

STARFINDER[®]



THE THREEFOLD CONSPIRACY ADVENTURE PATH

DECEIVERS' MOON

BY JASON TONDRO



GRAY MONITOR CAPSULE

TIER 4

Small shuttle

Speed 10; **Maneuverability** perfect (turn 0)

AC 18; **TL** 18

HP 40; **DT** —; **CT** 8

Shields light 60 (forward 15, port 15, starboard 15, aft 15)

Attack (Forward) light particle beam (3d6; 10 hexes)

Power Core Pulse White (140 PCU); **Drift Engine** none; **Systems** basic medium-range sensors, crew quarters (good), mk 3 armor, mk 3 defenses, mk 1 mononode computer, security (budget gray cloaking device; page 48); **Expansion Bays** biological experimentation chamber (page 47), Drift shadow projector^{PW}, sample acquisition bay (page 47)

Modifiers +1 to any 1 check per round, +2 Computers (sensors only), +2 Piloting; **Complement** 4 (minimum 1, maximum 4)

CREW

Captain gunnery +8 (4th level), Intimidate +10 (4 ranks), Piloting +10 (4 ranks)

Engineer Engineering +10 (4 ranks), gunnery +9 (4th level)

Pilot Piloting +15 (4 ranks)

Science Officer Computers +10 (4 ranks), gunnery +8 (4th level)

The enigmatic grays, known as only a single part of the wide-ranging conspiracy referred to as the Unseen, are masters of technological advancements, especially in the realm of starships. Examples of their starship equipment and vessels are detailed starting on page 46 in “Starships of the Unseen,” but that represents only the information that inhabitants of the Pact Worlds and other known civilizations have gleaned in their brief encounters with grays and their starships. Reliable and substantiated facts are rare when it comes to grays, as the aliens seem to have ways to erase and even alter the memories of those they come into contact with.

The gray monitor capsule, as it is called by Steward agents and others who attempt to learn the truth of the grays, is a small shuttle that invisibly trails starships as they travel through the void, scanning their systems and observing their occupants. Occasionally, the gray crew abducts a victim from one of these vessels while they sleep, performs experiments on them, and then returns them with no memories of the incident. Starship crews who experience “missing time”—short periods where they have no recollection of their activities—are likely being followed by a cloaked gray monitor capsule. When discovered, gray monitor capsules put up a token amount of resistance but usually flee at the first opportunity.

Most gray monitor capsules are built and deployed near hidden gray facilities to watch out for any vessels that might accidentally trespass upon gray-controlled territory. As such, they lack Drift engines and instead are equipped with Drift shadow projectors (*Starfinder Pact Worlds* 153) that stop nearby starships from engaging their own Drift engines so that abductees can be extracted and brought down to a gray facility. The crew of a monitor capsule tends not to keep the projector running for an extended period, as a prolonged loss of Drift capability tends to make travelers anxious and suspicious, sometimes leading to the discovery of the monitor capsule or the gray outpost. However, as most spacefarers don't fully understand the Drift, a temporary stoppage is often chalked up as a Drift engine malfunction that usually “solves itself.”

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CONTENT WARNING

While this adventure contains typical Starfinder action and adventure, it also contains a scene in which the player characters are abducted against their will and subjected to a series of operations and experiments, as well as scenes of coercive interrogations. Before you begin, understand that player consent (including that of the GM) is vital to a safe and fun play experience for everyone. GMs should talk with their players about these elements and obtain everyone's consent to the inclusion of these topics.

This book refers to other Starfinder products using the following abbreviations, yet these additional supplements are not required to make use of this book. Readers interested in references to Starfinder hardcovers can find the complete rules of these books available online for free at sfrd.info.

Alien Archive 2 AA2

Armory AR

Pact Worlds PW



ON THE COVER

Orvir Pike, the tough-as-nails leader of the mercenary group Pike's Perytons, is illustrated here on this cover by artist Tomasz Chistowski.



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THE THREEFOLD CONSPIRACY

ADVENTURE PATH

DECEIVERS' MOON

PART 1: AT A LOSS

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The PCs flee a gray facility aboard what they believe is a starship crewed by Stewards and their allies, only to find danger still pursues them.

PART 2: AMONG IMPOSTORS

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Though the PCs are told they are guests at a Steward facility on the Brethedan moon of Varos, they soon discover that their hosts are more than meets the eye.

PART 3: HELLMOON

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To escape from their captors, the PCs must cross the inhospitable landscape of Varos, track down a hidden listening post, and seize a starship.

ADVANCEMENT TRACK

"Deceivers' Moon" is designed for four characters.

5

The PCs begin this adventure at 5th level.

6

While dealing with problems in Tyrkalis Base, the PCs should attain 6th level.

7

The PCs should be 7th level by the end of the adventure.

ADVENTURE BACKGROUND

A few years ago, reptoid operatives infiltrated a Steward base on the Brethedan moon of Varos, eventually taking the place of the entire staff in pursuit of their agenda to seize power within the law enforcement agency. In the early days of that takeover, though, a non-reptoid Steward brought back a piece of damaged gray equipment discovered on a routine mission that allowed them to read others' thoughts. The reptoids were nearly unmasked, and since then, have remained paranoid that unknown gray technology could foil their plans.

Recently, these reptoids discovered the location of Outpost Omicron, a gray research facility that produced experimental tech, among other things. Retaining their Steward disguises, the reptoids hired a band of mercenaries to undertake an assault mission on the Near Space outpost after replacing their leader. The false Stewards planned to eliminate the grays and destroy any experiments that posed a threat, just before killing the mercs to leave no trace of reptoid involvement.

However, the reptoids didn't plan on becoming trapped within the facility or being aided by the PCs—a group of escaped test subjects who resemble several important Pact Worlds figures. The faux Stewards decided to bring the PCs back to their headquarters, Tyrkalis Base, hoping to learn more of the PCs' mysterious origins.

PART 1: AT A LOSS

The adventure begins as the PCs travel aboard the *Voidcrier*, a fast-attack frigate bound for Tyrkalis Base, a secret Steward installation on the Brethedan moon of Varos. The PCs' rescuers inform them they will have to be debriefed there before they can resume their normal lifestyles in the Pact Worlds.

Little do the PCs know, they've been captured rather than saved. Several of the *Voidcrier*'s crew are reptoids, as are the Stewards of Tyrkalis Base. The reptoids intend to keep the PCs in the dark until they have learned everything the PCs know. Then, the PCs are likely to be killed, replaced, or turned into weapons against the grays.

Read or paraphrase the following to begin.

"Our little Banshee is usually faster than most starships," Narla Yalamis says from the captain's chair. "But it seems like those damned grays did something to our Drift engines

before we wiped them out. We'll have to use conventional thrusters for a few days until we figure it out. Maybe if we get out of the system... In the meantime, take it easy! Get to know everyone." She gestures to Shez Daiasha, "Shez can show you the ropes, if you can pry him away from that cartoon he calls a drone." Narla's smile makes it clear she's teasing Shez, who waves the remark away.

She continues, "The rest of the crew members are part of a mercenary company—Pike's Perytons, commanded by Orvir Pike. They're friendly enough. They've got one wounded in the med bay. Sergeant Breez took a nasty hit on Omicron, and she's been down ever since. Once we get to Tyrkalis, our base on Varos, she can get patched up proper. Also, my boss, Inspector Hird, will want to debrief you and make sure you're fit before we send you on your way.

"You can find bunks on the lower deck, and chow's in the galley. Make yourselves at home."

ABOARD THE VOIDCRIER

The PCs are free to look around the ship and talk with the crew, perhaps getting to know them better so the crew members do not seem nameless foes during **Event 2**. Use the map of the ship provided on the inside back cover of *Starfinder AP #26: Flight of the Sleepers* to guide exploration. All the staterooms are taken, except for a few on the lower deck.

The PCs have at least half a day before **Event 1** occurs. During this time, they can learn the following information.

The genial and outgoing **Narla Yalamis** (NE female reptoid technomancer) appears as a half-elf with short brown hair and a golden tattoo of Weydan's holy symbol under her right eye. She continues to play the role of the captain and special agent in charge by mentioning that she must send a mission report to her supervisor, Inspector Hird. Narla is friendly toward the PCs, but because she's supposed to finish and send her report before 6:00 a.m. the next morning, she becomes largely unavailable after suggesting the PCs orient themselves. She can explain that Tyrkalis Base is a small Steward post that usually maintains the peace on Varos.

Shez Daiasha (LE male reptoid mechanic) poses as a Steward special agent, disguising himself as a balding damaya lashunta with a trim, black beard. He has a friendly attitude toward PCs who helped him escape Outpost Omicron in "Flight of the Sleepers" and mentions that he is a devoted fan of Strawberry Machine Cake. The band has uploaded a new single not yet available for download, "Rainbow Heart Flutter," and Shez has predownloaded it onto his comm unit. Shez is excited for the song to unlock automatically the next morning.

Shez's drone has a chunky humanoid form inspired by a well-known holo vid series starring a humanoid construct named Melta-Man. In the show, Melta-Man travels the galaxy, befriending children and saving settlements from enormous monsters that always seem to be lurking nearby. Shez's Melta-Man occasionally spouts heroic phrases, such as "Halt,

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monster!" and "I will not allow you to harm these children!" as it opens fire with its plasma beam.

The mercenary commander, **Orvir Pike** (LE male reptoid soldier), maintains the appearance of a human with scars and warpaint on his face. Though indifferent toward the PCs, he will gladly discuss the latest brutaris matches. In fact, Orvir notes that he just received the holoivid of the annual semifinal championship match and plans to watch the prerecorded game later that evening with a few of his fellow Perytons. He invites any interested PCs to attend.

Sergeant **Kaniko Breez** (NG female human envoy) rests in the medical bay, recovering from a head injury. She has been prescribed heavy medication to assist her healing and keep her from aggravating her injury. Having never met the PCs, Kaniko has an indifferent attitude toward them initially, but becomes friendly if the PCs treat her injuries using magic or by attempting Medicine checks to provide long-term care or treat deadly wounds. She also takes to anyone who points out her converted dueling sword (*Starfinder Alien Archive* 2 23) is a Corpse Fleet weapon, which a PC who succeeds at a DC 21 Culture or Engineering check recognizes. Kaniko likes to tell the true story regarding how she took the weapon from the leader of a squad of Corpse Fleet marines after defeating them in battle.

The rest of the mercs probably have indifferent attitudes toward the PCs, though the soldiers might feel differently depending on the PCs' actions during the last adventure. The mercs, who wear dark armor emblazoned with the silhouette of a winged stag's head, respect competence, bravery, and anyone who helped them escape Outpost Omicron.

The mercenary troopers of Pike's Perytons include **Esra** (LN female kasatha operative), a reserved scout and pilot who doesn't talk about her other names; **Fech "Sparkles" Goba** (N male ysoki technomancer), an outgoing science officer; **Hesper Veeldiz** (N agender korasha lashunta technomancer), an authority on scanner technology; **Eiyol Marrill** (N male human soldier), a quiet heavy weapons expert and reserve pilot; **Ludvya "Firespitter" Zyakama** (LN female vesk soldier), a boisterous warrior who favors heavy weapons; **Orgot Nalkus** (N female half-orc mystic), a grim devotee of Pharasma; **Sarzael Fallion** (CN male elf soldier), a curious and steady-handed sharpshooter; and **Torv Graycrag** (LN male dwarf soldier), a serious-minded close-combat specialist. The mercs without starship roles fill in as gunners if needed. Statistics for these mercs appear in the encounters in **Event 2**.

EVENT 1: MISSING TIME

Unknown to those aboard the *Voidcrier*, a cloaked gray monitor capsule trails close behind the frigate; a Drift shadow projector aboard the monitor capsule prevents the Steward vessel from entering the Drift. At 11:32 p.m. on the first day, during Orvir Pike's brutaris party, the grays use their equipment to render everyone aboard the *Voidcrier* into a semi-conscious and pliable state. This begins a period of "missing time," that no one is able to easily recall.

Everyone who isn't on duty is compelled to return to their rooms. Those who are on duty are compelled to sit down and remain quiet.

A feeling of heightened awareness and anticipation overcomes everyone. Then a beam of light from the cloaked gray starship bathes the interior of the *Voidcrier*. Each person caught in this light shifts slightly out of phase, floats backward through physical objects, moves safely through space, and rematerializes inside the gray monitor

capsule (see the inside front cover for more information).

The grays experiment upon the *Voidcrier*'s crew and passengers, conducting all sorts of strange procedures. They take skin samples, insert three-pronged needles into nostrils and ears, and drill holes in a few skulls. No two procedures are the same. At your discretion, the grays perform additional weird procedures tailored to the PCs' species. During this time, the grays transform Pike's Perytons into sleeper agents using post-hypnotic suggestions.

After the experiments, each victim is taken to a debriefing room (area **10** on the map of the inside front cover), where a gray speaks to them telepathically. The gray assures the victims that the grays mean no harm, warning the PCs about enemies among the *Voidcrier*'s crew without providing more detail. This vagueness is intentional. The grays hope to foster paranoia and observe the results.

Once the briefing is over, each victim is returned to their location aboard the *Voidcrier* at the time of abduction. When the PCs awaken at 11:32 p.m. on the next day, they discover that 24 hours have passed without explanation. Victims have no memory of the gray abduction and can't recall what happened during this period of missing time.

However, there are several clues the PCs can discover that reveal this discrepancy.

NPC CLUES

Orvir and those watching the brutaris championship immediately notice the game has ended, and no one remembers seeing the final parts of the match. Narla has failed



ORVIR PIKE

to complete, let alone send her report on time. Shez notices his Strawberry Machine Cake single has already unlocked. None of these NPCs can explain the origin of the apparent loss of time.

MEDICAL CLUES

Grays also provided medical attention during the abduction. The PCs recover 10 Hit Points thanks to the treat deadly wounds task of the Medicine skill. Each PC recovers Hit Points and ability points at twice the normal rate over the past 24 hours and for the next 24, and for every ongoing disease, drug, or poison affecting a PC, the PC is allowed a saving throw with a +4 bonus. This saving throw bonus can be used against any still ongoing diseases, drugs, and poisons again in the next 24 hours. If you prefer simplicity, though, you can instead have the gray treatments restore the PCs to their full normal Hit Points and cure any nonmagical addictions, diseases, and poisons.

Not only are the gray experiments detectable, but some are also designed to be noticeable. Each PC finds something different linked to the unique experiments performed upon them. A PC might discover a warm spot on their flesh, an incision scar, soreness at an incision or injection site, and so on. A PC trained in Medicine can identify incision scars and injection points without trouble. This information might be disturbing to some.

MAGIC CLUES

The PCs can use spells to figure out what happened. It is important to note that because the PCs' memories are incomplete, remembering such thoughts requires the use of higher-level or specific magic, such as *psychic surgery* or *perfect recall* (*Starfinder Character Operations Manual* 139). At your discretion, you can make information provided by low-level magic disjointed or otherwise unclear.

If you wish, a PC trained in Mysticism or Profession (psychologist) and Diplomacy can also attempt hypnosis (as described in the Hypnosis sidebar).

TECHNOLOGICAL CLUES

The *Voidcrier* has digital records of some of what happened during the time loss. Narla is willing to give the PCs access to the fragmented sensor data stored on the main computer to investigate the time discrepancy. The computer's only record of the missing 24 hours is the time kept by its chronometer. A PC who succeeds at a DC 19 Computers check finds disjointed data that suggests the time loss began at 11:32 p.m. when an electromagnetic pulse (EMP) affected the *Voidcrier*. A PC who succeeds at a DC 23 Computers check can identify the EMP originated somewhere within the *Voidcrier's* rear arc.

To discover more information from the *Voidcrier's* computer, a PC must succeed at a DC 25 Computers check to hack into other files stored on the computer beside the sensor data Narla gives them. The *Voidcrier* computer contains administrative records, flight data, and the like. It also holds communications records, but no copy of outgoing communications, only

HYPNOSIS

Some mystics and psychologists use hypnosis to investigate time-loss phenomena. To hypnotize another character, a PC must be trained in Diplomacy and Mysticism or Profession (psychologist). If a qualified PC wants to try, use hypnotism sessions to give the PCs glimpses of the abductions without providing too much detail.

Hypnotizing a character is a language-dependent task that requires 1 minute in a nonstressful situation. The subject must be willing to be hypnotized, and the hypnotist must succeed at a check with either Diplomacy or Mysticism, whichever skill has the lowest bonus (DC = 15 + 1-1/2 × the subject's level or CR). On a failed check, the hypnosis fails. If the check fails by 5 or more, the subject can be hypnotized again only after 24 hours.

Successful hypnotism sends the subject into a trance during which the hypnotist can ask questions and receive answers within the limited knowledge and perceptions of the subject. Because a subject remained in an altered state of consciousness during the abduction, their answers about it are incomplete or disjointed. Subjects might not understand everything they experienced, and they describe the capture, experiments, surgery, and briefings in their own words. If the hypnotist succeeds by 5 or more, though, the subject enters a particularly lucid state. A lucid subject answers questions calmly and rationally, and with more detail and precision than other subjects. The hypnotist can end the trance as a move action, and it ends automatically if the subject endures any harm or the hypnotist fails to talk to the subject for 1 minute.

The subject relives the intense emotions the hypnosis session recalls, such as surgery or the revelation of a hidden enemy. Therefore, the subject must attempt a DC 15 Will save whenever reliving such anxiety. On a failed save, the subject emerges from the trance, remembering nothing. Lucid subjects have a +2 circumstance bonus to such Will saves.

time logs. If asked, Narla and Shez say that it's a security measure in case the vessel falls into enemy hands.

Drones aboard the *Voidcrier* lack information about the lost time, as if powered down during the event. A PC who succeeds at a DC 26 Computers check can retrieve a drone's suppressed sensor data; a PC who built such a drone gains a +4 circumstance bonus to this check. Drones suffered a blackout during the initial EMP and were unable to move during the period of time loss. However, their sensors came back online shortly after the EMP. If a drone aboard the *Voidcrier* has a recording device, it recorded the crew and PCs returning to

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their rooms or duty stations and waiting passively, only to be captured in a light beam that phased them out of the room and moved their intangible forms toward the vessel's rear. These people returned the same way hours later. If the PCs struggle to advance their investigation, Melta-Man can share a recording of Shez Daiasha's abduction from his room.

A PC who investigates the *Voidcrier's* inability to enter the Drift and who succeeds at a DC 17 Engineering or Piloting check recalls a starship system known as a Drift shadow projector (*Starfinder Pact Worlds* 153). Such a device effectively reduces a Drift engine's rating by 2, but only within a range of 10 hexes. If a starship's engine rating is reduced to less than 1, that ship simply can't enter the Drift. With no indication that the *Voidcrier's* Drift engine has been tampered with, the discrepancy could be the result of a nearby enemy vessel equipped with a Drift shadow projector.

LOCATING THE GRAY STARSHIP

The gray vessel has been following the *Voidcrier*, maintaining a distance of 8 hexes aft of the Steward ship. The monitor capsule's Drift shadow projector has forced the *Voidcrier* to rely on conventional thrusters, and the monitor capsule's cloaking device has kept the starship hidden. The gray vessel approached close enough to abduct the crew and passengers, but has since returned to its following distance.

Though the grays' cloaking device renders their vessel undetectable, the situation isn't hopeless. If a PC thinks to scan the *Voidcrier's* aft arc (where the light that transported them originated), they can attempt a DC 26 Computers check to scan the area for any unusual energy signatures. If any of the PCs identified a Drift shadow projector as the cause of the *Voidcrier's* lack of Drift travel, they gain a +2 circumstance bonus to this check. A PC serving in the engineer role can attempt a DC 22 Engineering check to boost power to the sensors, granting an additional +2 circumstance bonus to the check.

Once the PCs succeed at this sensor sweep, they learn there is a cloaked vessel to the aft of the *Voidcrier*. Though they can't pinpoint exactly where, the *Voidcrier* might be able to escape the Drift shadow of the cloaked vessel with a burst of speed.

When the PCs decide to outrun the Drift shadow, the grays react as described in **Event 2**.

Story Award: Award the PCs 1,600 XP when they successfully locate the gray monitor capsule.

EVENT 2: MY FRIEND, MY ENEMY!

The grays launch the second part of their experiment by activating their sleeper agents across the *Voidcrier* and rendering the reptoids unconscious. These encounters are presented in the order they are assumed to occur, with the PCs starting on the bridge. If the PCs aren't all on the bridge when the grays decide to act, Narla calls them there just before so they can brief her regarding their discoveries. Use the map of the Banshee on the inside back cover of *Adventure Path #26: Flight of the Sleepers* for these encounters.

Throughout this event, several common factors apply to enemies. If it isn't clear to the players that something has caused the mercs to go berserk, a PC who succeeds at a DC 20 Sense Motive check as a move action can see the mercenaries are as bewildered as they are enraged. They don't seem to be in control of their actions and aren't as coordinated in combat as a disciplined team should be. The mercs lack a Morale section in their Tactics entry because they are incapable of surrender. However, certain mercs with stronger willpower gain the confused condition when they are reduced to 10 Hit Points—this is indicated in their During Combat entry. A PC who observes such a merc become confused gains a +4 circumstance bonus to Sense Motive checks to detect the state the mercs are in. Confused mercs who act normally as a result of the condition say remarks such as "What's happening?" or "Help me!" and take no other actions as a result of the act normally outcome.

ENCOUNTER 1: BRIDGE (CR 5)

On the *Voidcrier's* bridge, Narla sits in the captain's chair, while Shez works at the engineering console. Several of Pike's Perytons have taken positions at the other stations.

"Everyone ready?" Narla asks, holding her comm button.

The bridge crew gives silent nods or other affirmative signals. Suddenly, they twist in their chairs, grasp their heads, and scream. Narla and Shez collapse, while the mercenaries reach for their weapons!

Creatures: The three mercenaries on the bridge—Esra, Sarzael Fallion, and Feh "Sparkles" Goba—wildly attack the PCs without provocation.

ESRA	CR 2
XP 600	
Female kasatha operative LN Medium humanoid (kasatha)	
Init +5; Perception +8	
DEFENSE	HP 23
EAC 13; KAC 14	
Fort +1; Ref +6; Will +5	
Defensive Abilities evasion	
OFFENSE	
Speed 30 ft.	
Melee survival knife +6 (1d4+3 S)	
Ranged static arc pistol +8 (1d6+2 E; critical arc 2)	
Offensive Abilities trick attack +1d4	
TACTICS	
During Combat Esra moves about the bridge to acquire cover and make trick attacks. Once she has drawn all her pistols, she uses Fusillade to catch multiple foes in her pistol fire.	
STATISTICS	
Str +1; Dex +4; Con +0; Int +1; Wis +1; Cha +0	
Skills Acrobatics +13, Culture +8, Piloting +13, Stealth +8, Survival +13	

Feats Fusillade

Languages Common, Kasatha

Other Abilities desert stride, four-armed, operative exploits (lightning reload^{AB}), specialization (explorer)

Gear freebooter armor I, static arc pistols (4) each with 2 batteries (20 charges), survival knives (2)

SARZAEAL FALLION CR 2

XP 600

Male elf soldier

CN Medium humanoid (elf)

Init +8; **Senses** low-light vision; **Perception** +7

DEFENSE HP 25

EAC 13; **KAC** 15

Fort +4; **Ref** +6; **Will** +3; +2 vs. enchantment effects

Immunities sleep

OFFENSE

Speed 30 ft.

Melee longsword +8 (1d8+3 S)

Ranged azimuth laser rifle +11 (1d8+2 F; critical burn 1d6)

Offensive Abilities fighting styles (sharpshoot), gear boosts (laser accuracy), sniper's aim

TACTICS

During Combat Sarzael prefers to fight in ranged combat, resorting to melee only if forced to by the situation. He seems almost gleeful firing his laser rifle in his berserk state.

STATISTICS

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

Skills Acrobatics +12, Athletics +7, Mysticism +7, Stealth +7

Other Abilities elven magic

Gear freebooter armor I, azimuth laser rifle with 1 battery (20 charges), longsword

FECH "SPARKLES" GOBA CR 3

XP 800

Male ysoki technomancer

N Small humanoid (ysoki)

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

DEFENSE HP 32

EAC 13; **KAC** 14

Fort +2; **Ref** +2; **Will** +6; +2 vs. spells and other magical effects

OFFENSE

Speed 30 ft.

Melee tactical dueling sword +5 (1d6+3 S)

Ranged static arc pistol +7 (1d6+3 E; critical arc 2)

Technomancer Spells Known (CL 3rd; melee +5)
1st (3/day)—*jolting surge*, *overheat* (DC 16)
0 (at will)—*psychokinetic hand*, *token spell*

TACTICS

During Combat Fech prefers to use spells, saving *overheat* for when two or more PCs are within the spell's area of effect. When he is reduced to 10 or fewer Hit Points, Fech's strong will kicks in and he gains the confused condition.

STATISTICS

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

Skills Computers +13, Engineering +13, Mysticism +8, Stealth +8

Languages Common, Ysoki

Other Abilities cheek pouches, magic hacks (spell countermeasures), moxie, spell cache (datapad)

Gear freebooter armor I, static arc pistol with 1 battery (20 charges), tactical dueling sword, datapad

Development: When the PCs defeat the berserk mercenaries on the bridge, read or paraphrase the following.

An audible voice blares from the comm on the captain's chair. "Hello? Has anyone aboard not gone homicidal?"

Kaniko's medication blocked the gray's mental programming, so she's still in control of herself. However, her berserk squadmates have her trapped in the ship's medical bay. If the PCs communicate with her, she says, "I could use a little help down here!"

As the PCs descend the ladder toward the crew lounge, Orvir Pike sits visibly unconscious at the turret controls.

ENCOUNTER 2: MEDICAL BAY (CR 4)

When the PCs reach the main deck, the door leading forward from the crew lounge is open, and the sound of berserk mercenaries trying to noisily force their way into the medical bay is clearly audible.

Creatures: The two mercenaries trying to get to Kaniko aren't actively alert for intruders, so the PCs have the chance to act during a surprise round if they open fire from a distance or successfully sneak closer.

After fighting starts, Kaniko emerges from the medical bay during the second round of combat.

TORV GRAYCRAG CR 2

XP 600

Male dwarf soldier

LN Medium humanoid (dwarf)

Init +5; **Senses** darkvision 60 ft.; **Perception** +7

DEFENSE HP 25

EAC 13; **KAC** 15

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ALIEN ARCHIVES

CODEx OF WORLDS

Fort +6; **Ref** +3; **Will** +4; +2 vs. poisons, spells, and spell-like abilities

Defensive Abilities slow but steady

OFFENSE

Speed 40 ft.

Melee tactical greataxe +10 (1d12+8 P)

Ranged scrapper dross gun +7 (1d6+2 A)

Offensive Abilities fighting styles (blitz), gear boosts (melee striker), rapid response, traditional enemies

TACTICS

During Combat Torv rushes foes with his greataxe, charging when he can. If possible, he prefers to remain in melee combat.

STATISTICS

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

Skills Athletics +12, Engineering +7, Intimidate +7

Feats Close Combat^{PW}

Other Abilities stonecunning

Gear freebooter armor I, scrapper dross gun^{AR} with 1 battery (20 charges), tactical greataxe^{AR}

LUDVYA "FIRESPIITER" ZYAKAMA CR 3

XP 800

Female vesk soldier

LN Medium humanoid (vesk)

Init +4; **Senses** low-light vision; **Perception** +8

DEFENSE

HP 40

EAC 15; **KAC** 17

Fort +5; **Ref** +3; **Will** +4; +2 vs. blind, deafen, and fear

Defensive Abilities armor savant

OFFENSE

Speed 30 ft.

Melee ember flame doshko +8 (1d8+5 F; critical blind^{AR} [DC 13] or deafen [DC 13] or wound [DC 13]) or unarmed strike +8 (1d3+5 B)

Ranged tactical rotolaser +12 (1d8+3 F; critical blind^{AR} [DC 13] or burn 1d4 or deafen [DC 13])

Offensive Abilities fighting styles (shock and awe^{AR}), gear boosts (laser accuracy), loud and proud^{AR}, natural weapons

TACTICS

During Combat Firespitter is equally at home in ranged combat or melee. She might use her rotolaser and Suppressing Fire feat to provide harrying fire for Torv, especially if Torv faces two or more foes in melee.

STATISTICS

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

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

Feats Suppressing Fire

Languages Common, Vesk

Other Abilities armor savant

Gear freebooter armor I, ember flame doshko with 1 battery (20 charges), tactical rotolaser^{AR} with 2 batteries (20 charges each)

SERGEANT KANIKO BREEZ

CR 4

XP 1,200

Female human envoy

NG Medium humanoid (human)

Init +1; **Perception** +10

DEFENSE

HP 25 (NORMALLY 50)

EAC 16; **KAC** 17

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

OFFENSE

Speed 30 ft.

Melee converted dueling sword +8 (1d8+4 S)

Ranged tactical rotating pistol +10 (2d4+4 P)

TACTICS

During Combat Kaniko uses fire support and inspiring boost to assist the PCs. If the PCs use lethal attacks on the Perytons, she says, "Don't kill them! I don't know what's wrong with them, but they're my friends! There must be some way to fix this!"

Morale If she takes any damage, Kaniko takes cover and avoids her berserk squadmates until the fighting ends.

STATISTICS

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

Skills Acrobatics +10, Culture +10, Diplomacy +15, Sense Motive +15, Stealth +15

Feats Quick Draw

Other Abilities envoy improvisations (fire support^{AR}, inspiring boost [13 SP])

Gear regimental dress I^{AR}, converted dueling sword^{AA2}, tactical rotating pistol^{AR} with 12 small arm rounds

Development: Once the fight is over, Kaniko thanks the PCs for the rescue. The sight of her fellow Perytons incapacitated or slain leaves her somber. She inquires if the PCs have seen any others, and after being told about the bridge, she says, "Then there's only a few of us unaccounted for. We've got to check on them. Maybe they were able to resist whatever was done to us. But if they weren't, we need to take them down alive."

