

STARFINDER

GAME MASTER'S GUIDE



STEEL TALON'S LAIR

1 square = 5 feet





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The Starfinder Roleplaying Game rules can be found online for free as part of the Starfinder Reference Document at sfrd.info.

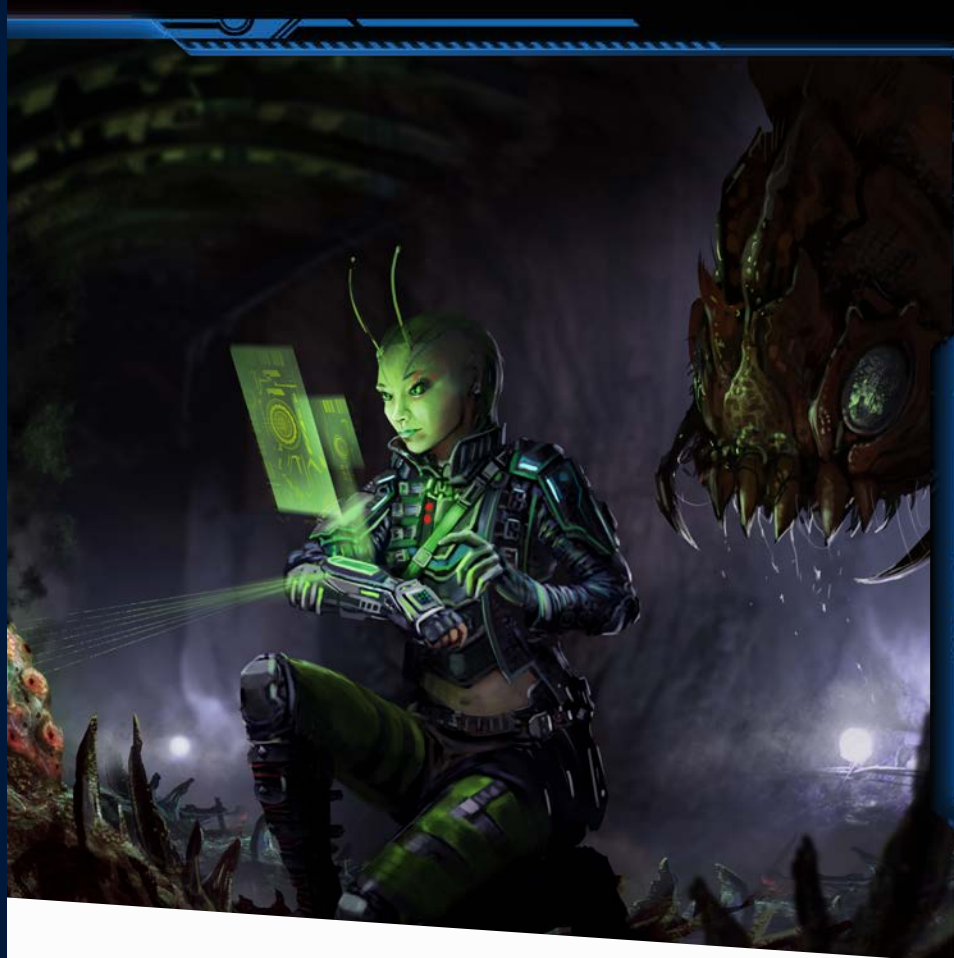
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GAME MASTER'S GUIDE

This book is exclusively for Game Masters of the *Starfinder Beginner Box* game. Game Masters should be familiar with this book and the *Heroes' Handbook*.

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STEEL TALON'S LAIR

GAME MASTERS ONLY!

Welcome to a galaxy of exciting adventure, deadly alien creatures, and brave heroes! If you are reading this book, then you are the Game Master (or GM for short). It is your job to run the adventure as a sort of referee. Every game has to have one GM and one or more players. As GM, you'll take the role of the monsters, traps, and other characters that the heroes of the story must overcome to succeed in their quest. The other players are called player characters (PCs), and they take on the role of adventurers exploring your world. If you would rather be a PC, stop reading now and give this book to a friend to read so that person can be the GM.

