STARFINDER SOCIETY

KING XEROS OF STAR AZLANT

BY CHRISTOPHER WASKO

HOW TO PLAY

Starfinder Society Scenario #1–27: King Xeros of Star Azlant is a Starfinder Society Scenario designed for 5th- through 8th-level characters (Tier 5–8; Subtiers 5–6 and 7–8). 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

GM Resources

King Xeros of Star Azlant makes use of the *Starfinder Core Rulebook*, *Starfinder Adventure Path #7: The Reach of Empire*, *Starfinder Adventure Path #8: Escape from the Prison Moon*, *Starfinder Alien Archive*, and *Starfinder Armory*. 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, and the relevant rules from the Adventure Path and Alien Archive volumes are reprinted at the back of the adventure for the GM's convenience.

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*.

☑ **STARSHIP**

KING XEROS OF STAR AZLANT

BY CHRISTOPHER WASKO

For thousands of years before and after the Gap, storytellers across multiple worlds spun tales of a crystalline vessel that would fade in and out of reality on its enigmatic voyage. Scholars of lost Golarion referred to this mystery ship as the *King Xeros*, a magical sailing vessel constructed by an ancient civilization to explore the secrets of the Ethereal Plane and beyond. Though the *King Xeros*'s original mission and master have both been lost to time, history remains peppered with accounts of the ship's reappearances, always inexplicable, sudden, and brief.

The *King Xeros* recently reemerged onto the Material Plane again, this time near the Peak of Evening, a lunar outpost near cosmic abnormalities such as Kazmurg's Absurdity. When the crewless *King Xeros* independently docked in their starship bay, it perplexed the Peak of Evening's executive board. The colony lacked the scholarly acumen to identify the strange vessel, so the station's residents kept their distance while the directors put out communications to major stellar civilizations, asking about the strange starship.

When it heard about the mysterious ship's appearance, the Starfinder Forum pounced on the discovery, enthusiastically connecting the sighted ship to one detailed in fragments of old Pathfinder documents kept in the Society's most secure archives. The Forum immediately requested more info, but Peak of Evening's only reply was a battered freighter carrying desperate refugees—the station had been attacked and annexed by the Azlanti Star Empire. At the same time, Venture-Captain Naiaj pieced together some of the archived information, deducing that the *King Xeros* is a relic of lost Golarion's Azlanti people. She concluded that the attack was not a coincidence: the Star Empire has a vested interest in reclaiming the ship's secrets, and once they find a way to get the ship back to the Aeon Throne, no group could recover it.

Refusing to surrender such a precious link to Golarion's Pathfinders without a fight, Naiaj tenaciously lobbied the Forum to sanction an emergency salvage mission despite the Pact Worlds' noninterference policy concerning the Azlanti Star Empire's aggression. As Naiaj fought for clearance, the Azlanti who oversaw Peak of Evening's conquest—a technomancer named Aldroxis—experienced his own struggles. Aldroxis occupied the station with the hope of quickly mastering the *King Xeros*'s ethereal navigation system and returning it to his colleague, Zolan Ulivestra (an Azlanti noble featured in the Against the

Where in the Universe?

Peak of Evening is a lunar station that was populated by outcasts from several neighboring stellar civilizations before the Azlanti occupied it. It is a modest trade hub overseen by a responsible executive board, mainly dealing in geological and botanical resources harvested from the moon's surface.

PEAK OF EVENING

Isolated Lunar Station
Diameter: 50 miles; **Mass:** less than ×1/100;
Gravity: ×1 (artificial, inside), ×1/2 (outside)
Atmosphere: breathable (artificial, inside), thin (outside);
Day: 1 day; **Year:** 1 year

Due to the moon's thin atmosphere, locals depend on the station's technology for oxygen, although several strange plants have adapted to grow from the moon's soil despite the lack of air. Unbeknownst to the locals or the Azlanti, the soil of Peak of Evening's moon has close geological connections to the Ethereal Plane, rendering it habitable to ethereal creatures, such as the xenophage creepers Aldroxis harvests to control the *King Xeros*. The moon's subtle ethereal quality is what beckoned the *King Xeros* to Peak of Evening in the first place.

Aeon Throne Adventure Path) to expand their shared research of unique stellar transportation. The antiquated magitech, however, has proven more complicated than Aldroxis thought, and he hasn't yet found a reliable way to control the ship's planar travel. Knowing that others would inevitably arrive to steal his prize, Aldroxis decided to cut his losses, focusing his efforts on retrofitting the *King Xeros* with a more dependable Drift engine and modern armaments while devising a way to merely steer it back to New Thespera. Just as Naiaj received the green light, Aldroxis stumbled upon a breakthrough for how to command the *King Xeros*'s movement, setting the stage for a vicious battle over the lost Azlanti vessel.

SUMMARY

Venture-Captain Naiaj briefs the PCs as members of a multiteam mission to liberate the *King Xeros* from Azlanti clutches. Their first task is to locate the *King Xeros*, which requires traveling to Peak of Evening and striking the unsuspecting Azlanti forces occupying the base. The Scout Team determines that the best bet is one of two locations: the construction bay where the Azlanti might be renovating the ship, or a greenhouse for strange native plants where the Azlanti have invested time and effort for some unknown reason. After Starfinders bombard their chosen location in an initial sting, the other teams press their aerial attack to cover for the PCs infiltrating the base. The PCs fend off some remaining guards, learn how the Azlanti have been modifying the *King Xeros*, and acquire tools and tactics needed to hamstring the powerful starship.

Once the PCs get the information they need, they witness the *King Xeros* launch into space among a vanguard of Imperial starships. The other Starfinder teams begin to pursue, but defending starships immediate intercept them, leaving only the PCs to engage the *King Xeros*. The PCs cripple the hybrid ship, revealing that the Azlanti's modifications have rendered the *King Xeros* dangerously unstable, its Drift engine conflicting with its original ethereal navigation system. The PCs must board the *King Xeros*, defeat its remaining guards (including Aldroxis), and deter a devastating explosion. Tragically the only way to stop the imminent destruction is to send the *King Xeros* back into the Ethereal Plane. That means the PCs are operating on a time and must salvage whatever treasures they can before the legendary ship fades away.

GETTING STARTED

Read or paraphrase the following to get the adventure underway.

Several technicians hustle between rows of starships in the Lorespire Complex's hangar bay, making final modifications to the crafts as several begin powering up their engines. They diligently circumvent a group of Starfinders huddled around Venture-Captain Naiaj, a bleachling gnome who speaks with a quick and commanding voice. "Time is of the essence, so I must be brief. Refugees from a lunar base in the Vast called Peak of Evening contacted us requesting information about a strange, crewless starship docking there. The ship's description matches that of the King Xeros, an ether ship supposedly built by the Azlanti of lost Golarion, according to records preserved from old Pathfinder Chronicles we keep under lock and key. This ship
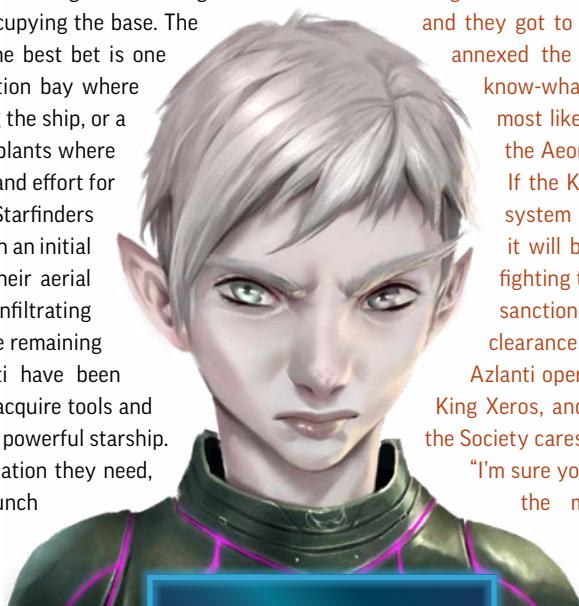
might be our best chance to follow up on the work of ancient Pathfinders—possibly even the fate of Golarion—since the Gap, so the stakes are high.

"Note that I said 'refugees': we're not the only ones interested in the King Xeros. The Azlanti Star Empire wants the ship too, and they got to Peak of Evening first. They violently annexed the station and have been doing gods-know-what with the King Xeros since then, most likely gearing it up for transport back to the Aeon Throne and the Azlanti Star Empire. If the King Xeros reaches the Azlanti's home system of Aristia, our chance to learn from it will be gone forever. That's why I've been fighting to get this emergency salvage mission sanctioned by the Forum, and I just received clearance this morning. We're going to sting the Azlanti operation at Peak of Evening, liberate the King Xeros, and hopefully acquire some information the Society cares about deeply.

"I'm sure you know that the Star Empire is among the most well-equipped, well-organized, and ruthless organizations in the universe. The only way we pull this off is with teamwork, skill, and more than a little luck. That's why I'll be flying out with you and directing the mission from my personal starship. You've all been organized into teams to help this mission go smoothly: Scout Team will take a Pegasus and tackle recon and analysis, Shield Team will take a Drake and intercept hostile interference, and Strike Team—that would be you—will take whichever ship you think best to get you on the ground and keep us moving forward. Get whatever you need, then rendezvous by the Master of Stars; we'll assume formation and launch into the Drift there. I'll answer additional questions as we board. Let's move out!"

In case Naiaj doesn't clearly indicate it during the briefing, she affirms that the PCs are the Strike Team for the mission. The other two teams comprise Scout Team, led by **Amster Fulwin** (CG male human operative), and Shield Team, led by **Voorkis** (LN female vesk envoy).

The PCs should now select which starship they intend to take on their mission—likely the Drake or Pegasus hull, unless a PC in the group has access to a special starship model. Once the Starfinders launch, they have the opportunity to ask further questions of the venture-captain. Following any questions, prompt the PCs to slot any additional non-starship hull boons and assign starship roles.

What can we expect from the Azlanti? "Violence. The Azlanti people are known for their overwhelming arrogance and hostility to outsiders. They maintain advanced technology and a starship fleet rivaling that of the entire Pact, including the Veskarium. If

Naiaj

you see someone in Aeon Guard armor, show them no mercy and expect to receive none. You'll know them when you see them: the armor completely covers their faces except for the *aeon stone* set in the center of the head."

Will we have to fight the *King Xeros*? "I hope not, gods willing; records suggest it's extremely durable, but that was using pre-Gap technology, and the ship is too precious to risk haphazardly hitting it with missiles. That said, we may not have a choice if the Azlanti have found a way to pilot it through space. No matter what, we cannot let the *King Xeros* reach New Thespera. I'd rather be investigating wreckage than risking the Azlanti getting their hands on that ship. Once we get to the base, look for anything we can use to safely free it from Azlanti hands."

CULTURE (RECALL KNOWLEDGE)

The PCs might already know some things about the Azlanti Star Empire based on the result of a Culture check to recall knowledge. A PC with one or more Chronicle sheets from the Against the Aeon Throne Adventure Path can make this check untrained with a +5 bonus per Chronicle sheet.

10+: The Azlanti Star Empire is an aggressive society of humans bent on intergalactic domination.

15+: Azlanti soldiers are recognizable via their distinctive gray-and-green Aeon Guard armor, which completely covers their faces, and their use of equipment that incorporates mystical *aeon stones*, many of which are Azlanti in origin.

20+: The Star Empire conquered and enslaved numerous planets surrounding their home system of Aristia. Many of the subjugated people have no love for the Aeon Throne, and eagerly aid those who fight the Azlanti or offer a way to escape.

25+: Some records suggest that the Azlanti actually hail from lost Golarion, although some disaster uprooted them from their ancestral home and relocated them to what would become the seat of their current empire. The *King Xeros* was supposedly built by Golarion's ancient Azlanti, although its original purpose remains a mystery.