If asked about the remaining mercenaries, she can tell the PCs they include Hesper Veeldiz, another technomancer and science officer; Eiyol Marrill, a heavy weapons expert (like "Firespitter") and backup pilot; and Orgot Nalkus, the squad chaplain and militant mystic. She believes they were off duty and resting in their quarters when the chaos started.

Kaniko also wonders aloud why she and the PCs are unaffected. The PCs' "immunity" is due to the grays leaving them out of the sleeper programming and remains a mystery. However, any PC who succeeds at a DC 22 Medicine check can deduce that the medication Kaniko was taking for her head injury might have prevented whatever is happening to most of the others aboard the Banshee. The PCs can weaponize this medication, making it much easier to defeat the remaining mercenaries. A PC who spends 10 minutes of work in the medical bay and succeeds at a DC 22 Life Science check produces a batch of concentrated medication

large enough for each PC to receive 1 dose. The medication can be delivered through any injection weapon or a syringe (an improvised weapon for most PCs). Berserk mercs injected with this medication take 4d10 nonlethal damage, but a successful DC 17 Fortitude saving throw halves this damage.

Treasure: The medical bay has a store of consumables, including four *serums of healing mk 2*, two purple nanite hypopods (*Starfinder Armory* 106), and two brown nanite hypopods (*Armory* 106). Other equipment found here includes a dermal stapler (*Armory* 100) and an advanced needler pistol (*Character Operations Manual* 123). Narla is fine with the PCs keeping these supplies after this event.

ENCOUNTER 3: CREW LOUNGE (CR 3)

The three remaining mercenaries were asleep in their bunks on the lower deck when the gray programming kicked in, and they have spent any intervening time donning their gear, arming themselves, and gathering in the corridor before going out to search for anyone they can kill. Eventually, they come up the lift from the lower deck and arrive in the crew lounge.

Creatures: The three mercs attack at once.

HESPER VEELDIZ CR 3

XP 800

Agender korasha lashunta technomancer
N Medium humanoid (lashunta)

Init +2; **Perception** +8

DEFENSE HP 32

EAC 13; **KAC** 14

Fort +2; **Ref** +2; **Will** +6; +2 vs. spells and other magical effects

OFFENSE

Speed 30 ft.

Melee tactical dueling sword +5 (1d6+3 S)

Ranged static arc pistol +7 (1d6+3 E; critical arc 2)

Lashunta Spell-Like Abilities (CL 3rd)

1/day—*detect thoughts* (DC 16)

At will—*daze* (DC 15), *psychokinetic hand*

Technomancer Spells Known (CL 3rd)

1st (3/day)—*magic missile*, *supercharge weapon*

0 (at will)—*detect magic*, *token spell*

TACTICS

During Combat Hesper prefers to cast *magic missile* from as far from potential attackers as possible. If near an ally, Hesper can use *supercharge weapon* on that ally's weapon. Hesper's willpower causes them to gain the confused condition when they are reduced to 10 Hit Points or fewer.

STATISTICS

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

Skills Computers +13, Engineering +8, Mysticism +13, Stealth +8

Languages Castrovelian, Common; limited telepathy 30 ft.

Other Abilities magic hacks (spell countermeasures), spell cache (datapad)

Gear freebooter armor I, static arc pistol with 1 battery (20 charges), tactical dueling sword, datapad

EIVOL MARRILL CR 3

XP 800

Male human soldier

N Medium humanoid (human)

Init +3; **Perception** +8

DEFENSE HP 40

EAC 15; **KAC** 16

Fort +5; **Ref** +3; **Will** +4; +2 vs. blind, deafen

OFFENSE

Speed 30 ft.

Melee diamagnetic storm hammer +10 (1d8+5 B & E; critical blind^{AR} [DC 13] or deafen [DC 13] or knockdown)

Ranged squad machine gun +10 (1d10+3 P; critical blind^{AR} [DC 13] or deafen [DC 13])



KANIKO BREEZ

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Offensive Abilities fighting styles (shock and awe^{AR}), gear boosts (armored advantage), loud and proud^{AR}

TACTICS

During Combat Eiyol fires his machine gun in automatic mode at three or more foes or as a full attack against two PCs if automatic fire isn't possible. He prefers his machine gun to his hammer.

STATISTICS

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

Skills Athletics +13, Intimidate +8, Piloting +8

Feats Suppressive Fire

Languages Common

Gear freebooter armor I, diamagnetic storm hammer with 1 battery (20 charges), squad machine gun with 80 heavy rounds

ORGOT NALKUS

CR 3

XP 800

Female half-orc mystic

N Medium humanoid (orc)

Init +0; **Senses** darkvision 60

ft.; **Perception** +8

DEFENSE HP 32

EAC 13; **KAC** 14

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

Defensive Abilities

ferocity

OFFENSE

Speed 30 ft.

Melee basic handaxe +7 (1d4+4 S) or

bite +7 (1d4+4 P)

Ranged flame pistol +6 (1d4+3 F; critical burn 1d4)

Offensive Abilities blood mark (*Starfinder Adventure Path* #2: *Temple of the Twelve* 50), destructive frenzy (*Adventure Path* #2: *Temple of the Twelve* 50)

Mystic Spell-Like Abilities (CL 3rd)

At will—*mindlink*

Mystic Spells Known (CL 3rd; melee +7)

1st (3/day)—*carnivorous* (*Adventure Path* #2: *Temple of the Twelve* 51), *mind thrust* (DC 16)

0 (at will)—*detect magic, fatigue* (DC 15)

Connection devastator

TACTICS

Before Combat Orgot arrives in this combat having already cast *carnivorous*, which lasts for 2 minutes.

During Combat In this state, Orgot prefers to taste the blood of her foes and bites when she can. Otherwise, she uses *mind thrust*. Like other strong-willed mercs, Orgot gains the confused condition when she is reduced to 10 Hit Points or fewer.

STATISTICS

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

Skills Athletics +8, Intimidate +8, Mysticism +13, Survival +8

Languages Common, Orc



Gear freebooter armor I, basic handaxes^{AR} (2), flame pistol with 1 standard petrol tank (20 charges)

Development: Once the PCs retake the ship, Kaniko mourns anyone killed, but whether she holds their deaths against the PCs (versus whatever altered her friends' minds) depends on the extent of the carnage. Count deaths Kaniko might believe the PCs couldn't avoid as 0, but otherwise any mercenary the PCs killed after Kaniko requests they not do so counts double toward the following total. If no mercs were killed, Kaniko's attitude is helpful. If only one merc died, Kaniko is still friendly. If up to three were killed, she is indifferent. If four or more mercenaries were killed, Kaniko becomes unfriendly, but maintains a professional demeanor despite her feelings.

EVENT 3: FOO FIGHTER (CR 6)

Except for Kaniko, the crew of the *Voidcrier* is now dead or unconscious. Orvir, Shez, and Narla should awaken eventually, but the PCs likely want revenge against the mysterious gray starship following them. Allow the PCs to take any of the *Voidcrier's* bridge

positions. If permitted, Kaniko serves as Chief Mate (see the *Character Operations Manual* for information on this and other new starship roles), but she can also serve as a gunner.

Starship Combat: Place the *Voidcrier* on the map but leave the gray starship off at first. It begins 8 hexes behind the *Voidcrier*, but moves into the *Voidcrier's* port arc during the first round. During that helm phase, the science officer can attempt another DC 26 Computers check to detect what arc the gray monitor capsule is in, but the PCs can't target it yet. In the gunner phase, the monitor capsule fires its weapon, which lowers the cloaking field. Starship combat then proceeds as normal. The grays fight until their ship is destroyed.

GRAY MONITOR CAPSULE

TIER 4

HP 40 (inside front cover)

Development: If the *Voidcrier* is disabled, the gray monitor capsule flees the area, leaving the PCs to pick up the pieces.

Shortly after the battle, Orvir, Shez, and Narla, awaken along with any surviving mercenaries. The false Stewards retake command of the *Voidcrier*, but they acknowledge their debt to the PCs. Kaniko suggests the Stewards should reward the PCs' valor. Narla agrees, but any PC who succeeds at a DC 21 Sense Motive check can tell her feelings on this situation are more complicated. She chalks it up to the close call with oblivion they all just had and is unwilling to elaborate further.

The *Voidcrier* is now able to enter the Drift and complete the journey to Tyrkalis Base. If asked, the Stewards attempt to preserve their ruse by saying they aren't cleared to jump to Absalom Station as the classified nature of their mission warrants avoiding unnecessary questions from relevant authorities. Thanks to the *Voidcrier*'s fast Drift engine, however, the ship arrives at Tyrkalis Base 5 days later.

Story Award: For defeating the gray monitor capsule, award the PCs 2,400 XP.

PART 2: AMONG IMPOSTORS

Though the PCs might feel that they are finally safe, the impostor Stewards are leading the PCs to a terrible end.

ARRIVAL

As the *Voidcrier* enters Varos's orbit and descends towards the moon's volcanic surface, read or paraphrase the following, assuming the PCs can see a viewscreen or out of a viewport.

Black rock badlands broken by rivers and pools of lava cover the surface of Varos.

Any PC who succeeds at a DC 15 Physical Science or DC 20 Culture check knows that no pure water exists on the surface of Varos. At best, sulfurous pools of steaming, stinking mud occasionally bubble to the surface, where they sublimate to leave behind patches of flammable residue. Anyone who succeeded at the Culture check also knows that mining camps and other small facilities dot the hostile landscape, including prison camps operated by the Brethedan government, where prisoners serve sentences of hard labor on this so-called "death moon."

Minutes later, the *Voidcrier* approaches the Steward base.

Tyrkalis Base is a rectangular facility with a slender tower in its middle. The blue and gold symbol of the Stewards projects holographically above it. As the *Voidcrier* approaches, Narla asks for permission to land. After the request is granted, the *Voidcrier* banks toward a large hangar that opens wide. The frigate lands alongside another ship of similar size.

The second starship has its call sign, the *Peryton*, emblazoned on its side, along with the silhouette of a winged stag's head. A PC who succeeds at a DC 14 Engineering or Piloting check can identify the other vessel as a Sanjaval Vagabond light transport.

As the PCs disembark, read or paraphrase the following.

Shez and Narla lead the way down the boarding ramp and out of the ship, with Orvir and his mercenaries bringing up the rear. As everyone emerges into the spacious hangar, an oversized double door to the east opens. A tall humanoid in a gleaming suit of blue powered armor approaches, accompanied by a pair of Stewards in impeccable uniforms. When the armored figure is close, the helmet opens to reveal the stern face of a verthani, his large black eyes set off by his close-cropped white hair.

"Yalamis, Daiasha, welcome back. Your reports preceded you, although the last not by much. Commander Pike, you as well. I see you've brought the guests you mentioned, Yalamis." While regarding you evenly, he continues, "I'm Inspector Jox Hird, supervisor here."

Narla says. "These people have been through a lot, inspector. They've helped us, and they deserve our respect."

Hird nods. "From your reports, I must agree. Welcome to Tyrkalis Base."

Narla introduces each of the PCs, and based on her reports, Hird comments on a highlight of the PCs' contributions since the group met the Stewards. Narla agrees enthusiastically with any praise Hird gives. A PC who is suspicious of Narla can attempt a DC 21 Sense Motive check, while any PC suspicious of Hird can attempt a DC 28 Sense Motive check. On a success, the PC perceives the Steward agent in question is being disingenuous somehow. If the PC succeeds at the check by 5 or more, they can tell any flattery is intended to reinforce the PCs' trust rather than specifically acknowledge the efforts of the group.

Once everyone has been introduced, Hird has some final words for the PCs.

"You must stay in the guest wing," the inspector says, gesturing toward a door to the south. "There's plenty of room there. Guests are not permitted in the secure wing. Please do not attempt to enter any doors labeled 'Restricted Access.'"

"Now, considering what you've been through, medical checkups are in order. I'll instruct our physician, Dr. Nodens, to conduct those and make sure you're all right. She has also been instructed to debrief you about your ordeal, so that everything you've learned about the grays can be added to our data."

Hird departs with his guards, Shez, and Narla to the east. Orvir, Kaniko, and any other surviving mercenaries accompany the PCs through the door to the south. Most of the mercenaries are eager for a shower, sustenance, and sleep. The PCs are assigned two guest rooms (area **A8**) near Orvir and Kaniko.

TRAPPED IN TYRKALIS

Once the PCs arrive at Tyrkalis Base, the adventure takes a less linear approach that allows the PCs to direct the action. As

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such, the adventure demands a bit more of you as GM. While you're running events in Tyrkalis, it is important to encourage the PCs to investigate their captors and attempt to escape. Keep the action moving using the events while also giving the PCs time to interact, plan, and investigate. If the players need more coaxing, **Event 5** exists for that purpose, among others. The PCs needn't fight every reptoid in Tyrkalis—the adventure assumes they battle the named reptoids and about half the unnamed ones in the base. This adventure also assumes the PCs don't fight with Kaniko or any surviving mercenaries.

After their arrival, the PCs have until the next morning to do as they wish, moving freely throughout the guest wing (areas **A2** through **A9**) and interacting with the mercenaries who reside there. (Orvir Pike and Kaniko might object to intrusion within their private rooms, if the PCs are caught doing so.) The PCs aren't allowed in the restricted areas (areas **A10** through **A25**). Security guards don't permit PCs to pass through the checkpoint in area **A10**.

The PCs begin their debriefings with the Stewards during **Event 4**, on their first morning in Tyrkalis Base. Each PC is taken into the restricted wing to face the reptoid doctor individually. The PCs should soon discover that while the Stewards don't interact with the PCs much, the party is not permitted to leave Tyrkalis Base. Requests to talk to Steward leaders largely fail, although Narla Yalamis might address the PCs, reassuring them that they'll be released as soon as Inspector Hird is sure they're

not a threat. She claims that cooperating with the debriefing process is the surest way to do that.

PIKE'S PERYTONS

The Stewards have set up part of their base to house guests, such as civilians rescued from the surface of Varos, until they can find travel off the moon, as well as contractors, such as mercenary groups like Pike's Perytons. The mercenaries were assigned bunks, while Orvir Pike was given his own quarters and a small office space to conduct business as the company's commander. After they were hired, the mercenaries stayed at the base for a night before heading out on the mission to Outpost Omicron. Orvir Pike was replaced by a reptoid during that time.

During the PCs' stay, the reptoid Pike doesn't interact much with them or his mercenaries. He goes into the restricted sector for brief visits or stays in his quarters (area **A8a**), occasionally using the rec areas or his temporary office. If the PCs want something from Orvir, he tries to delegate the task to Kaniko.

After the events of Part 1, it is possible that the only remaining members of Pike's Perytons are Orvir Pike and Kaniko Breez. In such a case, Kaniko is likely upset with the PCs and doesn't speak with them. Otherwise, the surviving mercenaries share Kaniko's attitude toward the PCs.

If Kaniko is friendly or better toward the PCs, she invites them to participate in activities with surviving mercenaries,

granting the PCs a +2 circumstance bonus to attempts to improve any mercenary's attitude. Ultimately, it's up to you whether the PCs can improve relations with specific mercenaries, depending on the PCs' actions before now.

The PCs can interact with a mercenary (including Kaniko) to improve their attitude toward the party in various ways. The mercenaries respect skill in athletics, carousing, holovid and strategy games, hand-to-hand combat, shooting, and smack talk. Of course, a PC might just be naturally charming no matter what they do. In general, allow other skill checks to function as the change attitude task of Diplomacy, with a base DC of 19 (modified by a mercenary's initial attitude, as normal).

If the PCs ask about the base and their hosts, they can find out several facts from friendly mercs. Disseminate these facts over a few interactions or use them when the PCs ask questions requiring one of these answers.

- Tyrkalis is a Steward station purposed for rescuing endangered civilians and arresting escapees from Brethedan prisons. The Stewards also run missions out of the base.
- Communications are secured. All comms headed off base circulate through a command center in the restricted wing.
- Approximately 20 well-armed, well-trained Stewards run Tyrkalis Base.
- The Perytons' contract demands that they follow Steward commands. However, they generally do only what Orvir and Kaniko tell them to do.
- Varos is extremely inhospitable. Safe travel requires a vehicle or starship, but there's nowhere nearby to go.
- The hangar doors open only with a command override, which comes from the command center in the restricted wing.

If necessary, the statistics of the mercs (including Kaniko) are on pages 6–10. Orvir Pike's statistics are presented below.

ORVIR PIKE**CR 6****XP 2,400**Male reptoid soldier (*Starfinder Alien Archive* 92)

LE Medium humanoid (reptoid, shapechanger)

Init +7; **Senses** low-light vision; **Perception** +13**DEFENSE****HP 90****EAC** 18; **KAC** 20**Fort** +8; **Ref** +6; **Will** +7; +2 vs. mind-affecting effects and poisons**OFFENSE****Speed** 40 ft.**Melee** claw +16 (1d6+10 S; critical wound [DC 14]) or unarmed strike +16 (1d6+10 B; critical wound [DC 14])**Ranged** *knockdown advanced railgun* +15 (1d10+6 P; critical knockdown)**Offensive Abilities** charge attack, fighting styles (blitz), gear boosts (unarmed mauler^{AR})**TACTICS****Before Combat** If he knows combat is imminent, Orvir activates his force field.**During Combat** Orvir is a fearless warrior and proud martial

artist who likes to challenge tough foes. He switches between melee and ranged combat, rarely missing an opportunity to fire his railgun in automatic mode.

Morale Orvir is courageous and likely to stick around in a fight too long, especially against non-reptoid foes.

STATISTICS**Str** +4; **Dex** +3; **Con** +0; **Int** +2; **Wis** +1; **Cha** +1**Skills** Acrobatics +13, Athletics +18, Bluff +13, Intimidate +13, Sense Motive +13**Feats** Kip Up, Mobility, Slippery Shooter**Languages** Brethedan, Common, Reptoid**Other Abilities** change shape (any specific humanoid)**Gear** inheritor's grace I^{AR} (mk 1 mobility enhancer^{AR}, purple force field), *knockdown advanced railgun*^{AR} with 45 longarm rounds, *conspirator's emblem*^{AR}**THE STEWARDS**

The Stewards, led by Inspector Hird, are all reptoids, including Narla Yalamis, Shez Daiasha, and a doctor named Rel Nodens. Eight reptoid infiltrators pose as "high-clearance" civilian employees—two work as lab techs for Dr. Nodens, and six perform labor or maintenance, whether in the hangar and warehouse (areas **A1** and **A16**, respectively), the reactor room (area **A15**), or elsewhere. Each is a trained field agent. Eleven constables, competent reptoid soldiers, serve in security and administration roles in the base.

Although the reptoids rarely interact with the PCs, each takes a specific humanoid form. Within the restricted wing, this form is most often human. In areas the PCs are likely to regularly interact with reptoids, given names and identities are listed. If a PC succeeds at a Sense Motive check against a reptoid in an unrestricted area, the PC might experience an uneasy feeling toward the reptoid or sense contempt or hostility, but can't know anything for certain. However, in the restricted area, only Inspector Hird continuously remains in character. Other reptoids let their guard down, and if they're unaware of observing PCs, they speak in Reptoid, mock their "guests," and so on. A PC who doesn't understand Reptoid but succeeds at a DC 20 Culture check can identify this language.

All the reptoid statistics appear here for ease of use, since they might be encountered anywhere in Tyrkalis Base. Their likely locations, if they have no reason to be elsewhere, are noted in the various locations of area **A**.

REPTOID INFILTRATOR**CR 3****XP 800**Reptoid operative (*Alien Archive* 92)

LE Medium humanoid (reptoid, shapechanger)

Init +5; **Senses** low-light vision; **Perception** +9**DEFENSE****HP 35****EAC** 14; **KAC** 15**Fort** +2; **Ref** +5; **Will** +6; +2 vs. mind-affecting effects and poisons**Defensive Abilities** evasion**DECEIVER'S MOON****PART 1:
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OFFENSE

Speed 40 ft.

Melee pistol whip +7 (1d4+4 B) or
claw +7 (1d3+4 S)

Ranged flash compliance ray +9 (1d6+3 F nonlethal; critical
blind^{AR} [DC 14])

Offensive Abilities trick attack +1d8

TACTICS

During Combat An infiltrator prefers to stay out of melee,
moving and using Bluff to make trick attacks from cover.

Morale An infiltrator is unlikely to retreat while
higher-ranking reptoids are nearby. Otherwise, they
retreat when wounded and likely to be defeated in
combat, calling for backup.

STATISTICS

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

Skills Bluff +14, Computers +9, Medicine +9, Sense Motive
+9, Stealth +14

Feats Mobility

Languages Brethedan, Common, Reptoid

Other Abilities change shape (any specific humanoid),
operative exploits (pistol whip^{AR}), specialization (spy)

Gear casual stationwear, flash compliance ray^{AR} with 1
battery (20 charges), personal comm unit

REPTOID CONSTABLE

CR 4

XP 1,200

Reptoid soldier (*Alien Archive* 92)

LE Medium humanoid (reptoid, shapechanger)

Init +3; **Senses** low-light vision; **Perception** +10

DEFENSE

HP 50

EAC 17; **KAC** 17

Fort +6; **Ref** +4; **Will** +5; +2 vs. mind-affecting effects and
poisons

OFFENSE

Speed 25 ft.

Melee hook sword +9 (1d8+7 S; critical bleed 1d4) or
claw +9 (1d3+7 S)

Ranged pusher decoupler +13 (1d6+4 F; critical corrode 1d6
and demoralize^{AR})

Offensive Abilities fighting styles (sharpshoot), gear boosts
(caustic burns^{AR}), sniper's aim

TACTICS

During Combat A constable tries to find cover, then shoots
at the PCs, hoping to gain the dual critical hit effect of
the decoupler. If any PCs move into melee, the constable
might attempt to trip them using a hook sword.

Morale A constable dreads the repercussions of failure,
including being put under Dr. Nodens's "care." They fight
to the end, unless a higher-ranking reptoid retreats. In
that case, they perform a fighting withdrawal to cover
the more senior reptoid's flight.

STATISTICS

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

Skills Athletics +10, Bluff +10, Intimidate +10, Sense
Motive +10

Languages Brethedan, Common, Reptoid

Other Abilities change shape (any specific humanoid)

Gear basic lashunta tempweave, hook sword^{AR}, pusher
decoupler^{AR} with 2 high-capacity batteries (40 charges
each), personal comm unit

NARLA YALAMIS

CR 5

XP 1,600

Female reptoid technomancer (*Alien Archive* 92)

NE Medium humanoid (reptoid, shapechanger)

Init +3; **Senses** low-light vision; **Perception** +11

DEFENSE

HP 60

EAC 16; **KAC** 17

Fort +4; **Ref** +4; **Will** +8; +2 vs. mind-affecting effects and
poisons

OFFENSE

Speed 30 ft.

Melee advanced sword cane +8 (1d4+5 P; critical bleed 1d4) or
claw +8 (1d3+5 S)

Ranged flare compliance ray +10 (2d4+5 F nonlethal; critical
blind^{AR} [DC 15])

Technomancer Spells Known (CL 5th)

2nd (3/day)—*invisibility*, *microbot assault*

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

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

TACTICS

During Combat Narla uses *grease* and her *spell gem of
hold portal* to seal off the PCs' retreat, her *spell gem of
reflecting armor* to dissuade PC attacks, and *supercharge
weapon* on her reptoid allies. She saves a casting of
invisibility for her escape.

Morale When reduced to 25 Hit Points or fewer, Narla casts
invisibility and flees to find Inspector Hird. While at his
side, Narla fights to the death.

STATISTICS

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

Skills Bluff +11, Diplomacy +11, Computers +16, Mysticism
+11, Sense Motive +11

Languages Common, Elven, Reptoid

Other Abilities magic hacks (countertech, fabricate tech),
spell cache (datapad)

Gear d-suit I, advanced sword cane^{PW}, flare compliance ray^{AR}
with 1 battery (20 charges), datapad^{AR}, personal comm
unit, *spell gem of hold portal*, *spell gem of reflecting armor*

REL NODENS

CR 5

XP 1,600

Female reptoid mystic/biohacker (*Alien Archive* 92,
Character Operations Manual 40)

NE Medium humanoid (reptoid, shapechanger)

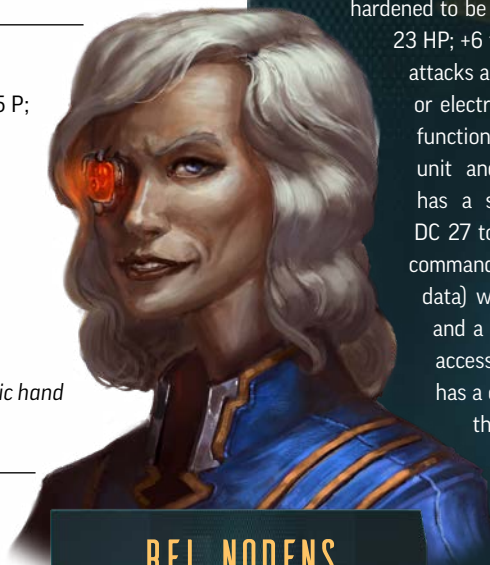
Init +3; **Senses** low-light vision; **Perception** +16

DEFENSE

EAC 16; KAC 17

Fort +4; **Ref** +4; **Will** +8; +2 vs. mind-affecting effects and poisons**OFFENSE****Speed** 30 ft.**Melee** claw +8 (1d4+6 S)**Ranged** zoologist injector pistol +10 (1d8+5 P; critical injection DC +2)**Offensive Abilities** forced amity (DC 15), inexplicable commands**Mystic Spell-Like Abilities** (CL 5th)At will—*mindlink***Mystic Spells Known** (CL 5th)1st (3/day)—*command* (DC 16), *detect thoughts* (DC 16)0 (at will)—*detect affliction*, *psychokinetic hand***Connection** overlord**TACTICS****Before Combat** If Dr. Nodens has time, she loads her injector pistol with the sedative found in area A12.**During Combat** Dr. Nodens prefers to hinder and sedate her foes. Dr. Nodens is brutal enough to perform a coup de grace with her claw on a downed foe, while observing the reactions of that person's allies.**Morale** Dr. Nodens won't surrender to "lesser beings" such as the PCs, but if severely outmatched, she retreats to find allies.**STATISTICS****Str** +1; **Dex** +3; **Con** +0; **Int** +2; **Wis** +5; **Cha** +2**Skills** Bluff +16, Diplomacy +11, Disguise +11, Intimidate +11, Life Science +16, Medicine +16, Mysticism +16, Sense Motive +11**Languages** Brethedan, Common, Reptoid**Other Abilities** biohacks (maximum 6), change shape (any specific humanoid), custom microlab (chemalyzer), fields of study (neurochemistry), theorems (painful injection [+2 damage])**Gear** business stationwear, zoologist injector pistol^{AR} with 20 darts, chemalyzer^{AR}, Nodens's datapad (see sidebar)

HP 60 RP 4



REL NODENS

NODENS'S DATAPAD

Dr. Nodens's datapad is miniaturized to be of light bulk and hardened to be quite tough (AC 11; hardness 21; 23 HP; +6 to saving throws, +14 vs. energy attacks and effects that target computers or electronics). This tier 3 computer can function as a personal planet-wide comm unit and is self-charging. The device has a security II module (Computers DC 27 to hack), an alarm that pings the command station at A21 (with location data) when someone fails to access it, and a 1-hour lockout after three failed access attempts. This datapad also has a control module (called No Touch) that allows it to function as Dr. Nodens's biometrics for doors in Tyrkalis Base and Terrapin Station, and as a terminal for any computer in those bases, provided the targeted device is within 100 feet. Having

this datapad provides a +2 circumstance bonus to hack systems in Tyrkalis Base and Terrapin Station.

Data is stored on the datapad in two layers. In the outer shell are administrative records and schedules, raw data from lab-tech datapads, notes on trivial tasks or hobby reading (referring to Nodens's book collection in A14), supply lists, requisitions, and other mundane data. A firewall (DC 29 to hack) protects a secure data module that contains records of Tyrkalis Base personnel written in Reptoid (revealing the Stewards, Orvir Pike, and the high-clearance workers as reptoids, since each has a picture with a name in Common). The module also stores Nodens's research into pain tolerance and manipulation, including debriefings with the PCs (she speculates the PCs have been corrupted by enemy grays and should be disposed of). In addition, the datapad also has compiled and correlated data from lab-tech datapads, including evidence of disturbing liberties taken even with reptoid patients if it furthers Nodens's research. Finally, the datapad contains survey data of nearby Varos, including the location of Terrapin Station (page 32), which is identified as a reptoid listening post, as well as an "extraction point."

Offensive Abilities overload (DC 15)**TACTICS****During Combat** Shez feels at home in melee and ranged combat, carrying a handaxe in his left hand and pistol in his right. He directs Melta-Man to attack the toughest-looking PCs and does the same. Shez is

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SHEZ DAIASHA

CR 5

XP 1,600

Male reptoid mechanic (*Alien Archive* 92)

LE Medium humanoid (reptoid, shapechanger)

Init +2; **Senses** low-light vision; **Perception** +11**DEFENSE**

EAC 17; KAC 18

Fort +6; **Ref** +6; **Will** +6; +2 vs. mind-affecting effects and poisons**OFFENSE****Speed** 30 ft.**Melee** tactical handaxe +11 (1d6+7 S) or claw +11 (1d3+7 S)**Ranged** frostbite-class zero pistol +11 (1d6+5 C; critical staggered [DC 15])

HP 65

smart enough to seek cover and tactical advantages first and rely on his aim second.

Morale When Shez is reduced to fewer than 30 Hit Points, he retreats to seek aid from Narla Yalamis or Inspector Hird. While at either of their sides, he fights to the death.