If you're the Game Master and you want to run an adventure right now with your friends, you can start with the adventure on the following pages—it walks you through 10 encounters to help you get the hang of being a GM. If you don't want to run an adventure right now and would rather read more about being a Game Master, turn to page 16.

This adventure is designed with four 1st-level characters in mind, but it will work with two or three characters. Each player should pick one of the pregenerated characters included in this box or build their own character by using the rules found in the *Heroes' Handbook*.

Give the players 10–15 minutes to look over their character sheets. You should use that time to read pages 3–5 of this book so you can learn the basics of running the game and get familiar with the first encounter. You should also read the Experience Points sidebar on page 15 to learn how to award experience points to the player characters.

If you have extra time, you can skim the rest of the adventure (pages 6–15), and you can look over the full rules for combat on pages 76–85 of the *Heroes' Handbook*, since there are going to be a lot of fights in this adventure!

THE GAME MASTER'S ROLE

As the Game Master, it's your job to help the players explore the world and the adventure. While they play the roles of individual player characters (PCs), you control every other aspect of the world—the devious space goblins, the stern space station administrator, the strange alien creature, and all the others. It is also your job to respond to questions from the players during the game. If the characters look around a room, you should be able to describe it to the players. If the characters try to climb up to an elevated gantry, you decide what happens if they fail and how much damage they take from the fall.

As a new GM, you should do your best to learn the rules and apply them fairly, but know that you will often need to improvise when players try creative things—that's half the fun of being the Game Master! It is important to note that **you are not competing with the players**. You don't win the game by killing all the characters. This is a game where **everyone wins if everyone has a fun time**. Your goal is to challenge the players, not defeat them.

RUNNING THIS ADVENTURE

This adventure takes place on an abandoned level of a futuristic space station. The adventure is specifically designed with new players and new GMs in mind. The players can attempt anything they can imagine, but there are limits to what their characters can accomplish. After all, they're brand-new adventurers!

The adventure is organized into a series of encounters, which are labeled on the map on the inside front cover. This map is also presented on a fold-out Flip-Mat included in the *Starfinder Beginner Box*. Lay this map out on the center of the table. In this

adventure, it's okay for the players to see the entire map, since they won't know exactly what's in each room until they explore it. Each player should choose a cardboard pawn to represent their character. You will need some of the monster pawns during this adventure, but you can assemble them as needed.

As the game proceeds, the players take turns moving their pawns around the map as they explore the space station. As the characters reach a numbered area on the map, turn to the numbered encounter in this book for that area. Each encounter begins with a brief introduction, followed by text in a light-blue box that you should read aloud.

After this text is a section that describes how the encounter unfolds. This text contains spoilers for the room—it gives you information about the challenges the PCs face as they explore the area. If the encounter includes a combat, trap, hazard, or treasure, the rules for that are in this text. It's possible the PCs will try to do something not covered in these rules, but for this first adventure, it's smart to stay within the bounds of the adventure. If the players seem to be stuck and don't know what to do next, you can give them hints like "Do you want to open the door?" or "Who wants to look for hidden treasure?"

STARTING THE ADVENTURE

Once the players have characters and are ready to play, you should begin the game. Make sure everyone has their character sheet and is within easy reach of the dice. The map should be in the middle of the table, and all of the player character pawns should be set to the side, next to the map. When you're ready to start, read aloud the text below.

BEGIN READING OUT LOUD TO START THE ADVENTURE!

You hail from Absalom Station, a huge space platform that is the hub of culture, commerce, and government in the solar system known as the Pact Worlds. Life is relatively safe in many districts of Absalom Station, but danger is more common in the hundreds of levels of the Spike that extend beneath the station. In particular, the half-explored Ghost Levels in the depths of the Spike, abandoned for hundreds of years or more, are home to monsters of all sorts, from simple criminals to alien creatures that have arrived on the station over the years by unknown means, creating whole ecosystems in the gloom. Lately, however, a far greater danger has come to threaten the people of Downside, as locals call the Spike.