30+: Survivors from new colonies believe that the Azlanti leadership's current pet project is researching starships capable of navigation beyond just Drift technology. This might be what attracted them to the *King Xeros*.

STATION STRIKE

Once the players are ready, read or paraphrase the following.

As the Starfinder force emerges from the Drift, Scout Team races ahead toward a metallic black station built into the surface of a pale pink moon. The other teams orbit the distant periphery until Scout Team's leader, Amster, speaks over the comms: "We have dense concentrations of Azlanti structures and activity up ahead. I'm getting some heavy energy output from the main construction bay, but it looks like they've stationed lots of guards around some kind of greenhouse at the eastern border, even installed new artificial atmosphere throughout the area. Orders, Captain?"

Venture-Captain Naiaj's voice responds. "Clearly the Azlanti care most about those two locations. I assume they've used the construction bay to work on the King Xeros, but I don't know why the plants seem so important. Regardless, once their surface fighters and defensive cannons are running we'll be on the clock, so we'll probably be able to hit only one. Scout Team will screen for bogies while Shield Team and I run antiair interference. Strike Team, you're the ones on the ground, so you choose our location and we'll cover you. Once Scout Team draws the fire, strike with a quick strafing run to take out the Azlanti garrison, then land and find whatever info you can about our target. Look alive, folks!"

Once the PCs decide whether to attack the construction bay or the greenhouse, their allies move in and exchange fire with the base's antiaircraft cannons. The PCs must then strafe their chosen location by each attempting a single tier-appropriate starship combat check according to their role: the engineer should boost power to weapons, the science officer must target their chosen location, the pilot must perform a flyby stunt maneuver, and gunners must fire weapons against the structure (AC 20 in Subtier 5–6, AC 22 in Subtier 7–8). The strike destroys much of the location regardless, but if the pilot fails their skill check, the PCs' ship takes 3d4 damage to its Hull Points (5d4 in Subtier 7–8), ignoring any shields, from collision and surface fire. If the gunners inflict less than 25 damage (40 damage in Subtier 7–8) to the location then two extra Aeon Guards escape the barrage and engage the PCs when they approach. The PCs then land adjacent to their target, disembark, and hunt for clues.

A. CONSTRUCTION BAY (CR 8 OR CR 10)

Upon conquering Peak of Evening and securing the *King Xeros*, Aldroxis dedicated the colony's starship workshop to outfitting his prize with modern Azlanti technology. His current plan involves installing a Drift engine to transport the *King Xeros* to the Azlanti capital of New Thespera. Aldroxis has taken the ship to a separate launch site to test its Drift engine's functionality when the Starfinders attack, although hitting the construction bay cripples many of the Azlanti docked ships and affords the brakim laborers an opportunity to indirectly rebel by helping their oppressors' enemies.

If the PCs attack the construction bay, read or paraphrase the following.

Strips of blasted slag and warped steel dangle from what remains of this starship-construction facility's roof. A slurry of oil, coolant, and engine fuel pools in the grooves left by starship weapon impacts, the surrounding debris illuminated by flickering emergency lights and scattered fires. The ground vibrates from the recoil of antiaircraft cannon fire and nearby explosions, the sounds muffled by the hiss of leaking atmo-support pipework, which sprays roiling white mist throughout the site.

A. CONSTRUCTION BAY

PCs Start Here

Azlanti Start Here

Starfinder Flip-Mat: Urban Sprawl

1 SQUARE = 5 FEET

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The PCs approach from the northeast corner of the map, easily spotting several flexible brakims (*Starfinder Adventure Path #8: Escape from the Prison Moon* 48) ducking for cover among the damaged starships and watching the PCs in awe. The small structures in the map's center represent the remains of the engineering offices, while the perimeter structures represent remnants of destroyed starships. Other map details depict chunks of debris or blasted corpses of Aeon Guards caught in the strafing run. Most objects and barriers throughout the site provide cover.

Creatures: A squad of Azlanti survived the barrage, beginning the encounter scattered along the western border of the map. They press northeast as a group to reestablish control over the dock, using cover and attacking groups of four or more PCs with grenades or weapons' automatic mode. Four Aeon Guards sweep the area, joined by two more if the PCs inflicted insufficient damage with their strafing run; in Subtier 7–8, an Aeon Guard specialist leads the Azlanti team. All Azlanti fight to the death.

Hazard: Chilled mist from damaged atmosphere piping engulfs the blue-tinted watery regions of the map. This area functions as a *fog cloud*, and any creature that ends its turn in one of the squares suffers the effects of a cryo grenade I, except that the creature can attempt a DC 12 Fortitude save (DC 14 in Subtier 7–8) rather than a Reflex save for half damage. As a standard action, a creature can attempt a DC 20 Engineering check on any affected intersection to jury-rig the pipework and permanently remove the grenade effect from the surrounding 10-foot radius area; the fog in that area dissipates 1 round later.

SUBTIER 5–6 (CR 7 OR CR 8)

AEON GUARDS (4 OR 6)   CR 3
HP 48 each (*Starfinder Alien Archive* 6, see page 20)

SUBTIER 7–8 (CR 9 OR CR 10)

AEON GUARDS (4 OR 6)   CR 3
HP 48 each (see page 20)

AEON GUARD SPECIALIST   CR 7
HP 102 (*Starfinder Alien Archive* 6, see page 20)

Development: Once the Aeon Guards fall, a group of long-limbed humanoids called brakims who were enslaved by the Azlanti Star Empire emerges from hiding. Most of them approach the PCs cautiously, but one unusually gregarious brakim named **Daina** (NG female brakim mechanic) immediately applauds the PCs for destroying the Azlanti. She explains that Aldroxis recruited the entire team of brakim mechanics with
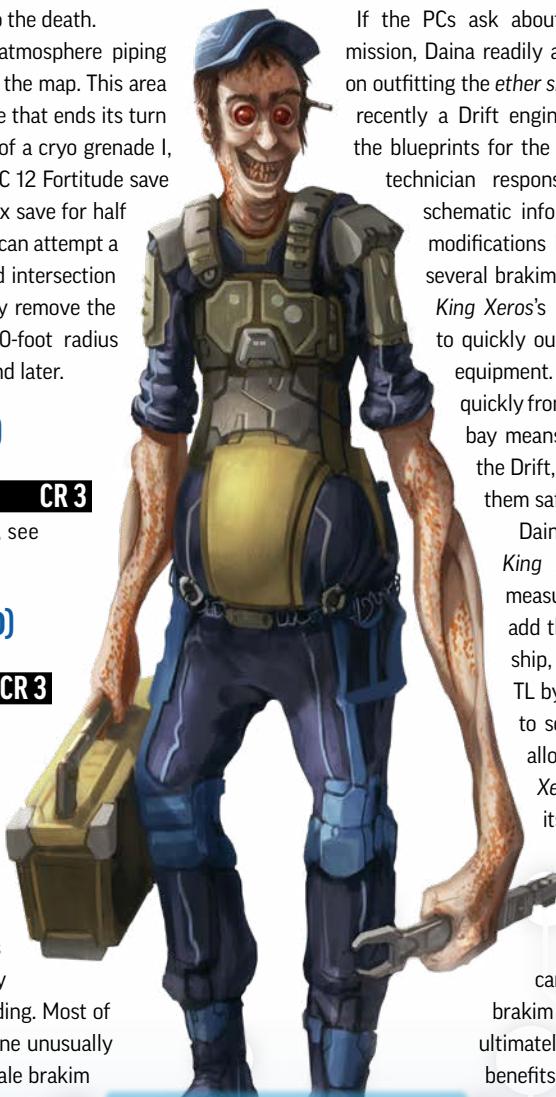
the promise of building a better life off their desolate home world, but upon launching he treated the brakims as slaves rather than employees. The Starfinder attack is the first time the brakims have ever seen anyone competently oppose the Azlanti, which has inspired Daina to begin her own resistance efforts.

If the PCs ask about the *King Xeros* or share their mission, Daina readily affirms that her team has worked on outfitting the *ether ship* with modern technology, most recently a Drift engine. The Azlanti jealously guarded the blueprints for the expansions projects, divided lead technician responsibilities to avoid consolidating schematic information, and demanded that the modifications be done expediently. That means several brakims have intimate knowledge of the *King Xeros*'s upgrades and can be convinced to quickly outfit the PCs' starship with similar equipment. Jury-rigging the upgrades so quickly from the wreckage of the construction bay means they fall off once the PCs enter the Drift, but these modifications might help them safely apprehend their target.

Daina's specialty was installing the *King Xeros*'s sensors and defensive measures, so she immediately offers to add the same modifications to the PCs' ship, temporarily increasing its AC and TL by 1 and allowing the PCs' weapons to solely target Azlanti modifications, allowing the PCs to reduce the *King Xeros* to 0 Hull Points but leave its base frame intact. She also encourages the PCs to get the other, more reluctant brakims on board with improving their starship. The players can roleplay convincing the other brakim mechanics to join Daina's efforts, ultimately using skill checks to gain their benefits. The PCs only have enough time to attempt two skill checks each to earn the brakims' help (three checks for groups of four PCs), including checks to

Brakim

aid another. In Subtier 7–8, all skill check DCs are increased by 4. Reward PCs who address concerns specific to each brakim with a +2 on a check, increased to +4 with inspired roleplaying. Brakim PCs receive a +5 bonus to all checks, and PCs with Chronicle sheets from the Against the Aeon Throne Adventure Path can attempt checks untrained with a +2 bonus per Chronicle sheet.

Daina's wife, Karmy, also spearheaded improving the *King Xeros*'s defenses, but she is more reticent than her spouse and fearful of Azlanti retribution. PCs can win her support by succeeding at a DC 25 Diplomacy check, earning a bonus by offering to take the brakims with them off the base (if the PCs' ship can support 10 extra passengers; otherwise a successful DC 20 Bluff check is required to fool Karmy). Karmy's improvements grants the PCs' ship an extra 60 Shield Points. Meanwhile, the couple's shared work husband, Patrig, led the *King Xeros*'s durability modifications. He's eager to help, but he's also the most absentminded member of the team, meaning he doesn't remember all the precise details for the blueprints or know how to modify them to the fit a non-Azlanti vessel. PCs can help him figure out the differences by succeeding at a DC 25 Engineering check, allowing him to increase their starship's Hull Points by 15.

The other three brakims—weapons specialists—act much colder toward the PCs, falling back on their people's closed-mindedness and distrust for strangers. A pudgy brakim called "Jumbo" questions the PCs' motivations for attacking the Star Empire or helping the brakims; PCs can navigate his suspicions by specifically appealing to his people's troubles and citing atrocities committed by the Star Empire, winning his respect by succeeding at a DC 25 Culture check or a DC 30 Diplomacy check. Convincing Jumbo to help allows the PCs to add a light plasma cannon to any weapon arc that currently supports fewer than two weapons, using schematics for upgrading the *King Xeros*'s existing *fire projectors* (magical flame cannons that were already installed on the ship's deck when it was discovered); alternatively, the PCs can replace any one light weapon their ship has with a light plasma cannon. A short brakim named Walford doubts the PCs' ability to outmaneuver Aldroxis, and would rather not get his hands dirty helping amateurs. PCs can impress Walford with a display of starship knowledge by succeeding a DC 25 Piloting check, convincing him to help the PCs upgrade any one weapon their ship has with an empowered weapon damage core that increases its damage by 4. Minez, the most versatile specialist, pretends to help the PCs but slow-walks her aid: she is secretly an Empire loyalist and wants the PCs to fail. PCs can get her to pull her weight by succeeding at a DC 27 Intimidate check, earning a bonus by succeeding at a DC 20 Sense Motive check to discern her true loyalties. Minez can pair any unpaired direct fire weapon their starship originally had, doubling that weapon's damage dice.

