy ray gains the line special property and the burn 1d4 critical hit effect (burn 1d6 in Subtier 5–6).

Ice Armor (Su): The Drift cuttle has a hardened exterior that grants it DR 5/bludgeoning.

Acid Cloud (Su): The Drift cuttle emanates an acidic cloud in a 20-foot aura around itself. Each creature that ends its turn within the cloud takes 1d4+1 acid damage (1d10 acid damage in Subtier 5–6). A PC who succeeds at a DC 12 Fortitude save (DC 13 in Subtier 5–6) negates this damage.

TABLE #1: LORESPIRE INVESTIGATION

d4	Location/NPC
1	Archives/Royo
2	Communion Vaults/Whisperer of Solar Winds
3	First Seeker Ilyastre Memorial Museum/Chiskisk
4	Halls of Discovery/Arvin

TABLE #2: CREW MISSION

d4	Mission
1	Archaeology
2	Diplomacy
3	Research
4	Trade

TABLE #3: FATE HANDOUTS

d4	Handout
1	#1: Escape
2	#2: Died of Disease
3	#3: Attack of the Vermin
4	#4: Pirate Assault

TABLE #4: THE CREW

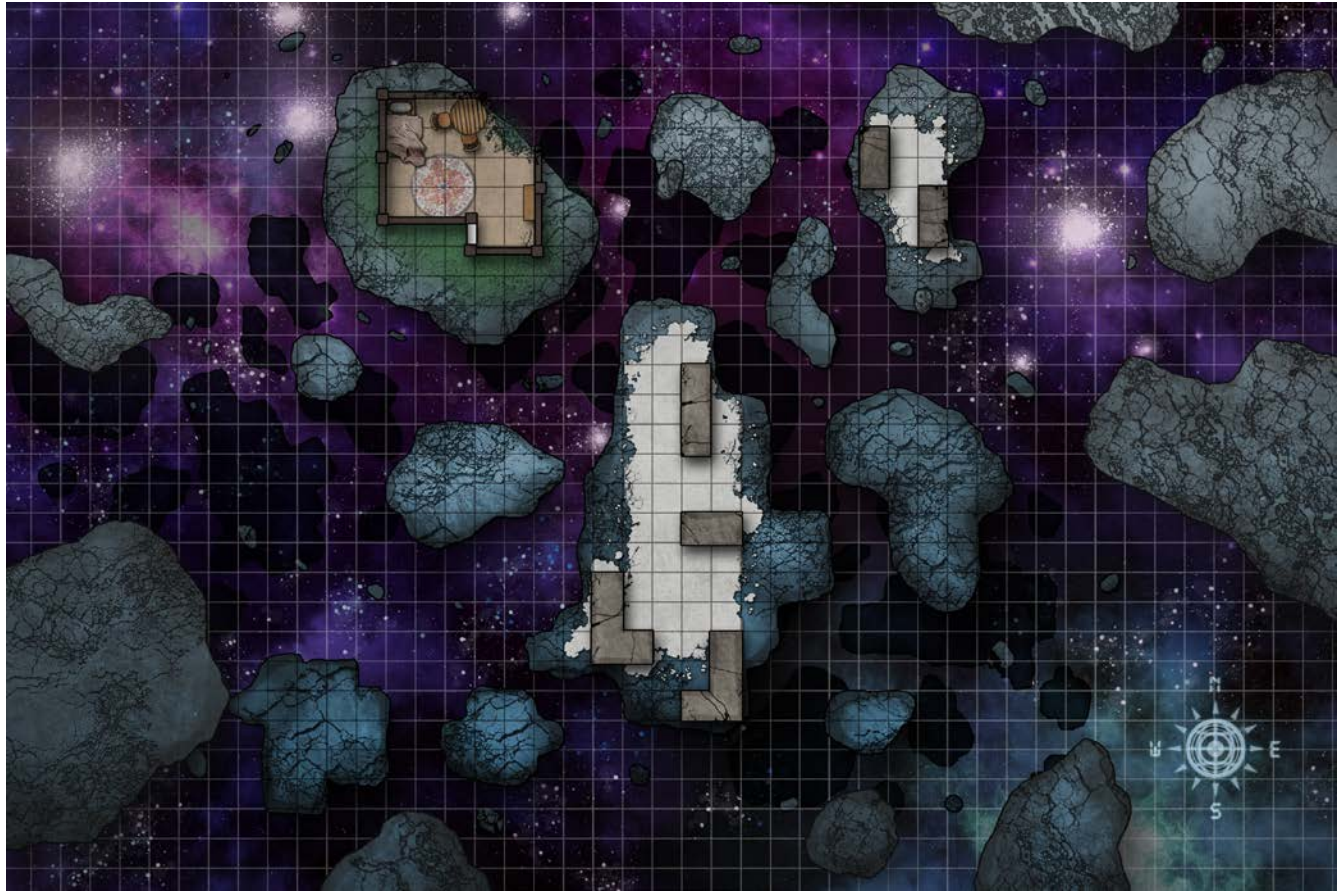
d6	Name	Engineer (B2)	Science Officer (B3)	Gunner (B4)	Captain (B6)
1	Berkal	Flat-footed	Frost blast (C)	Seeking	guitar
2	Dayn	Sickened	Caustic eruption (A)	Venomous	clarinet
3	Jarzi	Dazzled	Sparking surge (E)	Merciful	saxophone
4	Kandra	Staggered	Crystal explosion (P)	Dispelling	violin
5	Red	Deafened	Immolating blast (F)	Blasting	keytar
6	Zantik	Fatigued	Earthen explosion (B)	Deafening	portable drum kit