A few weeks ago, valuable junk started vanishing from the recycling yards in the Botscrap neighborhood of the Spike. Everything from technological components to scrapped robots has gone missing. Local residents' livelihoods are at stake, but even worse, there are reports that some people have been killed as well. Someone—or something—has made Downside their hunting ground. Although no one has seen the killer directly, a long metallic shard was found in one of the bodies, prompting the locals to dub the unseen killer "Steel Talon." Under political pressure to do something about the problem, Absalom Station's leader, Primex Kumara Melacruz, has put out a call for heroes to search out this menace and stop it before it kills more people. She's offered a reward of 1,000 credits to the group that defeats this mysterious creature.

You have decided to go on a quest to put an end to this monstrous threat. Rumor holds that Steel Talon is living in the nearby Ghost Levels, which many monsters have used as a den over the years. You've gathered your gear and are now approaching the entrance to this level, but you still have a few moments to get to know your fellow adventurers.

Have the players introduce their characters to each other, including name, race, theme, and class. To help the other players better imagine being part of the world, the players may want to describe what their characters look like and what sort of gear they carry.

After introductions are done, have the players place their pawns in squares near the edge of the map in **Area 1** of the adventure map. Tell them they've reached the Ghost Level and they didn't run into any danger along the way. Then turn to **Area 1** on page 4.

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GOBLIN GUARDS

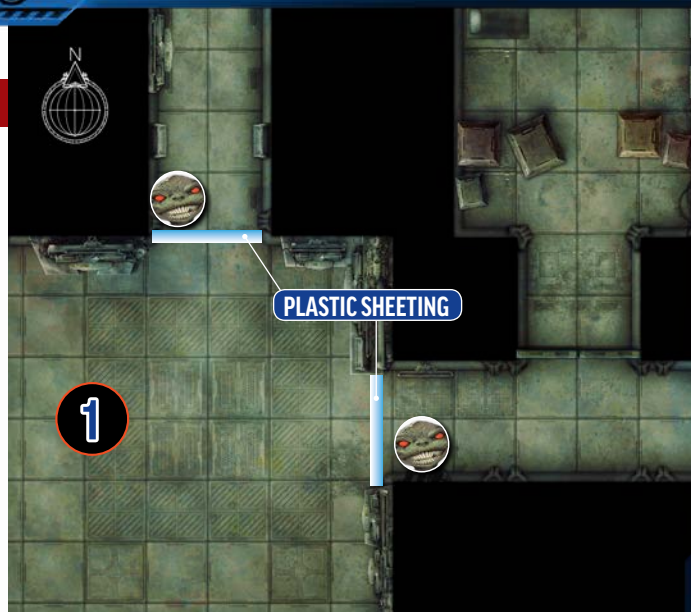
XP 270

The first encounter occurs just outside one of Absalom Station's Ghost Levels, where two space goblins are hiding. Get out two space goblin zaperator pawns, and read the following aloud.

Finally! The Ghost Level is just ahead! The emergency lighting in these abandoned tunnels flickers, providing only dim illumination, and it's hard to make out details in the gloom. Grimy plastic sheeting hangs over two doorways: one to the north, the other to the east.

Draw the plastic sheeting on the Flip-Mat using a dry- or wet-erase marker (see the inset map). This room is empty, but two space goblins lurk just behind the plastic sheeting: one in the northern doorway, the other in the eastern doorway. The goblins can see through the plastic and are waiting for the PCs to get a bit closer before they attack. Ask each player in turn what they'd like to do.

Allow each PC to do one thing in this room. They can move up to the plastic sheeting over the doorways, but not pass through. After each character has had a chance to do one thing, the goblins throw the sheeting and attack, starting combat. Place the two goblin pawns in the squares marked on the adventure map. Read the following to the players.