If the PCs do not gain all of the brakims' aid when they run out of available skill checks, they can spend extra time working with the mechanics. Doing so automatically grants them three of the brakims' starship benefits as if they had succeeded on their skill checks (determined randomly), but taking the extra time results in Scout Team being shot down while providing the PCs cover.

Infamy: A PC can force a single brakim to help on pain of death, automatically earning their benefit. Doing so takes the time of two skill checks, increases the DC of all other skill checks by 5, and earns that PC 1 Infamy.

Rewards: If the PCs do not defeat the Aeon Guards, reduce each PC's credits earned by the following amount.

Subtier 5–6: Reduce each PC's credits earned by 414.

Out of Subtier: Reduce each PC's credits earned by 844.

Subtier 7–8: Reduce each PC's credits earned by 1,275.

B. GREENHOUSE (CR 8 OR CR 10)

While initially studying the *King Xeros* and its inexplicable independent docking at Peak of Evening, Aldroxis discovered something: the *ether ship* was apparently drawn to the unique plant life that grew on the moon's surface. Upon closer analysis, Aldroxis learned that the plant biologically resembled a xenophage creeper—a quasi-intelligent species native to the Ethereal Plane—and could exert rudimentary control over the *King Xeros* by extending its vines into microcrevasses running throughout the ship's hull, laid out almost as though it had grown there once before. By engineering wires and motherboards from the plant's tendrils and roots with the help of his iztheptar thralls, Aldroxis was able to devise unique biotech circuitry that afforded him command over the *King Xeros*'s steering. He ordered his servitors to build a greenhouse to cultivate the plants, which flourished in the artificial atmosphere and afforded him enough materials to build an organic computer system that would integrate with the ancient vessel.

If the PCs attack the greenhouse, read or paraphrase the following:

Pale-green plants writhe and shrivel as they burn away from the lunar surface, ignited by the blast of starship weapon fire. Plumes of light-gray smoke billow from the inferno, rising as high as the fractured atmospheric shell before getting sucked through the cracks and dissipating into the vacuum of space. Near the center of the broken field stands a wiry research tower, barely visible beyond the roaring flames.

The PCs approach from the northeast corner of the map, working toward the research tower just beyond the southwest edge. The ascending stone stairs are difficult terrain, and the depleted atmosphere necessitates the use of armor environmental protections or similar resources to breathe. Stone barriers and intact trees provide cover, and the entire area has low gravity.

Creatures: One of Aldroxis's loyal iztheptars—a Small humanoid alien with crustacean-like features—survived the barrage, quickly adapting to hold its breath for hours as the atmosphere leaked into space. It begins alongside a handful of Aeon Guards on the southern pathways, moving north to investigate the PCs' landed ship. As with Encounter A, two more Aeon Guards join these forces if the PCs inflicted insufficient damage with their strafing run (see page 5), and all creatures fight until slain.

B. GREENHOUSE

PCs
Start Here

Azlanti
Start Here

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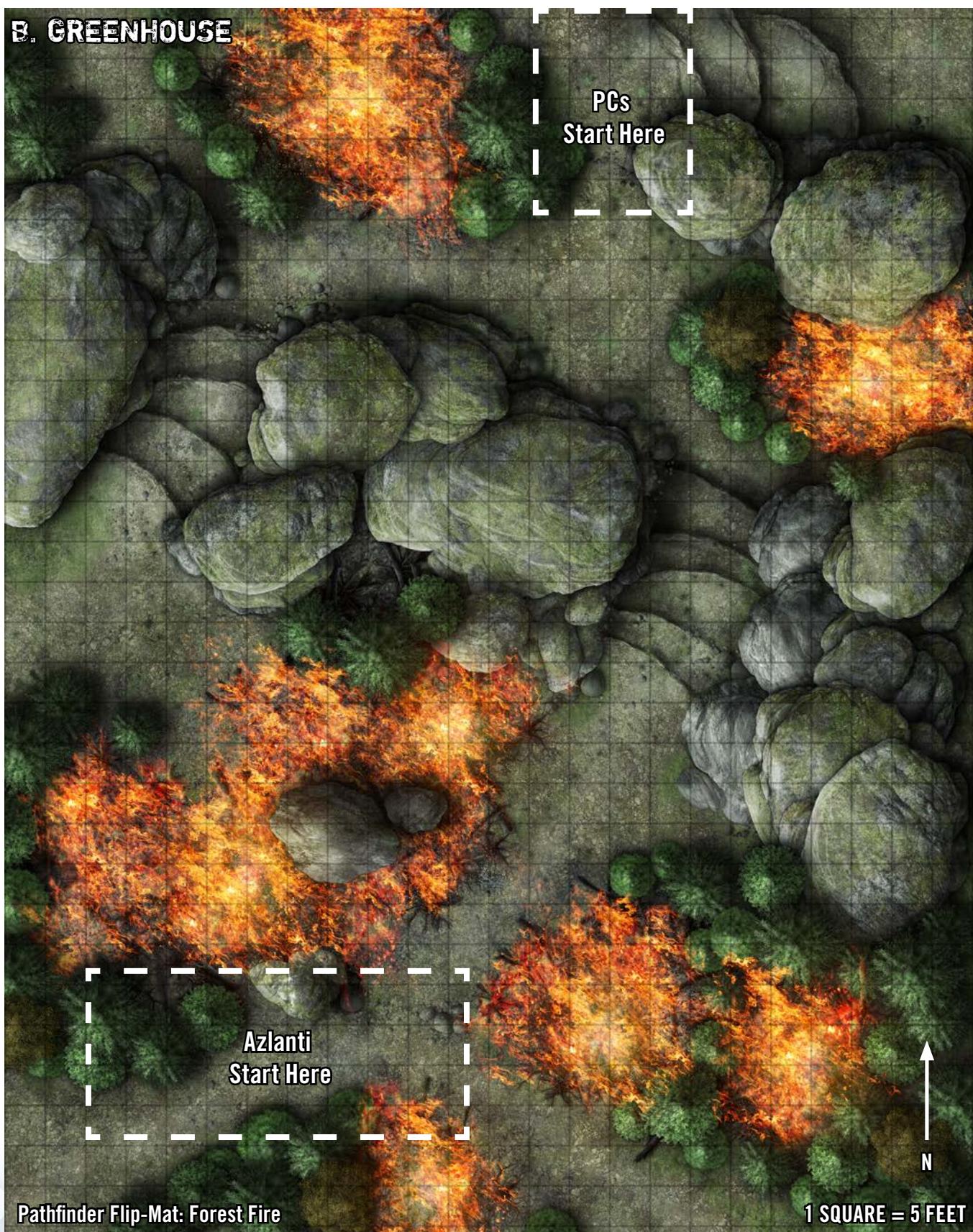
Pathfinder Flip-Mat: Forest Fire

1 SQUARE = 5 FEET

Hazard: Any creature that ends its turn adjacent to a burning square takes 1d6 fire damage; creatures ending in a burning square suffer the effects of an incendiary grenade II (DC 12 Reflex half [DC 14 in Subtier 7–8]). Burning squares obstruct vision and laser attacks as if they were affected by a non-magical *fog cloud*.

SUBTIER 5–6 (CR 7 OR CR 8)

AEON GUARDS (1 OR 3)   CR 3
hp 48 each (see page 20)

IZTHEPTAR   CR 6
hp 90 (*Starfinder Adventure Path #8: Escape from the Prison Moon* 57, see page 21)

SUBTIER 7–8 (CR 9 OR CR 10)

AEON GUARDS (2 OR 4)   CR 3
hp 48 each (see page 20)

AEON GUARD SPECIALIST   CR 7
hp 102 (see page 20)

Iztheptar

IZTHEPTAR   CR 6
HP 90 (see page 21)

Development: Within the tower, the PCs can find a computer and multiple physical files containing a variety of data. By navigating the data, the PCs can learn about Aldroxis's innovative control over the *ether ship*, allowing them to add unique benefits to their starship combat actions that work exclusively against the *King Xeros*. The PCs have only enough time to attempt two skill checks each to navigate the data (three checks with groups of 4 PCs), including checks to aid another. In Subtier 7–8, all skill check DCs are increased by 4.

The desktop is a tier 3 computer (tier 4 in Subtier 7–8) that is presently unlocked: the Azlanti did not log out amid the chaos of the Starfinder attack, meaning a PC can isolate useful files by succeeding at a DC 20 Computers check. Doing so grants the PCs all information about the *King Xeros* that could be gleaned from a successful Scan action, including the ship's *ether spike* weapon, its unstable power ability, and its layout, including exact locations of treasures below deck (see areas **D3** to **D10**). This also allows the PCs to reduce the *King Xeros*'s Hull Points to 0 without significantly damaging the ship, and reveals all of the options below as further avenues for research.

If a PC succeeds at a separate DC 27 Computers check to bypass Aldroxis's firewall, they find the code for his handmade biotech shield system, allowing science officer PCs to attempt a DC 17 Computers check (DC 20 in Subtier 7–8) as a helm phase action. By succeeding at this check, the PC can immediately reduce the *King Xeros*'s Shield Points in a single arc by 40 (48 in Subtier 7–8) for 1 round. The computer also references physical files contained in an upstairs section of the building damaged by the PCs' strafing run; by succeeding at a DC 25 Athletics check to climb through the rubble, a PC can reach the files, discover schematics of energy cells installed throughout the ship and can screenshot the data to their own ship, allowing engineer PCs to re-roll one die once per starship combat.

Some of the nearby documents include blueprints for augmenting the *King Xeros*, including repairing and amplifying a pair of damaged *fire projectors* already incorporated into its deck and adding modern thrusters and armaments. A PC who succeeds at a DC 25 Perception check uses these layouts to devise strategies to avoid the *King Xeros*'s firing arcs, requiring the *King Xeros* to reroll any successful gunnery check and take the second result for that round whenever the pilot PC performs a successful evade stunt. Aldroxis's handwritten notes also betray a distinctive command style that PCs can leverage to deceive his crew via the comm system: succeeding at a DC 25 Bluff check to master Aldroxis's speech patterns allows the captain PC to use the demand or taunt action to force the *King Xeros*'s engineer, pilot, or science officer to treat their starship combat check result as a natural 1 that round. As per the typical uses of these actions, each *King Xeros* NPC can be affected by the captain PC's demand

or taunt action only once. PCs who use the xenophage creeper data to jury-rig their own biotech ammunition by succeeding at a DC 25 Life Science check allow gunner PCs to inflict critical damage on the *King Xeros* with a natural 20 on a gunnery check without needing to bypass its shields. In Subtier 7–8, this benefit also allows a gunner to ignore the *King Xeros*'s quantum defender effect for 1 round by spending 1 Resolve Point.

If the PCs do not uncover all of the information in the tower when they run out of available skill checks, they can spend time performing a deeper dive. Doing so automatically grants them three random undiscovered benefits as if they had succeeded at their skill checks, but taking the extra time results in Scout Team being shot down while providing the PCs cover.

Treasure: After the PCs slay the iztheptar, a piece of it breaks off and forms a small cocoon. A PC who succeeds at a DC 20 Life Science check recognizes this as part of the creature's reproduction cycle, and that the detached offspring take some time to mature and then imprint on the first thing to care for it. Pact Worlds biologists would gladly purchase the cocoon for 200 credits.

Rewards: If the PCs do not defeat the Aeon Guards and iztheptar, reduce each PC's credits earned by the following amount.

Subtier 5–6: Reduce each PC's credits earned by 414.

Out of Subtier: Reduce each PC's credits earned by 844.