STATISTICS

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

Skills Bluff +16, Computers +16, Engineering +16, Piloting +11, Sense Motive +11

Languages Castrovelian, Common, Reptoid

Other Abilities artificial intelligence (drone named Melta-Man), change shape (any specific humanoid), custom rig (armor upgrade), mechanic tricks (overcharge, overclocking), remote hack (DC 15)

Gear d-suit I, tactical handaxes (2), frostbite-class zero pistol with 2 batteries (20 charges each), *mk 1 mindlink circlet*



JOX HIRD

MELTA-MAN

CR —

XP —

LE Medium construct (technological)

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

Perception +8

DEFENSE

HP 40

EAC 14; **KAC** 17

Fort +4, **Ref** +4, **Will** +1

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

OFFENSE

Speed 30 ft.

Melee slam +7 (1d6+5 B)

Ranged 12-notch plasma fork +9 (1d8+3 E & F; critical knockdown)

STATISTICS

Str +2, **Dex** +3, **Con** —, **Int** 0, **Wis** 0, **Cha** +0

Skills Athletics +8

Languages Common

Other Abilities unliving, reduced actions (*Alien Archive* 138)

Gear 12-notch plasma fork^{AR} with 1 battery (20 charges)

JOX HIRD

CR 6

XP 2,400

Male reptoid soldier (*Alien Archive* 92)

LE Medium humanoid (reptoid, shapechanger)

Init +2; **Senses** low-light vision; **Perception** +13

DEFENSE

HP 80

EAC 20; **KAC** 22

Fort +8; **Ref** +6; **Will** +7; +2 vs. mind-affecting effects and poisons

Resistances cold 5, fire 5

OFFENSE

Speed 30 ft.

Melee static stun staff +16 (1d10+12 E; critical staggered [DC 16]) or slam +16 (1d10+14 B)

Ranged static arc rifle +13 (1d12+6 E; critical arc 1d6)

Offensive Abilities fighting styles (armor storm), gear boosts (melee striker), hammer fist

TACTICS

During Combat Inspector Hird activates his kill switch (see Tyrkalis Kill Switch below) whenever he enters combat. He prefers melee combat with his staff, and his priority is any foe whose weapons ignore his cold and fire resistance.

Hird uses the static arc rifle mounted on his armor only when all

targets are beyond his reach.

Morale In his armor, Hird has absolute confidence in his abilities and a desire to punish his foes, and he fights to the death. If somehow caught outside his armor, Hird first attempts to don it. When about to die, he gloats about the Tyrkalis kill switch.

STATISTICS

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

Skills Athletics +13, Bluff +18, Intimidate +13, Sense Motive +13

Languages Brethedan, Common, Reptoid, Verthani

Other Abilities change shape (any specific humanoid), enhanced tank

Gear battle harness (mk 1 thermal capacitor, Tyrkalis kill switch, static arc rifle with 1 high-capacity battery [40 charges]), static stun staff^{AR} with 1 battery (20 charges), personal comm unit

SPECIAL ABILITIES

Tyrkalis Kill Switch (Ex) When activated as a swift action, this modified biometric monitor sends a kill order to Tyrkalis Base's reactor. When the reactor receives this order, it begins a self-destruct sequence that takes 2 hours. A creature who finds this armor upgrade and succeeds at a DC 24 Computers or Engineering check can identify its function. That function also becomes clear enough when the reactor responds.

Story Award: The first time the PCs gain proof the Stewards are reptoids in disguise (whether by witnessing their actions or by hacking Dr. Nodens's datapad), award them 1,600 XP.

A. TYRKALIS BASE

A military-style installation, Tyrkalis Base has austere features and is made of dark composite materials. Use the map on page 18 for this area.

TYRKALIS BASE FEATURES

The base has the following common features, with exceptions noted where they occur. Statistics for these structures can be found on page 408 of the *Core Rulebook*.

Construction: Most of Tyrkalis's structure is the equivalent of a starship interior. The walls of the hangar and building exterior are like starship bulkheads.

Communications: Inspector Hird keeps Tyrkalis isolated from the broader Brethedan infosphere, supposedly to keep the facility secure. Daily communications through the command center (area **A21**) allow updates to entertainment software and the like, which are then narrowcast to the guest wing. However, all outgoing communication must originate in the command center. The reptoids use a monitoring station called Terrapin to capture and direct communications throughout this region of Varos, which means any long-distance communication is unlikely to escape their control or notice.

Doors: Most doors are steel. Airlock-quality doors can be found where noted. Locked doors require the biometrics of one reptoid assigned to the base to open. (An unconscious reptoid's biometrics open a lock, but a dead one's won't.) A PC who examines the airlocks and succeeds at a DC 27 Engineering or Computers check can detect an alarm that will go off if tampering fails before they set it off. Disabling the alarm requires another such check, but with a DC of 22. To open a lock, a PC must succeed at a DC 27 Computers check to hack the biometric reader or a DC 27 Engineering check to bypass it. Failure to hack or bypass a lock sets off a silent alarm in area **A21**, alerting the reptoids there to the location of the tampering.

Lighting: Most rooms have lighting control (voice and manual) that allows lights to go from dark to dim to bright.

Security: A closed, largely homogenous secret base, Tyrkalis lacks security features such as cameras and similar devices. However, reptoids can use their personal comm units to set off an alarm (as a standard action). This alarm is silent, but broadcasts to the comms of other reptoids, starting with nearby reptoid constables, before escalating to Narla and Shez, and finally to Inspector Hird. Orvir and the reptoid infiltrators aren't part of this security chain, but reptoid infiltrators who become aware of intruders help confront them.

The first time the PCs are found sneaking around a restricted area, reptoids (especially Narla and Shez, who have likely have developed a relationship with PCs) warn them before ushering the PCs back to the unrestricted area. The reptoids raise alarms during later infractions and attempt to subdue the PCs, which can end with them being restrained in their rooms, their weapons turned over to Orvir. However, reptoids return lethal resistance with similar force. The mercenaries help the Stewards only if they are present

and have indifferent or worse attitudes toward the PCs, or if ordered to assist by Orvir. In this latter case, friendly mercs try to deal nonlethal damage.

Some events inside Tyrkalis, such as tampering with door locks and failing to open them, notify the command center (area **A21**). When this happens, one reptoid constable goes to check on the situation.

Temperature: Tyrkalis Base is, in general, slightly warmer than one might expect. However, each room has a climate control that can be operated manually or by voice.

A1. HANGAR (CR VARIES)

This immense hangar is large enough to house two starships of moderate size, as the *Voidcrier* and the *Peryton* parked here attest. Storage containers line the rear and side walls in tall stacks. Airlock doors lead from the hangar, one to the south and a double door to the east. The double door is labeled "Restricted Access."

The *Voidcrier* and the *Peryton* (the mercenary starship) remain here until Part 3. The *Peryton* is a Sanjaval Vagabond with the port cargo hold and the escape pods converted to good guest quarters for eight mercs. Both starships' exterior airlocks are locked (like base doors), as are their inner airlock doors, and these doors unlock like other Tyrkalis doors but only for named reptoids. For the *Peryton*, though, Kaniko's biometrics open these locks. Setting off an alarm in area **A21** causes a squad of two constables and Narla Yalamis to show up. Checks to unlock the doors take 2d4 rounds to complete and are likely to be noticed by any creatures here.

Both ships have tier 3 computers (Computers DC 25 to hack). If the PCs hack the *Voidcrier*'s computer, they find no more than was detailed in the Technology Clues section on page 5. Hacking the *Peryton*'s computer reveals administrative records related to the mercenaries, such as flight plans, personnel records and IDs, cargo manifests, and so on.

No operating mechanism for the hangar doors can be found here, although the remnants of one is located near the double door to area **A16**. The doors are operated in the command center (area **A21**). Getting these massive doors to open without a command override would be an enormous Engineering task or require starship weaponry as likely to damage any ships in the hangar as the doors.

The hangar is also used to house empty cargo containers or a few full of actual goods that have not yet been stored in the warehouse (area **A16**).

An oversized double airlock door leads east, and while the warehouse workers are here, it might be open. When the workers aren't present, the double door is locked. A large airlock door leads south to the guest quarters. While the door can be locked, it is never locked when the PCs are present.

Creatures: Three reptoid infiltrators—**Gemma Bennik** (appears as a female human), **Vort-One** (appears as an agender

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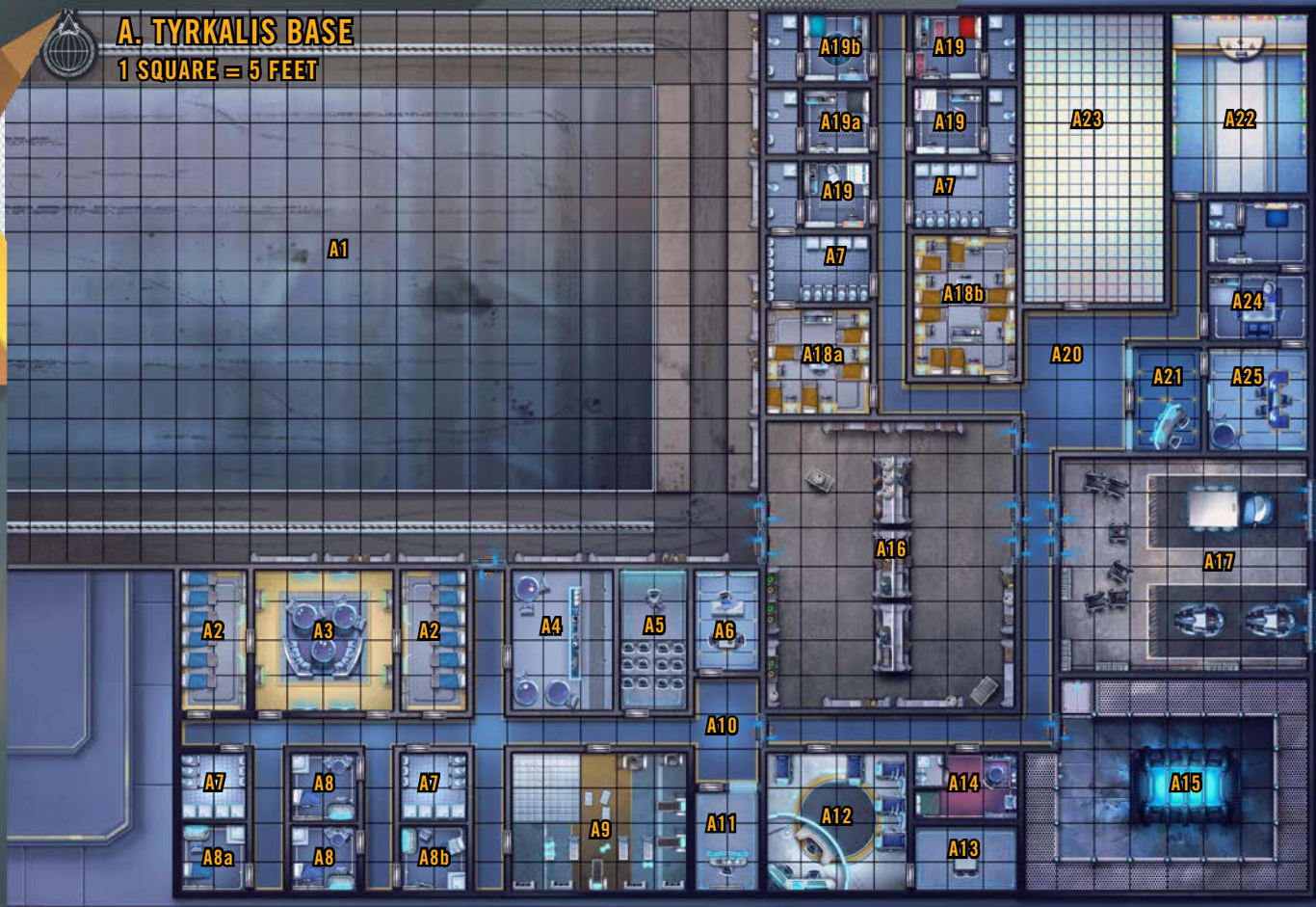
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A. TYRKALIS BASE

1 SQUARE = 5 FEET



android), and **Mik Strahn** (appears as a male human)—work between the hangar and the warehouse (area **A16**) from about 7 a.m. until 3 p.m., conducting maintenance, loading or unloading cargo, or seeing to other tasks in the hangar. Occasionally, one uses the cargo lifter commonly parked in area **A16**. Also, if one or more reptoid infiltrators are in area **A16**, they are likely to be attracted to a battle here within 1d3 rounds.

REPTOID INFILTRATORS (3)

CR 3

XP 800 each

HP 35 each (page 13)

A2. BARRACKS

These minimalist barracks hold six beds, a storage locker at the foot of each. Standing metal closets line the dark walls.

Creatures: Assuming a full mercenary roster, a few mercs rest in each of these rooms. Some sleep while others browse the limited base infosphere, write mail, engage in entertainment on their personal comm units, or otherwise keep to themselves.

A3. REC ROOM

This spacious chamber is furnished with comfortable couches and chairs, tables for gaming or dining, a trivid projector, and other amenities.

Creatures: If any of the mercenaries survived, a few of them are often here socializing, perhaps by playing a holoivid brutaris game or gambling.

A4. GALLEY

Several tables fill most of this room, while a long bar separates diners from a few serving drones and their cooking equipment.

This galley operates 24 hours per day. The serving drones do their best to satisfy all requests, moving from customer to customer and taking orders.

Treasure: The galley is equipped with a mk 2 culinary synthesizer (Armory 129) and a self-heating pot (Armory 131). The drones have access to a bin of 1,000 UPBs for the synthesizer.

A5. BRIEFING ROOM

This room has three rows of four chairs each, all facing a large display screen and podium with a thin lectern. An extra chair stands alongside the podium.

PCs who ask about this room learn Orvir Pike is meant to brief his mercenaries here, but has little opportunity to do so. This room remains unoccupied until **Event 5**.

A6. GUEST OFFICE

This plain office includes a desk, chair, and computer terminal, as well as a small table with two small chairs around it.

As with the briefing room (area **A5**), Orvir has little time to use this office. It has a tier 3 computer built into the desk, and a PC who succeeds at a DC 25 Computers check can hack this device. Inside are administrative records for Pike's Perytons, a duplicate of those found on the *Peryton* starship. Among these records is a map of Varos near Tyrkalis base. Terrapin Station (page 32), where a reptoid flees in Part 3, is marked on this map with a universal symbol for "emergency meeting point." Orvir's computer also contains an accurate schematic of Tyrkalis Base.

A7. RESTROOMS

This large lavatory has toilets, sinks, and several small showers, all sonic.

These restrooms are clean and well-maintained.

A8. PRIVATE ROOMS

Four rooms—each with a small, shared sonic lavatory—have been set aside for guests. Orvir is assigned to area **A8a**, which has a bed, desk, and comfortable chair, along with a wardrobe. Kaniko has another similar room in area **A8b**, leaving two rooms empty for the PCs, each with double bunks, a desk, a couple smaller comfy chairs, and a metal wardrobe divided into two compartments.

Each room initially assigned to the PCs has surveillance equipment that allows reptoids at the command station (area **A21**) to monitor activity within. For example, the voice-activated climate control system monitors and records what the PCs say, while a holoivid display also has a camera. Detecting one of these surveillance devices requires a successful DC 27 Perception check, but if a PC succeeds in one room, the DC is reduced to 22 when searching the other room for the same device. A PC who succeeds at a DC 22 Engineering check can disable detected devices, but succeeding by 5 or more allows the PC to set the devices to transmit false readings (of an empty, silent room). If the devices are fully disabled, the reptoids know immediately. However, if the devices are fooled by the false readings, it takes the reptoids 24 hours to realize what happened. The reptoids don't bother fixing the equipment if the PCs sabotage it.

Creature: Orvir Pike is most likely to be in his room if he isn't visiting the restricted wing.

ORVIR PIKE **CR 6**
XP 2,400
HP 90 (page 13)

Treasure: If PCs succeed at disabling the surveillance equipment in one room, they acquire an enhanced camera scanner and a shotgun microphone scanner (both *Armory* 107). Success in both rooms allows them to acquire another two scanners and a *phase detector* (*Armory* 124).

A9. Gym

This spacious room holds exercise machines that adapt to varied physiologies for building tone, strength, and stamina. An array of free weights and sports equipment, including sparring gear, is also available. One part of the room is an open mat for sparring, tumbling, and other activities that require a lot of space.

Creatures: One or two mercs exercise here throughout the day and evening, assuming any survived.

A10. CHECKPOINT (CR 4 OR 6)

This area consists of an airlock door marked "Restricted Access" and a transparent southern wall that allows a view into a security station.

The airlock door here is always locked.

Orvir Pike is the only resident of the guest wing permitted to pass the checkpoint, except during the PCs' debriefings. When Orvir uses this door, the guard makes a show of checking his identification and scanning him. A PC who succeeds at a DC 20 Sense Motive check perceives the guard is going through the motions. If the reptoids are unaware of the PC and the PC succeeds at this Sense Motive check by 5 or more, the guard or staff agent in area **A11** slips further, perhaps saying something to Orvir in Reptoid. Kaniko has an experience much like this one, leading in part to **Event 5**.

Creatures: A different reptoid constable is posted here every 8 hours, turning away anyone who attempts to enter, other than Orvir. **Tioss Onnos** (appears as a male half-elf) works here from 7 a.m. until 3 p.m., followed by **Sahte Bahtist** (appears as a female human) from 3 p.m. until 11 p.m., and **Ychabo Litka** (appears as a male human) from then until morning. The window into area **A11** allows the reptoid stationed there to see interactions here and respond immediately.

REPTOID CONSTABLE **CR 4**
XP 1,200
HP 50 (page 14)

A11. SECURITY OFFICE (CR 4)

This office has a desk, a terminal, and a chair set to the south and facing north. The northern wall is transparent.

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The computer here operates only the checkpoint door. A PC must succeed at a DC 25 Computers check to hack this control terminal. Someone with access to this terminal can keep the door in area **A10** locked even when biometrics should open it or open the door even without biometrics.

Creatures: The reptoid constables who work within this office rotate shifts. **Gigsen** (appears as a male android) works here from 7 a.m. until 3 p.m., followed by **Lokin Greatshield** (appears as a female dwarf) from 3 p.m. until 11 p.m. At 11 p.m., a reptoid constable, **Ryes** (appears male kasatha) instead occupies this booth. Any reptoid here responds to issues in area **A10**, however, leaving this area unoccupied.

REPTOID CONSTABLE

CR 4

XP 1,200

HP 45 (page 14)

A12. MEDICAL CENTER (CR 6)

The steel door here is locked.

This medical center has beds for five patients. In the southwest corner is a laboratory area, separated from the main chamber by a curved wall of transparent material with an archway on either end.

Creatures: Dr. Nodens is here 16 hours a day, starting at 7 a.m., along with one of two reptoid infiltrators who work as lab techs—**Jolynn Keenan** (appears as a female human) and **Kobi Grimes** (appears as a male halfling)—who switch off at 3 p.m.

Treasure: Each lab tech has a datapad, but each day their data is offloaded into Dr. Nodens's datapad. This facility is a medical lab, and equipment can be collected from it to assemble an advanced medkit. A desk drawer within the medical lab contains 20 doses of tier 2 sedative, a dose of insanity mist in an inhaler, and a subdermal extractor (*Armory 108*).

REPTOID INFILTRATOR

CR 3

XP 800

HP 35 (page 13)

REL NODENS

CR 5

XP 1,600

HP 60 (page 14)

A13. INTERROGATION ROOM

This rectangular room is clean and austere. A square white table stands in the center of the room, and four metal chairs surround it. Seams mark where panels on the table might open.

Reptoids in Tyrkalis can use their personal comm units to remotely command the table panels to open, exposing

manacles and a steel ring to which additional manacles can be fastened. Triggering the panels to open otherwise requires a PC to succeed at a DC 22 Engineering check, or to execute a remote hack and then succeed at a DC 22 Computers check.

A14. DOCTOR'S QUARTERS

The steel door here is locked.

The dimmed lights in this open-plan room are red. A bed covered in green satin sheets takes up one corner. Beside a comfortable chair is a bookcase holding a collection of books. A lavatory with a shower stall is in the northwest corner, while a kitchenette takes up the northeast one.

The books on the bookshelf are medical manuals, including many rare and signed volumes, all worn as if read countless times and annotated in a tight Reptoid script. A PC who peruses the books and succeeds at a DC 25 Culture, Life Science, or Medicine check recognizes some of the authors as doctors of various species whose work was unethical or criminal.

Treasure: The kitchenette has a mk 3 culinary synthesizer and 300 UPBs.

A15. REACTOR ROOM (CR 6 or 3)

The entrance to the room is a locked airlock door.

This large space has a ceiling that is approximately 25 feet tall and includes a balcony that circles the entire chamber at a height of about 10 feet. The balcony can be accessed via a lift north of the western double door or a ladder just south of it. Taking up most of the room's middle is a 15-foot-high rectangular reactor power core.

Creatures: During most of the day, from about 7 a.m. until 3 p.m., Shez Daiasha is in charge here. He keeps Melta-Man on standby behind the ladder. A reptoid infiltrator trained in Engineering instead of Medicine assists Shez. They're supposed to monitor the reactor, but they mostly relax and swap stories or watch entertainment on their comm units, occasionally leaving to perform maintenance elsewhere on the base.

From 3 p.m. until 11 p.m., one reptoid infiltrator monitors the equipment here. Afterward, another reptoid infiltrator takes over until Shez arrives at 7 a.m.

REPTOID INFILTRATOR

CR 3

XP 800

HP 35 (page 13)

SHEZ DAIASHA

CR 5

XP 1,600

HP 65 (page 15)

MELTA-MAN**CR —**

HP 40 (page 16)

A16. WAREHOUSE (CR VARIES)

Each airlock double door leading into the warehouse is marked "Restricted Access" and is usually locked. The western one might be open while the hangar workers are at work in area **A1**. Opening the oversized eastern doors, across from identical doors into area **A17**, pings the security station in area **A21**.

This large space is 25 feet high, lined with metal racks and shelving, and packed with storage containers of many shapes and sizes. Another set of high shelves fills the center of the room.

Supplies are unloaded in the hangar (area **A1**) and eventually stored here.

Creatures: Some of the reptoid infiltrators who work in area **A1** might be here instead. Battle here attracts any infiltrators in area **A1** in 1d3 rounds.

Treasure: Cargo lifter powered armor is most often parked here near the western double door. The warehouse containers are filled with supplies, including a few cases of expensive food and intoxicants the PCs can find if they search for 10 minutes. A PC who searches and succeeds at a DC 25 Perception check can find these unusual goods in 1 minute. If the PCs find these things, which aren't particularly valuable given their large bulk (about 5 to 10 per case), a PC who succeeds at a DC 20 Intelligence or Culture check recognizes that it's peculiar for the Stewards of this austere military base to have such a stash.

If the PCs take a few minutes to search through the luxury edibles, they find several packages of Akitonian Sleeper Khefaks, which are larval khefaks preserved in a fashion that causes them to wake due to pain or other stimuli but die a few moments later. A few species, including some vesk and ysoki, like to consume these vermin raw, skewering them to awaken them just before consumption. Other species, including some ysoki, find the idea of eating a wriggling live khefak larva disturbing.

A17. GARAGE

All doors leading into the garage are locked airlocks. If the western double door opens, a silent alarm is transmitted to area **A21**.

An airlock double door leads into this room from the west, and two large "roll-up" airlock doors take up most of the eastern wall. Stored here are a hover truck and two police cruisers, all painted blue and marked with Steward emblems. The western end of the garage is filled with rolling racks and tool cabinets.

The doors leading out to the east, which roll up into ceiling compartments, are locked airlocks. However, the control panels for the doors normally lack power, which must be enabled in area **A21**. The unpowered doors must be forced open, requiring a successful DC 27 Engineering check that takes 10 minutes of work and requires 20 charges from one battery. Sensors at the top of the doors set off an alert in area **A21** if anyone opens these doors (even if they're unpowered); this allows the person monitoring in area **A21** to override the doors and close them again. Two constables and whoever is on duty in area **A21** then come to investigate. A PC who succeeds at a DC 25 Perception check can find the sensors that trigger this alert. To disable the sensors, a PC must succeed at a DC 22 Engineering check.

Treasure: This garage has enough tools to assemble two specialist Engineering kits for working on vehicles and one for facilities maintenance. Assembling the kits takes about 20 minutes per kit. The garage also contains three spools of 200 feet of titanium-alloy cable (1 bulk each) and one spool of 50 feet of adamantine-alloy cable (light bulk).

The truck (an all-terrain transport) has its ignition key in it and no security. However, biometric locks and sensors have been installed in the doors, ignition, and steering wheels of the police cruisers, all of which hover rather than fly. Disabling one lock requires a PC to spend 2d4 rounds and succeed at a DC 26 Engineering check. However, disabling the steering sensor means the cruiser won't respond to the steering mechanism. Reworking this sensor and its peripherals to accept the PCs as new drivers requires a successful DC 26 Computers check and a separate DC 26 Engineering check, each check requiring 1 hour of work. Resetting each biometric lock (five per cruiser) requires a successful DC 31 Computers check and 10 minutes of work.

A18. BARRACKS (CR VARIES)

This large room has eight partitions, each of which contains a nice bed,

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a desk, a chair, and a small wardrobe. In the center of the area is a communal table with several chairs around it, as well as a kitchenette unit. Several of the furnishings and decorations are Steward blue.

The smaller barracks (area **A18a**) house the eight reptoid infiltrators who work in Tyrkalis. The larger quarters (area **A18b**) houses the base's eight constables. A PC who succeeds at a DC 15 Culture or Profession (mercenary) check can tell, due to the unusual furnishings, these quarters are furnished more elaborately than is typical for a Steward base, where more uniformity and less luxury might be expected.

Creatures: Any off-duty reptoids rest in these areas. From 7 a.m. until 3 p.m., three reptoid infiltrators can be found in area **A18a**, and six constables rest in area **A18b**. From 3 p.m. until 11 p.m., area **A18a** has six infiltrators and area **A18b** has six constables. From 11 p.m. until 7 a.m., seven infiltrators sleep in area **A18a**, and four constables can be found in area **A18b**. These resting reptoids respond only to the most obvious combat, and most must don their armor and gather their weapons before responding. If the PCs are making a run on the command center with Kaniko providing a distraction, most of these reptoids respond to the distraction before they have a chance to learn of the PCs, and as luck would have it, they choose a route (such as through area **A16**) that makes it easy for the PCs to avoid them.

Treasure: Each kitchenette has a mk 2 culinary synthesizer (Armory 129) and 250 UPBs.

A19. OFFICER QUARTERS (CR VARIES)

This apartment is furnished to expensive tastes, with nice partitions, a kitchenette, a bed, a desk, chairs and divans, rugs, a dresser, and a wardrobe.

Each of these rooms is home to a reptoid agent, including Narla Yalamis (area **A19a**), Shez Daiasha (area **A19b**), and three constables. Each occupant has customized their quarters, but all are nicely furnished with comfortable beds, wardrobes, and personal items.

Creatures: At night, these rooms are occupied from 11 p.m. until around 7 a.m. Two constables remain here from 7 a.m. until 3 p.m., while Narla, Shez, and one constable are present after 3 p.m.

Treasure: Looting these rooms collectively turns up 350 credits, stylish clothing, fine delicacies and intoxicants, and expensive trinkets. Each room's kitchenette has a mk 2 culinary synthesizer (Armory 129) and 150 UPBs.

A20. SECURITY STATION (CR 4)

This large open area has a transparent eastern wall, giving a clear view of a security center beyond.

Creature: One reptoid constable is on duty here, and takes security seriously because Inspector Hird often remains close by. The constable stops any unrecognized person. Anyone in area **A21** can see what's going on in this area and respond to it immediately.

REPTOID CONSTABLE CR 4

XP 1,200

HP 50 (page 14)

A21. COMMAND CENTER (CR 5)

A broad desk forms a semicircle around the southeastern corner, allowing someone sitting there to see through the transparent wall to the west. A pair of terminals are set into this desk, and two chairs sit behind it.

The command center has a tier 3 computer with a security II upgrade, so a PC must succeed at a DC 27 Computers check to hack it. Someone who does so makes four initial discoveries. First, an alarm alerting base personnel via personal comms can be shut down or initiated here. Second, this computer has base schematics and is hardwired to a control module for the hangar doors (area **A1**) and garage doors (area **A17**), which can be activated by anyone who hacks either terminal. Third, this computer has another terminal in Inspector Hird's office (area **A25**), and so that terminal (and ostensibly anything connected to it) can be hacked from here. Fourth, a PC who peruses the system finds the controls and recordings for the surveillance equipment in the PCs' rooms (area **A8**). If the reptoids know the PCs disabled this equipment, the logs say Inspector Hird has not yet decided to try other means of surveillance.

While using this computer, the PCs can identify a communication control module that is protected by a firewall and attached to a planet-wide comm unit. A PC must succeed at a DC 29 Computers check to hack into this module. The base is under a signal-directing dome of sorts, routing all communications inside Tyrkalis through these terminals. In turn, all communication for Tyrkalis Base from or intended to reach off Varos route through a comm station with callsign "Terrapin." This station captures all comms in the area for miles around, and it can jam signals or home in on them. PCs versed in security know such a monitoring station is an extreme but not bizarre security measure. The "Stewards" must hope to capture most communications in the area. Terrapin Station is also marked as an emergency fallback point for the Stewards, and survey data shows its location.

Among the regular comms data behind the firewall, the PC also finds the Stewards recently detected someone monitoring their narrow-beam broadcasts to Terrapin Station. If the PCs discover this information, they learn the location of the azer monitoring site (area **C**).

Creatures: This area is Narla's regular post from 7 a.m. until 3 p.m.—she enjoys listening to system chatter, eavesdropping

on the PCs and recording anything important they do or say, and practicing her technical skills. From 3 p.m. until 11 p.m., a reptoid constable is on duty here. Otherwise, another constable monitors this command center.