The plastic sheeting suddenly reveals two small green creatures with melon-shaped heads crammed inside bubble helmets—space goblins. Howling battle cries, they charge through the doorway to attack!

Combat!

Use the rules presented on the next page, along with the creature statistics below (also called a **stat block**), to begin combat, and continue until the space goblins are defeated!

CREATURES: The space goblins use the same initiative roll, but they each take their own turn, moving to get close to a PC and then taking the Melee Attack action. The goblins fight to the death.

TWO SPACE GOBLIN ZAPERATORS 6 HP EACH

Initiative +3

Speed 35 ft. (7 squares)

Perception +3

DEFENSE

Armor Class 12

Fortitude Save +0, Reflex Save +2, Will Save +2

OFFENSE

Melee Attack tactical baton +0 attack bonus (1d4 kinetic damage)

EQUIPMENT

(each goblin) second skin armor, tactical baton

AFTER COMBAT: After combat, switch to exploration mode (see the Exploration sidebar on page 9). Ask each player in turn what they would like their character to do. If the PCs search the goblins, they find everything listed in the Equipment entry above. The PCs can go east to **Area 2** or **Area 3** or north to **Area 5**.

COMBAT

Combat is one of two modes of play in the *Starfinder Beginner Box* and a common part of the game. During combat, creatures take turns, and there are specific rules for what each creature can and can't do on its turn. Combat is explained on the next page and on pages 76–85 of the *Heroes' Handbook*. The other mode of play, exploration, is discussed on page 9.

WHEN COMBAT HAPPENS, FOLLOW THESE STEPS

Time in combat is measured in rounds, each of which represents 6 seconds of in-game time. Every round, each creature gets one turn; this includes both the player characters and the creatures that you control.

1. ROLL INITIATIVE

Initiative determines the order characters and monsters take their turns in combat. Each player should roll an **initiative check**: a **d20** plus their **total initiative bonus**. You roll for each monster (or group of similar monsters) using its initiative bonus to determine its initiative result. Write down the initiative result of each PC and group of monsters, in order from the highest result to the lowest. In case of a tie, the tied creatures roll again.

2. TAKE TURNS

The player characters and the monsters each get a turn to act during each round of combat, in initiative order, starting with the highest and moving to the lowest. On its turn, a creature takes exactly one action, and it can move before or after it takes that action. Each monster in a group takes its turn at the same initiative order, but they each take their own turns.

Move

A creature can move a distance up to its speed on its turn, before or after it takes an action (but not both). Moving into

an adjacent space usually costs 5 feet (1 square) of movement, though diagonal movement and difficult terrain can increase this movement cost (*Heroes' Handbook* 77).

After moving, a creature can manipulate an item in its square or an adjacent square (including diagonally). This includes opening or closing a door, giving an item to an ally, or picking up or dropping an item.

Take an Action

On its turn, a creature takes an action. The most common actions are Melee Attack, Ranged Attack, Cast a Spell, Use a Special Ability, and Use a Skill, but there are other actions as well, including Extra Move (see pages 78–82 of the *Heroes' Handbook* for a full list and detailed descriptions of actions).

3. START A NEW ROUND

Once each creature has taken a turn, a new round starts and everyone takes another turn, using the same order established in Step 1. Repeat Steps 2 and 3 this way until one side is defeated or runs away.

COMMON COMBAT RULES

The following rules come up frequently in combat.

Attacks

Attacks are either melee attacks (made using a melee weapon against an enemy in an adjacent square) or ranged attacks (made using a ranged weapon against an enemy that's farther away). To attack, make an **attack roll**: roll a **d20** and add the creature's **total attack bonus**. If the result is equal to or higher than the target's **Armor Class** (AC), the attack hits and deals the damage listed for the weapon (for the space goblins, that's 1d4 kinetic damage). This reduces the target's current **Hit Points** (HP) by that number.