Subtier 7–8: Reduce each PC's credits earned by 1,275

C. DOGFIGHT

Word of the Starfinder assault quickly reached Aldroxis as he fine-tuned the Drift engine at a secluded launch pad. The Starfinders' swift crippling of the docked Azlanti ships and competent suppression of anti-starship countermeasures has Aldroxis worried that his prize is in peril, jumpstarting his escape plan even though he hadn't yet finished testing the prototype equipment.

As the PCs conclude the development for area **A** or **B**, Aldroxis completes his evacuation protocol and launches with a vanguard of other starships. Read or paraphrase the following.

The roar of distant rockets cuts through the surrounding sound. Four sleek Azlanti ships launch into the void, forming a protective guard around another ship vaguely resembling a seafaring vessel carved from cream-colored crystal, with three sail-like vanes protruding from its aft. Gray-green Azlanti thrusters, weapons, and armor appear grafted onto portions of the ship, standing out from the overall frame like metallic blemishes. Naiaj's voice suddenly blares through the comm system, "There it is! All teams, disengage the base and intercept that crystalline starship! Do not let it escape!"

The launch back into space affords the PCs enough time to take a 10-minute rest onboard their ship. By the time the PCs board their ship, launch, and catch up with the Azlanti, a dogfight is underway. The other Starfinder ships weave about in a vicious tangle, exchanging fire with the Azlanti vanguard as the *King Xeros* pulls away. Naiaj contacts the PCs and tells them that they have to stop the *King Xeros* on their own while she and the others manage the vanguard.

Starship Combat: The *King Xeros* begins 4d6+4 hexes away from the PCs, its rear arc facing them. Aldroxis has already begun preparing the ship to enter the Drift, but the entire system seems stalled for the moment, so he tries to hobble the PCs so he can stage his escape without being further accosted. He doesn't know that the etheric sympathies latent in the *King Xeros* conflict with the Drift engine's operations, causing a gradual buildup of planar energy that might result in a catastrophic explosion if not tempered quickly. The PCs catch glimpses of this snowballing malfunction, such as plumes of wispy ethereal essence escaping the Azlanti modifications or sections of the ship momentarily flickering out of existence, every time they inflict Hull Point damage on the *King Xeros*.

Aldroxis is a careful captain, highly reluctant to put the *King Xeros* in harm's way. He prioritizes keeping the *King Xeros*'s shields intact, and he never instructs his gunners to perform full attacks unless his ship is reduced below half its Hull Points. Never one to miss an opportunity to test his project, he instructs his pilot to rotate the *King Xeros* to systematically give each weapon a turn to attack the PCs' ship whenever possible. Aldroxis is too pompous to taunt the PCs unprovoked, but if the PCs contact him using their comms he's all too happy to dismiss them as inferior creatures of subpar sophistication, a band of pirates bent on robbing the glorious Star Empire of its rightful heirloom, and true reincarnations of the lost Pathfinder Society's moral failures. If any PCs have Chronicle sheets from the Against the Aeon Throne Adventure Path and contact Aldroxis about Zolan Ulivestra (or his plots that they foiled throughout the Adventure Path), Aldroxis vocally seethes at the PCs' arrogance and interference in his colleague's machinations; he instructs his science officer to target such PCs' starship stations whenever he isn't rebalancing shields, and he attacks those PCs first when they encounter him aboard the *King Xeros*.

SUBTIER 5–6 (TIER 8)

KING XEROS	TIER 8

Medium explorer
Speed 10; **Maneuverability** good (turn 1); **Drift** 1
AC 22; **TL** 24
HP 75; **DT** —; **CT** 15
Shields medium 200 (forward 50, starboard 50, port 50, aft 50)
Attack (forward) *phase spike* (3d6)
Attack (port) *aeon caster* (3d4; see page 19)
Attack (starboard) *aeon caster* (3d4; see page 19)
Attack (aft) heavy aeon torpedo launcher (6d8; see page 19)
**Attack (turret)** *fire projectors* (4d12)
Power Core Pulse Orange (250 PCU); **Drift Engine** Signal Basic;
    Systems aeon diffuser (*iridescent spindle*), basic medium-range sensors, crew quarters (common), mk 3 duonode computer, mk 6 armor, mk 9 defenses, unstable power;
    Expansion Bays cargo holds (2), escape pods, guest quarters

C. DOGFIGHT
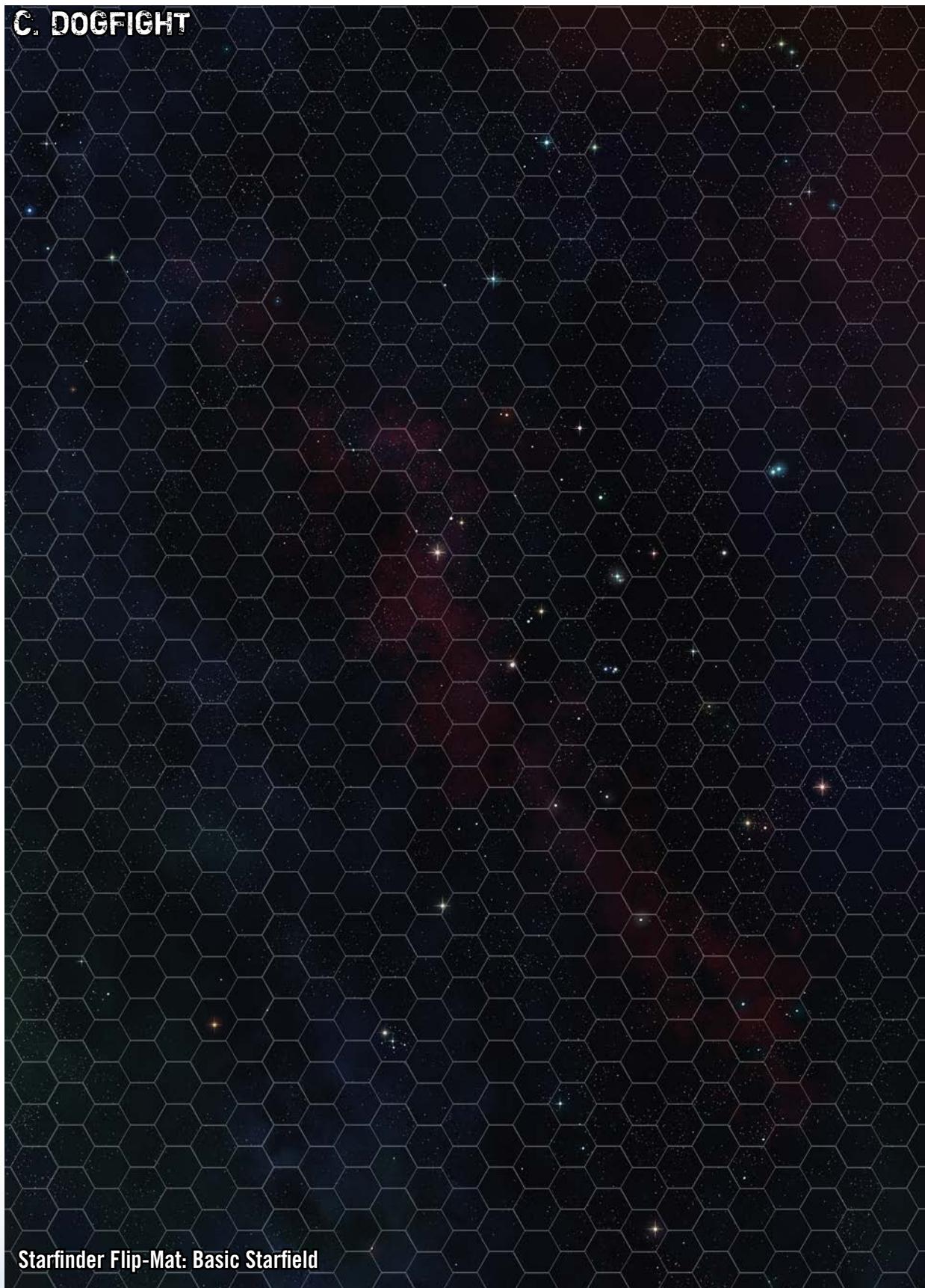
Starfinder Flip-Mat: Basic Starfield

Modifiers +3 to any two checks per round**,** +2 Computers, +1 Piloting; **Complement** 6

CREW

Captain Computers +19 (7 ranks), Engineering +19 (7 ranks), gunnery +12 (7 ranks), Piloting +14 (7 ranks)

Engineer Engineering +15 (7 ranks)

Gunners (2) gunnery +12 (7 ranks)

Pilot Piloting +15 (7 ranks)

Science Officer Computers +20 (7 ranks)

SPECIAL

Azlanti Starship Rules for the *aeon caster, aeon diffuser, heavy aeon caster*, heavy aeon torpedo launcher, and quantum defender appear on page 19, as well as in *Starfinder Adventure Path #7: The Reach of Empire*.

Fire Projectors Aldroxis has updated the two *fire projectors* already built into the ship's deck, allowing them to function identically to linked light plasma cannons.

Phase Spike Aldroxis has augmented the *phase spike* protruding from the ship's fore into a unique weapon, which functions like a light particle beam that has the vortex special property.

Unstable Power Aldroxis's handmade biotech computer mainframe is functional but shoddy. The *King Xeros* immediately loses 15 Hull Points if its power core system is wrecked.

SUBTIER 7–8 (TIER 10)

KING XEROS — TIER 10

Medium explorer

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

AC 26; **TL** 28

HP 75; **DT** —; **CT** 15

Shields heavy 240 (forward 60, starboard 60, port 60, aft 60)

Attack (forward) *phase spike* (3d6)

Attack (port) *heavy aeon caster* (6d6)

Attack (starboard) *heavy aeon caster* (6d6)

Attack (aft) heavy aeon torpedo launcher (6d8)

Attack (turret) *fire projectors* (4d12)

Power Core Pulse Prismatic (300 PCU); **Drift Engine** Signal Basic; **Systems** *aeon diffuser* (*iridescent spindle*), basic medium-range sensors, crew quarters (common), mk 3 duonode computer, mk 8 armor, mk 11 defenses, quantum defender, unstable power; **Expansion Bays** cargo holds (2), escape pods, guest quarters

Modifiers +3 to any two checks per round, +2 Computers, +1 Piloting; **Complement** 6

CREW

Captain Computers +22 (9 ranks), Engineering +22 (9 ranks), gunnery +14 (9 ranks), Piloting +17 (9 ranks)

Engineer Engineering +15 (7 ranks)

Gunners (2) gunnery +12 (7 ranks)

Pilot Piloting +15 (7 ranks)

Science Officer Computers +20 (7 ranks)

SPECIAL

Azlanti Starship See Subtier 5–6.

Flame Projectors See Subtier 5–6.

Phase Spike See Subtier 5–6.

Unstable Power See Subtier 5–6.