NARLA YALAMIS**CR 4****XP 1,200****HP 60** (page 14)**REPTOID CONSTABLE****CR 4****XP 1,200****HP 45** (page 14)

Treasure: This area has a battery recharging station (*Core Rulebook* 234). It's too heavy to move, but it currently contains five batteries and four high-capacity batteries, all charged.

A22. CHAPEL

The door to this room is locked, and only Inspector Hird's biometrics can open it. The room is dark, but the light from the hallway is enough to see the following.

The air in this hall is warm and stale. Tall, multicolored panels line the wall, perhaps intended to mimic stained-glass windows when powered. Between these panels are niches, each with an idol in it. At the northern end of the room, a few steps lead up to a semicircular dais and a plain altar of carved stone.

The idols display the stylized, three-dimensional holy symbols of several deities, including Abadar, Damoritosh, Desna, Hylax, Iomedae, Pharasma, Sarenrae, Triune, Weydan, and Yaresa. When looking around the room, the most heroic and good-hearted PC, or the one who might have the closest connection to Iomedae, witnesses the blade set within the idol of Iomedae, in the southeastern niche, glow briefly with a faint inner light (see *Treasure* below).

A PC who is trained in Engineering and examines the control panel inside the room can see power has been cut. Restoring it requires the PC to succeed at a DC 20 Engineering check, requiring 2d4 rounds of work. If power is restored, the multihued panels glow as if they were stained-glass windows illuminated by sunlight coming from outside. Each niche also has a warm but dim spotlight.

Treasure: The blade set in Iomedae's idol can

be removed from the holy symbol easily. It is an *axiomatic holy sintered longsword* with the phrase "For victory, for the heart" (a common Iomedae aphorism) etched onto the blade.

Development: When the PC who claims the blade next takes an 8-hour rest, they see a vision or have a dream of Inspector Hird entering the chapel with two reptoids, shuddering, and ordering the chapel sealed and the power cut. He then snaps at the reptoids to "maintain appearances," and they take on humanoid forms. The wielder views this event as if standing in the chapel's southeast corner, where Iomedae's idol is located.

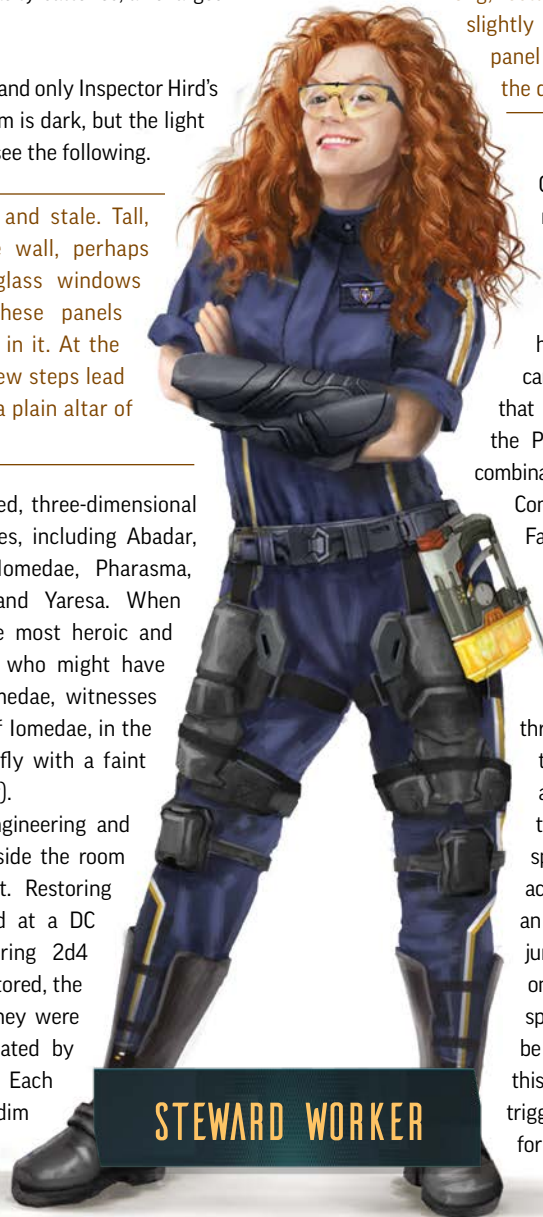
A23. TRAINING FACILITY

Holographic projectors are spaced along the walls of this long, rectangular chamber amid light-colored, slightly iridescent panels. A large control panel is set into the south wall, next to the door.

A PC who succeeds at a DC 17 Computers check can bypass the minor security measures on the control panel. Operating the panel takes a full action but allows the user to fill the room with holograms of any sort. The projectors can transform the room so completely that it could appear to be any place in the Pact Worlds, but getting the exact combination requires a successful DC 20 Computers check and 2d4 rounds.

Failure (or taking too little time) means the holographic environment lacks some intended details, and certain aspects might seem very unreal.

Environmental holograms follow scripts, like pedestrians walking through a city or animals moving through the wild. Floors and walls are altered to have pads or treadmills to simulate movement in a different space. The control panel also allows access to hostile holograms, such as an ikeshti rivener loose in an Akitonian junkyard or a kasatha pirate smuggler on the run through the corridors of a space station. The control panel can be used to deactivate weapons while in this room but the programming detects trigger pulls and weapon trajectory for simulated damage to holograms, providing realistic responses from the holograms.

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A24. INSPECTOR'S QUARTERS

This living room has a glass table surrounded by two chairs and a couch upholstered with blue pleather. A bookcase holds memorabilia related to the Stewards, and a reading chair stands alongside it. Over that is an animated digital painting of Verces. A blue rug that depicts the Steward symbol ties the room together, its corner touching the tiled floor of a tiny kitchenette in the northwestern section of the room.

This suite of rooms includes a living room, bedroom, and small bathroom. Inspector Jox Hird lives here. He believes in strict discipline and that breaking character is a bad habit that encourages laziness. Accordingly, Hird's rooms are precisely as they were when the occupant was verthani.

The living room bookcase holds diverse texts and memorabilia. The texts include a complete set of books overviews Steward legal cases dating back to the formation of the Pact. Among the memorabilia is a photo of Hird shaking the hand of Steward Director-General Camulan after being awarded a medal for valor. Beyond the living room, the bedroom is furnished simply in Steward blue, with a large bed, bedside tables, a simple writing desk, and a wardrobe filled with a dozen identical Steward uniforms. The smaller room within is a bathroom with shower stall, sink, and toilet.

Creatures: Inspector Jox Hird comes here only to sleep from about 10 p.m. until 5 a.m. The PCs are much more likely to encounter him in his office (area A25).

Treasure: The kitchenette has a mk 2 culinary synthesizer (Armory 129) and 250 UPBs. In the bedroom, a gold and silver holy symbol of Iomedae, its silver parts tarnished, rests inside the drawer of one bedside table. The symbol is worth 250 credits. If the wielder of the sword found in area A22 holds the symbol, the tarnish on it fades.

A25. INSPECTOR'S OFFICE (CR 6)

This square office, clearly for official Steward business, conveys an air of authority. A wide desk of dark blue wood sits in the east, behind which rises a single matching tall-backed chair with gold accents. A holographic terminal is set in the desk, which is otherwise clear. Two chairs sit in front of the desk. A small round table with a few chairs provides a less formal meeting spot. Framed pictures dot the sky-blue walls. Some are documents, such as diplomas, while others are pictures of starships from Verces or of Steward origin. A few display commendations and medals.

This is Inspector Hird's office. Documents on the walls include his graduation certificate from Peacewatch on Verces, numerous course completions, commendations, and his promotion to inspector. They and the medals are authentic. The actual Inspector Hird was a highly respected verthani with 20 years of meritorious service.

The terminal here is a tier 3 computer with a security II upgrade, so a PC must succeed at DC 27 Computers check to hack it. However, it has an alarm that pings the terminals in area A21 and Inspector Hird's personal comm unit with location data on a failed access attempt. It has a wipe countermeasure that kicks in after three failed access attempts but erases only the secure data module (see below). A PC hacking this terminal discovers its connection to the computer in area A21 and the possibility of hacking that computer from here.

The device contains mundane Steward records, including normal (non-reptoid) personnel files, command logs (including the decision to seal the chapel due to an "unnerving presence"), and inventories. The records indicate Tyrkalis Base is a monitoring station where Stewards keep an eye out for escapees from Brethedan prisons, and miners and travelers in need of rescue on or near the moon. The base is also an occasional staging point for Steward Ops missions.

Secure Data Module: A secure data module behind a firewall (DC 29 to hack) contains reptoid files. Personnel records confirm that all the Stewards, their workers, and Orvir Pike are reptoids. The reptoid Stewards recently replaced their previous mercenary team, some Knights of Golarion, with Pike's Perytons, then replaced Orvir with a reptoid. Kaniko is on the "conversion" list, but the records indicate she's still human. A report from Dr. Nodens contemptuously notes "Kaniko displays genuine compassion and a sense of justice that a replacement must train to replicate, lest a change in her demeanor be too drastic to go unnoticed in the short term." The module also contains records of communications sent to reptoid masters through Terrapin Station, as well as the location and nature of that reptoid base.

The false Hird's reports suggest Tyrkalis's lack of connection to the Draws made it vulnerable. A few years ago, reptoids began to infiltrate the base. Within 6 months, reptoids replaced the monitoring team, murdering the actual Stewards.

Creatures: Inspector Jox Hird is likely to be encountered here, filing reports with his reptoid masters, writing cover stories to give to his Steward superiors, reviewing the PCs' case or his subordinates' personnel files, and so on.

INSPECTOR JOX HIRD

CR 6

XP 2,400

HP 80 (page 16)

EVENT 4: DEBRIEFINGS

After the PCs' first full night of rest, the debriefings begin.

A reptoid constable arrives at the PCs' quarters to request that one PC follow, unarmed, to the medical center "for a physical exam and debriefing." The constable is sincere, so Sense Motive can't reveal any treachery. Assuming a PC follows the constable, they go through the security checkpoint (area A10) and into the medical center (area A12), where Dr. Nodens and her assistant await. The constable returns to duty

elsewhere until the debriefing is over. Dr. Nodens summons an escort to take the PC back to their room at that time.

The doctor and assistant first conduct a physical exam. A PC who succeeds at a DC 21 Sense Motive check can tell Dr. Nodens seems more interested in the PCs' physiological makeup than would be usual for a doctor conducting a routine exam. Nothing more unusual occurs in the exam itself, though. Dr. Nodens then conducts a series of interviews with the PCs. Further debriefings follow on each subsequent day.

Roleplaying the Debriefings: Dr. Nodens is clinical, taking measurements and having her technician record results. She is also cruel, taking joy in the pain of others (even other reptoids). However, she plays the part of a professional Steward doctor.

Each time, each PC faces a similar but separate debriefing. However, a montage sequence works best when playing out the interactions with Dr. Nodens. Instead of focusing on one PC to the conclusion of their experience, flash forward and backward in time to various PCs having similar experiences, making it clear to the players you're doing so. During the interview, move from PC to PC rapidly, posing a question to one PC but then directing the next PC to answer it. In this way, convey that each PC had a long interrogation, but that everyone had a similar experience, with a few exceptions that highlight memorable moments for each of your PCs.

Response to Hostility: If a PC becomes hostile during any interview, Dr. Nodens apologizes and tries to diffuse the situation, reminding the PC they are inside a Steward facility and outnumbered. Overt aggressive action would not only be unwise, but also suggestive of underlying problems the doctor is trying to discover before they become dangerous. If forced to, the reptoids subdue an unruly PC with nonlethal damage and return them to their room. They do nothing at this stage to reveal they are reptoids, including using their claw attacks. The PC isn't spared further interviews; instead, they're restrained while those interviews proceed.

INITIAL INTERVIEW

After the exam, the reptoids lead the PC into the interrogation room (area **A13**). There, with her assistant, Dr. Nodens questions the PC about their adventures, starting with the most recent events and slowly working backward to the events of "The Chimera Mystery." Dr. Nodens wants to see how much the PCs tell her without being coerced, and so she uses none of her spells or other supernatural abilities during this first interrogation. Instead, she relies on her skills. The assistant takes notes, makes recordings, and so on.

SECOND INTERVIEW

On the second day, each PC faces another interview. Dr. Nodens wants to determine how much the PCs know about themselves, their cloned nature, the reptoids, and the grays, without revealing any secret material (such as their true nature) to the PCs. She implies the PCs might be hiding

information from her and the Stewards. Dr. Nodens asks probing questions about their past (in-world references to character history, theme, class and vocation, and so on) and casts actions the PCs have admitted to or that Dr. Nodens knows about (such as disabling their room surveillance gear) in the worst possible light. In doing so, she uses Intimidate to demoralize each PC and, if successful, follows up with a question to take advantage of the PCs' shaken condition. This question is usually open-ended, such as, "What are you hiding from us?" or "How can you be sure your mind is your own?" If Dr. Nodens detects a fiction, she never confronts the PC directly, instead remarking how interesting the answer is and following up with a related query to make the PC continue the deception or, at least, squirm.

Toward the end of the second interview, Dr. Nodens might use hypnosis on a couple PCs if they consent. In any case, she asks if the PC has had any unsettling "encounters" with alien life that might be hostile to the Pact Worlds and its people. She describes the grays, suggesting the PCs might be cooperating with these alien menaces, knowingly or not. Perhaps, Dr. Nodens suggests, the PCs are dangerous and should be locked up for everyone's safety.

THIRD INTERVIEW

On the third day, Dr. Nodens uses her spells and other abilities on the PCs. Her tools include forced amity and *detect thoughts*. Because of her inexplicable commands ability, PCs subjected to forced amity forget that magic affected them, and might not understand why they agreed to answer the doctor's questions. Use this uncertainty by having each PC return to the others a bit addled and uncertain to unnerve the players. At this point, you're trying to motivate the PCs to act if they have yet to do so.

EVENT 5: BREEZ THROUGH

If Kaniko's attitude toward the PCs is friendly or better, she inquires about the debriefings. As these interrogations worsen, she becomes sincerely concerned for the PCs. Even if Kaniko dislikes the PCs, after the third day of debriefings, or as soon as you need to, use her to get the action moving in the right direction. Kaniko happened to observe Orvir in area **A10**, and heard both the staff agent speak to him in Reptoid as well as Orvir's reply in the same language. She suspects Orvir Pike and some of the Stewards are impostors and offers to meet the PCs in the briefing room (area **A5**) to discuss the problem. Kaniko then reveals what she knows, suggests everyone search their room for bugs, and asks the PCs to hack Orvir's computer.

In the discussion that follows, Kaniko is open with the PCs, filling in any details they have yet to learn from the mercs about Tyrkalis (see the info in the Pike's Perytons section on page 12). She's willing to help the PCs escape. Her only price is a promise that the Perytons can come along. Kaniko emphasizes, however, that the escape won't be possible without damaging their getaway starship, unless the PCs can

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get to the command center (area **A21**) and open the hangar doors. She goes on to say, "We need a distraction."

Having visited the restricted wing when she was last on the base, she suggests a creating a diversion in the reactor as a possibility, although just getting to it might raise an alarm. Then she asks for ideas.

The PCs might have questions. Some probable ones and their answers follow.

Can the Perytons help? "Look, I want my people in the clear if this goes south, so we can't stage a coup or anything. They'll follow me, though. Maybe we can cause a ruckus on the *Peryton* while you go into the restricted area—they won't be suspicious of mercs being rowdy. And it'll give us a chance to fire up the bird."

Kaniko recommends the PCs communicate with her to start this distraction. She suggests setting up a time when she should start the distraction even if she hasn't heard from the PCs. That way, the distraction always happens even if the PCs are unable to initiate it. As mentioned in area **A18**, this distraction pulls off-duty reptoids away to deal with the disturbance, leaving only on-duty and named reptoids in the PCs' way.

Why do we need to bother with the reactor? "You don't, but the more distracted the Stewards are, the better. Unless you think you can take them all."

What about another plan? If the PCs come up with a plan, Kaniko can be convinced to do her part. She and the mercenaries won't directly assault the Stewards or join in a raid on the restricted area. However, they can provide interference from the guest wing or hangar, and they are willing to fight in those areas if attacked.

EVENT 6: REPTOID FLIGHT

When the PCs make their move to escape Tyrkalis Base and the chaos escalates, one or two of the named reptoids besides Inspector Hird catch on that the jig is up. This person is assumed to be Orvir Pike, who doesn't need to be directly involved in resecurng the restricted wing when the PCs make their move and is likely to catch Kaniko during any ruse she might pull. It could be Dr. Nodens, who chooses the better part of valor when the PCs' success seems assured. Maybe Narla and Shez try for one last gambit. Whichever reptoid or reptoids you choose (hereafter referred to as the Tyrkalis reptoid), their sense of self-preservation takes over and, rather than fight a team of heavily armed and highly motivated "guests," they do what any sensible being might. They run.

The climactic moment of this part of "Deceivers' Moon" comes when the PCs are nearly finished with their goals in the restricted section, especially preparing to return to the hangar and opening the hangar doors. If Kaniko created a

distraction at the *Peryton*, she uses her comm unit to contact the PCs. Over the sound of fighting, she reports the Tyrkalis reptoid has boarded the *Voidcrier*, which then opens fire on the unshielded *Peryton*, and communication cuts out. Otherwise, the PCs feel the rumble of this assault and are left to wonder what it is. The Tyrkalis reptoid leaves the hangar after using the *Voidcrier*'s weapons to fire on the guest wing, and then flies away.

If the PCs have yet to face Inspector Hird, he attacks them during this aftermath. In any case, he sets off his Tyrkalis kill switch. Thereafter, the alarms in Tyrkalis Base indicate the PCs have 2 hours to escape before the base explodes.

PART 3: HELL MOON

Stranded on Varos without allies or a starship, the PCs must find a way to escape the inhospitable moon.

LEAVING TYRKALIS

The PCs have 2 hours to explore Tyrkalis, recover what they need, and escape. The guest wing and hangar are all but destroyed, exposed to Varos's atmosphere (for environmental effects, see *A Trek Through Fire*).

From hacking computers on Tyrkalis, the PCs might have identified Terrapin Station as a lead, but they also know that the Tyrkalis reptoid took the *Voidcrier*. Any PC trained in Computers or Engineering knows that, presupposing the *Banshee* is on or near Varos, a personal comm unit or other planet-wide comm unit can locate the starship via transponder ping. A PC who takes 10 minutes to rig a comm unit and succeeds at a DC 22 Computers check can accomplish this task. If the PCs do so, they learn the *Banshee* is headed across Varos. Within a few hours, it arrives at a specific location, which the PCs might know is Terrapin Station (if they previously discovered this information). After the *Banshee* stops, its transponder signal disappears, but the PCs still can use this tracking data.

Within many miles of Tyrkalis Base and Terrapin Station, communications are funneled to Terrapin Station. PCs might already know of this situation from hacking the computer in **A21**. If the PCs don't know, a PC who attempts communication while within 1 mile of Tyrkalis thinks the problem comes from Tyrkalis. However, outside that area, or if Tyrkalis's command center is powered down, a PC trained in Computers or Physical Science can tell another communications center in the vicinity is causing the problem. In effect, the PCs can't call for help if they stay in the area. Their best chance of saving themselves is to follow the Tyrkalis reptoid in hopes of seizing the *Banshee* or, failing that, shutting down the communications funnel created by Terrapin Station.

Given this information, when farther than 1 mile from Tyrkalis Base, the PCs can use their comm units to home in on Terrapin Station. They needn't have tracked the *Banshee* or found a survey map that shows Terrapin Station's location to know where they should go next.

Creatures: The PCs face any remaining named reptoids as they search the base—unless you want the PCs to face more false Stewards, you can assume most of the other reptoids have been eliminated or, if you want to add them to Terrapin Station, that they fled with the Tyrkalis reptoid.

Treasure: Once the PCs understand how far they must go, they immediately understand they need a vehicle. The hover truck in area **A17** is the easiest to access.

Most of Pike's *Perytons* died in the destructive flight of the Tyrkalis reptoid. Amid the wreckage, near the *Peryton* if the mercs staged a distraction there, the PCs find Kaniko's body among those of other mercs. If they take her dog tags, they might have an opportunity to return them to her family on Absalom Station later.

TYRKALIS'S END

After 1 hour and 40 minutes, Tyrkalis's reactor goes critical, flooding the area with low radiation (*Core Rulebook* 403–404). After 10 minutes, this radiation increases to medium, then to high after 10 more minutes. Then, 10 minutes later, the reactor detonates, destroying anything within 1 mile of Tyrkalis Base in a nuclear explosion. The explosion is visible for 50 miles.

A TREK THROUGH FIRE

Varos is a dense moon with normal gravity, but it is very tectonically active and its environment features extreme heat (*Core Rulebook* 403). The atmosphere is thick (*Core Rulebook* 396). Trackless hills and mountains separate Tyrkalis Base and Terrapin Station, reducing travel speed by half (*Core Rulebook* 258). The hover truck's 50 mph speed is thus reduced to 25 mph. PCs forced to walk cover a distance depending on the land speed of their slowest member (*Core Rulebook* 258).

Each square on the map for this trek is 25 miles across. Some squares on the PCs' most likely course have encounters keyed to them. These encounters are detailed in this section. Event encounters can occur in any square, and although they are placed in a suggested chronological order with the location encounters, you can use them as you wish. For instance, PCs forced to walk might encounter **Event 7** earlier to facilitate faster travel.

B. LAVA FLOW (CR 6)

The PCs arrive at a lava flow (*Core Rulebook* 403), the narrowest part of which is 300 feet across. This lava is 2d4 feet deep at any point. Exposure to this lava deals 4d6 fire damage, while immersion deals 20d6 fire damage. To cross lava in a hover vehicle, a PC must attempt a DC 24 Piloting check each round. On a failure, the vehicle takes 1d6 fire

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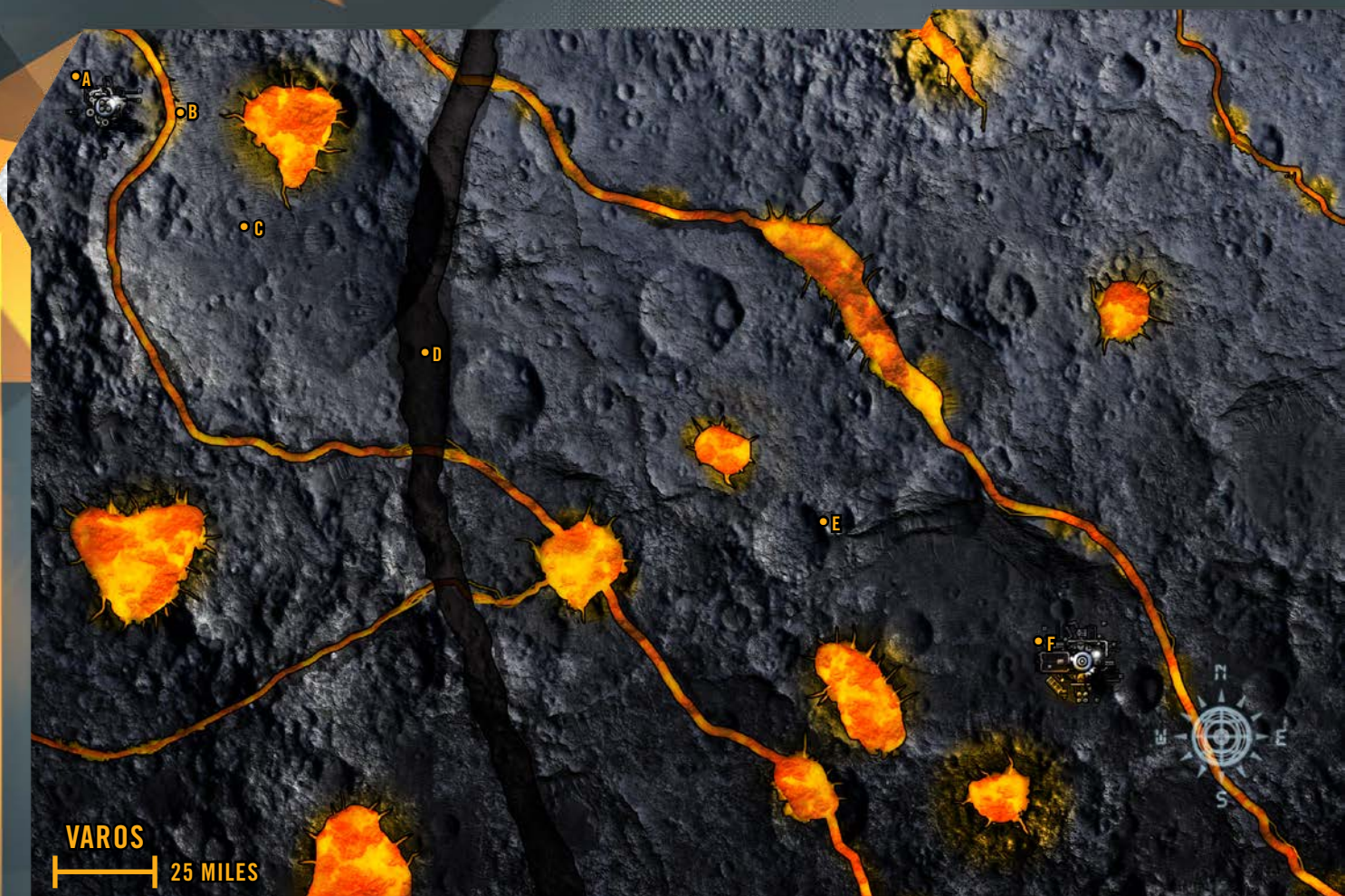
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damage + 1d6 fire damage per point by which the check failed. PCs on lava striders (see **Event 7**) cross the lava without difficulty. If the PCs are walking, though, they must figure out a way to cross the lava.

Story Award: When the PCs make it across a lava flow for the first time, award them 2,400 XP.

C. AZER MONITORING SITE (CR 6)

A black dome nearly 20 feet across rises from Varos's surface, just beyond some patches of bubbling yellow mud. Technological junk is piled near a slight downward slope.

Use the map on page 30 for this area. The piled tech gear is difficult terrain, and a PC who succeeds at DC 15 Computers or Engineering check can identify this junk as dismantled communications gear that was disassembled in a hurry.

Pools of sulfurous mud have also boiled to the surface here. The stuff is difficult terrain but of no danger to those with armor environmental protections. If someone standing in this ooze takes or deals electricity or fire damage, however, the mud catches on fire. Anyone in the mud must then succeed at a DC 13 Reflex saving throw or gain the burning 1d4 condition. The pool continues to burn for 1d4 rounds, and creatures take 1d4 fire damage from entering the pool for the first time during a round or ending a turn there.

To the east of the site is 10-foot-high slope. A PC must succeed at a DC 10 Athletics checks to ascend it, but someone can slide down at full speed without attempting a check.

Inside the dome is a hot, cramped sleeping area that once contained some of the comm monitoring equipment piled outside. It has a narrow trough of hot mud the azers found pleasant.

Creatures: Three azer spies work here—**Hosgirb** (the leader), **Bradsil**, and **Losbina**. Hosgirb guards the dome's entrance while Bradsil dismantles the communication equipment. When the PCs arrive, Losbina is inside the dome, packing.

When the PCs show up, especially if they do so in a Steward vehicle, the azers take defensive positions and prepare to fight. If the PCs claim to be or represent the Stewards, the azers attack. Otherwise, the PCs can convince the azers to talk if a PC succeeds at a DC 24 Bluff, Diplomacy, or Intimidation check (the Intimidate check automatically fails if the PCs have claimed to be Stewards. If fighting starts and the PCs return fire with lethal force, the DC to call a cease-fire and talk increases to 29.

The azers are intelligence agents from the efreeti empire on the Plane of Fire who have been spying on Tyrkalis Base after it was completely taken over by reptoids. The azers believe their location has been compromised, so they're in the process of packing up to move.

The azers pinged the *Voidcrier's* transponder as the starship left Tyrkalis. They know where it headed and where it's likely going, and if friendly toward the PCs, they share this information them. The azers also know about the abandoned mine (area **E**) but not the fact that it is currently inhabited. However, they detected an emergency beacon from that location soon after the *Voidcrier* passed by, suggesting someone is there. If asked, the azers tell the PCs they believe the mine hasn't been used for years.

AZER SPIES (3)

CR 3

XP 800 each

Azer operative (*Starfinder Adventure Path #13: Fire Starters* 55)

LN Medium outsider (extraplanar, fire)

Init +4; **Senses** darkvision 60 ft.; **Perception** +9

DEFENSE

HP 35 EACH

EAC 14; **KAC** 15

Fort +2; **Ref** +5; **Will** +6

Defensive Abilities evasion; **Immunities** fire

Weaknesses vulnerable to cold

OFFENSE

Speed 40 ft.

Melee tactical switchblade +9 (1d4+5 S; critical burn 1d4)

Ranged explorer handcoil +9 (1d6+3 E; critical arc 1d6)

Offensive Abilities trick attack +1d8

TACTICS

During Combat The azers activate their holographic clones, and they make trick attacks using Engineering and Sleight of Hand.

Morale If convinced the PCs are Stewards, the azers fight to the death. Otherwise, each one surrenders when reduced to 12 Hit Points or fewer. If Hosgrib is the first to surrender, there is a 50% chance each round that one of the other two azers follows her lead.