Critical Hits

When a creature takes the Melee Attack or Ranged Attack action (or casts a spell with an attack roll) and gets a natural 20 (the d20 comes up 20), it automatically hits, regardless of the target's Armor Class. Roll the damage twice, adding any bonuses both times. Add both results together to determine the total damage the attack deals. Some weapons have a critical hit effect (*Heroes' Handbook* 57) listed after the weapon's damage that also applies on a critical hit, in addition to dealing double damage.

Spells

Some characters and monsters can cast magic spells. Each spell has unique rules that explain how it works, as detailed in the *Heroes' Handbook* and on the pregenerated character sheets.

Some spells require an attack roll (see above). If the attack hits, the spell effect happens. Some spells and special abilities require the target to attempt a **saving throw** (see below).

Saving Throws

A **saving throw** (also called a **save**) is a roll a creature attempts to resist a spell, trap, or other special ability. There are three kinds of saves (Fortitude, Reflex, and Will), and the ability tells you what kind of save the target has to attempt. To attempt a saving throw, roll a **d20** and add the creature's **total saving throw bonus**. If the result is equal to or greater than the **Difficulty Class** (DC) of the effect, the save is successful, reducing or even negating the effect of the ability (the exact effect of a successful saving throw is listed after the ability's save DC).

Death

When a player character takes damage that equals or exceeds their current Hit Points, their current Hit Points go to 0 and they gain the unconscious condition (page 94). If their Hit Points were already at 0, they must instead spend a Resolve Point. If a character takes damage when they have 0 Hit Points and 0 Resolve Points, they die.

An unconscious character can't move or take actions. On their turn, they can spend 1 Resolve Point to regain 1 Hit Point, wake up, and lose the unconscious condition. This takes the character's full turn. The PC can then act normally after that turn.

Monsters whose Hit Points are reduced to 0 usually die immediately (they don't have Resolve Points).

This room is home to a human space pirate. Its steel doors are unlocked and can be easily opened from either side. When the PCs first enter this room, read the following aloud.

The doors open to reveal a cramped room with a low ceiling. Several large crates and containers are stacked up near the front of the room. A lumpy bedroll and blanket lie on the floor against the far wall.

CREATURE: A space pirate named **Ruxo Tibbs** is using this room as a hideout. The PCs can talk to Tibbs instead of fighting. When the PCs enter the room, the pirate composes himself, puts a scowl on face, and says in his most intimidating voice, "Who are you? I've already claimed this compartment!"

TALKING TO THE PIRATE: The pirate doesn't look like he's ready to fight. If the PCs introduce themselves, ask each player to attempt an **Interaction skill check** (see the Skill Checks sidebar on this page). The **Difficulty Class (DC)** of this check is 15. If at least one PC gets a 15 or higher on their skill check, their response puts Ruxo Tibbs more at ease. If none of the PC gets at least a 15 on their skill check, Ruxo decides they are enemies. The space pirate draws his semi-auto pistol and attacks! (See **Combat!** below.)

If the PCs put Ruxo at ease, they can talk with him. Ruxo introduces himself. If the PCs ask, he tells them he has no knowledge of Steel Talon. Ruxo is no friend of the space goblins, however, and he knows they have a lair deeper in this complex. He also tells the PCs about a creature called a hesper that lives in the reactor room to the east (**Area 3**). Ruxo warns the PCs that the hesper is immune to fire (meaning that weapons that deal fire damage will not affect the creature), but he also tells them that it's vulnerable to cold. As a token of goodwill, Ruxo offers the PCs a hail pistol from his stash, as well as a grappler. The hail pistol deals cold damage, and the PCs could use it against the hesper.

Combat!

If a battle starts, have everyone roll initiative as normal. Ruxo fires his pistol at the most dangerous-looking PC, but if anyone engages him in melee combat, he draws his longsword and attacks with that.