Development: If the PCs reduce the *King Xeros* to 0 Hull Points, it shudders to a halt as several Azlanti modifications detach and drift away. The malfunctioning Drift engine's effects are now plainly obvious, emitting beams of light and shaking the whole ship, and two escape pods launch from the ship's flanks. Naiaj, still fighting the vanguard, contacts the PCs and instructs them to board the *King Xeros* and stop whatever is causing its erratic behavior.
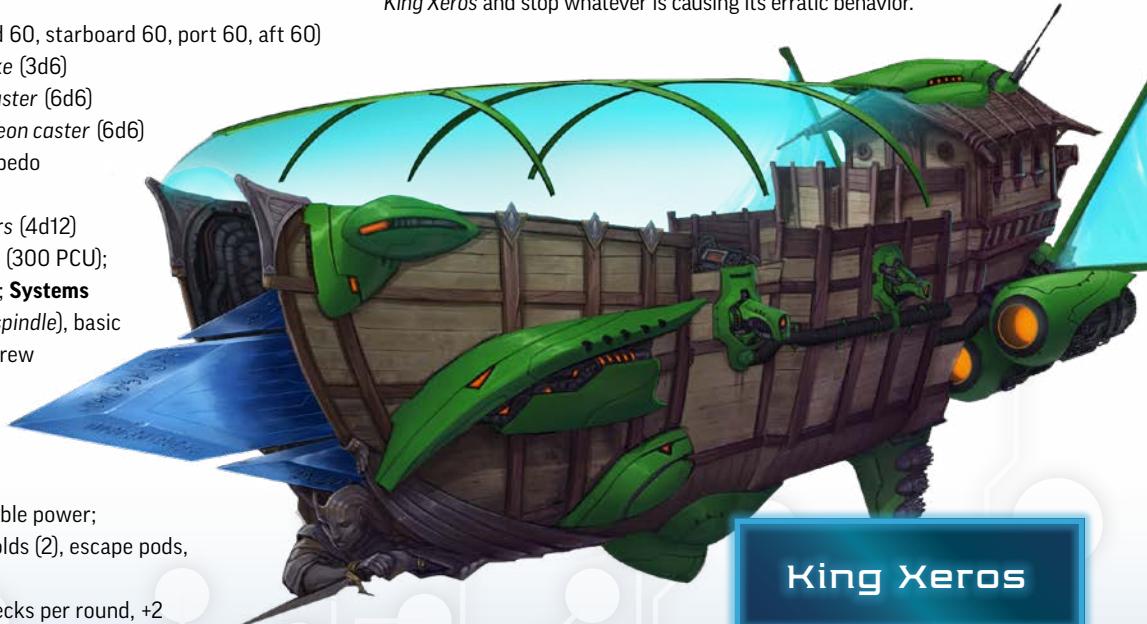
King Xeros

D. KING XEROS

1 SQUARE = 10 FEET
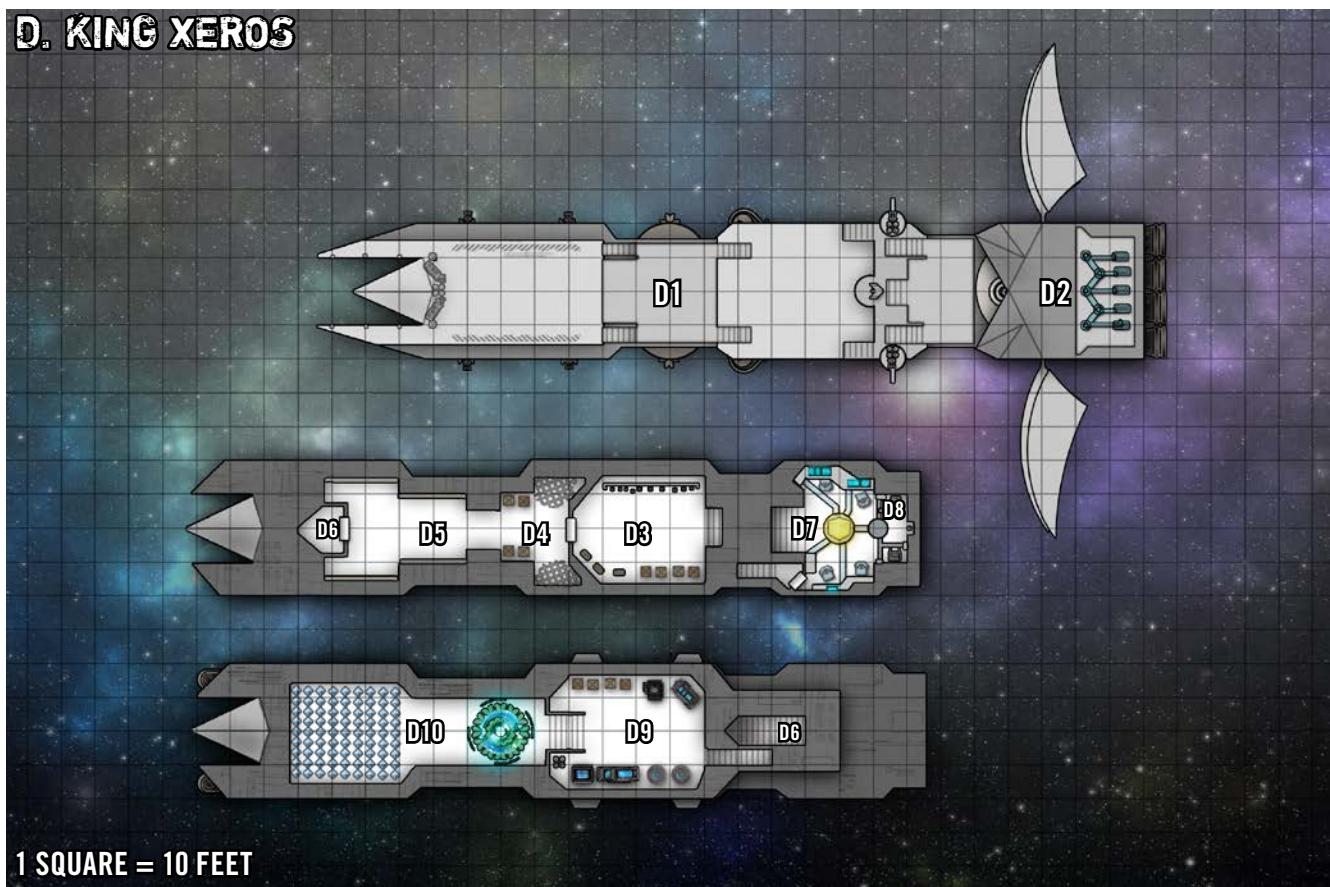
This Sequence Cannot Be Aborted

The impending explosion or eventual disappearance of the *King Xeros* is something the PCs cannot stop. The 10 minute timer that exists should only be used to push the PCs along in their frantic exploration of the *King Xeros* and to prevent them from taking a rest while onboard the ship. The players should be aware of the ongoing danger and should not think they have the time to search every room thoroughly or take 20 on checks within the destabilized *King Xeros*.

If the PCs' starship is reduced to 0 Hull Points, the *King Xeros* begins to pull away again but Shield Team intercepts it with heavy missile fire. Shield Team inflicts enough damage to paralyze the *King Xeros*, prompting the same result as if the PCs had defeated the ship, but Aldroxis's return fire obliterates the already damaged Shield Team, destroying their Drake and killing the Starfinders onboard.

D. KING XEROS

Once the *King Xeros*'s Drift engine displays signs of melting down following the starship combat, all but Aldroxis's most loyal bodyguards flee in the ship's escape pods, affording the PCs a place

to land onboard. The PCs dock in one of the empty escape pod ports, allowing access to the fore deck (**D1**). The ship will explode 10 minutes after the PCs board, meaning the PCs don't have time to rest until after they delay the Drift engine's explosion (see **D7**). Unless otherwise noted, all rooms inside the *King Xeros* (**D3–D10**) have 12-foot high ceilings and normal illumination.

D1. Topside Decks (CR varies)

Steel platework reinforces the deck of the crystalline vessel, the flat metal surfaces marred only by angular modules protruding from the floor. Electrical wires and robotic targeting mechanisms extend from two hemispherical cannons with small tubes pointing out toward space, the equipment visibly damaged from starship weapon fire. No railings line the edges of the ship, providing no apparent barrier between the end of the deck and the void beyond.

The *aeon diffuser* and artificial gravity installed in the *King Xeros* protect passengers on the decks from suffocating or floating away, but the seemingly unobstructed access to space still induces vertigo. The two cannons are *fire projectors*, modified to serve as the starship's turret weapons but disabled during the dogfight. The escape pod port from which the PCs emerge is attached to the fore deck; the stairs between decks constitute difficult terrain. The fore and upper decks stand 20 feet higher

than the mid and aft decks. The deck's artificial gravity extends only 50 feet from the ship's surface.

Creatures: Several Azlanti adjutant robots remained on the deck after the crew abandoned ship. They dutifully attack non-Azlanti intruders onboard the *King Xeros*. If the PCs lost the starship combat, additional robots protect the decks. The robots begin on the upper deck.

SUBTIER 5–6 (CR 6 OR CR 7)

AZLANTI ADJUTANT ROBOTS (3 OR 4)	CR 3

HP 42 each (*Starfinder Adventure Path #7: The Reach of Empire* 59; see page 21)

SUBTIER 7–8 (CR 8 OR CR 9)

AZLANTI ADJUTANT ROBOTS (6 OR 8)	CR 3

HP 42 each (see page 21)

Treasure: A small fragment of crystal, similar in color to the rest of the ship but otherwise out of place with the vessel's symmetry, is wedged into the crease between the fore and mid decks. A PC can notice the anomaly by succeeding at a DC 25 Perception check (DC 28 in Subtier 7–8). Upon investigation, the shard proves no stronger than hardened clay or stone despite its similarity to the *King Xeros*'s ultrahard crystal frame. A tarnished steel badge engraved with what appears to be the faded image of a lion rests underneath the shard. A PC who succeeds at a DC 30 Culture check can recognize the faded writing underneath the lion as being a lost language from old Golarion that reads "Harbor Guard." The badge is worthless to nearly anyone outside the Starfinder Society's scholars, who immediately assume it is a link to lost Golarion. Unlike the other treasures onboard, this badge requires a negligible amount of time to recover.

D2. COMMAND STRUCTURE

This towering superstructure of crystal interlaced with supercomputing circuitry overlooks the topside decks from the ship's stern. A lens of opaque crystal faces the other decks, flanked by facet-cut segments of the hull that seem to focus the lens. Three sail-like, crystalline vanes extend out from the command structure's sides and keel, forming something akin to ethereal rudders, while modern thrusters protrude from the rear below the aft castle.

Somewhat sloppily integrated into the aft castle is the Drift engine, which rattles the command structure with intermittent bursts of light and energy, sometimes appearing to flash in and out of physical existence as

Optional Encounter

The robots in area **D1** are an optional encounter. If less than 75 minutes remains to complete the scenario, then the robots were destroyed during the starship combat.

Scaling Encounter D1

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

Subtier 5–6: Remove one robot.
Subtier 7–8: Remove two robots.