STATISTICS

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

Skills Bluff +9, Computers +14, Engineering +14, Sleight of Hand +14, Survival +9

Languages Brethedan, Common, Ignan

Other Abilities operative exploits (holographic clone), specialization (gadgeteer^{AR})

Gear casual stationwear, explorer handcoil^{AR} with 3 batteries (20 charges each), tactical switchblade, datapad, engineering tool kit, enhanced camera scanner^{AR}, hacking kit, personal comm unit, *mk 2 serum of healing*, *serum of enhancement* (sneak)

SPECIAL ABILITIES

Elemental Fire (Su) Azers can cause any weapon they wield to deal half its damage as fire damage, becoming lethal and non-archaic if it is not already. If the weapon already deals two damage types, this effect replaces one with fire. In addition, azers can grant weapons they wield the burn 1d4 critical hit effect. If the weapon has any other

critical hit effects, the azer chooses only one to apply on a critical hit.

Treasure: Most of what the azers have, other than their gear, is now technological junk. However, they have 500 UPBs they have yet to use for field repairs.

D. CLIFFS (CR 6)

Tyrkalis Base sits on a plateau about 1,000 feet high. To travel to Terrapin Station, the PCs must descend these cliffs. To climb the cliff without any climbing tools, a PC must succeed at a DC 15 Athletics check. Every d% feet, enough flat terrain exists on the cliffside for a PC to stop and stand without climbing.

Because of the intermittent flat terrain, a pilot can bring a hover vehicle down the escarpment in a controlled fall. Doing so takes 3 rounds, during each of which the driver must succeed at a DC 24 Piloting check. The controls allow for one co-pilot to assist the pilot with finely maneuvering the hover jets. The vehicle takes 1d6 damage if a check fails, and another 1d6 damage for each point by which the check fails. The PCs take one-quarter of this damage. Because such impacts throw the vehicle off balance, the next DC increases by the number of dice of damage the vehicle took. If the vehicle takes damage 2 or more rounds, the pilot must succeed at a DC 24 Piloting check when the vehicle reaches the ground, or the vehicle crashes and takes collision damage. The PCs take half that damage.

Story Award: When the PCs reach the bottom of the cliffs, award them 2,400 XP.

EVENT 7: LAVA STRIDERS (CR 6)

Near a lava hole or another magma formation, the PCs spot a wallowing herd of lava striders, enormous elemental beasts native to Varos and famed for their strange empathy and speed when traversing the moon's surface. This encounter is especially useful if the PCs lose or lack a vehicle, but it shows the nature of Varos regardless.

Creatures: Eight lava striders have congregated in the nearby area. If attacked, they flee using their lava stride ability, and quickly disappear into Varos's hazy atmosphere.

These creatures are curious, and they have little exposure to predators or humanoids, so they aren't skittish. They become aggressive only if provoked. A PC who succeeds at a DC 16 Survival check can approach the lava striders with the beasts remaining indifferent and at their wallow. The DC increases to 21 if more than one PC approaches, but all the PCs can assist with the check to show they approach with care. If the check fails, the striders' attitudes toward the PCs become unfriendly, and they take a full move action to flee. The PCs can reattempt the approach, but the DC increases by 5 due to the striders' attitude.

To befriend an indifferent lava strider, a PC must succeed at a DC 21 Survival check. The DC increases to 26 if the lava strider is unfriendly. Success allows a PC to mount the lava

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C. AZER MONITORING SITE



1 SQUARE = 5 FEET

E. ABANDONED MINE



1 SQUARE = 20 FEET

strider and attempt a DC 16 Survival check to calm and ride it. A lava strider becomes helpful toward a PC who succeeds at both checks, and it goes where the PC directs. Left dismounted for a few minutes, the strider wanders off.

LAVA STRIDERS (8)

CR 4

XP 1,200 each

Huge herd animal (*Alien Archive* 2 74)

N Huge animal (fire)

Init +0; **Senses** low-light vision; **Perception** +10

DEFENSE

HP 50 EACH

EAC 16; **KAC** 18

Fort +9; **Ref** +6; **Will** +4

Immunities fire

Weaknesses vulnerable to cold

OFFENSE

Speed 60 ft.

Melee slam +11 (1d6+9 B & F; critical knockdown)

Space 15 ft.; **Reach** 15 ft.

Offensive Abilities trample (1d6+9 B & F, DC 13)

TACTICS

During Combat Lava striders flee when they can. If challenged while in a herd or cornered alone, they trample to create an opening to flee.

Morale A lava strider always tries to flee from its attackers, taking the most direct route away.

STATISTICS

Str +5; **Dex** +0; **Con** +3; **Int** -4; **Wis** +1; **Cha** -2

Skills Athletics +15

Other Abilities lava stride

SPECIAL ABILITIES

Lava Stride (Ex) A lava strider ignores difficult terrain composed of rock or lava. Provided the lava strider is in an environment of extreme or worse heat, the creature can run for up to 8 hours per day without becoming fatigued.

Story Award: Don't award the PCs any XP for killing a lava strider. Instead, if the PCs successfully ride one or more lava striders, award them 2,400 XP.

E. ABANDONED MINE (CR 6)

A large pit has been dug in the dark igneous rock here, cut into terraces that descend about 10 feet at a time to the bottom, 50 feet down. To the west, a ramp allows access to the pit's floor, where large vats, a grinding machine, conveyors, and storage facilities still stand.

The rough terraces require a successful DC 15 Athletics check to climb. The old mining machines and vats are about 10 feet high, and the vats are hollow and empty. Climbing these

structures requires a successful DC 25 Athletics check. The conveyors are about 10 feet off the ground and 5 feet wide. Squares that contain rubble on the map of area **E** are about 5 feet higher than the ground and are difficult terrain.

Creatures: The android smugglers Peeti and Delimar were sentenced by the Brethedan government to serve several years of hard labor on Varos Station 4. They escaped over a week ago and were supposed to meet their ride off the moon here, but it never showed up. If the convicts spot the PCs coming (which they do automatically if the PCs are in a vehicle), the androids activate an emergency beacon, which the PCs' comm units instantly track and locate. (This signal can lead the PCs to the mine.) Peeti and Delimar hide, waiting to take a PC hostage if possible or spring an ambush on the group, hoping to deal enough damage to force the PCs to surrender. The androids get the drop on the group, though a PC who succeeds at a DC 26 Perception check can act during the surprise round when combat begins.

If the tables are turned on Peeti and Delimar, they claim to be independent miners who have had a run of bad luck, lost their machinery, and lost contact with their shuttle (all lies). They need a lift to civilization (an unfortunate truth). A PC who succeeds at a DC 20 Engineering or Profession (miner) check can tell this mine's machinery has remained unused for over a year, longer than any two miners could survive here.

Peeti and Delimar also saw the *Voidcrier* and activated the emergency beacon as the starship flew over. It circled once but didn't land. They reveal these facts (and try to hand over their gems [see *Treasure*]) to bargain for their freedom.

PEETI AND DELIMAR

CR 4

XP 1,200 each

Male android

CN Medium humanoid (android)

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

Perception +11

DEFENSE

HP 45 EACH

EAC 16; **KAC** 17

Fort +5; **Ref** +7; **Will** +3; +2 vs. disease, mind-affecting, poison, and sleep

OFFENSE

Speed 30 ft.

Melee tactical handaxe +8 (1d6+4 S)

Ranged utility breaching gun +10 (1d10+4 P; critical knockdown)

TACTICS

During Combat The convicts prefer to move from cover to cover, firing on the PCs.

Morale If reduced to 20 or fewer Hit Points, the escaped convicts surrender and barter for their freedom.

STATISTICS

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

Skills Bluff +11, Engineering +11, Profession (miner) +11, Stealth +16, Survival +11

Languages Common

Feats Quick Draw

Other Abilities constructed, flat affect, upgrade slot (empty)

Gear d-suit I, tactical handaxe^{AR}, utility breaching gun^{AR} with 8 shells, manacles, medpatch, field rations (1 week)

Treasure: Peeti and Delimar also have a pouch of refined Varos fire opals, containing 12 stones, each worth 500 credits. Unknown to the androids, one of these stones, as is sometimes the case with Varos fire opals, acts as a *mk 2 elemental gem* (Armory 112) that can summon only a fire elemental.

The mining gear still has an armor recharge station, but it has only enough life to provide about 10 days of environmental protections. Peeti and Delimar beg the PCs not to use it up.

Development: If the PCs leave Peeti and Delimar behind, the androids follow them and arrive at Terrapin Station about 3 days later. There, the androids might be able to recharge their armor and, ultimately, find a way off Varos.



LAVA STRIDER

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EVENT 8: FLYING FIRE (CR 8)

As they travel, the PCs spot a dragon flying high above.

Creatures: Varigneous is a young red dragon who considers this entire region his territory. He flies at a height of a few hundred feet, and if the PCs travel in a vehicle or via lava strider, he descends, circles once or twice, decides he's hungry, and drops within range to use his breath weapon. Walking PCs have a chance to escape notice if they hide until the dragon passes.

If the PCs manage to feed Varigneous (see Tactics entry), he might talk. Convincing him to do so requires a PC to succeed at a DC 27 Diplomacy check, although offering flattery first with a successful DC 22 Bluff or Diplomacy check lowers this DC to 23. Offering Varos fire opals garners a circumstance bonus of +1 per opal, but PCs who offer fewer opals than they have must succeed at a DC 22 Bluff check or Varigneous asks for any others the PCs possess, becoming aggressive if they refuse.



VARIGNEOUS

The dragon saw a Steward starship take off from Tyrkalis Base, a place he has always hated and is delighted to see razed to the ground, since it is named after a despised ancestor. He knows the location of the azer monitoring site and the abandoned mine. He also knows the location of Terrapin Station and that the Banshee landed there. He loathes starships and the weaklings who use them.

VARIGNEOUS

CR 8

XP 4,800

Male young red dragon (*Alien Archive* 39)

CE Large dragon (fire)

Init +6; **Senses** blindsense (heat) 60 ft., darkvision 120 ft., low-light vision, sense through (vision [smoke only]);

Perception +16

DEFENSE

HP 125

EAC 20; **KAC** 22

Fort +12; **Ref** +12; **Will** +9

Immunities fire, paralysis, sleep

Weaknesses vulnerable to cold

OFFENSE

Speed 30 ft., fly 60 ft. (Ex, clumsy)

Melee bite +20 (3d4+14 P; critical bleed 1d6) or

claw +20 (3d4+14 S) or

tail +20 (2d4+14 B; critical knockdown)

Space 10 ft.; **Reach** 10 ft. (15 ft. with tail)

Offensive Abilities breath weapon (35-ft. cone, 9d10 F, Reflex DC 16 half, usable every 1d4 rounds)

TACTICS

During Combat Varigneous flies, approaching within 30 feet, where he can use his breath weapon on landbound targets. He flies away and uses total defense while his breath weapon recharges, rather than entering melee. However, the dragon likes to eat lava striders and descends to make melee attacks against such a creature. If he kills a lava strider, the dragon settles on it to eat.

Morale If Varigneous is reduced to fewer than 60 Hit Points, he retreats and doesn't return to harry the PCs.

STATISTICS

Str +6; **Dex** +2; **Con** +4; **Int** +3; **Wis** +2; **Cha** +3

Skills Acrobatics +21 (+13 when flying), Athletics +16, Intimidate +16

Languages Brethedan, Common, Draconic

Story Award: If the PCs are able to deal with Varigneous peacefully (such as by feeding him a lava strider), award them XP as if they defeated him in combat.

F. TERRAPIN STATION

Eventually, the PCs reach Terrapin Station, where the *Voidcrier* is parked at a hidden landing pad. Terrapin Station serves as an intelligence-gathering listening post first built and then abandoned by smugglers. The Stewards don't know about it, and it was from here that the reptoids staged their

takeover of Tyrkalis Base. Since then, the reptoids have kept the facility active as an emergency extraction point in case the worst should occur at the Steward base. The Tyrkalis reptoid has joined the garrison here.

TERRAPIN STATION FEATURES

The station has the following common features (*Core Rulebook* 408), with exceptions noted where they occur.

Construction: Terrapin station is a concrete bunker built to withstand and keep out some of Varos's heat.

Communications: The station is responsible for the previously described communications funnel. No communication can reach off this part of Varos or anywhere else on Varos without funneling through Terrapin.

Doors: Most doors are steel. Airlock-quality doors can be found where noted. Locked doors work like those in Tyrkalis Base (page 17).

Lighting: Most rooms have lighting control like Tyrkalis Base, and default to emitting dim red-hued light.

Security: With the Tyrkalis reptoid's arrival, Terrapin station is on a low-grade alert. The trap in area **F1** can cause a general alarm. Reptoids here can use their personal comm units to call for help (as a standard action), also triggering a general alarm.

Temperature: Terrapin Station is quite warm, as reptoids prefer heat and humidity. The control center (area **F8**) regulates the temperature.

EVENT 9: APPROACHING TERRAPIN (CR 6)

When the PCs can see Terrapin Station, read or paraphrase the following.

Amid burnt igneous rock and tumbled boulders squats a dark bunker of concrete and steel.

Creatures: One reptoid constable is on duty outside Terrapin Station with a wetzelt. The two patrol in a loop around the station that takes about half an hour. They then spend half an hour standing about 40 feet from the door. The guards change shifts at 7 a.m., 3 p.m., and 11 p.m.

REPTOID CONSTABLE CR 4

XP 1,200

HP 50 (page 14)

TACTICS

During Combat If they can do so without taking an attack of opportunity, the reptoid constable uses their comm unit to notify the station of intruders.

Morale Once reduced to fewer than 20 Hit Points, the constable makes a fighting retreat to the station, hoping the door rotolaser can help deal with the threat.

WETZELT CR 4

XP 1,200

HP 50 (page 61)

TACTICS

During Combat The wetzelt attacks in melee, trying to keep the PCs from harming allied reptoids.

Morale This wetzelt not only fights until slain, but also chases foes who flee unless ordered not to.

Development: If the PCs reconnoiter the base, they might find the landing bay doors. These doors are 200 feet west of the base's front entrance and disguised as the rock of Varos's surface. A PC must succeed at a DC 30 Perception check to find the doors. Opening these 2-foot-thick airlocks from the outside would require significant excavation the PCs that's beyond the scope of this adventure.

F1. ENTRANCE (CR 4)

The trap triggers when the PCs are within 15 feet of the door, which is locked.

Trap: A security system protects the doorway: a computerized enhanced camera scanner with control of an advanced rotolaser (*Armory* 22) hidden behind a gun port near the door. The computer has the biometrics of the reptoids stationed in Terrapin, and a reptoid constable can stop it from firing using their personal comm unit (as a move action). A PC who hacks a Terrapin constable's comm (*Computers* DC 17) and succeeds at another DC 19 Computers check can find the panic button app for this gun (which stops it from firing). Activating the app is a move action.

Otherwise, when an unregistered entity approaches within 15 feet of the door, the rotolaser pops out and fires. If the computer detects multiple unauthorized entities, it uses automatic mode. If the system fires, it also sets off a general alarm inside the station. The rotolaser is connected to the station's power supply, so it can't run out of charges. However, it can't fire inside the base, so the most effective way to overcome the security system is to get through the door.

The rotolaser can be hit through the gun port, but has improved cover, which is already factored into its statistics. It has EAC 23, KAC 27, hardness 19, and 36 HP. If it is reduced to 18 Hit Points or fewer, the rotolaser gains the broken condition and takes a -2 penalty to attack and damage rolls.

DOOR ROTOLASER CR 4

XP 1,200

Type technological; **Perception** DC 26 (spot the gun's hatch); **Disable** Computers DC 21 (hack the scanner) or Engineering DC 21 (temporarily seal the hatch or detach control unit)

Trigger location (within 15 feet of **F1**); **Init** +9; **Reset** immediate

Effect advanced rotolaser^{AR} +14 (2d8 F; critical burn 1d6); uses automatic mode when faced with multiple targets

Treasure: The advanced rotolaser can be detached from its mount with 2d4 rounds of work.

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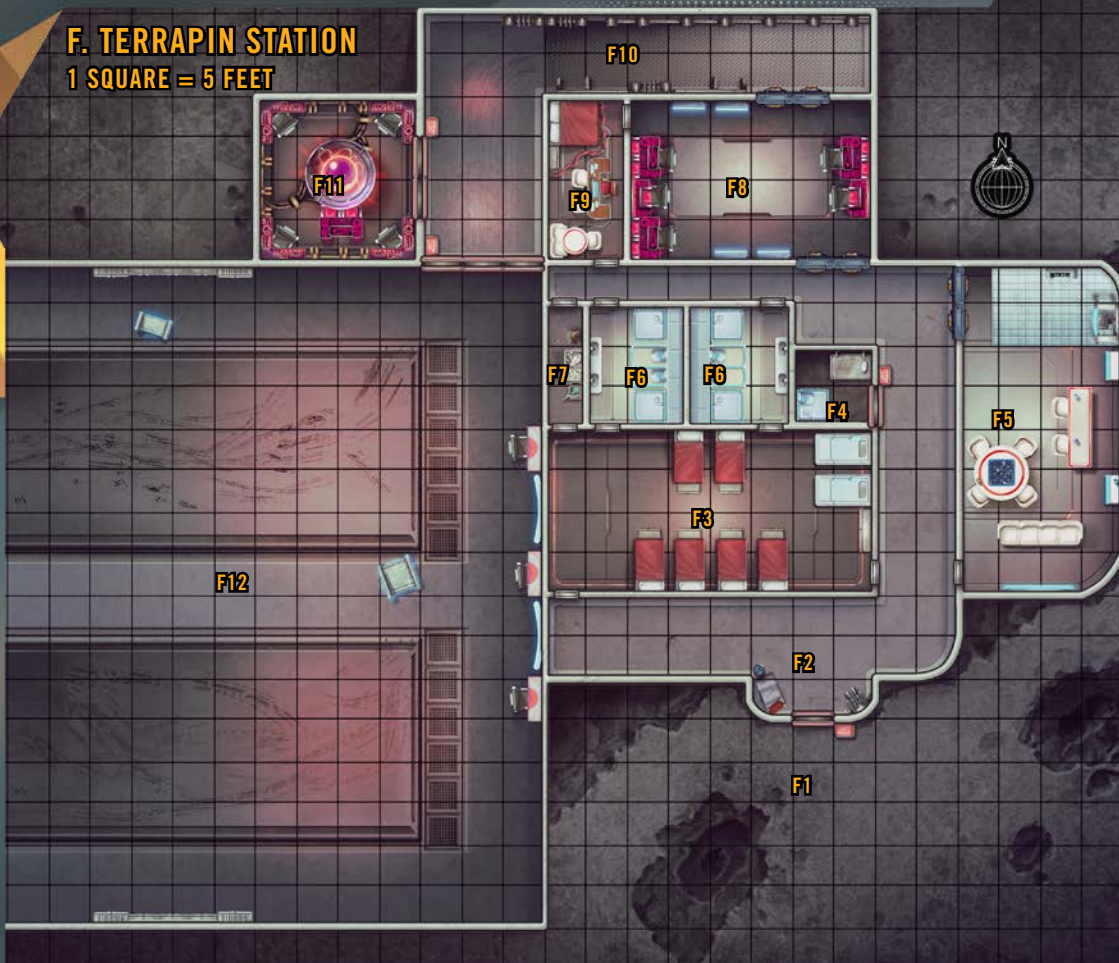
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F. TERRAPIN STATION

1 SQUARE = 5 FEET



F2. ENTRYWAY (CR 4 OR 7)

The floor of this C-shaped cement room is partially covered in one corner by padding that resembles animal bedding.

Creatures: Normally, one wetzelt rests here. If the PCs arrive here after setting off a general alarm, it is joined by the reptoid constable and infiltrator from area F5.

WETZELT CR 4
XP 1,200
HP 50 (page 61)

F3. BARRACKS

This barracks has six beds with metal lockers at the foot. Two medical beds sit near a clean steel cabinet on the eastern side of the room.

Any search reveals the beds have satin sheets and nanite-technology mattresses that conform to their users' firmness and temperature preferences, among other features. At the foot of each bed is a metal locker. Personal possessions, clothing, and hygiene items can be found inside each one.

Treasure: Inside the medical station cabinet is one advanced medkit and sprayflesh.

F4. BRIG (CR 8)

The airlock-quality door here is locked.

The door bears a bold holographic sign and has a hatch in the bottom.

The sign reads "Do Not Open" in Reptoid. The door's hatch opens into a space large enough to slide a small tray into, but the opposite door can open only if the outer one is closed. Inside the door is a rustic brig containing a fold-out cot and sonic lavatory.

Creature: A kasatha-reptoid hybrid named Kibotu has been imprisoned here. Kibotu lacks weapons but has considerable mental powers. He hesitates when he sees the PCs, and he is willing to talk.

Several days ago, a reptoid group landed here and dropped off Kibotu, intent on retrieving him after they completed their mission. Kibotu can tell the PCs the station has a crew of six reptoids—three constables and three infiltrators—as well as three wetzelts. Recently, a starship arrived, and Kibotu thought he was about to be taken off world again. The new arrivals must be important, because the station seems to have been on alert since that time.

Kibotu feigns weakness and abuse at the hands of the reptoids. He claims he desires only to escape and prefers to remain safely in the brig until the PCs have secured

the station. Kibotu offers his ring (see Treasure below), which his captors have yet to take, as a bribe if he must.

If the PCs insist on his help, Kibotu lies as he agrees. He accompanies the PCs, but as soon as combat breaks out, he takes advantage of the situation in whatever way he can. If he can get an edge on the PCs, he attempts to steal weapons and supplies before fleeing Terrapin Station. If he finds a vehicle, he steals it. He might later run across Peeti and Delimar, whom he befriends; eventually, the three start a new criminal organization focused on smuggling.

KIBOTU CR 8

XP 4,800

Male kasatha-reptoid hybrid (page 59)

HP 105

TACTICS

During Combat Kibotu aims to even the odds as quickly as possible, so he attacks wounded or weak-looking targets.

Morale With nowhere to run, Kibotu fights until reduced to 30 Hit Points or fewer. He then tries to escape his attackers and Terrapin Station.

Treasure: Kibotu wears a *mk 2 ring of resistance*.

F5. STAFF LOUNGE (CR 5)

This room is furnished with a recreation center and holoscreen along the south wall, comfortable couches, and a table equipped with an Imperial Conquest game. A case of food and beverages stands against the eastern wall. Just in front of it is a bar with stools. A pair of exercise machines and an open padded mat fill most of the remaining space.

This is where the reptoids posted to Terrapin Station pass their time when they're not on duty or sleeping.

Creatures: A reptoid constable and infiltrator are here. If the general alarm sounded, they are no longer here.

REPTOID INFILTRATOR CR 3

XP 800

HP 35 (page 13)

REPTOID CONSTABLE CR 4

XP 1,200

HP 50 (page 14)

Treasure: The Imperial Conquest game (*Armory 108*) is particularly nice and portable. The factions in this version include reptoids, grays, the Veskarium, and the Pact Worlds. A successful DC 20 Culture check reveals that most of the reptoid and gray worlds seem to be made up by someone only slightly familiar with the Unseen.

Development: If an alarm has been raised, the soldiers normally found here are instead posted to the entrance

or assigned to track the PCs down inside the base and eliminate them.

F6. BATHROOM

This bathroom has two stalls with sonic showers and toilets in them. A long sink and mirror line the opposite wall.

The sinks dispense water, hot or cold.

F7. STORAGE

Storage containers and cleaning equipment fill the shelves and part of the floor in this long closet.

Treasure: This storage closet contains two sealed 1-bulk bricks of 1,000 UPBs and an unsealed bin containing 325 UPBs.

F8. CONTROL CENTER (CR 7+)

If the general alarm has been raised, the door is closed and locked and the creatures here ready.

Two workstations face each wall to the east and west, amid humming viewscreens, communications equipment, and several computers.

Any PC trained in Computers or Engineering recognizes the devices here as alien communications and computer technology. PCs who understand the communications interference from Terrapin Station instantly guess this room might hold the key to that interference. If the players don't guess, any PC who succeeds at a DC 15 Intelligence or Culture check realizes the group has found a reptoid communications center.

Each workstation computer is a tier 3 device (Computers DC 25 to hack). The computer has only an alarm countermeasure, which goes off on one failed access attempt. This audible alarm blares through the station. Once a PC has access, shutting down the alarm is a trivial task.

A reptoid artificial personality that is also conversant in Common helps with computer tasks. It speaks Common only if the PCs ask and succeed at a DC 19 Bluff check to persuade the personality they are reptoids who'd like to practice their Common (or some other convincing ruse). The personality can help the PCs navigate the files on the computer by reptoid name (such as Orvir Pike), or the PCs can try to navigate themselves. The former works automatically, and the personality can translate the files into Common and even read them aloud. The latter requires a successful DC 25 Computers check, and the files remain in Reptoid.

Provided the PCs can read the files, they include entries on specific reptoid agents, identified by number with associated identities (Narla Yalamis, for instance) subordinate to that number. From the context of these reports, the PCs can identify Narla Yalamis, Shez Daiasha, and Orvir Pike, but no

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one else with certainty. Narla and Shez had been serving at the Steward station on Roselight on Liavara before being assigned to Tyrkalis Base. It's clear from these reports that reptoids have infiltrated Roselight. However, some of these reptoid agents are no longer communicating with superiors or have gone missing. The Tyrkalis reptoid also gave a full briefing on the PCs to unnamed superiors, passing along their pictures, their personal information, and video of them fighting aboard the *Voidcrier* and in Tyrkalis Base.

Unfortunately, similar information, doctored for the audience, has been transmitted to the Stewards on Roselight. This "evidence" makes the PCs look like terrorists who attacked Steward facilities, implicating them in the destruction of Tyrkalis Base. This transmission looks like it comes from an anonymous broadcaster aboard the *Voidcrier*. Despite having evidence of a reptoid conspiracy, the PCs are likely to soon be wanted in the Part Worlds, at least until they can clear their names.

The computer also contains door (including hangar), power, lighting, and environmental controls for the station, although the power cannot be shut down to this center. Shutting down this station or its communications funnel requires accessing a control module behind a firewall, so a PC must succeed at a DC 27 Computers check to get at the control module. The module has a security III upgrade, so a PC must succeed at a DC 28 Computers check to shut down the communications or the power (a separate check is required for each).

Creatures: The Tyrkalis reptoid is here, along with a reptoid infiltrator technician and a wetzelt. If no alarm has been raised, the Tyrkalis reptoid attempts frantically to complete a report to their reptoid masters, taking a -4 penalty to Perception checks to notice the PCs from the distraction.

Otherwise, the Tyrkalis reptoid waits behind the locked door here. The creatures fight to protect this communications center, but the Tyrkalis reptoid flees toward the landing bay (area **F12**) as soon as the fight seems lost. The reptoids stationed in area **F12** serve as backup to support the escape.

Before the Tyrkalis reptoid falls, they reveal the PCs' predicament. As they fight, the reptoid gloats that the authorities will never believe the PCs. Even if the PCs win, the reptoids have sent data to the Stewards that makes it look like the PCs are responsible for the destruction of Tyrkalis Base. If the PCs manage to acquire the *Voidcrier*, the Stewards will think they stole the vessel.

TYRKALIS REPTOID **CR VARIES**

Use the statistics for the appropriate reptoid.

REPTOID INFILTRATOR **CR 3**

XP 800

HP 35 (page 13)

WETZELT **CR 4**

XP 1,200

HP 50 (page 61)

F9. COMMAND OFFICE

This office has a desk of expensive wood with a high-backed chair; two smaller chairs in front of the desk; a sitting area with a couch, a low table, and two comfortable chairs; and a curtain portioning off an area that contains a large bed and wardrobe.

This area is clean but unused.

F10. ACCESS RAMP

Pipes and conduits line this wide walkway, which descends into the dark rock of Varos, illuminated by dim red panel lighting.

The ramp descends to a landing at its western end, leading to large airlock doors to area **F11** and even larger doors leading to area **F12**.

F11. GEOTHERMAL POWER CORE

The airlock door here is locked.

Heat pervades this room, which has a huge power core inside and countless machines, pipes, and monitors.

Anyone trained in Engineering can identify this high-tech, self-regulating geothermal power core. Shutting it down is a simple matter, but doing so takes 1 hour of work.

F12. LANDING BAY (CR 5)

The airlock door into the landing bay is locked unless the Tyrkalis reptoid flees through it.

This gigantic underground bay is just wide enough for the *Voidcrier*, which is parked at the bay's far end, about 100 feet away.

If the PCs get to the *Voidcrier* before the Tyrkalis reptoid opens the starship, the vessel is still locked with biometric locks (DC 27 Computers or Engineering to open). This time, failing to open the locks causes no alarm.

A copy of the fake Steward broadcast implicating the PCs (detailed in area **F8**) can be found within the *Voidcrier*'s communications logs. If the PCs didn't find it on the computer in area **F8**, they can still find it here. The computer also has copies of the files indicating unnamed reptoid agents among the Stewards on Roselight have gone missing. These files are encrypted and in Reptoid, so a PC must succeed at a DC 25 Computers check to open them and then decipher them. From the context of these files, the Tyrkalis reptoid intended to check on the agents in Roselight next. The hangar door can be opened from a control panel within the hangar bay. These controls can

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also be set to receive an opening and closing request from a starship within the bay.

Creatures: A reptoid constable and infiltrator wait to back up the Tyrkalis reptoid, who makes a fighting withdrawal here. The Tyrkalis reptoid's goal is the *Voidcrier* and flight off Varos. Make this goal obvious not only to add tension, but also to give the players tough tactical choices. If the Tyrkalis reptoid gets aboard the *Voidcrier*, the starship still must be started up. The fight might extend onto the vessel's decks.

REPTOID INFILTRATOR**CR 3****XP 800****HP 35** (page 13)**REPTOID CONSTABLE****CR 4****XP 1,200****HP 50** each (page 14)CONCLUDING
THE ADVENTURE

When the PCs defeat the reptoids in Terrapin Station, they can finish exploring it and have a little time to rest. If the PCs

need motivation to leave Varos, Varigneous becomes curious about the station (or a relative of his comes to see why he's missing.) As the PCs leave the hell moon behind, they might leave potential recurring NPCs, such as Kibotu, Peeti, and Delimar in their wake.