TABLE #5: DRIFT STATUS

d4	Hazard	Cuttle Resistance/Damage	Cuttle Tentacle Critical	Cuttle Special Ability
1	Acid pools (A)	Acid	Corrode 1d4 (1d6 in Subtier 5–6)	Acid cloud
2	Lava (F)	Fire	Burn 1d4 (1d6 in Subtier 5–6)	Fire beam
3	Ice spikes (P & C)	Cold	Staggered (staggered for 2 rounds in Subtier 5–6)	Ice armor
4	Electric jolt (E)	Electricity	Arc 1d4 (1d6 in Subtier 5–6)	Electrified shell

TABLE #6: THE TRESPASSERS

d4	Identity	Motivations
1	Cultists	Recover the artifact for their god, who they believe to be the true Machine God
2	Gangsters	Want to leverage the weapon to increase their own power
3	Mercenaries	Working for a shadowy figure to claim the artifact
4	Pirates	Loot the artifact and sell it on the black market



Starfinder Society Scenario #1-25: The Beacon Code Dilemma

Event _____		Date _____	
GM # _____		GM Character # _____	
GM Name _____		GM Fame Earned _____	
<input type="checkbox"/> Acquisitives	<input type="checkbox"/> Exo-Guardians	<input type="checkbox"/> Dataphiles	
<input type="checkbox"/> Second Seekers ()	<input type="checkbox"/> Faction _____	<input type="checkbox"/> Wayfinders	
<input type="checkbox"/> A <input type="checkbox"/> B	<input type="checkbox"/> C <input type="checkbox"/> D		

Character # _____

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Fame Faction Boons

Character Name _____

<input type="checkbox"/> Acquisitives	<input type="checkbox"/> Exo-Guardians	<input type="checkbox"/> Dataphiles
<input type="checkbox"/> Second Seekers ()	<input type="checkbox"/> Faction _____	<input type="checkbox"/> Wayfinders

Character # _____

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Fame Faction Boons

Character Name _____

<input type="checkbox"/> Acquisitives	<input type="checkbox"/> Exo-Guardians	<input type="checkbox"/> Dataphiles
<input type="checkbox"/> Second Seekers ()	<input type="checkbox"/> Faction _____	<input type="checkbox"/> Wayfinders

Character # _____

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Fame Faction Boons

Character Name _____

<input type="checkbox"/> Acquisitives	<input type="checkbox"/> Exo-Guardians	<input type="checkbox"/> Dataphiles
<input type="checkbox"/> Second Seekers ()	<input type="checkbox"/> Faction _____	<input type="checkbox"/> Wayfinders