Azlanti
Adjutant Robot
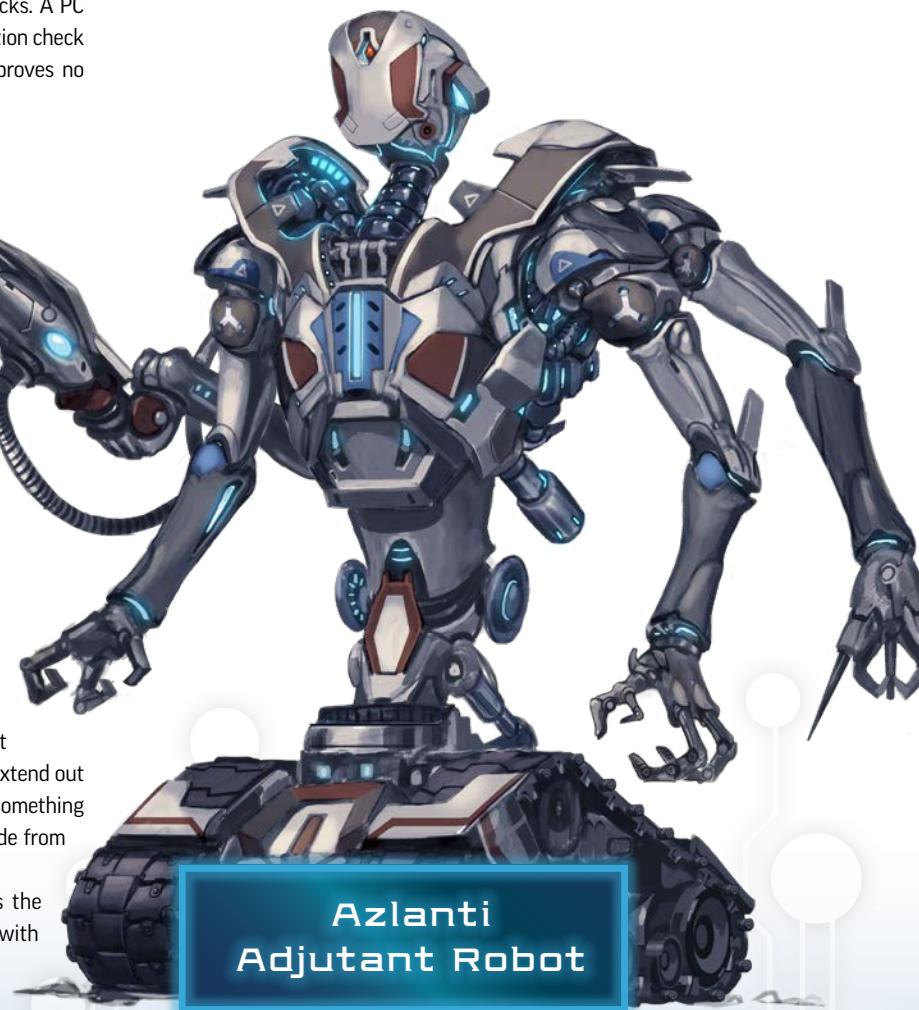
Scaling Encounter D7

Make the following adjustment to accommodate a group of four PCs.
Both Subtiers: Remove the Xeros guards.

if it were made of television static. Similarly, the lens appears to depict a monochromatic window into the Drift, which sporadically warps and shifts to show the colorless void of the Ethereal Plane. PCs who examine either phenomenon and succeed at a DC 20 Engineering or Mysticism check (DC 24 in Subtier 7–8) recognize this bizarre behavior as a tangling of interplanar navigation systems that will cause devastating explosion in just under 10 minutes if left unchecked.

D3. Magazine

This chamber features mannequins for holding armor and equipment racks stocked with Azlanti weapons and starship equipment. What may have once been firing ports in the antiquated design now contain strips of processing modems, creating a striped pattern of crystal and computer strips along the walls.

Treasure: Moving all the equipment to the escape pod is too time consuming and bulky to be practical; the PCs are better off just plundering the most valuable gear, in this case two suits of AG SpecOps armor and two AG accelerator rifles that remain attached to the racks. The equipment is locked into the racks, requiring a PC to spend 10 minutes and succeed at a DC 24 Engineering check (DC 27 in Subtier 7–8) to acquire it.

D4. Cargo Hold

Numerous crates of miscellaneous spacefaring supplies fill this room, whose only feature is a crystalline grill in the ceiling with porthole blocked by a seamless crystal plug. Some of the containers sit in hanging nets reminiscent of old seafaring vessels. Quick perusal of the crates' contents indicates that most of the goods stored here are perishable or consumable, such as food and medicine.

Treasure: One unassuming box contains two doses of tier 3 analgesic, which a PC can identify by spending 10 minutes and succeeding at a DC 24 Medicine check (DC 27 in Subtier 7–8).

D5. Crew Quarters

The walls of this chamber are packed with technologically advanced sleeping units stacked three high, enough to hold about 39 humanoid passengers comfortably albeit compactly. Closer inspection of the lowest cells reveal breathing tubes and intravenous feeding lines, evidence that they are Drift stasis units rather than conventional bunks. Some personal effects lie about in disarray, evidence of the crew's hasty flight from the malfunctioning ship.

Treasure: A PC can spend 10 minutes searching the room to find a well-hidden *mk 2 null-space chamber* containing an elite deckhand drone (*Starfinder Armory* 101) among the crew's possessions. This requires a PC to succeed at a DC 24 Perception check (DC 27 in Subtier 7–8).

D6. Transitory Portals (CR 6 or CR 8)

This compartment ends with angled walls terminating in a point, with vertical incisions creating the illusion of a lengthy passageway. Moving into this angled segment instantly transports the creature via *dimension door* to the opposite portal, allowing access between the lower decks.

Trap: The chamber just beyond the portal connected to the helm (**D7**) is rigged with several linked shock casters flanking the stairway that autonomously rain electricity down upon intruders. Setting off this trap immediately alerts Aldroxis and his guards at the helm. The weapons are integrated into the ship and cannot be removed intact.

SUBTIER 5–6 (CR 6)

SHOCK CASTER TRAP	CR 6

Type technological; **Perception** DC 29; **Disable** Engineering DC 24 (disable motion sensors)
Trigger location; **Reset** immediate; **Bypass** present an *aeon stone* and speak an oath to the Aeon Throne in Azlanti (DC 24 Culture to guess)
Effect 2 aurora shock casters +17 ranged (2d12+2 E each, explode [15 ft.])

SUBTIER 7–8 (CR 8)

SHOCK CASTER TRAP	CR 8

Type technological; **Perception** DC 32; **Disable** Engineering DC 27 (disable motion sensors)
Trigger location; **Reset** immediate; **Bypass** present an *aeon stone* and speak an oath to the Aeon Throne in Azlanti (DC 27 Culture to guess)
Effect 3 aurora shock casters +20 ranged (2d12+2 E each, explode [15 ft.])

D7. Helm (CR 8 or CR 10)

A floating brass cube, its sides covered with countless shifting glyphs and sigils, spins slowly on its corner atop a low crystal plinth. Its base is heavily augmented with cables and processing boards, fanning out to an elaborate network of computer screens and video monitors akin to most starship command centers that runs the perimeter of the room. Two crystal doors stand in the wall opposite the stairs, the wall between them set with a cylindrical chamber containing an iridescent spindle aeon stone held in place by tendrils of electricity.

The cylindrical device is the ship's *aeon diffuser*, which is attached to the rest of the computer mainframe. The cube holds the ship's ancient magical "sentience," which worked in tandem with Aldroxis's biotech computer system until its ethereal travel system formed a dangerous energy loop with the hastily installed Drift engine. The cube provides cover, as do the computer terminals for prone creatures hiding beneath them.

Creatures: Unwilling to abandon his work and risk an embarrassing return to Zolan and his other contemporaries, Aldroxis makes his last stand here alongside his bodyguards.

SUBTIER 5–6 (CR 8)

ALDROXIS   CR 7

Male Azlanti technomancer
LE Medium humanoid (human)
Init +4; **Perception** +14

DEFENSE   **HP** 90 **RP** 4
EAC 18; **KAC** 19
Fort +6; **Ref** +8; **Will** +10
DR 5/–; **Resistances** cold 5, electricity 5, fire 5

OFFENSE
Speed 30 ft.
Melee carbon staff +11 (1d8+8 B; critical knockdown)
Ranged corona laser pistol +13 (2d4+7 F; critical burn 1d4) or
incendiary grenade II +13 (explode [10 ft., 2d6 F plus 1d6 burn, DC 17])
Technomancer Spells Known (CL 7th; melee +11, ranged +13)
3rd (3/day)–*entropic grasp* (DC 20), *summon creature*[AA]
2nd (6/day)–*caustic conversion*, *inject nanobots* (DC 19), *logic bomb* (DC 19), *mirror image*
1st (at will)–*grease* (DC 18), *overheat* (DC 18)

TACTICS
Before Combat Aldroxis casts *logic bomb* on the *King Xeros's* helm cube right after the starship combat. If he knows the PCs are near, he casts *mirror image* and *summon creature* to conjure a Medium robot.
During Combat Aldroxis first neutralizes melee combatants using spells or spell grenades, then uses his empowered weapon hack to systematically fell weaker foes.
Morale Aldroxis fights until slain.

STATISTICS
Str +1; **Dex** +4; **Con** +1; **Int** +5; **Wis** +2; **Cha** +1
Skills Computers +19, Engineering +19, Mysticism +14, Piloting +14
Languages Azlanti, Common, Ignan, Vesk
Other Abilities cache capacitor 1 (*unseen servant*), magic hacks (empowered weapon, spell grenade), spell cache (ring)

Scarlet Prism Aeon Stone

Aldroxis has outfitted his personal bodyguards with unique *aeon stones* of his own design.

SCARLET PRISM AEON STONE

A *scarlet prism aeon stone* stores a single charge that it can discharge as a tiny laser beam, functioning identically to an azimuth optical laser augmentation (*Starfinder Armory* 89). The *aeon stone* cannot be immediately recharged by spending a Resolve Point, but while its charge is spent, it provides its user with fire resistance 5 that applies only against laser attacks. When a laser attack inflicts enough damage to the user to bypass this resistance, the aeon stone immediately becomes recharged, no longer providing resistance until it is discharged again. A *scarlet prism aeon stone* is a 4th-level magic item of negligible bulk, and it costs 2,140 credits.

Aldroxis

Gear AG SpecOps armor^AA (deflective reinforcement, mk 1 electrostatic field, mk 1 thermal capacitor, *purple sphere aeon stone*^AA, *ruby sphere aeon stone* [*Starfinder Adventure Path* #8 44]), carbon staff, corona laser pistol with 1 battery (20 charges), incendiary grenades II (2)

SUMMONED ROBOT   CR 3
Medium summoned robot (see page 21)
HP 40

XEROS GUARDS (2)   CR 3
Variant Aeon Guards (see page 20)
HP 48 each
Resistances cold 5, fire 5
Melee carbon steel curve blade +11 (1d10+7 S; critical bleed 1d6)
Ranged *scarlet prism aeon stone* +8 (1d6+3 F) or
    frag grenade II +8 (explode [15 ft., 2d6 P, DC 14])
Offensive Abilities fighting styles (guard)
Str +4; **Dex** +2; **Con** +1; **Int** +1; **Wis** +1; **Cha** +1
Other Abilities armor training
Gear AG trooper battle dress (*scarlet prism aeon stone*, mk 1 thermal capacitor), carbon steel curve blade, frag grenades II (2)

SUBTIER 7–8 (CR 10)

ALDROXIS   CR 9
Male Azlanti technomancer
LE Medium humanoid (human)
Init +4; **Perception** +17
DEFENSE   **HP** 120 **RP** 4
EAC 21; **KAC** 22
Fort +8; **Ref** +10; **Will** +12
DR 5/—; **Resistances** cold 5, electricity 10, fire 5
OFFENSE
Speed 30 ft.
Melee sentinel spear +15 (2d6+10 P)
Ranged advanced trilaser +17 (2d6+9 F; critical burn 2d4) or
    frag grenade III +17 (explode [15 ft., 4d6 P, DC 18])
Technomancer Spells Known (CL 9th; melee +15, ranged +17)
    3rd (3/day)—*entropic grasp* (DC 20), *summon creature*^AA
    2nd (6/day)—*caustic conversion*, *inject nanobots* (DC 19), *logic bomb* (DC 19), *mirror image*
    1st (at will)— *grease* (DC 18), *overheat* (DC 18)
TACTICS
Before Combat See Subtier 5–6.
During Combat Aldroxis first neutralizes melee combatants using spells or spell grenades, then boosts his trilaser and uses it to systematically fell weaker foes.
Morale See Subtier 5–6.
STATISTICS
Str +1; **Dex** +4; **Con** +1; **Int** +6; **Wis** +3; **Cha** +2
Skills Computers +22, Engineering +22, Mysticism +17, Piloting +17

Languages Azlanti, Common, Ignan, Vesk
Other Abilities cache capacitor 1 (*unseen servant*), magic hacks (spell grenade, tech countermeasures), spell cache (ring)
Gear AG SpecOps armor^AA (deflective reinforcement, mk 2 electrostatic field, mk 1 thermal capacitor, *purple sphere aeon stone*^AA, *ruby sphere aeon stone*), sentinel spear, advanced trilaser (*Starfinder Adventure Path* #8 45; *vibrant green prism aeon stone* [*Starfinder Adventure Path* #8 44]) with 1 battery (40 charges), frag grenades III (2)

SUMMONED ROBOT   CR 3
Medium summoned robot (see page 21)
HP 40

XEROS GUARDS (3)   CR 3
Variant Aeon Guards (see Subtier 5–6)
HP 48 each

Development: Once the Azlanti fall, the PCs can discern what's happening to the *King Xeros* by succeeding at a DC 20 Computers or Mysticism check (DC 24 in Subtier 7–8). By reading the conflicting code between the cube and the mainframe and analyzing the rising power meters, the PCs determine that Aldroxis's effort to activate the Drift engine is causing the destructive feedback loop of planar energies, which risks obliterating the *King Xeros* in short order. Disengaging all Azlanti modifications would reset the system and avert the disaster, but the ship would then default back to its base programming: sailing back into the Ethereal Plane. Given the lack of time and resources, this is the only reasonable option for leaving the *King Xeros* intact. Failing the check conveys the same information as succeeding, but triggers Aldroxis's *logic bomb* and increases the DC for the subsequent check by 10 (see Treasure below).