The *Voidcrier* now belongs to the PCs. You can upgrade it to a tier 7 starship (explaining that the false Stewards did so during the PCs' stay at Tyrkalis Base), or allow the players to do so with equipment found in Terrapin Station. Once the starship leaves Varos, the PCs can communicate with the wider system. They have evidence of a reptoid conspiracy within the Stewards at the strategically important base on the Liavarar bubble city of Roselight.

Unfortunately for the PCs, nothing in these files could be considered irrefutable, and others might suspect the PCs forged or falsified these records. Only the PCs, with their personal experience, know enough to be sure the reports are authentic. Thus, the PCs will need to continue investigating if they are to gain actual proof of a reptoid conspiracy.

Few Stewards are likely to seriously consider the claim that Roselight's Stewards have been compromised by shape-shifting lizard people, especially since they have received evidence of the PCs committing a terrorist act. In order to clear their names and unravel the mystery of Roselight's infiltration, the PCs will have to travel to the Liavarar city and seek out allies they can finally trust in the next adventure, "The Hollow Cabal."



THE INSIDIOUS REPTOIDS

Some of my colleagues claim that there are certain species in the galaxy that are simply too “inhuman” for the reptoids to infiltrate—bolidas, urogs, uplifted bears, and so on. Naive! There is no end to reptoid duplicity! There is no length to which they will not go to infiltrate our societies, undermine our morals, and destroy us from within! If the reptoids believed there was something to be gained by placing operatives on the silicon moon of Dykon, you can bet your last credit they’ll find a way to twist their anatomy into the proper shape. Open your eyes!

—from The Testament of Kerri Lumble

The entirety of the text titled *The Testament of Kerri Lumble*, excerpted on the pages that follow, appeared on infospheres throughout the Pact Worlds several decades ago without fanfare or explanation. A few different versions exist, with only slight variations in content, but all go into great detail about the “reptoid conspiracy.” Although several individuals have claimed to be Kerri Lumble on various social media platforms, none have ever come forward to prove their identity in public. Many of the other personages mentioned below either have never heard of Kerri Lumble, or don’t exist at all. Therefore, some believe that the document was planted to spread false information and fear.

WHAT DO WE KNOW?

Reptoids are a species of evil shapeshifters—cruel, insidious, and inimical to sapient life—who have infiltrated every level of Pact Worlds society and, I theorize, the societies of many of our rivals, including the Veskarium and the Azlanti Star Empire. Their core motivations remain unknown, however. They have avoided traditional military conflict, invasion, and occupation; instead, they are masters of the covert incursion. Indeed, there is considerable evidence that their takeover of the Pact Worlds has not only advanced considerably but moreover may already be a near-total success.

Based on the little information that can be scoured from the infosphere, we know that in their natural form, reptoids are hairless, green-skinned humanoids with two genders and reptilian features. They are not, however, reptiles in the strictest sense; they do not rely on environmental conditions to supply themselves with energy. Each has a dorsal crest and spines, usually more pronounced in males than females, atop the head, and they stand between 5 and 6 feet tall. While they have four clawed fingers and a thumb on each hand, their feet have only three clawed toes.

These claws are exceedingly dangerous, retaining their effectiveness even against modern body armor. As I write this, I have a sample of a reptoid claw near at hand, and it is my belief that their incredible density and sharpness cannot be explained by simple evolution. Reptoid claws are the result of shape-changing on a molecular level, propagated species-wide. In other words, reptoids have used their transmutative powers on themselves to make their natural weapons more effective, and this alteration has been bred into the entire species.

This ability to change shape is the distinguishing feature of a reptoid and the reason why those in the know live in fear of them (and you should, too). The typical reptoid can adopt the form of any humanoid, from as small as a skittermander to as

tall as a sarcesian. Most reptoids can sustain this new shape indefinitely, passing as a non-reptoid for years and becoming fully integrated into their new culture.

The most chilling and confirmed instance of this subterfuge is that of Faxxan (also known as the Chasm City), situated in the Vercite nation of Obarshi northwest of the Twilight Mountains, which was famous for its Mineral Vault, a vast storehouse of rare and precious materials, many of which were used in cutting-edge industrial applications. The citizens enjoyed a high standard of living, thanks to the annual dividend they received from the sales of these goods, and the local government provided subsidized health care and education to all. Then, in 254

AG, something unforeseen happened: pirates from the Shadari Confederacy descended upon Verces, easily bypassing the planet’s air defenses, and entered the Mineral Vault without any trouble. In less than 3 hours, the pirates left with the Vault’s entire contents; not a single jewel or industrial crystal remained! The local authorities barely had time to react, and the city never recovered.

During the subsequent investigation, Steward agents discovered that the city’s elected leader, Lord Councilor Shabras Kluss, had given the pirates all the information they needed, including the Mineral Vault’s access codes. When Steward forces confronted the man, he opened fire on them and was killed in the resulting fracas. The inquiry was made even more complicated when Kluss’s features changed to become reptilian upon death, and the decomposing corpse of the real Shabras Kluss was discovered stashed in the lord’s closet. While the exact details were covered up by the Stewards, the dedicated among us know the truth: Lord Councilor Kluss had been replaced by a reptoid.

I have often wondered, to what ends might a reptoid put its shapeshifting power, other than impersonation? For example, is it common for reptoids to enhance their dorsal crests in this manner, perhaps to appear more attractive to potential mates? Why, a reptoid might not even care if clothes fit or not, since they can change their own body to fit the clothes! I have read reports—admittedly, unconfirmed—of shapeshifting paragons among the reptoids who can mimic parts of a creature without adopting the full form. These masters of shapes can, for example, adopt the multiple arms of a kasatha and the compound eyes of a shirren at the same time.

By studying reports from directly after the Gap to today, I surmise that a reptoid has a lifespan of two or three centuries, which explains the patient, long-term planning of these invaders. To a reptoid, subverting a planetary government is a medium-term goal; such a tactic may see many generations of



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other creatures come and go, but the reptoid is the consistent strand that ties everything together. Indeed, their long lifespan can prove to be an inconvenience should a reptoid dwell so long in a community that even shapeshifting-based cosmetic aging is not enough to alleviate suspicion; deep cover agents like this must inevitably fake their own deaths. Sometimes they take this opportunity to return to reptoid space—wherever that is—to give a full report on decades of covert subterfuge, but often they simply create new identities and return to the community.

We can assume reptoids are naturally carnivorous from their claws and sharp teeth. I have read accusations of cannibalism among the reptoids, but I think this rumor is unfounded, probably prompted by witnesses who saw a reptoid eating another humanoid which the observer simply assumed was a reptoid in disguise. Other reports have described reptoids consuming small live prey whole. Due to their natural shapeshifting ability, we can surmise that the inside of a reptoid's mouth, its throat, and its stomach are exceptionally pliable and resilient, so rodents and other tiny creatures would be helpless when swallowed in this manner. I believe reptoids take great pleasure in the convulsions and tremors induced by a swallowed creature as it slowly digests over many hours.

Unfortunately, no one has ever been able to keep a captured reptoid alive long enough to discover the motivations and plans of the species. Possessed of fanatical loyalty, or perhaps more afraid of their own leadership than they are of the Stewards and Star Knights, they prefer to either aggressively attack or, failing that, take their own lives through poisons or concealed weapons rather than reveal information. Though their gruesome methods of self-destruction leave behind corpses, such bodies resist analysis by traditional science. A colleague of mine has acquired the seemingly secretly recorded holovids of a Dr. Jianrell Avos, in which the doctor electrically stimulates a hunk of formless protoplasm that was supposedly taken from a reptoid corpse. The footage shows the mass morphing violently into a sequence of bizarre forms. While it looks like a special effects trick to me, my colleague remains convinced of its authenticity. I have been unable to contact Dr. Avos, though it seems she was quietly fired from her job at Bioplasm Labs shortly after the holovid was filmed. Another victim of the reptoid conspiracy?

Reptoids have a long history of interaction with, and infiltration of, humanoid societies. According to

human pre-Gap historian and true believer Traxar Solborne, the reptoids' oldest known relationship appears to be with Lost Golarion. Solborne cites ancient records of contact between reptoids and the inhabitants of Golarion, but many have posited these are nothing more than accounts of the superficially similar serpentfolk. Solborne counters with the fact that serpentfolk claimed to have created humanity as a slave race, while the reptoids have always been infiltrators. However, neither side of this argument draws attention to the convenience that the one planet with the most verified evidence of reptoid activity is also the one planet that has vanished without a trace from the universe. Indeed, were I a leader of the reptoid conspiracy, there would be nothing

I would want more than for Golarion to disappear, thus concealing forever all the best traces of my own existence. Of course, I am not saying that these shapeshifting creatures are responsible for the Gap and the disappearance of Golarion. That would be ridiculous. But we can't entirely discount possible reptoid involvement.

We may never know who the reptoids' true masters are, if they even exist at all. Are reptoids acting as part of a galaxy-spanning scheme to control everyone and everything, or are individual reptoids simply indulging their own whims and desires? Perhaps the truth lies somewhere in the middle. Perhaps the reptoids are simply tools of other factions of the undefined group many call the Unseen.

A pahtra named Frenik Mahr theorizes that what we know as reptoids are nothing more than gray-skinned, bubble-headed aliens in shapeshifting suits, infiltrating positions of power in advance of some massive invasion. Frankly, that's absurd. The reptoids aren't to be dismissed so easily; they are self-serving masters of deception who cannot be trusted. If anything, the so-called "grays" are nothing more than a reptoid feint, a distraction to keep the Stewards and other groups occupied chasing a phantom enemy that doesn't exist.

All the memory tricks played on victims of gray "abductions" are simply the result of reptoid psychic magic, easily duplicated in a lab with the right equipment. The few gray corpses that have been recovered have always

displayed suspicious characteristics that hint at their true nature as disguise suits or genetically



JIANRELL AVOS

engineered replicants—both of which could be true—though some are probably actual reptoid corpses whose decomposition has been altered or accelerated by the decay of their shape-changing cells.

Reptoids are everywhere, and even if they're not, we're better off assuming they are. But that doesn't mean we can't oppose them. Stay alert! Look for strange behavior in your friends and loved ones. When they suddenly adopt a new style of dress, gain an inexplicable interest in systems of government, start chasing (and receiving!) promotions they don't deserve, publicly distance themselves from you and/or other friends or, conversely, become much friendlier and otherwise too good to be true, consider the awful possibility that the person you knew is dead, their corpse incinerated or thrown down a garbage chute. Instead, that person is now a cruel and manipulative creature from hidden origins using you—and others, but especially you—for unknown ends.

Then ask yourself: what are you going to do about it?

RESIST THE REPTOIDS!

Neither the so-called scientific community nor the galaxy at large seems to take the threat of reptoid infiltration seriously, so there is little in the way of an organized and effective resistance. However, theorists like myself, along with others spread throughout the Pact Worlds, remain undeterred. After all, if the authorities were so brilliant and effective, they'd never have allowed the reptoids to permeate our society as deeply as they have. When your critics are fools, their criticism is easy to ignore. As an informal group, we plan to collate data on reptoid sightings, share our findings, and investigate reports. To avoid misinformation likely spread by reptoid agents, each piece of information will be thoroughly vetted by several sources.

Such a rigorous intellectual process would benefit many of our critics, including the Stewards, who have themselves been assuredly infiltrated. When the Stewards revealed the true nature of Shabras Kluss, they made themselves a priority target. The reptoids are engaging in a war—albeit one of subterfuge and subversion—and targeting their most capable enemies, the Stewards, seems like a sound strategic choice. I don't trust anyone in the blue and gold anymore, and neither should you. Even if we acknowledge that the number of reptoid infiltrators is small compared to the overall population of the Pact Worlds, all it takes is a single high-ranking Steward commander to order dozens, or even hundreds, of ignorant officers to execute their agenda. Any authority structure is a weapon in the hands of a reptoid.

But what do the reptoids want, really? Do they seek to make us their slaves... or their food? Do they seek power for power's sake... or do they intend to command us to unwittingly wage their wars for them? Do they wish to control the galaxy in order to destroy it... or to better it? Where do reptoids come from? Evidence points toward several conclusions, some of which may contradict one another, but all containing at least a shred of truth.

INVASION... FROM WITHIN

Absalom Station appears to be a hub of reptoid activity. So much so, in fact, that some of my colleagues have speculated that the reptoid conspiracy is masterminded from some hidden chamber deep within the Spike. Perhaps. Certainly, the long history of reptoid involvement with Golarion would support this theory, and it goes without saying that the station hosts a reptoid presence—the reptoids are, after all, everywhere. But we can apply some logic to this claim. We imagine reptoids on Absalom Station because everything happens on Absalom Station. It is the hub of Pact Worlds travel and commerce, and its densely packed levels hide all sorts of mysterious goings-on. But that level of activity, that level of scrutiny, would be an absurd risk for a reptoid command center. And most of it is cramped for space! No, no, why should the reptoids base themselves there, when there are dozens of moons where no one is looking and they can plot and scheme in safety?

INVASION... FROM WITHOUT

It would be foolish for us to forget that the reptoids have a reach that extends far beyond the Pact Worlds. We don't know where their home world is, though we can presume it is located somewhere in Near Space, if only because the reptoids have had regular contact with the worlds that make up the Pact for thousands of years. From this, we can theorize that they've dealt with many species and other worlds we know nothing about. Contemplative historian Sego-Dahanis claims to have seen evidence, supposedly acquired from a source on Embroi, of the reptoids enacting an unusual invasion strategy on an unnamed world in Near Space. This world had yet to take its first steps onto the galactic stage. At first, individual reptoids infiltrated the target, adopting local identities, observing, and making regular reports to their superiors. Then, further reptoids arrived in large numbers to make first contact, their status as extraterrestrials perfectly clear.

But they didn't appear as reptoids. Instead, they disguised themselves as a species that somewhat resembled the local sapients. In this way, they appeared friendly and trustworthy. Over the course of the next few years, the reptoids used their advanced science and psychic powers to dominate the target world. They were so sure of their control they even revealed their true faces to the native species. Could this be the same planet from which the reptoids now launch their invasion of the Pact Worlds? Have the reptoids enacted this strategy on other worlds? And, if so, why have we not heard about these reptoid-ruled realms?

For several reasons. First, space is big—really, really big. The reptoids could conquer a dozen worlds in the Vast, and we'd only know about it if we happen to stumble across one. Second, according to Sego-Dahanis, the embri conquered the world described above in the name of Hell, annihilating the reptoids and their slaves. Third, and most importantly, regardless of

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whether the previous two statements are true or not, no matter what the facts are, the Stewards and the Pact World Council have obscured the truth. Because that's what they do.

STARMETALS

One pet theory of mine involves the fact that many of the places reptoids have shown an interest in have something in common: starmetals. This would link, for example, Golarion and the city of Faxxan. I believe reptoids can use quantities of starmetal to enhance their psychic magic. Reptoids have demonstrated the ability to enchant other humanoids, making them confused, helpless, or simply friendly in ways that defy logic. These manifestations don't appear to be universal, so I posit reptoids can draw forth occult power through

exposure to, and even consumption of, rare starmetals. The more the reptoid consumes, the stronger their personal magic becomes, until they are capable of fantastic feats, including instantaneous teleportation across the void of space. Such materials could even have addictive properties for the vile creatures, explaining why they are always seeking more. I have no proof for this theory, as I have yet to find a reptoid willing to inhale horacalcum on camera.

HYBRIDS AND TRAITORS

If reptoids have any weaknesses apart from a possible addiction to starmetals, there is evidence of some of them possessing a sentimental streak. Perhaps it is the nature of their deep cover assignments, but there are cases of reptoids becoming so enamored of their cover identities that they cease to serve their reptoid masters. Sometimes these traitors cut all contact and go on the run, but more often they begin to give false reports, always urging patience, delay of the invasion, and the gathering of more information before overt moves are made. In this way, they attempt to preserve their comfortable undercover lifestyle for as long as possible.

And, bizarre as this may sound, I present this quote, from an infosphere source that goes by "Salmaec_Seer", on the subject at hand: "Such reptoids even enjoy the love and affection of their victims—friends and spouses who learn of the reptoid's true nature and don't just fail to reject them, but actually embrace them. I have even met reptoid hybrids, the result of inter-species relations. Some may find it unbelievable that a reptoid can love their half-reptoid offspring, but it is perfectly plausible. Reptoids are more like us than we want to think, and like us, they can love."

Personally, I don't believe a word of it. Never mind the fact that username anagrams to "scales are me," the whole thing just reeks of reptoid propaganda. Even if a friendly reptoid or reptoid hybrid were to exist, that doesn't mean you should trust them. These reptoid families are likely one moment away from being captured—all but inevitable considering the vast resources at the reptoids' command—and tortured by cruel enforcers, after which they happily return to the fold. And even if they don't turn, those of us in the know have heard about a special punishment reptoids reserve for members of their own species who betray the mission. Once seized, the treasonous reptoid is psychically interrogated, and subjected to a painful process known as "mind scouring." Everything the traitor kept hidden, everything they held back from the reptoid masters, is inevitably exposed. Then and only then, after the prisoner has betrayed their family, friends, and other loved ones, does the final punishment take place. The reptoid is injected with a virus that latches onto the victim's own shapeshifting genes and takes advantage of them. The reptoid changes shape into a preprogrammed monstrosity many of my colleagues refer to as a "wetzelt." The few scattered reports detail these horrifying and pathetic



creatures crawling on all fours and acting no more intelligent than a domesticated pet. Presumably, the mind scouring process strips them of their ability to change shape, locking them in their new animalistic forms for the rest of their lives. Whenever you might find yourself harboring sympathy for reptoids, especially those who live secretly among us and whom we have supposedly come to love, remember how they punish their own criminals, and shudder.

TRANSPORT

Like any technologically advanced species, reptoids must have their own starships. Certainly, after they have infiltrated a starfaring society, they can use that civilization's vehicles to get them from place to place, but if they are taking over worlds who have yet to break orbit, they would need some way to land on that planet and initiate first contact. Though the alternative would mean that reptoids can cross interstellar distances without the use of starships (a thought too terrifying to contemplate), many of my colleagues believe reptoids don't have their own vessels.

There are, of course, many sightings of unidentified vessels in the Pact Worlds every year, a large percentage of which are of the "flying saucer" variety. Amateur researchers have identified these vessels as belonging to the grays, but as I have stated previously, that faction doesn't exist and is merely a smokescreen crafted by the reptoids. With the absence of a confirmed reptoid starship, it is only logical to conclude that these "gray" flying saucers are vessels used by reptoids to travel across the galaxy.

However, I would be remiss if I did not mention a competing theory, one put forth by Phetikieh, the shirren who runs the infosphere site GalactiTruth. He maintains the reason there have been no reliable sightings of reptoid starships is that reptoid vessels can change shape, much in the same way reptoids themselves can. These camouflaged starships hide undetected among the fleets of the Pact Worlds and other systems, ducking behind a moon and altering their appearance when detected. Phetikieh claims to have seen one of these vessels change shape first-hand, but his is the only account I could find of such an event. Phetikieh's theory would explain much, if it were true.

FUNGAL BIOWEAPON RUN AMOK

Sophisticated media consumers will already be aware of the so-called "Dycepskian Plague," a string of bizarre incidents that seem to suggest the presence of a mind-eating fungus capable of making a host of any living creature. The theory goes that this fungus originates on a remote planetoid—perhaps in the Pact Worlds but just as likely to be in the Vast—and is spread as spores which incubate in a humanoid host. Once a victim is infected by dycepskian fungus, there is no cure; it is only a matter of time before the subject is dominated by the fungus and eventually explodes in a cloud of deadly spores. I've seen

many articles and scholarly papers suggesting this fungus is a reptoid bioweapon. Preposterous!

We know this theory is false because reptoid corpses have themselves been found with signs of fungal infestation. If reptoids had engineered such a deadly, terrifying, and invasive weapon, they'd never have lost control of it. They're simply too cunning for that. And, besides, how can a creature capable of controlling the cells of its own body fall victim to a simple disease? Let's admit it might be possible for a reptoid to get sick, but as soon as the creature realized what was happening, it could isolate the diseased cells in a small part of its body—a patch of skin, for example—and simply shed it. Why, such a fungus would have to embed itself deep within a reptoid's nervous system to survive.

Instead, I believe the dycepskian fungus is a freak mutation originating among reptoids themselves. When this disease—which might have begun as something completely innocuous, the equivalent of athlete's foot—first came into contact with reptoids' shape-changing cells, it first absorbed the ability to alter its own properties, then gained intellect and malevolence from the reptoids themselves. Now the dycepskian fungus is burning through reptoid populations, potentially reaching even their mysterious homeworld.

And who could be responsible for such a lethal plague? Why, the Stewards, of course! Other civilians such as you and I are simply collateral damage in a bio-war waged between these two enemies. What should our strategy be? As always, when confronted by two implacable foes, I suggest standing back and letting them destroy each other. Indeed, I believe this is already happening; it is hard to imagine that brilliant doctors and powerful mystic healers in the Pact Worlds haven't developed a cure for the dycepskian plague; such a cure exists, and it is being held in secret somewhere until the reptoids are all dead or dying. Then, and only then, will it be "discovered" and the fungus defeated.

KEEPING SAFE

You are not alone in your war against the reptoids. While the Stewards, Star Knights, and other organizations are either incompetent or reptoid tools, there are individuals and groups with a loose non-authoritarian structure that oppose the invasion. Of course, people like myself are the foremost such truthseekers, and if you have information on the reptoids, contact me immediately. I use multi-level identification systems to authenticate those who come to me, so you know your data is going to someone you can trust. And, because my colleagues and I understand we might be replaced at any minute, we never meet in person. We submit ourselves to regular and thorough genetic scans, verifying our non-reptoid status to one another before transferring sensitive information. Some may find this a cold and lonely existence, but better that than waking up to find a scaly face staring down at you, the last thing you see before your life is snuffed and then posthumously ruined as a reptoid takes your place.

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REPTOID EQUIPMENT

The following pieces of technology and serums were supposedly originated by reptoids and might be found among the hidden personal effects of a reptoid infiltrator or within reptoid-controlled facilities, if such places can be found. Other organizations have acquired a few samples of such items, though they are usually kept under lock and key.

REPTOID GEAR

Reptoids are said to favor gear that fuses magic and technology, especially when their own psychic magic or cunning skills fall short of their desired goals.

INTONATION PENDANT

An *intonation pendant* aids the wearer in mimicking an individual's tone, accent, and manner of speaking. A reptoid uses such an item when they are infiltrating a society with unusual verbal tics or turns of phrase that might trip them up.

INTONATION PENDANT

LEVEL 3

HYBRID ITEM (WORN)

PRICE 1,250

BULK –

An *intonation pendant* consists of a dark blue jewel in a geometric silver setting at the end of a thin, silver chain. To

use one, it must first be placed on the throat (or similar part of the body close to the voice box) of a helpless, unconscious, or willing living creature or a creature that has been dead for no longer than 1 hour. As the *intonation pendant* attunes to that creature over the next 10 minutes, it begins to glow faintly. An *intonation pendant* can be attuned to only one creature at a time, and if attuned to a second creature, it loses all information provided by the first creature.

Once the pendant is attuned, it provides the wearer with the exact tone and speech mannerisms of the target creature. This provides the wearer with a +4 enhancement bonus to Bluff checks to convince others that they are the target creature. In addition, once per day, the wearer can roll a Disguise check twice and take the better result when attempting to appear as the target creature, as long as the wearer is speaking to those they are trying to fool.

MIND SCOUR

A *mind scour* is a hybrid device used by some reptoids to help them adopt a new identity or on treasonous reptoids who have attempted to fully integrate into the society they are supposed to be infiltrating. This device is adept at finding information the target does not want other people to know or has not publicly revealed, and thus couldn't be found by more traditional methods, such as an infosphere search.

MIND SCOUR

LEVEL 12

HYBRID ITEM

PRICE 35,250

BULK L

A *mind scour* is composed of an adjustable steel circlet that can be placed around most humanoids' heads, attached to a series of wires leading to a control console the size of a datapad. A *mind scour* scans the target's memory and personality, collates and organizes that data, and presents on the control console a summary of key findings, which can then be transferred to a personal comm unit or other storage device. Reptoids use this information to adopt a perfect disguise, taking advantage of everything revealed, including dark secrets, passwords, the names of individuals important to the target, and more.

A *mind scour* must be used on a helpless, unconscious, or willing living creature, though it must also break down the creature's subconscious defenses. After 1 minute of work, the creature can attempt a DC 19 Will saving throw to resist the *mind scour's* mental probing. On a failure, the *mind scour* learns five pieces of secret information, usually answers to questions chosen by the user and entered into the control console before the process began. If the creature is still helpless, unconscious, or willing, the *mind scour* user can keep the device running for an additional minute to learn more, although the creature can make another saving throw at the end of that minute. A creature that succeeds can't be subjected to a *mind scour's* probing for 24 hours.

The *mind scour's* probing is a mind-affecting, divination effect. Using a *mind scour* on a helpless or unconscious creature is an evil act.



MIND SCOUR

REPTOID SERUMS AND POISONS

Reptoids also develop magical serums and poisons to both aid them in their infiltration and, allegedly, punish defectors and members of other shapechanging species.

MORPH INHIBITOR

This magic poison temporarily blocks a creature's ability to change shape. It was designed by reptoid scientists and is generally used on reptoid traitors.

MORPH INHIBITOR LEVEL 5

MAGIC ITEM **PRICE** 400 **BULK** –

Type poison (injury); **Save** Fortitude DC 15

Track Charisma; **Onset** 1 minute; **Frequency** 1/minute for 6 minutes

Effect At the weakened state, the victim reverts to its true form and cannot change shape for 1 hour.

Cure 2 consecutive saves

STARMETAL SERUMS

Each of these serums, which were invented by reptoids, contains a trace amount of starmetal dissolved in solution.

ABYSIUM PHILTER LEVEL 5

MAGIC ITEM **PRICE** 450 **BULK** L

For 1 hour after you consume an *abysium philter*, your natural weapons and unarmed attacks glow with a faint radiation. A creature you hit with your natural weapons or unarmed attacks must succeed at a Fortitude saving throw (DC = 10 + half your level + your key ability score modifier) or become sickened for 1 round.

DJEZET DRAUGHT LEVEL 5

MAGIC ITEM **PRICE** 450 **BULK** L

For 1 hour after you consume a *djezet draught*, the saving throw DCs of your magical spells and supernatural and spell-like abilities increase by 1.

HORACALCUM MÉLANGE LEVEL 5

MAGIC ITEM **PRICE** 475 **BULK** L

An imbibed *horacalcum mélange* takes effect the next time you use your change shape racial trait and works only once, extending the duration of the ability by 1 hour. If you change shape again, or revert to your true form, the effect of the *horacalcum mélange* ends. If a you don't change shape within 24 hours of drinking a *horacalcum mélange*, the serum has no effect, and a *horacalcum mélange* has no effect on a creature without the change shape racial trait.

INUBRIX BREW LEVEL 5

MAGIC ITEM **PRICE** 475 **BULK** L

For 1 hour after you consume an *inubrix brew*, your natural weapons and unarmed attacks deal full damage to incorporeal creatures and can affect ethereal creatures

normally. In addition, your natural weapons and unarmed attacks can score critical hits against incorporeal creatures.

NOQUAL ELIXIR LEVEL 5

MAGIC ITEM **PRICE** 450 **BULK** L

For 1 hour after you consume a *noqual elixir*, your natural weapons and unarmed attacks gain a +1 enhancement bonus to damage rolls against magical constructs, magically created undead, and creatures summoned by magic.

SICCATITE TONIC LEVEL 5

MAGIC ITEM **PRICE** 475 **BULK** L

For 1 hour after you consume a *siccattite tonic*, you gain cold and fire resistance 3.

REPTOID SPELLS

Reptoids, astrozoans, and other shapechangers have developed spells that capitalize on their unique physiology. A character might learn these spells from an elder shapechanger with long experience hiding among humanoids, or they could master it on their own. With this magic, a shapechanger can turn their control over their own body into a potent weapon. These spells have the polymorph descriptor (*Starfinder Alien Archive* 2 141).

AMORPHOUS FORM

School transmutation (polymorph)

Casting Time 1 standard action; see text

Range personal

Duration 1 round/level (D)

Your body briefly shifts into an amorphous form, enabling you to circumvent certain attacks and squeeze through tight spaces. You do not take double damage from critical hits, but critical hit effects apply against you normally. You gain a +4 circumstance bonus to your KAC against the grapple and reposition combat maneuvers. You can move through an area as small as one-quarter of your space without squeezing, or one-eighth your space when squeezing.

To benefit from this spell, you must have the shapechanger subtype or be benefiting from a polymorph effect. You can cast this spell as a reaction when you are attacked by a grapple or reposition maneuver or hit by a critical hit, but when you do, you can't take a standard action on your next turn.

QUICK CHANGE

School transmutation (polymorph)

Casting Time 1 reaction

Range personal

Duration instantaneous

Adjacent creatures who are unaware of your true form are flat-footed until the beginning of their next turn. You can cast this spell if you are attacked, or if you attack. If you have the shapechanger subtype or are benefiting from a polymorph effect, you revert to your true form.

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STARSHIPS OF THE UNSEEN

"I was walking home on this lonely stretch of road late one night when suddenly I was enveloped in a beam of light from overhead. Looking up, all I could see was this shining light, but I could sense some kind of vehicle or starship behind it. I began to feel weightless and I drifted slowly up from the ground toward the vessel. My hearts were beating a mile a minute, but I couldn't move a muscle. The next thing I remember was waking up in my sleep chamber. Most people tell me I just had a bad dream, but they can't explain this small scar on the back of my neck that I didn't have before that night!"