RUXO TIBBS

22 HP
Initiative +8

Speed 30 ft. (6 squares)

Perception +5

DEFENSE

Armor Class 13

Fortitude Save +3, **Reflex Save** +3, **Will Save** +3

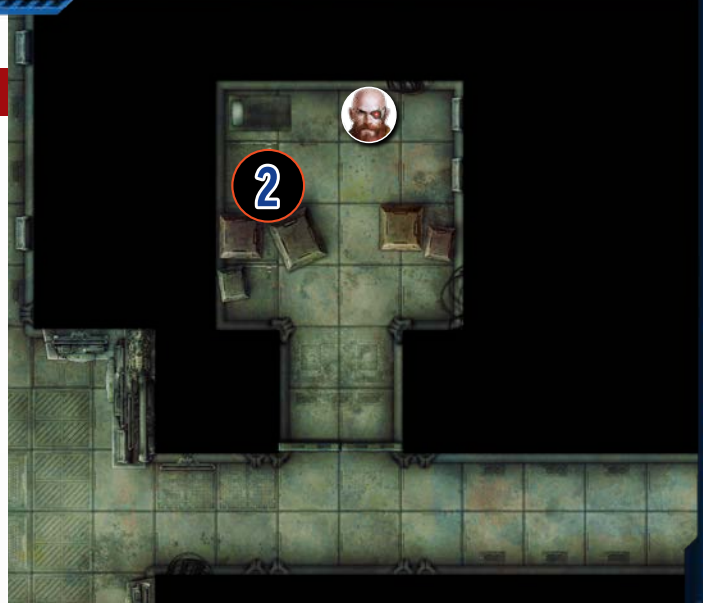
OFFENSE

Melee Attack longsword +5 attack bonus (1d8+2 kinetic damage)

Ranged Attack semi-auto pistol +8 attack bonus (1d4+1 kinetic damage; stagger critical hit effect)

EQUIPMENT

second skin armor, longsword, semi-auto pistol



TREASURE!

- Hail pistol (*Heroes' Handbook* 62)
- Grappler (*Heroes' Handbook* 67)
- Credstick with 50 credits

In addition, the PCs can take and use any of the gear listed in the Equipment section of Ruxo Tibbs's stat block.

AFTER COMBAT: If the PCs fight and defeat Ruxo Tibbs, they can explore the room.

BEDROLL: PCs who sleep in this room recover Hit Points equal to half their total Hit Points (rounded down) each night they rest—see the Resting sidebar on page 10.

CRATES: A number of crates are stacked up in this room. Most of them contain nothing of value, but Ruxo Tibbs keeps his treasure in one of the crates. If the PCs search the crates, they find the items listed in the Treasure! sidebar on this page. If the PCs talk with Ruxo, they get the hail pistol and grappler. They must defeat him to get the credstick.

SKILL CHECKS

Skills are things that creatures can learn to do and get better at with practice, such as climbing or jumping, hiding, noticing something, or changing someone's attitude. When a character wants to use a skill, they attempt a **skill check**: they roll a **d20** and add their **total skill bonus** for the specific skill. If the result of the skill check is equal to or greater than the **Difficulty Class (DC)** of the task, then the character succeeds. If the character fails the check, they can usually try again, unless the encounter says otherwise. Using a skill during combat sometimes requires the character to take the **Use a Skill action**. See pages 46–51 of the *Heroes' Handbook* for complete details on skills.

The GM attempts skill checks for monsters. Sometimes it's a good idea to roll these checks secretly so the players don't automatically know the results of the check. In this adventure, whenever a creature should attempt a skill check, its total skill bonus is provided in the text.

This room holds a creature called a hesper, who has taken up residence inside the room's reactor. Both sets of steel doors leading into the chamber are unlocked and can be easily opened from either side. When the PCs enter this room, read the following aloud.

The doors swing open, revealing a room bathed in the bright glow of a reactor against the eastern wall. Glowing display screens cover the walls of the room.

CREATURE: A humanoid-looking creature called a hesper lives in this room, attracted by the energy signatures given off by the reactor. The hesper remains hidden inside the reactor until the PCs come within 10 feet (2 squares) of the reactor, at which point it emerges from the reactor and attacks.

Combat!