Although the ship itself is doomed to either etherealness or annihilation, the PCs can salvage some consolation prizes by plundering the *King Xeros*'s rooms for valuables. A PC can set the ship's transition to the Ethereal Plane on a timer, buying some time to explore the other rooms and snatch some treasures. Doing so requires a PC to succeed at a DC 20 Computers or Mysticism check (DC 24 in Subtier 7–8) to buy 20 minutes to loot the ship's rooms; failing the check buys only 10 minutes (and triggers the *logic bomb*, if it hadn't triggered before), while exceeding the DC by 10 or more buys 30 minutes. Each item listed in the Treasure sections of the *King Xeros*'s other rooms takes about 10 minutes for a PC to recover and return to the escape pod; PCs can divide their efforts to cover more ground.

Treasure: PCs with a digital storage device, such as a computer or datajack, can spend 10 minutes decrypting and downloading lost Golarion's ancient Azlanti code from the cube, which would be invaluable to Starfinder data analysts. Doing so requires a separate successful DC 24 Computers check (DC 27 in Subtier 7–8), and each check yields mystical code as valuable as 8 4th-level *spell gems*. These gems cannot be fully identified until they're brought back to

the Lorespire Complex. Curiously, each *spell gem* derived from the cube manifests as a jet-black, egg-shaped item.

Rewards: If the PCs do not defeat the Azlanti, reduce each PC's credits earned by the following amount.

Subtier 5–6: Reduce each PC's credits earned by 1,123 credits.

Out of Subtier: Reduce each PC's credits earned by 1,592 credits.

Subtier 7–8: Reduce each PC's credits earned by 2,060 credits.

D8. Helmsman's Cabin

These private chambers have been outfitted with Aldroxis's personal furnishings and effects, including a memory foam mattress and three holographic pictures of himself with what appear to be his teenage son and daughter before picturesque landscapes from planets in the Aristia system. The opposite wall holds his framed diploma from a magitech institute on New Thespera, alongside a holograph photo of himself shaking hands with Zolan Ulivestra.

Treasure: PCs who succeed on a DC 24 Culture check (DC 27 in Subtier 7–8) recognize that images from within the Aristia system are quite rare among non-Azlanti. Flipping through the other images contained in the holographic photo albums for 10 minutes reveals a handful of pictures with backgrounds of major Imperial landmarks, which Pact Worlds technicians can use to aid their surveillance of the Star Empire. When the PCs return with the albums, Pact authorities reward them with a suit of white carbon skin armor complete with a black force field upgrade.

D9. Main Hold

This large, two-tiered room contains easily accessible crates filled with mechanical supplies such as spare parts and batteries, as well as a modern power core installed on the upper level. Here the wirings look almost organic, following vein-like crevasses in the crystalline floor before straightening into more conventional electrical patterns along the walls.

Treasure: Several heavy crates contain 30,000 UPBs, which a PC can move to the escape pod by spending 10 minutes and succeeding at a DC 24 Athletics check (DC 27 in Subtier 7–8).

D10. Stasis Hold

This section of the ship is tightly packed with thousands of crystal cocoons containing varieties of blurred shapes. Careful examination reveals that the shapes are creatures, seemingly held in stasis. The life force of these creatures supplied the original *King Xeros* with power, although the chamber has been dormant since Aldroxis installed the power core in area **D9**. The millennia have hardened

the crystals, rendering them all but immune to physical or energy damage at this time.

Treasure: By succeeding at a DC 24 Mysticism check (DC 27 in Subtier 7–8), a PC can carefully dislodge a cocoon and return it to the Society for further analysis. Starfinder mystics can use the cocoon as a template for conjuring creatures similar to the contained specimen, rewarding the PCs 6 *mk 4 summoning grenades* (*Starfinder Armory* 126) following the scenario.

CONCLUSION

Shortly after the PCs depart the *King Xeros*, it sheds several more of its external Azlanti modifications and then floats slowly forward, fading into nothingness as it passes into the Ethereal Plane. Venture-Captain Naiaj returns to the PCs' comms with word that they have shaken the last of the vanguard, and she orders the entire Starfinder operation to enter the Drift and return home before the Azlanti can regroup. Back at home she expresses disappointment that her team was unable to secure the *King Xeros* for the Society to study, but she's vocally grateful that the PCs kept the Azlanti from claiming the *ether ship* either. She's also heartened by any treasures the PCs recovered from the *King Xeros*, be they equipment or intelligence the Society can use to better oppose the Star Empire, remnants of the *ether ship* the Society can use to analyze it via conjecture, or just valuable resources to help the Society financially.

If the PCs chose to attack the construction bay (area **A**) and saved one or more of the brakim workers, then each PC receives the Brakim Admittance boon on their Chronicle sheet. If the PCs instead opted to attack the greenhouse (area **B**) and defeated the iztheptar, then each PC receives the Iztheptar Research boon on their Chronicle sheet. PCs cannot earn both of these boons and you as the GM can select one of the two as a reward.

Rewards: The scenario rewards assume the PCs obtain at least five treasures from the *King Xeros*. If the PCs recover fewer than five treasures, subtract 500 credits per treasure fewer than five from their scenario rewards. Cross off any equipment on the Chronicle sheet noted as rewards for treasures that the PCs did not recover.

PRIMARY SUCCESS CONDITIONS

If the PCs prevent the destruction of the *King Xeros* and free it from Aldroxis's control, they succeed at their primary mission and each earn 1 Fame and 1 Reputation for any factions associated with their current faction boon.

AZLANTI STARSHIP WEAPONS SYSTEMS

WEAPON OR SYSTEM	RANGE	SPEED (IN HEXES)	DAMAGE	PCU	COST (IN BP)	SPECIAL PROPERTIES
Aeon caster	Medium	–	3d4	10	7	Mystical
Aeon diffuser	–	–	–	5	6	–
Heavy aeon caster	Medium	–	6d6	20	15	Mystical
Light aeon torpedo launcher	Long	12	3d6	10	5	Limited fire 5, quantum
Heavy aeon torpedo launcher	Long	12	6d8	15	12	Limited fire 5, quantum

SECONDARY SUCCESS CONDITIONS

If the PCs accomplish their primary mission and also prevent the deaths of any other Starfinder teams by both expediently completing their work in the construction bay or the greenhouse and winning the starship combat, they succeed at their secondary success condition and earn an additional 1 Fame and 1 Reputation for any factions associated with their current faction boon.

Furthermore, any PC who already has all three Chronicle sheets from the *Against the Aeon Throne* Adventure Path gains further recognition as a perpetual thorn in the Azlanti Star Empire's side. Such PCs earn an additional 2 Reputation for any factions associated with any faction they possess a faction boon for. PCs who already have two *Against the Aeon Throne* Chronicle sheets but earn the Chronicle sheet for *Starfinder Adventure Path #9: The Rune Drive Gambit* after completing this scenario receive these extra rewards on their Chronicle sheet for that adventure instead.

APPENDIX #1: AZLANTI STARSHIP WEAPONS

WEAPONS

Mystical

When attempting a gunnery check with a mystical weapon, which is a hybrid device, a gunner can use ranks in Mysticism in place of her base attack bonus or ranks in Piloting, and her Wisdom modifier in place of her Dexterity modifier.

Radiant

Weapons that have the radiant special property cause sensor-overloading blasts upon impact. When a radiant weapon hits a ship, that vessel's crew members take a –2 penalty to gunnery checks and Piloting checks, as well as checks for the scan, target system, lock on, and improve countermeasures science officer actions. This penalty lasts until the end of the next gunnery phase, until an engineer succeeds at an Engineering check to stabilize the sensors during the engineering phase, or until a science officer succeeds at a Computers check to recalibrate the sensors during the helm phase. The DC for either check equals 10 + 1-1/2 × the tier of the starship that fired the radiant weapon.

EXPANSION BAYS

Quantum Defender

A quantum defender allows a starship to enter an uncertain quantum state for a short time. During the helm phase, as an action, a science officer can activate the quantum defender by succeeding at a Computers check (DC = 10 + 1-1/2 × the starship's tier). While the quantum defender is active, if an attack would normally hit the ship, the attacker must reroll the gunnery check and take the lower result. After that reroll, or at the end of a round during which no such reroll occurs, the ship returns to its normal state as the quantum defender deactivates.

APPENDIX #2: STAT BLOCKS

AEON GUARD   CR 3

Starfinder Alien Archive 6
LE Medium humanoid (human)
Init +5; **Senses** darkvision 60 ft.; Perception +8

DEFENSE   **HP** 48

EAC 19; **KAC** 22
Fort +5; **Ref** +3; **Will** +4

OFFENSE

Speed 20 ft.
Melee thunderstrike pulse gauntlet +8 (1d6+5 B & So; critical knockdown)
Ranged AG assault rifle +11 (1d8+3 P) or
    frag grenade II +11 (explode [15 ft., 2d6 P, DC 14]) or
    incendiary grenade I +11 (explode [5 ft., 1d6 F plus 1d4 burn, DC 14])
Offensive Abilities fighting styles (sharpshoot), sniper's aim

STATISTICS

Str +2; **Dex** +4; **Con** +1; **Int** +1; **Wis** +1; **Cha** +1
Skills Athletics +8, Intimidate +8, Profession (soldier) +8, Stealth +10
Languages Azlanti
Gear AG trooper battle dress^AA (*clear spindle aeon stone*, jump jets), AG assault rifle^AA with 4 magazines (100 longarm rounds), thunderstrike pulse gauntlet with 2 batteries (20 charges each), frag grenade II, incendiary grenade I

AEON GUARD SPECIALIST   CR 7

Starfinder Alien Archive 6
Azlanti operative
LE Medium humanoid (human)
Init +8; **Senses** blindsense (emotion) 60 ft., darkvision 60 ft., low-light vision; Perception +15

DEFENSE   **HP** 102

EAC 22; **KAC** 23
Fort +9; **Ref** +9; **Will** +10; +2 vs. disease and poison
Defensive Abilities evasion, uncanny agility; **DR** 5/—;
    Resistances acid 5

OFFENSE

Speed 40 ft., fly 30 ft. (jetpack, average)
Melee tactical knife +13 (2d4+9 S)
Ranged AG accelerator rifle +15 (3d4+7 P) or corona laser pistol +15 (2d4+7 F; critical 1d4 burn)
Offensive Abilities debilitating trick, trick attack +4d8

STATISTICS

Str +1; **Dex** +5; **Con** +1; **Int** +4; **Wis** +2; **Cha** +1
Skills Acrobatics +20, Athletics +15, Computers +20, Piloting +15, Profession (soldier) +15, Stealth +20
Languages Azlanti, Common, 4 additional languages
Other Abilities operative exploits (cloaking field), specialization (ghost)
Gear AG SpecOps armor^AA (*clear spindle aeon stone*, deflective

reinforcement, filtered rebreather, jetpack, *purple sphere aeon stone*^{AA}), AG accelerator rifle^{AA}, corona laser pistol, tactical knife, *efficient bandolier* (200 longarm rounds and 2 ultracapacity batteries)

IZTHEPTAR   CR 6

Starfinder Adventure Path #8: Escape from the Prison Moon 57

N Small humanoid

Init +3; **Senses** darkvision 60 ft., low-light vision; Perception +13 (+15 with vision)

DEFENSE   HP 90 RP 4

EAC 18; **KAC** 20

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

Defensive Abilities adaptive fortitude, adaptive healing

OFFENSE

Speed 30 ft., climb 30 ft.