—Pzandor Evasqui, alleged gray abduction survivor

Starships operated by the grays and reptoids boast a swath of unusual and highly specialized systems and weapons. While the grays rely primarily on technological solutions for their starship needs, reptoids are more likely to incorporate hybrid elements in the ships they design and fly. Regardless, the ship systems, armor, expansion bays, sensors, and weapons detailed here are extremely rare, found in only the most well-connected black markets. Moreover, they are difficult to operate and maintain without ready access to gray or reptoid facilities. GMs can use their discretion to limit access to these starship options or rule that they malfunction, break down, or are simply unflyable by the players.

ARMOR

While most Unseen starships use standard armor for protection, the grays have developed a way to turn being struck by enemy fire to their advantage.

ENERGY-ABSORBENT PLATING

A ship equipped with energy-absorbent plating can store some of the energy that strikes the hull, redirecting that energy to power the ship's systems. Once per turn, when a ship with energy-absorbent plating is hit by an attack that penetrates its shields, the ship's engineer may immediately take a free divert action. The boost granted by this free divert action does not stack with the benefit of any other divert action already benefiting the ship.

ARMOR	COST (IN BP)
Energy-absorbent plating	4 × size category

EXPANSION BAYS

The expansion bays installed into Unseen starships allow the crews to observe, experiment on, and sometimes impersonate other sapient creatures.

BIOLOGICAL EXPERIMENTATION CHAMBER

Gray starships are often equipped with a room designed for the study of—and experimentation on—biological creatures. A biological experimentation chamber can be used as either a medical bay or a life science lab but can only be used on organisms that have first been subjected to examination in the chamber, a painful and invasive process that takes 1 hour.

CULTURAL PREPARATION FACILITY

This expansion bay serves as a training facility and database for agents preparing to infiltrate a group or species. Clothing and personal items can be crafted in half the normal time at a cultural preparation facility, though the crafter must still provide the necessary raw materials. The facility's computer system also trains personnel in the languages and accents, cultural behaviors, social norms,

and even body language and facial expressions of the group the users expect to infiltrate. To use this aspect of a cultural preparation facility, a creature chooses a single species or cultural group and then spends three 8-hour sessions (which can be over the course of several days) within the facility. After this time, for 1 day, the creature has a +2 circumstance bonus on Culture checks relating to the chosen species or cultural group. In addition, the creature can replace one of the languages it knows (except for Common, their racial tongue, or the language of their home planet) with a language spoken by the chosen species or cultural group. At the GM's discretion, the cultural preparation facility might not be able to teach a rare or unusual language.

HABITAT SIMULATOR

This expansion bay can be configured to duplicate various environments, simulating them down to the smallest detail. The simulator is primarily used to clandestinely move creatures without their knowledge. For example, the grays have transplanted individuals threatened by natural disaster or environmental concerns without revealing their own existence. When used for this purpose, the simulator even slowly changes the appearance of stars in the sky until they match the night sky of the location to which the creatures in the simulator will be moved. The bay can also be used to covertly observe creatures in a simulation of their natural environment, benefiting from greater control over environmental effects such as weather. A habitat simulator can hold up to four Medium creatures (while still providing a believable simulation) and takes up 3 expansion bays. The simulator can sustain a particular environment for 1 month before it needs to be cleaned out, refreshed, and resupplied.

SAMPLE ACQUISITION BAY

This bay is equipped with a hybrid tractor beam that quickly pulls a target into the vessel. This beam can target a Large or smaller creature (or object of similar size) that is within 500 feet and visible to the starship's sensors. However, the beam can't be activated if the vessel is in starship combat. While within the beam, the target's molecules are phased slightly, rendering the target incorporeal. The beam moves the target from its original position into the bay (or vice versa) over 2 rounds. If the target is conscious and unwilling, it can attempt a Fortitude saving throw (DC = 10 + 1-1/2 × the starship's tier) when it is first struck with the beam to negate its effect.

EXPANSION BAY	PCU	COST (IN BP)
Biological experimentation chamber	5	9
Cultural preparation facility	3	2
Habitat simulator	4	6
Sample acquisition bay	7	10

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SECURITY

The security systems on Unseen starships focus mainly on stealth and avoiding direct combat.

EMERGENCY ACCELERATOR

This system allows a ship to rapidly accelerate to a speed that makes combat between starships no longer possible. A ship that successfully engages an emergency accelerator escapes any battle it is in. To accomplish this, the emergency accelerator draws on power from across the ship's many systems, making the ship highly vulnerable for a short period before the acceleration takes effect. An emergency accelerator cannot be activated if the engines or power core have any critical damage conditions; if the ship's engines or power core suffer such a condition while the accelerator is active, the accelerator shuts off.

The engineer can activate an emergency accelerator as an action during the engineering phase. For the rest of the round, the ship has no shields and cannot fire weapons. If at the end of the gunnery phase, the emergency accelerator is still active, the ship immediately moves 100 hexes in a straight line in any direction, which ends the starship combat and allows the vessel to escape. After using an emergency accelerator, the ship's power core gains the glitching critical damage condition and must be repaired before the accelerator can be used again.

GRAY CLOAKING DEVICE

Some believe the expensive and rare cloaking technology available from certain manufacturers in the wider galaxy (*Starfinder Near Space* 114) was developed by scientists in possession of captured gray starships, but these secrets are closely guarded. Gray cloaking devices are more efficient and more powerful than these other devices, enabling their starships to move around while avoiding detection. Activating a gray cloaking device takes one action by an engineer while the starship is neither in motion nor engaged in combat. The ship vanishes from view, and based on the cloaking device's level, another ship must have sensors of a minimum level to detect it.

Like standard cloaking technology, gray cloaking devices are named for the maximum quality of sensors that can't detect the cloaked ship. Cut-rate cloaking technology fools only cut-rate sensors; budget cloaking technology fools only cut-rate and budget sensors, and so on. Sensors capable of detecting a cloaked starship can do so only when the cloaked starship has entered the sensor's first range increment. Engaging a Drift engine or firing a starship weapon immediately negates the cloaking ability, whereupon the ship reappears and can be detected normally. However, a starship hidden with a gray cloaking device can move, though at a maximum speed of 10 hexes for Tiny and Small starships, 8 hexes for Medium and Large starships, and 6 hexes for Huge and larger starships.

HOLOGRAPHIC MANTLE (HYBRID)

A starship equipped with a *holographic mantle* can appear as another vessel of the same size or no more than one size category larger. This appearance is entirely illusory; unlike a *reconfiguration system* (see below), a *holographic mantle* does not cause the ship in question to physically change its shape. The sophisticated hull-mounted projectors of a *holographic mantle* fool a purely visual inspection, unless the viewer succeeds at a Perception check ($DC = 25 + 1\frac{1}{2} \times$ the tier of the disguised starship). The *mantle* also transmits false transponder information that raises the DC of scan actions against the disguised ship by 5. If an opponent fails their Computers skill check to perform a scan by 5 or less, the science officer aboard the disguised ship can give false basic information to the scanning ship (*Core Rulebook* 325). A *holographic mantle* requires 10 minutes to properly calibrate and activate, but it shuts down and can't be used if the ship's sensors gain a critical damage condition.

RECONFIGURATION SYSTEM (HYBRID)

Reptoids pioneered this hybrid technology and have largely kept it secret, despite the investigative efforts of many governments and other organizations. A *reconfiguration system* allows a starship to physically change shape; it can take on the appearance of any other vessel of the same size, but its statistics do not change. In addition, after reconfiguration, the ship mimics the transponders and scan profile of the impersonated ship. When a science officer scans the ship, the first piece of information they obtain is always false, describing the impersonated ship rather than the true details of the reconfigured ship. A *reconfiguration system* can reconfigure a starship that is out of combat in only a few moments, but it cannot function if the ship's sensors have taken a critical damage condition (though the vessel doesn't return to its original form when this happens).

SECURITY	PCU	COST (IN BP)
Emergency accelerator	5	4 × size category
Gray cloaking device	—	—
Cut-rate	15	15
Budget	25	20
Basic	40	30
Advanced	75	45
Holographic mantle	10	12
Reconfiguration system	50	30

SENSORS

In order to enact their plans, the Unseen require as much information as they can get. Some of their vessels can scan settlements in detail while they float invisibly in the atmosphere or are disguised as a friendly vessel. This allows the Unseen agents aboard to choose targets for abduction or replacement.

OBSERVATION SENSORS

Observation sensors must be purchased in addition to a ship's normal sensors. With observation sensors, a crew member can use the starship's active sensors to attempt Perception checks as if they had both blindsense (life) and darkvision to a range of 10 miles outside of the starship. The modifier of the starship's regular sensors applies to this check.

SENSORS	COST (IN BP)
Observation sensors	4

WEAPONS

Some gray and reptoid vessels mount unusual weapons, found on the table below. Like other gray and reptoid equipment, these weapons are extraordinarily rare, expensive when they can be found, and prone to malfunction or failure when operated by player characters. Otherwise, they follow the rules for starship weapons (*Core Rulebook* 303).

SPECIAL PROPERTIES

These new Unseen weapons use the following special properties, as well as other starship weapon special properties detailed in the *Core Rulebook*.

Immobilize

A weapon with this quality freezes the target starship in place, making it immobile for 1d4+1 rounds. The affected ship cannot move, change its facing, or perform stunts. During the engineering phase, an engineer can take an action to attempt to restore movement to the ship. If the engineer succeeds at an Engineering check ($DC = 10 + 1\frac{1}{2} \times$ the attacking starship's tier), the immobilize effect ends.

Redirect

Some hybrid defensive systems use inverse tractor-beam technology to push attacks away from a vessel, redirecting them toward enemies instead. A weapon with the redirect quality does no damage but can redirect incoming attacks. When the ship is hit by an attack from a direct-fire weapon, the gunner can attempt an attack roll. If the result of this roll is equal to or higher than the attacking ship's attack roll, the target ship does not take damage. Instead, the gunner can select another ship within 5 hexes and inflict the damage of the attack to that ship instead. Each weapon with this property can be used only once per round, and each gunner can attack only once with a redirect weapon in each gunnery phase.



REPULSOR

Scatterscan

Static projectors and some other weapons emit a beam that causes sensor feedback when it strikes a ship's shielding, rendering sensors inoperable. A ship hit by a weapon with this quality takes a -2 circumstance penalty for 1d4 rounds on attack rolls and Computers checks made as part of science officer actions that use ship sensors (such as scan, target system, and lock on). If the ship is hit multiple times by scatterscan weapons, this penalty stacks. During the helm phase, a science officer can take an action to make a Computers check as they attempt to restore sensor functionality ($DC = 10 + 1\frac{1}{2} \times$ the attacking starship's tier); the penalty inflicted by the scatterscan property applies to this check. A light scatterscan weapon can affect Medium or smaller vessels, a heavy scatterscan weapon can affect Huge or smaller starships, and a capital scatterscan weapon can affect starships of any size.

STARSHIP WEAPONS

LIGHT WEAPONS	RANGE	DAMAGE	PCU	COST (IN BP)	SPECIAL PROPERTIES
DIRECT-FIRE WEAPONS					
Light static projector	Short	1d6	10	9	Scatterscan
HEAVY WEAPONS					
DIRECT-FIRE WEAPONS					
Heavy static projector	Medium	3d6	20	27	Scatterscan
Stasis beam	Medium	Special	30	30	Immobilize
CAPITAL WEAPONS					
DIRECT-FIRE WEAPONS					
Super stasis beam	Long	Special	50	50	EMP, immobilize
Super static projector	Long	1d4x10	50	50	Array, scatterscan
Repulsor	Short	Special	45	25	Redirect

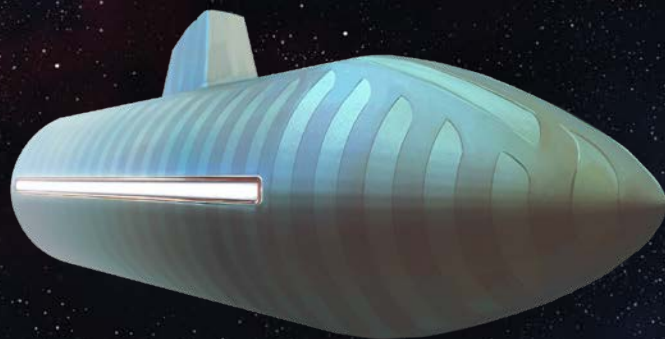
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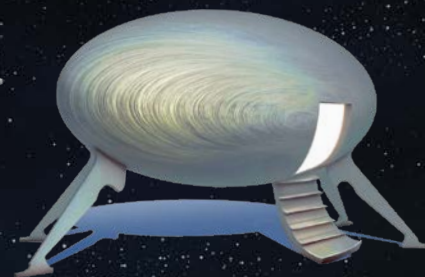
GRAY MOTHERSHIP



GRAY RESEARCH VESSEL



GRAY COLLECTION SAUCER



GRAY WATCHER POD

GRAY SHIPS

The starships of the enigmatic grays are spoken of mostly in hushed whispers and paranoid ramblings. Not many have seen a gray vessel first-hand and even fewer have engaged one in starship combat. As such, the capabilities of these ships are cloaked in mystery. After years of compiling reports from across the galaxy, the Stewards believe they have mostly reliable details on the four following types of gray starships (as well as the gray monitor capsule detailed on the inside cover of this volume), their names denoting their basic functions.

GRAY WATCHER POD

These egg-shaped vessels house only a single occupant and are designed for speed. From them, grays observe the social norms, technology, and military capacity of other species. When not buzzing local aircraft to test their abilities, or hovering over points of interest for observation, grays sometimes land their watcher pods to collect soil and fauna samples. Watcher pods are not built for combat and flee when confronted.

GRAY WATCHER POD

TIER 1

Tiny interceptor

Speed 14; **Maneuverability** perfect (turn 0)

AC 14; **TL** 20

HP 30; **DT** —; **CT** 6

Shields basic 10 (forward 3, port 2, starboard 2, aft 3)

Attack (Forward) light static projector (1d6; 5 hexes)

Power Core Micron Ultra (80 PCU); **Drift Engine** none;

Systems advanced short-range sensors, mk 1 armor, mk 7 defenses, mk 2 mononode computer

Modifiers +2 to any 1 check per round, +4 Computers

(sensors only); **Complement** 1 (minimum 1, maximum 1)

CREW

Pilot gunnery +5 (1st level), Piloting +10 (1 rank)

GRAY COLLECTION SAUCER

A commonly observed gray vessel, collection saucers scout locations, capture specimens, and occasionally serve as a base for grays who disguise themselves as other humanoids and infiltrate target populations. Experiments are not conducted on a collection saucer; instead, gray crews ferry subjects to and from larger research vessels. Collection saucers avoid battle and run to the protection of larger ships when threatened. Even if they've never seen one, many Pact Worlds peoples know the iconic imagery of the saucer shape and beam, levitating hapless victims up into the ship's underbelly.

GRAY COLLECTION SAUCER

TIER 5

Medium transport

Speed 12; **Maneuverability** average (turn 2); **Drift** 1
AC 17; **TL** 20
HP 85; **DT** —; **CT** 17
Shields basic 40 (forward 10, starboard 10, port 10, aft 10)
Attack (Forward) stasis beam (special; 10 hexes)
Attack (Turret) light static projector (1d6; 5 hexes)
Power Core Pulse Red (175 PCU); **Drift Engine** Signal Basic;
Systems advanced short-range sensors, crew quarters (good), mk 2 armor, mk 5 defenses, mk 2 duonode computer, observation sensors; **Expansion Bays** brigs^{PW} (3), escape pods, sample acquisition bay
Modifiers +2 to any 2 checks per round, +4 Computers (sensors only), +1 Piloting; **Complement** 6 (minimum 1, maximum 6)

CREW

Captain Diplomacy +11 (5 ranks), gunnery +10 (5th level), Intimidate +16 (5 ranks), Piloting +10 (5 ranks)
Engineer Engineering +16 (5 ranks)
Gunner gunnery +10 (5th level)
Pilot Piloting +15 (5 ranks)
Science Officers (2) Computers +16 (5 ranks)

GRAY RESEARCH VESSEL

These bullet-shaped research ships operated by the grays provide support for collection saucers and often serve as hidden orbital research labs. Once a collection saucer has acquired specimens, the subjects are transferred to a research vessel for intensive—and usually very invasive—medical studies and experiments. In battle against other starships, research vessels use their stasis beams to give collection saucers and watcher pods a chance to reach a nearby gray mothership. When necessary, research vessels also escort motherships, stubbornly refusing to disengage from combat until the mothership has successfully retreated to a safe distance.

GRAY RESEARCH VESSEL **TIER 9**

Large heavy freighter
Speed 6; **Maneuverability** average (turn 2); **Drift** 1
AC 21; **TL** 24
HP 160; **DT** —; **CT** 32
Shields light 70 (forward 18, port 17, starboard 17, aft 18)
Attack (Forward) stasis beam (special; 10 hexes)
Attack (Port) light particle beam (3d6; 10 hexes)
Attack (Starboard) light particle beam (3d6; 10 hexes)
Power Core Pulse Orange (250 PCU); **Drift Engine** Signal Basic; **Systems** advanced medium-range sensors, crew quarters (good), mk 3 armor, mk 6 defenses, mk 2 tetranode computer, security (basic gray cloaking device); **Expansion Bays** biological experimentation center, brig^{PW}, cargo bays (3), habitat simulator
Modifiers +2 to any 4 checks per round, +4 Computers (sensors only), +1 Piloting; **Complement** 10 (minimum 6, maximum 20)

CREW

Captain (plus 1 officer) gunnery +14 (9th level), Intimidate +22 (9 ranks), Piloting +17 (9 ranks)
Engineers (2) Engineering +18 (9 ranks)
Gunners (3) gunnery +15 (9th level)
Pilot Piloting +18 (9 ranks)
Science Officers (2) Computers +22 (9 ranks)

GRAY MOTHERSHIP

The mothership is the hub and base of operations for the grays smaller vessels. It hides far away from enemy ships, often behind a moon or asteroid, relying on watcher pods and collection saucers to offload specimens and transfer data. When a mission is complete or needs to be aborted, smaller vessels retreat to the mothership and dock before the larger vessel retreats; a mothership won't leave a smaller gray ship behind unless the mothership itself is at risk of being destroyed or captured. Like most gray vessels, motherships are equipped with little in the way of offensive capabilities, but their defensive weapons buy time to make a quick escape.

GRAY MOTHERSHIP **TIER 13**

Gargantuan carrier
Speed 4; **Maneuverability** poor (turn 3), **Drift** 2
AC 22; **TL** 24
HP 330; **DT** 10; **CT** 66
Shields heavy 280 (forward 70, port 70, starboard 70, aft 70)
Attack (Forward) repulsor (special; 5 hexes)
Attack (Port) stasis beam (special; 10 hexes)
Attack (Starboard) stasis beam (special; 10 hexes)
Power Core Gateway Light (300 PCU); **Drift Engine** Signal Booster; **Systems** advanced long-range sensors, crew quarters (luxurious), mk 3 armor, mk 5 defenses, mk 2 trinode computer, security (emergency accelerator); **Expansion Bays** cargo bays (6), hangar bay
Modifiers +2 to any 3 checks per round, +4 Computers (sensors only), +1 Piloting; **Complement** 101 (minimum 75, maximum 200)

CREW

Captain (plus 2 officers) Diplomacy +23 (13 ranks), gunnery +19 (13th level), Intimidate +23 (13 ranks), Piloting +24 (13 ranks)
Engineers (2 officers, 14 crew each) Engineering +28 (13 ranks)
Gunners (3 officers, 10 crew each) gunnery +19 (13th level)
Pilot (1 officer, 8 crew) Piloting +24 (13 ranks)
Science Officers (2 officers, 12 crew each) Computers +28 (13 ranks)

REPTOID SHIPS

Starships that are built and operated solely by reptoids are rare, as their insidious machinations generally motivate

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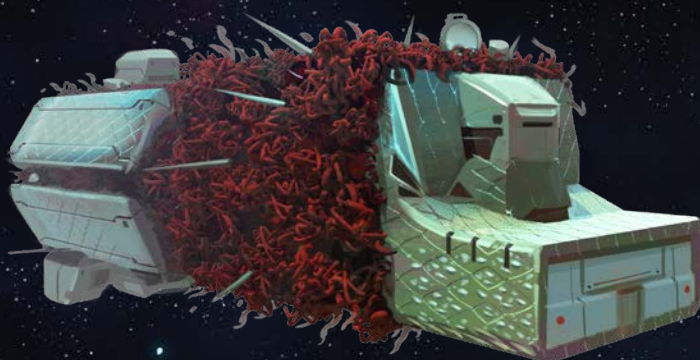
CODEX OF WORLDS



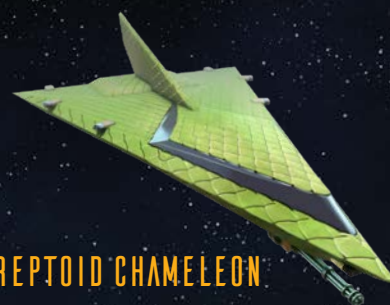
REPTOID INSTIGATOR



REPTOID CHANGELING



REPTOID NEST PLATFORM



REPTOID CHAMELEON

them to infiltrate the crews of other civilizations' vessels. However, the reptoids employ their own ships to plant their operatives on target worlds or foment chaos between groups for their particular ends. Organizations across the galaxy have captured examples of such vessels, presented below, usually only after fierce battles.

REPTOID CHAMELEON

Reptoids use chameleons to deliver agents planetside or onto facilities in space, to infiltrate a target population. These lightly armed shuttles conceal their true nature with sophisticated holographic disguises; they can defend themselves, but generally flee if discovered. A chameleon has no Drift engine and is always based on a larger ship.

REPTOID CHAMELEON

TIER 1/2

Small shuttle

Speed 8; **Maneuverability** perfect (turn 0)

AC 13; **TL** 12

HP 35; **DT** —; **CT** 7

Shields basic 10 (forward 3, port 2, starboard 2, aft 3)

Attack (Forward) flak thrower (3d4; 5 hexes)

Power Core Micron Ultra (80 PCU); **Drift Engine** none;

Systems basic computer, cut-rate sensors, mk 1 armor,

security (*holographic mantle*); **Expansion Bays** cargo bays (2), passenger seating

Modifiers -2 Computers (sensors only), +2 Piloting;

Complement 1 (minimum 1, maximum 20)

CREW

Pilot Computers +9 (1 rank), Engineering +9 (1 rank), gunnery +3 (1st level), Piloting +6 (1 rank)

REPTOID CHANGELING

Thanks to their utility and versatility, changelings make up the bulk of the reptoid fleet. A *holographic mantle* allows a changeling to enter the territory of another species or organization undetected, carry infiltration personnel to their destination, and provide mission support services for the smaller chameleons. They often linger in orbit, where they serve as a base of operation for reptoid agents in the field, providing support and extraction when necessary. changelings can defend themselves in battle, but unless they have field agents to protect or rescue, they usually flee to the nearest nest platform instead.

REPTOID CHANGELING

TIER 3

Medium explorer

Speed 8; **Maneuverability** average (turn 1); **Drift** 1

AC 16; **TL** 17

HP 55; DT —; CT 11

Shields basic 40 (forward 10, port 10, starboard, aft 10)

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

Attack (Turret) light particle beam (3d6; 10 hexes)

Power Core Arcus Heavy (130 PCU); **Drift Engine** Signal Basic; **Systems** budget medium-range sensors, crew quarters (good), mk 3 armor, mk 4 defenses, mk 2 mononode computer, security (*holographic mantle*);

Expansion Bays cargo bay, cultural preparation facility, escape pods, recreation suite (trivid den)

Modifiers +2 to any 1 check per round, +1 Piloting;

Complement 6 (minimum 1, maximum 6)

CREW

Captain Diplomacy +8 (3 ranks), gunnery +7 (3rd level), Intimidate +13 (3 ranks), Piloting +9 (3 ranks)

Engineer Engineering +8 (3 ranks)

Gunners (2) gunnery +7 (3rd level)

Pilot Piloting +14 (3 ranks)

Science Officer Computers +13 (3 ranks)

REPTOID NEST PLATFORM

The nest platform serves as a supply point for changeling vessels and as a carrier for the smaller chameleon shuttles. Like other reptoid ships, it is equipped with a hybrid holographic screen that allows it to pass as another vessel, so a nest platform often lurks among merchant vessels or in other large fleets, such as the Armada that surrounds Absalom Station. A nest platform is excellent at surprise attacks when it can bring its heavy nuclear missile launcher to bear, and it can defend itself when necessary, though it was designed for stealth and is overmatched by dedicated warships.

REPTOID NEST PLATFORM TIER 7

Large heavy freighter

Speed 6; **Maneuverability** average (turn 2); **Drift** 1

AC 19; **TL** 19

HP 140; **DT** —; **CT** 28

Shields medium 90 (forward 23, port 22, starboard 22, aft 23)

Attack (Forward) heavy nuclear missile launcher (10d8; 20 hexes), light particle beam (3d6; 10 hexes)

Attack (Port) heavy laser cannon (4d8; 10 hexes)

Attack (Starboard) heavy laser cannon (4d8; 10 hexes)

Power Core Pulse Orange (250); **Drift Engine** Signal Basic; **Systems** basic medium-range sensors, crew quarters (good), mk 3 armor, mk 3 defenses, mk 1 tetranode computer, security (*holographic mantle*); **Expansion Bays** arcane laboratory, brig^{PW}, cargo bay, hangar bay, recreation suite (HAC)

Modifiers +1 to any 4 checks per round, +2 Computers (sensors only), +1 Piloting; **Complement** 11 (minimum 6, maximum 20)

CREW

Captain (plus 1 officer) Computers +14 (7 ranks), Diplomacy +14 (7 ranks), gunnery +12 (7th level), Intimidate +19 (7 ranks)

Engineers (2) Engineering +14 (7 ranks)

Gunners (4) gunnery +12 (7th level)

Pilot Piloting +16 (7 ranks)

Science Officers (2) Computers +19 (7 ranks)

REPTOID INSTIGATOR

These well-armed reptoid vessels provoke aggression between other species. To accomplish this, the instigator adopts the appearance of a starship belonging to another species or organization, then attacks a third party in a way that ensures there are plenty of witnesses. At the same time, a second instigator is mirroring the attack elsewhere in the galaxy, pretending to be a starship from the aggrieved party and attacking the race or organization imitated by the original instigator. If done properly, this strategy can lead to outright war.

REPTOID INSTIGATOR TIER 11

Huge cruiser

Speed 8; **Maneuverability** average (turn 2); **Drift** 1

AC 24; **TL** 24

HP 230; **DT** 5; **CT** 46

Shields medium 120 (forward 30, port 30, starboard 30, aft 30)

Attack (Forward) super plasma cannon (3d6 × 10; 10 hexes)

Attack (Port) high explosive missile launcher (4d8; 20 hexes)

Attack (Starboard) high explosive missile launcher (4d8; 20 hexes)

Attack (Turret) plasma cannon (5d12; 10 hexes)

Power Core Gateway Heavy (400); **Drift Engine** Signal Basic; **Systems** basic long-range sensors, crew quarters (good), mk 5 armor, mk 6 defenses, mk 3 mononode computer, security (*reconfiguration system*); **Expansion Bays** arcane laboratory, brig^{PW}, cultural preparation facility, life science lab, medical bay, sealed environment chamber

Modifiers +3 to any 1 check per round, +2 Computers (sensors only), +1 Piloting; **Complement** 81 (minimum 60, maximum 100)

CREW

Captain (plus 2 officers) Computers +20 (11 ranks), Diplomacy +20 (11 ranks), gunnery +16 (11th level), Intimidate +25 (11 ranks)

Engineer (3 officers, 8 crew each) Engineering +20 (11 ranks)

Gunners (3 officers, 5 crew each) gunnery +16 (11th level)

Pilots (3 officers, 3 crew each) Piloting +21 (11 ranks)

Science Officers (3 officers, 6 crew each) Computers +25 (11 ranks)

DECEIVER'S MOON

PART 1:
AT A LOSS

PART 2:
AMONG IMPOSTORS

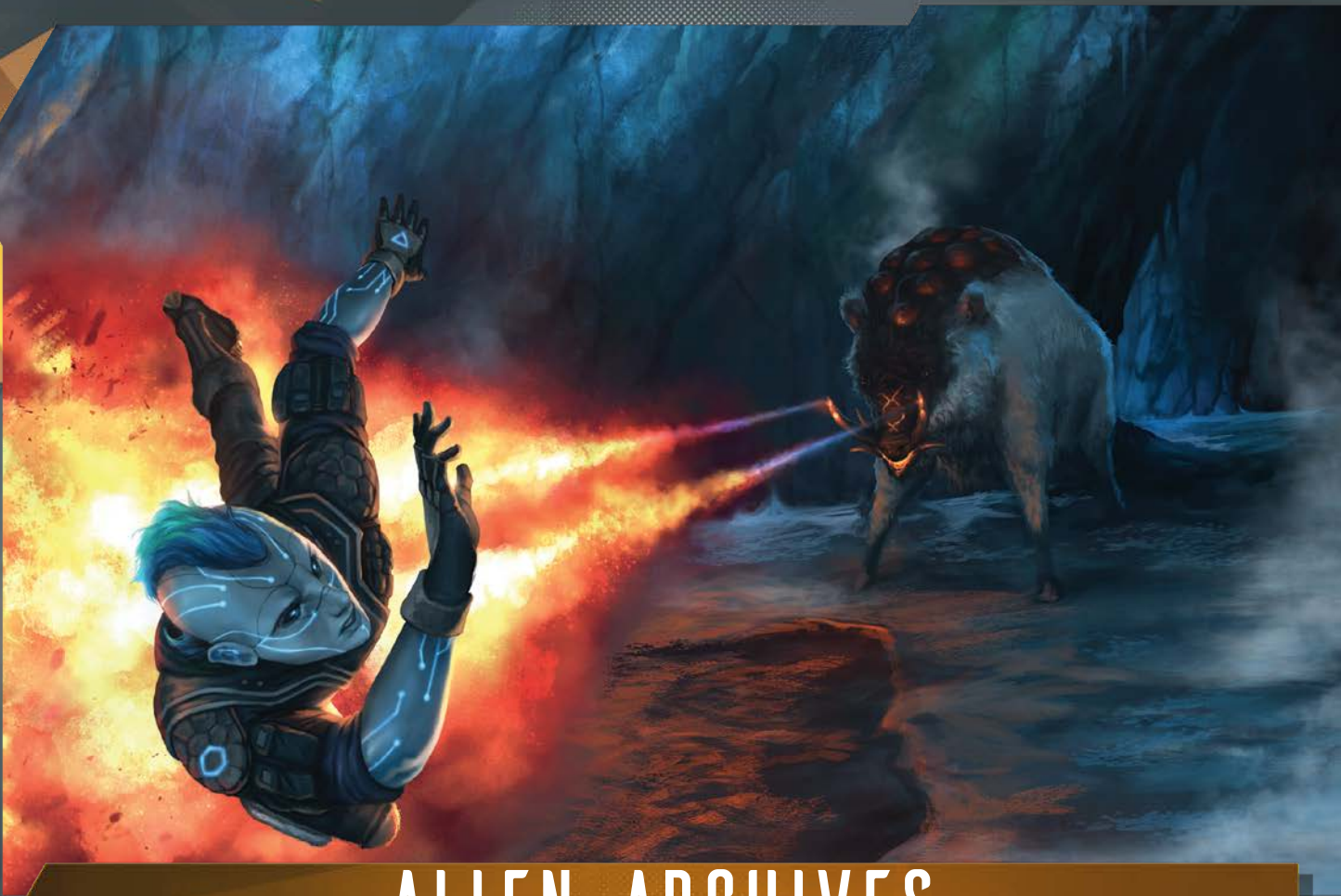
PART 3:
HELL MOON

THE INSIDIOUS
REPTOIDS

STARSHIPS OF
THE UNSEEN

ALIEN
ARCHIVES

CODEX OF WORLDS



ALIEN ARCHIVES

From orbit, the Darkside of Verces can seem like a desolate, icy wasteland devoid of life. After all, what could live where the sun never shines? But there are many creatures camouflaged by the snow and burrowing under the cold ground. One such beast is known as a glacial borer, capable of melting the ice with blasts of fire from its hollow horns. Once thought a myth, the existence of glacial borers has recently been proven. However, one legend remains, mysterious as ever: that of a ferocious glacial borer, 20 feet tall at the shoulder, that supposedly guards the entrance to a subterranean realm of wonders.