At the start of combat, have everyone roll initiative as normal. The hesper has a melee attack, but it can also cast spells (for more on casting spells, see page 82 of the *Heroes' Handbook*). The hesper begins combat by casting spells, starting with *overheat*, or *jolting surge* if the PCs attack it in melee combat. Once it uses up its 1st-level spell slots, the hesper casts *energy ray* or uses its mutating touch attack in melee combat. If the hesper is reduced to 10 Hit Points or fewer, it uses its reactor sprite special ability to merge with the reactor. Once it is fully healed (or if it is driven out of the reactor), the hesper reemerges and fights to the death.

HESPER

21 HP

Initiative +1 **Speed** 30 ft. (6 squares)

Perception +7

DEFENSE

Armor Class 13

Fortitude Save +3, **Reflex Save** +3, **Will Save** +5

Defensive Abilities reactor sprite; **Immunities** fire; **Weaknesses** vulnerable to cold

OFFENSE

Melee Attack mutating touch +3 attack bonus (no damage; see below)

Technomancer Spells (*Heroes' Handbook* 40–45)

1st (2 spell slots)—*jolting surge* (melee attack +3 attack bonus, 4d6 electricity damage), *overheat* (2d8 fire damage in a 15-ft. cone, DC 15 Reflex save for half damage)

At will—*energy ray* (ranged attack +5 attack bonus; 1d4 acid, cold, or electricity damage), *mending*

SPECIAL ABILITIES

Mutating Touch A creature hit by a hesper's mutating touch attack must attempt a Fortitude saving throw (DC 13). If it fails, the target suddenly mutates! Roll a d10 to determine the effect of the mutation: On a result of 1, the target gains the impaired condition (see the Conditions sidebar below) for 3 rounds. On a result of 2–9, the target gains the hampered condition (see the Conditions sidebar below) for 1 round. On a result of 10, the target gains a +2 bonus to attack rolls for 1 round. A creature can be affected by this ability only once per day.

Reactor Sprite A hesper can take the Use a Special Ability action to merge with a power source large enough to completely contain it, such as a fusion reactor or starship engine. While the hesper is merged with a power source, it can't take actions, but it regains 5 Hit Points each turn that it remains in the reactor (up to its total). A creature who is adjacent to a power source can drive out a merged hesper by taking the Use a Skill action and succeeding at a Technology skill check (DC 13; see the Skill Checks sidebar on page 6). A hesper who is driven out in this way can't merge with the same power source for 1 minute.

IMMUNITIES

A creature's immunities are things that don't affect it at all—it ignores damage and any other effects caused by those things. A hesper is immune to fire, which means it doesn't take fire damage.

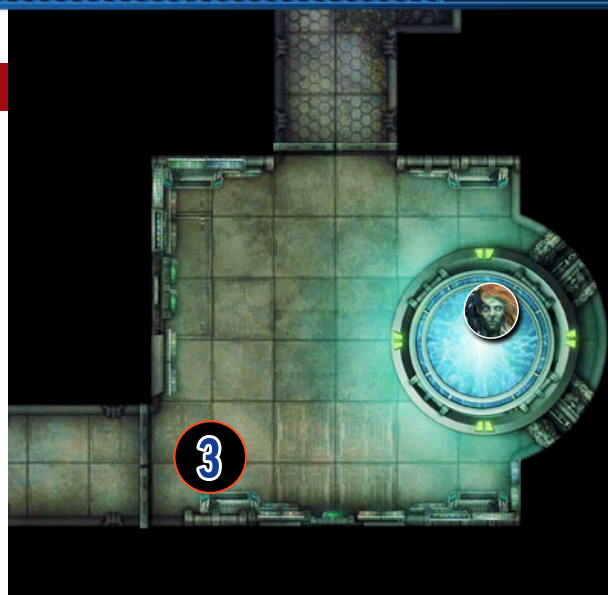
VULNERABILITY

A creature that is vulnerable to something takes additional damage from that thing. A hesper is vulnerable to cold, which means that when it takes cold damage, it takes 50% extra damage (rounded down).