Melee venom spur +16 (1d6+10 P plus poison)

STATISTICS

Str +2; **Dex** +3; **Con** +5; **Int** +0; **Wis** −1; **Cha** −2

Skills Athletics +18, Life Science +13, Medicine +13

Languages Azlanti

Other Abilities biotech adaptive, natural bioengineer

Augmentations adaptive biochains (darkvision capacitors, wide-spectrum ocular implant), dragon gland (15-ft. cone, 3d6 A; Reflex DC 14 half), gill sheath, venom spur (DC 14)

SPECIAL ABILITIES

Adaptive Fortitude (Ex) Whenever an iztheptar succeeds at a Fortitude saving throw against a disease, an environmental hazard, or a poison, it receives a +2 insight bonus to Fortitude saving throws against the same disease, environmental hazard, or poison for the next 24 hours. This bonus also applies to Constitution checks for long-term stability and can stack up to +10. If an iztheptar survives exposure to a disease, environmental hazard, or poison for 3 days, it adapts and no longer needs to attempt saving throws against that specific affliction or hazard. If an iztheptar adapts to an affliction that can be cured without magic, the affliction is cured. An iztheptar loses this benefit if it spends more than 30 days without exposure to the affliction or hazard.

Adaptive Healing (Ex) An iztheptar recovers quickly. The DC of Medicine checks to treat an iztheptar is 5 lower than normal. An iztheptar recovers Hit Points and ability damage at twice the normal rate and recovers from poison and disease in half the normal time. When an iztheptar regains all its Hit Points, it also regrows any lost limbs or organs associated with that Hit Point loss.

Biotech Adaptive (Ex) An iztheptar can install one additional biotech augmentation into one system that already has a biotech augmentation.

Natural Bioengineer (Ex) An iztheptar is intuitively adept at Life Science and Medicine. It can use Life Science to craft, identify, and repair biotech.

SUMMONED ROBOT   CR 3

Alien Archive 46

N Medium construct (extraplanar, technological)

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

DEFENSE   HP 40

EAC 14; **KAC** 16

Fort +7; **Ref** +5; **Will** +2

Immunities construct immunities

Weaknesses vulnerable to electricity

OFFENSE

Speed 30 ft.

Melee slam +9 (1d6+7 B)

Ranged sonic gun +12 (1d4+3 So)

STATISTICS

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

Skills Acrobatics +8, Athletics +8, Computers +8

Languages Common

Other Abilities unliving

ROBOT, AZLANTI ADJUTANT   CR 3

Starfinder Adventure Path #7: The Reach of Empire 59

N Medium construct (magical)

Init +4; **Senses** darkvision 60 ft., low-light vision; Perception +8

DEFENSE   HP 42

EAC 14; **KAC** 16

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

Defensive Abilities aeon slot (+1, 10 HP), integrated weapons

Immunities construct immunities

OFFENSE

Speed 30 ft.

Melee slam +9 (1d6+5 B)

Ranged integrated azimuth laser rifle +12 (1d8+3 F)

STATISTICS

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

Languages Azlanti

Other Abilities unliving

Gear azimuth laser rifle with 2 batteries (20 charges each), slotted *iridescent spindle aeon stone*

SPECIAL ABILITIES

Aeon Slot (Su) An Azlanti adjutant robot contains a slot to house a single *aeon stone*, usually in the center of its faceplate. A slotted *aeon stone* doesn't provide its usual bonus, but instead gives the robot a bonus equal to half the *aeon stone's* level (minimum +1) to saving throws against effects that deal energy damage and effects that specifically target constructs or electronic systems. As a standard action, the robot can burn out the slotted *aeon stone* to recover a number of Hit Points equal to 5 times the aeon stone's level. An *aeon stone* burned out in this way is forever nonmagical and does not provide any further bonus to saving throws. Removing or slotting an *aeon stone* into a robot is a full action.

Integrated Weapons (Ex) An Azlanti adjutant robot's rifle is integrated into its frame and can't be disarmed.

Starfinder Society Scenario #1-27: King Xeros of Star Azlant

_____ _____
Event   **Date**

_____ _____
GM #   **GM Character #**

_____ _____
GM Name   **GM Fame Earned**

☐ Acquisitives   ☐ Exo-Guardians   ☐ Dataphiles
☐ Second Seekers (   ) ☐ Faction _____ ☐ Wayfinders
☐ A   ☐ B   ☐ C   ☐ D

_____   ☐ ☐
Character #   **Fame** **Faction Boons**

_____
Character Name
☐ Acquisitives   ☐ Exo-Guardians   ☐ Dataphiles
☐ Second Seekers (   ) ☐ Faction _____ ☐ Wayfinders

_____   ☐ ☐
Character #   **Fame** **Faction Boons**

_____
Character Name
☐ Acquisitives   ☐ Exo-Guardians   ☐ Dataphiles
☐ Second Seekers (   ) ☐ Faction _____ ☐ Wayfinders

_____   ☐ ☐
Character #   **Fame** **Faction Boons**

_____
Character Name
☐ Acquisitives   ☐ Exo-Guardians   ☐ Dataphiles
☐ Second Seekers (   ) ☐ Faction _____ ☐ Wayfinders

_____   ☐ ☐
Character #   **Fame** **Faction Boons**

_____
Character Name
☐ Acquisitives   ☐ Exo-Guardians   ☐ Dataphiles
☐ Second Seekers (   ) ☐ Faction _____ ☐ Wayfinders

_____   ☐ ☐
Character #   **Fame** **Faction Boons**

_____
Character Name
☐ Acquisitives   ☐ Exo-Guardians   ☐ Dataphiles
☐ Second Seekers (   ) ☐ Faction _____ ☐ Wayfinders

_____   ☐ ☐
Character #   **Fame** **Faction Boons**

_____
Character Name
☐ Acquisitives   ☐ Exo-Guardians   ☐ Dataphiles
☐ Second Seekers (   ) ☐ Faction _____ ☐ Wayfinders

_____   ☐ ☐
Character #   **Fame** **Faction Boons**

_____
Character Name
☐ Acquisitives   ☐ Exo-Guardians   ☐ Dataphiles
☐ Second Seekers (   ) ☐ Faction _____ ☐ Wayfinders

SUBTIER	☐ Normal Max Credits
5–6	**4,037**

SUBTIER	☐ Normal
Out of Subtier	**4,936**

SUBTIER	☐ Normal
7–8	**5,835**

SUBTIER	☐ Normal
–	**–**

MAX CREDITS

A.K.A.		– 7		
Player Name	Character Name	Organized Play #	Character #	Faction

This Chronicle sheet grants access to the following:

Brakim Admittance (Personal Boon; Limited-Use): During your mission to recover the mysterious *King Xeros* from the Azlanti Star Empire, you rescued a crew of indentured brakim engineers. These brakims led the Society to other small enclaves of their oppressed kin, who've now joined the Society as a result of your actions. You can apply this boon in one of two ways; select one of the following, and cross the other off this Chronicle sheet.

New Character: You can play a brakim character (*Starfinder Adventure Path #8: Escape from the Prison Moon* 48), beginning at 1st level as normal. Other than access to this additional race, all character creation rules are the same as those outlined in the *Starfinder Society Roleplaying Guild Guide*. A copy of this Chronicle sheet must be the first Chronicle sheet for the given character.

Existing Brakim: You can apply this boon to an existing brakim character that you have that you earned from another source. You can increase one ability score that is a 14 or lower by 2. Cross this boon off your Chronicle sheet, but keep a copy with the character you apply this change to. A character can earn this benefit from this boon only once.

Iztheptar Research (Personal Boon): The Society has researched a strange creature you encountered known as an iztheptar, developing a biological tool from these studies for you to test. While you have this boon slotted, you're treated as having a unique biotech augmentation installed with the following ability: whenever you succeed at a Fortitude saving throw against a disease, an environmental hazard, or a poison, you receive a +2 insight bonus to Fortitude saving throws against the same disease, environmental hazard, or poison for the next 24 hours. This augmentation's level equals your character level.

SCARLET PRISM AEON STONE

A *scarlet prism aeon stone* stores a single charge that it can discharge as a tiny laser beam, functioning identically to an azimuth optical laser augmentation (*Starfinder Armory* 89). The aeon stone cannot be immediately recharged by spending a Resolve Point, but while its charge is spent, it provides its user with fire resistance 5 that applies only against laser attacks. When a laser attack inflicts enough damage to the user to bypass this resistance, the aeon stone immediately becomes recharged, no longer providing resistance until it is discharged again. A *scarlet prism aeon stone* is a 4th-level magic item of negligible bulk, and it costs 2,140 credits.

All Subtiers	**Subtier 7–8**

All Subtiers

AG assault rifle (1,400; item level 3; *Starfinder Alien Archive* 7)

AG SpecOps armor (7,500; item level 7; *Alien Archive* 7)

AG trooper battle dress (1,650; item level 3; *Alien Archive* 7)

deflective reinforcement armor upgrade (7,500; item level 7)

mk 1 electrostatic field armor upgrade (3,000; item level 5)

mk 1 thermal capacitor armor upgrade (3,600; item level 5)

mk 2 null-space chamber (12,250; item level 9)

ruby sphere aeon stone (3,850; item level 6; *Starfinder Adventure Path #8: Escape from the Prison Moon* 44)

scarlet prism aeon stone (2,140; item level 4)

Subtier 7–8

advanced trilaser (17,600; item level 10; *Starfinder Adventure Path #8: Escape from the Prison Moon* 45)

AG accelerator rifle (7,500; item level 7; *Starfinder Alien Archive* 7)

elite deckhand drone (18,000; item level 10; *Starfinder Armory* 121)

filtered rebreather armor upgrade (4,600; item level 6)

mk 2 electrostatic field (13,000; item level 9)

mk 4 summoning grenade (5,000; item level 12; limit 1)

purple sphere aeon stone (7,500; item level 7; *Alien Archive* 7)

sentinel spear (10,000; item level 8)

spell gem of dismissal (3,700; item level 11; limit 2)

spell gem of remove radioactivity (3,700; item level 11; limit 2)

spell gem of wall of fire (3,700; item level 11; limit 2)

vibrant green prism aeon stone (14,000; item level 9; *Escape from the Prison Moon* 44)

Reputation

Faction		Reputation		Faction		Reputation	
Faction		Reputation		Infamy			

EXPERIENCE

Starting XP

+ | GM's Initials

XP Gained (GM ONLY)

=

Final XP Total

FAME

Initial Fame

+ | GM's Initials

Fame Gained (GM ONLY)

–

Fame Spent

Final Fame

CREDITS

Starting Credits

+ | GM's Initials

Credits Garnered (GM ONLY)

+ | GM's Initials

Day Job (GM ONLY)

–

Credits Spent

=

Total