—prologue to *The Legend of Flametusk*

AUTOFLY SWARM

CR
3XP
800

CN Diminutive construct (swarm, technological)

Init +4; **Senses** darkvision 60 ft., low-light vision;**Perception** +8**DEFENSE****HP** 40**EAC** 14; **KAC** 16**Fort** +3; **Ref** +3; **Will** +0**Defensive Abilities** swarm defenses; **Immunities** construct immunities, swarm immunities**Weaknesses** sunlight dependency**OFFENSE****Speed** 10 ft., fly 30 ft. (Ex, perfect)**Melee** swarm attack (1d4 P plus consume flesh)**Space** 10 ft.; **Reach** 0 ft.**Offensive Abilities** distraction (DC 12)**STATISTICS****Str** -3; **Dex** +4; **Con** -; **Int** +1; **Wis** +2; **Cha** +0**Skills** Stealth +13**Languages** Common (can't speak any language)**Other Abilities** rebuild, unliving**ECOLOGY****Environment** any (Aballon)**Organization** solitary or tempest (5–20)**SPECIAL ABILITIES**

Consume Flesh (Ex) The autofly swarm strips the flesh from living creatures and breaks down the material into components it can use to create more autoflies. For every 2 damage dealt by an autofly swarm to living creatures in a single round, the autofly swarm regains 1 Hit Point.

Rebuild (Ex) The autofly swarm can also repair other constructs. Once per day as a full action, the autofly swarm can restore 1d8 Hit Points to any constructs or objects that share its space.

Sunlight Dependency (Ex) Like anacites, autoflies are solar-powered constructs, though they can function at reduced capacity away from light. In areas of darkness, the autofly swarm gains the staggered condition.

Originating from Aballon, an autofly swarm consists of hundreds of 6-inch-long metallic insects. Because they are designed to rebuild both themselves and other constructs, constructs see them as beneficial, potentially immortal guardians. However, due to their nature as protectors, they are ravenous when around most living things.

While autofly swarms can fix physical damage to constructs and machines, they cannot restore data or uncorrupt code. Over the centuries, their original programming has corrupted, so even though they were once designed to serve a particular area, they now roam the blasted lands of Aballon and beyond. They are attracted to creatures of flesh and blood for consumption, but they are also drawn toward high electrical activity, such as that produced by large machines, constructs, and cities (which are usually also filled with living beings).

Anacites do not consider autoflies to be part of their own species, though the swarms can be incredibly useful to them. However, autoflies are mindless and can't be reasoned with, a fact that frustrates most anacites. Since their discovery on Aballon, autoflies have been accidentally brought aboard the ships of unfortunate starfarers and have now spread across the galaxy, despite all attempts to contain them.



DECEIVER'S MOON

PART 1:
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CODEX OF WORLDS

GLACIAL BORER

CR
6

XP
2,400



N Medium animal

Init +2; **Senses** low-light vision; **Perception** +13

DEFENSE

EAC 18; **KAC** 20

Fort +10; **Ref** +10; **Will** +5

Defensive Abilities body of fire; **Resistances** cold 10

OFFENSE

Speed 30 ft., burrow 30 ft.

Melee gore +16 (1d8+9 B & F)

Ranged flame jet +13 (1d10+6 F; critical burn 1d6)

STATISTICS

Str +3; **Dex** +2; **Con** +5; **Int** -4; **Wis** +1; **Cha** +0

Skills Acrobatics +13, Athletics +13, Survival +18

ECOLOGY

Environment any cold (Verces)

Organization solitary, pair, or muster (3-10)

SPECIAL ABILITIES

Body of Fire (Ex) As a move action, a glacier borer can wreath its body in flames from its horns until the start of its next turn. During this time, the glacial borer gains immunity to fire, but it can't use its flame jet ability.

Flame Jet (Ex) As a ranged attack, a glacier borer can issue forth a jet of flame from its horns. This attack has the blast weapon special property and a range of 20 feet.

This quadruped hails from the Darkside of the tidally locked world of Verces. A typical glacial borer is about 5-1/2 feet long and weighs around 225 pounds. The creature is covered in white or gray fur and has two beady eyes spaced far apart on its face; its most striking feature is a set of fiery tusks, glowing with heat. Though as strong as steel, each tusk is hollow and has numerous holes along its length that are the endpoints of ducts leading from a fleshy sac within the beast's forehead. This bladder contains naturally produced chemicals that, when mixed together, can produce intense heat.

Glacial borers get their name from how they use their heated horns to burrow through ice and snow, leaving behind smooth tunnels. The beasts gain sustenance from slurping up the melted material, which usually contains frozen strands of plant life and nutritional microscopic organisms; the borers tend to leave behind whatever doesn't liquefy. Enterprising individuals explore these passageways to search for valuable detritus, but must be careful not to anger the glacial borers living there.

For centuries, glacial borers were limited to the Darkside of Verces and mostly spoken of in rumors. In recent years, though, its existence was officially confirmed by the Xenowardens, and enterprising Vercites have taken to domesticating glacial borers and exporting them to other worlds as organic mining machines. Unfortunately, while the creatures remain largely docile in their natively cold climate, warmer conditions cause the creatures to become extremely ornery and volatile. Its powerful flames

and horns have caused massive damage to space stations and planetary habitats in which the temperature wasn't kept below freezing. Nevertheless, there is a burgeoning industry on Verces for capturing, taming, and breeding glacial borers. Many of these small companies have agreed to be regulated by the Xenowardens to maintain ethical and humane practices for securing the beasts, but more conservative ecological preservation groups are concerned that displacing too many glacial borers could lead to an imbalance in the Darkside's ecosystem.



MEGALONYXA

CR
4XP
1,200

DECEIVER'S MOON

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WORLDS

Megalonyxa technomancer

LG Large monstrous humanoid

Init +0; **Senses** darkvision 60 ft.; **Perception** +10**DEFENSE**

HP 43

EAC 15; **KAC** 16**Fort** +3; **Ref** +3; **Will** +7**DR** 5/–**OFFENSE****Speed** 20 ft.**Melee** survival knife +8 (1d4+7 S)**Ranged** thunderstrike sonic pistol +6 (1d8+4 So; critical deafen [DC 15]) or
squad machine gun +6 (1d10+4 P)**Space** 10 ft.; **Reach** 10 ft.**Technomancer Spells Known** (CL 4th; ranged +6)2nd (3/day)—*caustic conversion*, *fog cloud*1st (6/day)—*hold portal*, *magic missile*, *supercharge weapon*0 (at will)—*dancing lights*, *telepathic message***STATISTICS****Str** +3; **Dex** +0; **Con** +0; **Int** +5; **Wis** +1; **Cha** +0**Skills** Computers +15, Engineering +15, Mysticism +10**Languages** Common, Dwarven, Megalonic, Terran, Vesk**Other Abilities** efficient sabotage, magic hacks
(countertech), spell cache (tattoo)**Gear** defrex hide, squad machine gun with 40 heavy
rounds, survival knife, thunderstrike sonic pistol with 2
batteries (20 charges each)**ECOLOGY****Environment** any**Organization** solitary, pair, or family (3–8)**SPECIAL ABILITIES****Efficient Sabotage (Ex)** Once per day when attempting an
Engineering check to disable a device, a megalonyxa can
roll 1d6 and add the result of the roll as an insight bonus
to the check.

The stocky megalonyxa hail from the heavy gravity world of Karnoq in the Vast. There, they contemplated the stars as a mostly sedentary species, and were able to build a thriving civilization through the use of magic. Spaceflight eluded them, however. As such, when extraplanetary visitors arrived, they found a highly evolved society eager to take to the stars. Within a few decades, all megalonyxas left Karnoq, consigning their cities and other settlements to the wastes of history. Explorers from other worlds can learn much from these remains if they can withstand the planet's crushing gravity.

A typical megalonyxa stands about 10 feet tall and weighs 500 pounds.

RACIAL TRAITS

Ability Adjustments: +2 Str, +2 Int, –2 Dex**Hit Points:** 6**Size and Type:** Megalonyxas are Large monstrous
humanoids with a space and reach of 10 feet.**Darkvision:** Megalonyxas have darkvision with a range of
60 feet.**Efficient Sabotage:** See stat block.**High Grav Worlder:** Megalonyxas gain Heavy Weapon
Proficiency without having to meet the prerequisites. If
a megalonyxa gains proficiency in heavy weapons from
another source, they can ignore the penalty to attack rolls
for having too low a Strength to use the weapon (*Core
Rulebook* 169).**Plodding:** Megalonyxas have a
land speed of 20 feet.**Tough Hide:** Megalonyxas
gain DR 5/–.

PSYDRAKE

CR
6

XP
2,400



CE Small dragon

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

Perception +13

DEFENSE

HP 80

EAC 18; **KAC** 19

Fort +7; **Ref** +7; **Will** +13; +17 vs. mind-affecting effects

Immunities paralysis, sleep

OFFENSE

Speed 30 ft., climb 20 ft., fly 30 ft. (Ex, perfect)

Melee bite +15 (1d6+7 P) or

claw +15 (1d6+7 S) or

tail slap +15 (1d4+7 B)

Offensive Abilities diatribe (120 ft., DC 14)

Spell-Like Abilities (CL 6th)

1/day—*mirror image*, see *invisibility*

STATISTICS

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

Skills Bluff +18, Culture +18, Diplomacy +13, Sense Motive +18, Stealth +13

Languages Common, Draconic; limited telepathy 120 ft.

ECOLOGY

Environment any

Organization solitary

SPECIAL ABILITIES

Diatribe (Su) As a full action, a psydrake can start a lengthy diatribe detailing various conspiracy theories it believes or explaining the esoteric connections between two concepts. Each creature within 120 feet that can hear and understand the psydrake must attempt a DC 14 Will saving throw or become fascinated by the creature's ramblings for as long as it speaks. The psydrake must take a move action each round to continue talking. This is a mind-affecting, language-dependent, and sense-dependent effect.

While most dragons hoard treasure and others consolidate power, this smaller species of dragon values a different sort of asset: information. The psydrake has a particular fondness for conspiracy theories and sets itself up as an information broker in order to learn as much new knowledge as possible before finding a new area to prowl. A psydrake makes a nest in one place long enough to make contacts, investigate leads, and collect rumors, but they don't feel comfortable in one location for long.

Even when a psydrake stays put, they are difficult to locate, as only their most trusted contacts know where to find them. The few bits of physical evidence a psydrake keeps of their theories tend to be cryptic; they make enough sense to help the psydrake follow clues in case their memories are somehow tampered with, but they're nearly impossible for anyone else to interpret, meaning no one can learn of a psydrake's theories without speaking to them.

A psydrake is more than happy to spread the seeds of their conspiracy theories to anyone who will listen, but they charge a high price for full details or any kind of proof. They can be convinced to trade a story for a story—the more outlandish and unusual, the better. After a lifetime of investigating wild claims, however, a psydrake can root out true theories of conspiracy from stories fabricated to falsify a trade, and the dragon does not take kindly to being tricked.

Even once a bargain is struck, they must hear a story before telling one of their own, and they tend to leave out major details of whatever they share so as not to reveal all their secrets. The best way to rid yourself of a psydrake demanding information is to trick it into trading theories with another psydrake so it ends up swapping stories back and forth endlessly with the other.



REPTOID HYBRID

CR
8XP
4,800

Kasatha-reptoid hybrid mystic
NE Medium humanoid (kasatha, reptoid)

Init +2; **Senses** low-light vision; **Perception** +16

DEFENSE **HP 105 RP 4**

EAC 19; **KAC** 20

Fort +7; **Ref** +7; **Will** +13

Defensive Abilities share pain (DC 18)

OFFENSE

Speed 30 ft.

Melee hook knife +14 (1d8+9 S; critical bleed 1d6)

Ranged liquidator disintegrator pistol +14 (1d10+8 A) or
fighter handcoil +14 (1d10+8 E; critical arc 1d10)

Offensive Abilities backlash (8 damage), sow doubt (4
rounds, DC 18)

Mystic Spell-Like Abilities (CL 8th)

At will—*mindlink*

Mystic Spells Known (CL 8th)

3rd (3/day)—*psychokinetic strangulation* (DC 20), *slow*
(DC 20)

2nd (6/day)—*hold person* (DC 19), *inflict pain* (DC 19),
mind thrust (DC 19), *spider climb*

1st (at will)—*charm person* (DC 18), *lesser confusion* (DC 18)

Connection mindbreaker

STATISTICS

Str +1; **Dex** +1; **Con** +1; **Int** +2; **Wis** +4; **Cha** +6

Skills Intimidate +16, Mysticism +21, Sense Motive +16

Languages Common, Kasatha, Reptoid

Other Abilities desert stride, four-armed

Gear kasatha microcord III, fighter handcoils^{AR} (2) with 1
battery each (20 charges), hook knives (2), liquidator
disintegrator pistols^{AR} (2) with 1 battery each
(20 charges)

Pairings of a reptoid and another humanoid might create a hybrid offspring that shares traits of both species. Reptoid leaders have duplicated this process under controlled conditions, engineering hybrids in a lab, but such attempts often end tragically.

A reptoid hybrid does not possess the shape-changing quality for which reptoids are notorious, and their reptoid parent risks exposure as soon as the hybrid's nature is revealed. Some reptoid parents abandon such a child and their humanoid family, fleeing to take on a new identity. Still others try to raise the child in their partner's humanoid society. A few of these parents feel strongly enough for their hybrid child and humanoid family to forsake the reptoid masters.

REPTOID HYBRID TEMPLATE GRAFT

A reptoid hybrid is a generally outcast humanoid who resembles their reptoid parent.

Required Creature Type and Subtype: Humanoid (reptoid, one other humanoid subtype).

Traits: As the non-reptoid humanoid. A reptoid hybrid has no reptoid traits other than their appearance.

RACIAL TRAITS

A reptoid hybrid has the traits of their non-reptoid humanoid species, although they can choose reptoid ability score adjustments in place of their normal ones. In addition to their appearance, hybrids retain reptoids' low-light vision and the reptoid subtype, along with their normal subtype. Hybrids treat Reptoid as a racial language.



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SHADOW HOPPER

CR
8

XP
4,800



CN Medium magical beast (shapechanger)
Init +4; **Senses** darkvision 60 ft., low-light vision;
Perception +16
Aura frightful presence (30 ft., DC 16)

DEFENSE

EAC 20; **KAC** 22

Fort +12; **Ref** +12; **Will** +7

Defensive Abilities shadow hop

Weaknesses light blindness

OFFENSE

Speed 30 ft., burrow 30 ft.

Melee bite +20 (3d4+10 P) or
 claw +20 (1d10+10 S)

Offensive Abilities create darkness

STATISTICS

Str +2; **Dex** +4; **Con** +1; **Int** +6; **Wis** +2;
Cha +1

Skills Athletics +16, Disguise +16,
 Engineering +21

Languages Shadowtongue; telepathy
 60 ft.

HP 122

Other Abilities change shape

ECOLOGY

Environment any

Organization solitary, pair, or umbra (3–5)

SPECIAL ABILITIES

Change Shape (Su) A shadow hopper can assume the appearance of a harmless-looking Small creature, usually a cute leporine animal with gray fur, floppy ears, large eyes, and a puffy tail. While in this form, it loses its frightful presence aura and the range of its shadow hop ability is doubled.

Shadow Hop (Su) When a foe attacks a shadow hopper and misses, the shadow hopper can, as a reaction, teleport 30 feet away without provoking attacks of opportunity. The shadow hopper must begin and end this movement in areas of dim light or darker. This is a teleportation effect.

Shadow hoppers are rabbit-like creatures with charcoal-colored fur and vicious claws and teeth. Despite their terrifying appearance, shadow hoppers are generally peaceful and even quite playful. They spend the majority of their lives in their harmless-looking forms, which usually look like cuter and smaller versions of their standard shapes. Shadow hoppers prefer the company of other intelligent creatures and often dwell near rural settlements. While in their innocuous forms, some shadow hoppers allow people to “adopt” them as pets, though this usually ends in aggravation for that family, as shadow hoppers are inveterate tricksters.

Shadow hoppers enjoy playing pranks and causing general mischief: moving objects while no one is looking, taking small bites out of others’ food, telepathically whispering secrets to those around them, and occasionally sabotaging electronic devices. Their shenanigans are not typically meant to cause harm, but an overexcited shadow hopper can easily get carried away, especially when two or more work together to incite chaos. Sometimes, groups of shadow hoppers will gather to try to cause as much mischief and mayhem as they can in one night. Largely, though, shadow hoppers tend to be solitary creatures and don’t like to settle in areas where another shadow hopper already lives.

Scholars argue whether shadow hoppers are originally from the First World or the Shadow Plane, as they exhibit traits common to both fey and beings of shadow. Some believe shadow hoppers began their existence in one of these locations and somehow migrated to the other before coming to the Material Plane. Most shadow hoppers, however, refuse to speculate on their origins.



WETZELT

CR
4

XP
1,200



CE Medium aberration (reptoid)

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

Perception +10

Aura electromagnetic field (30 ft., DC 13)

DEFENSE

HP 50

EAC 16; **KAC** 18

Fort +6; **Ref** +6; **Will** +5

OFFENSE

Speed 40 ft.

Melee claw +12 (1d6+9 S; critical bleed 1d4)

Offensive Abilities penetrating strikes

STATISTICS

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

Skills Athletics +15, Stealth +10, Survival +10

Languages Reptoid (can't speak any language)

SPECIAL ABILITIES

Electromagnetic Field (Ex) A wetzelt generates an electromagnetic field that disrupts technological devices and constructs, and interferes with electronic signals, such as those employed by comm units. Such signals do not function within this area. When a creature activates an item with charges within the area of effect, that object must succeed at a DC 13 Reflex save or is drained of the charge and the action is lost. A technological construct that begins its turn in this area must succeed at a DC 13 Reflex save or be staggered and unable to use energy-based attacks for 1d3 rounds. A creature or object that succeeds at its saving throw is immune to any wetzelt's electromagnetic field for 24 hours. Equipment held, manufactured, or used by reptoids is unaffected by a wetzelt electromagnetic field.

Penetrating Strikes (Ex) A wetzelt's claw attacks have the penetrating weapon special property, ignoring hardness up to the wetzelt's CR (usually 4).

Reptoids use their mastery of genetic engineering to create obedient, highly aggressive pets they call wetzelts. The wetzelt is a hunter and tracker, able to swiftly follow prey. The creature also generates an electromagnetic field that jams comm units and causes other powered items to fail on discharge.

Wetzelts are strange in appearance. They possess four appendages like a humanoid, but they crawl on all fours, and

their limbs project out from the side. As a result, the wetzelt looks like it is walking on four arms, elbows sticking out. The wetzelt has scaly skin, glowing eyes, and a bulbous head with a beak-like mouth and no visible ears or nose.

The horrifying truth about the wetzelt is that they are not merely organisms grown in a lab. Each was once a reptoid, before being subjected to extensive biological manipulation. Although non-reptoid scholars theorize that this form is a punishment reserved for reptoids who have betrayed their kind—perhaps by revealing reptoid secrets or simply abandoning their assignment to live within their new society, as many reptoids have been known to do—no one in the Pact Worlds knows for sure why some reptoids are transformed. If reversing the transformation is possible, no one has yet discovered a reliable method.

Wetzelts left on their own hunt whatever prey they can find. Their claws are engineered to shred through hard material, so they freely ambush both solitary victims and vehicles with potential prey inside.



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CODEx OF WORLDS

DEPOT 583-B

Mysterious abandoned research facility

Diameter: $\times 1/2$; **Mass:** $\times 1/2$

Gravity: $\times 2$

Location: The Vast

Atmosphere: Thin

Day: 20 hours; **Year:** 5 years

Deep in the Vast floats an unnamed red dwarf star orbited by a handful of unremarkable, uninhabited planets. Several years ago, the Pact Worlds corporation Astral Extractions first charted this star system, but was disappointed to find no natural resources of any significant value. Being so distant, the company deemed it too expensive to set up mining or colonizing operations within the system. It did, however, find a use for one of the desolate moons orbiting a mid-sized gas giant; its isolated nature made it ideal for building a research facility for less-than-savory activities.

This small moon is the only celestial body in the system with any sort of atmosphere, though thinner than standard. While not toxic, the air's high percentage of nitrogen makes breathing difficult for most Pact Worlds species. Similarly, gravity on the moon is also heavier than Pact Worlds standard, and the moon's terrain consists mostly of rocky scrublands dotted with shallow lakes, their water poisoned by solar radiation.

A shadowy Astral Extractions committee oversaw the construction of a facility on the moon with finances from a secret slush fund. Designated Depot 583-B, it consists of a labyrinth of utilitarian buildings connected by service corridors.

Once completed, it soon became home to several dozen researchers, technicians, and security personnel. The mission of the outpost was shrouded in secrecy, and the employees working there were forced to abide by the strictest of non-disclosure agreements.

Under normal circumstances, such a project would go unnoticed for years outside the corporation. However, the moon was thrust into the spotlight when reports from a supply ship captain suddenly flooded the Pact Worlds' infospheres. The captain claimed to be the sole survivor of a vicious attack by unknown creatures when she and her crew stopped at Depot 583-B to drop off new personnel and deliver supplies. Her account states that after landing, they discovered the facility seemingly abandoned and showing what appeared to be intentional fire damage and deep claw-like rips in the walls. The crew was then ambushed by horrific, vaguely humanoid monsters augmented with cybernetics and other machinery, whose attacks apparently transmitted some kind of nanotech-based parasite. The captain alleged that she was able to escape only thanks to the heroic sacrifices of the rest of her crew.

Astral Extractions has actively tried to suppress the captain's story, its lawyers burying a deeper investigation under injunctions and miles more red tape, while public-relations agents have undertaken damage control in the media. Several conspiracy theorists have been quick to speculate on what exactly the corporation was researching at Depot 583-B. Most of these conjectures are easily discounted, but recent rumors claim that several of these outspoken truth-seekers have disappeared. At this time, the Stewards have declared the planet and all its moons off-limits to visitors.



NEXT MONTH

THE HOLLOW CABAL

By Crystal Frasier

Traveling to the Liavaran bubble city of Roselight to warn the Stewards about a shapechanging infiltrator, the heroes learn that their enemies are fighting a battle of their own against another malevolent faction of mind-controlling aliens. If the heroes want answers, they will have to figure out who to trust in a time where no one is what they seem!

ROSELIGHT AND UPWELL

By Crystal Frasier

Learn more about Roselight, a floating pristine metropolis ruled by corporate corruption, and Upwell, the seedy space station that serves as Roselight's gateway.

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DECEIVER'S MOON

PART 1:
AT A LOSS

PART 2:
AMONG IMPOSTORS

PART 3:
HELL MOON

THE INSIDIOUS
REPTOIDS

STARSHIPS OF
THE UNSEEN

ALIEN
ARCHIVES

CODEx OF WORLDS

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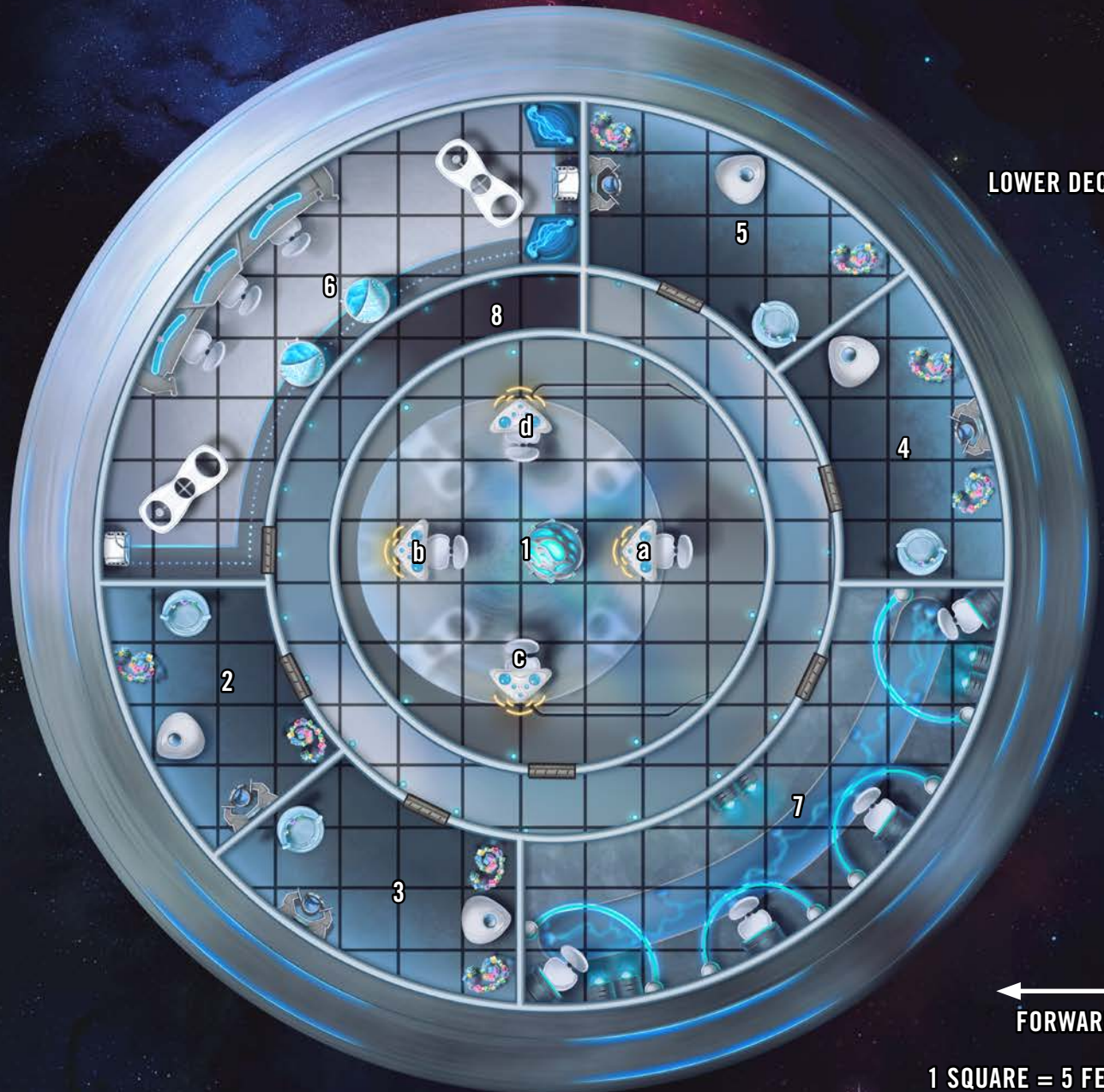
GRAY MONITOR CAPSULE

MAP KEY

- | | |
|-------------------------------|---------------------------------------|
| 1. Bridge | 7. Drift shadow projector |
| a. Captain's station | 8. Ramp between decks |
| b. Pilot's station | 9. Biological experimentation chamber |
| c. Engineer's station | 10. Debriefing room |
| d. Science officer's station | 11. Boarding ramp |
| 2. Captain's quarters | |
| 3. Pilot's quarters | |
| 4. Engineer's quarters | |
| 5. Science officer's quarters | |
| 6. Sample acquisition bay | |



UPPER DECK



LOWER DECK

← FORWARD

1 SQUARE = 5 FEET



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After escaping with the help of their Steward allies, the heroes begin to trek back to the Pact Worlds. However, they soon discover that their previous captors might still be hunting them—and their rescuers hold dark secrets of their own!

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