Character # _____

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Fame Faction Boons

Character Name _____

<input type="checkbox"/> Acquisitives	<input type="checkbox"/> Exo-Guardians	<input type="checkbox"/> Dataphiles
<input type="checkbox"/> Second Seekers ()	<input type="checkbox"/> Faction _____	<input type="checkbox"/> Wayfinders

Character # _____

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Fame Faction Boons

Character Name _____

<input type="checkbox"/> Acquisitives	<input type="checkbox"/> Exo-Guardians	<input type="checkbox"/> Dataphiles
<input type="checkbox"/> Second Seekers ()	<input type="checkbox"/> Faction _____	<input type="checkbox"/> Wayfinders

Character # _____

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Fame Faction Boons

Character Name _____

<input type="checkbox"/> Acquisitives	<input type="checkbox"/> Exo-Guardians	<input type="checkbox"/> Dataphiles
<input type="checkbox"/> Second Seekers ()	<input type="checkbox"/> Faction _____	<input type="checkbox"/> Wayfinders

Character # _____

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Fame Faction Boons

Character Name _____

<input type="checkbox"/> Acquisitives	<input type="checkbox"/> Exo-Guardians	<input type="checkbox"/> Dataphiles
<input type="checkbox"/> Second Seekers ()	<input type="checkbox"/> Faction _____	<input type="checkbox"/> Wayfinders

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Starfinder Society Scenario #1-25: The Beacon Code Dilemma © 2018, Paizo Inc.; Author: Adrian Ng.



Starfinder Society Scenario

#1-25: The Beacon Code Dilemma

Character Chronicle #

A.K.A. _____ - 7					SUBTIER	<input type="checkbox"/> Normal Max Credits
Player Name	Character Name	Organized Play #	Character #	Faction	3-4	1,518
This Chronicle sheet grants access to the following:					SUBTIER	<input type="checkbox"/> Normal
Drift Maven (Starship Boon): Your experience with Drift travel grants you an edge when operating a starship on that plane. While in the Drift, you gain the following benefit based on your starship role. <i>Captain:</i> After starships are placed on the map at the start of a starship combat, you can immediately move your starship 1d4+1 hexes and choose your facing before the encounter begins. <i>Engineer:</i> When you use the divert action to send power to the starship's engines, you increase the speed by 1d2+2 that round. <i>Gunner:</i> Increase the range of weapons you fire by 2 hexes. <i>Pilot:</i> You gain a +2 bonus to Piloting checks to perform the back off, barrel roll, flip and burn, flyby, and slide stunts. <i>Science Officer:</i> In any round in which you use the target systems action, any gunnery check that scores a critical hit deals additional damage equal to twice the number of ranks you have in the Computers skill. Triunite Technourgy (Slotless Boon; Limited Use): You have performed a service for the church of Triune, and the faithful are willing to return the favor at a future date. When you would spend one or more Fame when using the Basic Purchasing Plan boon (<i>Starfinder Society Roleplaying Guild Guide</i> 27), you can cross out this boon to gain one of the following benefits: decrease the Fame cost by 25% (rounded up, maximum discount 3 Fame) or increase the spell's caster level by 3. If you are treated as a construct—such as by being an android—instead decrease the Fame cost by 50% (rounded up, maximum discount 5 Fame) or increase the spell's caster level by 5.					Out of Subtier	2,818
					SUBTIER	<input type="checkbox"/> Normal
					5-6	4,118
					SUBTIER	<input type="checkbox"/> Normal
					-	-
All Subtiers					MAX CREDITS	
					Starting XP	
					+ <input type="text"/> GM's Initials	
					XP Gained (GM ONLY)	
Subtier 5-6					=	
					Final XP Total	
					Initial Fame	
					+ <input type="text"/> GM's Initials	
					Fame Gained (GM ONLY)	
					-	
					Fame Spent	
					Final Fame	
					Starting Credits	
					+ <input type="text"/> GM's Initials	
					Credits Garnered (GM ONLY)	
					+ <input type="text"/> GM's Initials	
					Day Job (GM ONLY)	
					-	
					Credits Spent	
					=	
					Total	

Reputation			
Faction	Reputation	Faction	Reputation
Faction	Reputation	Infamy	

For GM Only

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Organized Play #