CONDITIONS

A hesper's mutating touch ability can impose detrimental conditions on the PCs. Conditions are circumstances or states that can affect a character for an extended period of time. If more than one condition affects a character, apply them all. If a character already has a condition and would get it again, add the duration of the new condition to the old one. See page 94 for complete details on conditions.

If a character gains the **hampered condition** from the hesper's mutating touch attack, that character takes a –2 penalty to attack rolls, saving throws, skill checks, and ability checks. If a character gains the **impaired condition**, that character takes a –4 penalty to attack rolls, saving throws, skill checks, and ability checks.



4

HUNTING GROUNDS

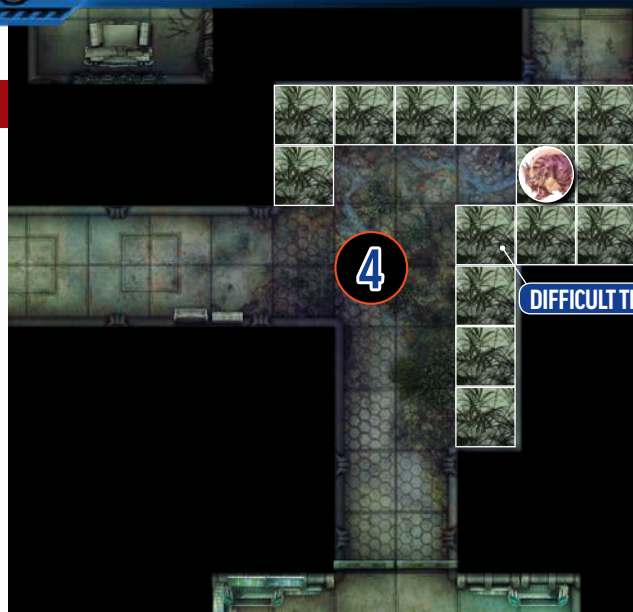
XP 400

A dangerous predatory animal called a perathi lives in this chamber. The steel doors leading into the room from **Area 3** are unlocked and can be easily opened from either side. When the PCs enter this room, read the following aloud.

This chamber looks like some sort of hydroponics lab. Lush green plants and brightly colored fungi line the walls of the room, fed by trickles of water and flickering ultraviolet lights in the ceiling overhead. A carpet of dead leaves and vegetation covers the floor.

VEGETATION: The hydroponic plants in this room have not been tended in years and are thick and overgrown. The vegetation-filled squares marked on the inset map are considered **difficult terrain**. Each move into a square of difficult terrain costs 5 extra feet (1 extra square) of movement. Each diagonal move into a square of difficult terrain costs a total of 15 feet (3 squares) of movement (*Heroes' Handbook* 77). In addition, the marked squares provide **cover** to creatures in those squares (see the Cover sidebar).

CREATURE: A tigerlike creature called a perathi uses this hydroponics lab as its lair. It is a fearsome predator with six clawed legs, a single eye, and long, sharp canines. The perathi leaves its lair to hunt in the populated levels of Downside, traveling through **Area 5** and **Area 1** to do so. In fact, some of the killings attributed to Steel Talon are the work of the perathi.



When the PCs first enter this area, the perathi is hiding in the vegetation in the eastern side of the room (marked on the inset map above). As soon as a PC gets within 5 feet (1 square) of the perathi's hiding spot, have all of the PCs attempt Perception skill checks. Secretly roll a Stealth skill check for the perathi (1d20+5). Each PC whose Perception check result is less than perathi's Stealth check result doesn't see the creature before it attacks—which it does immediately! See page 50 of the *Heroes' Handbook* for details on the Stealth skill and hiding.

Combat!

At the start of combat, have everyone roll initiative as normal. On the perathi's first turn, if it attacks a PC who didn't see it before combat, that PC gains the **flat-footed condition** (-2 to their Armor Class; page 94) until the start of that PC's next turn.

The perathi fights to the death to protect its home.

PERATHI

20 HP

Initiative +2

Speed 40 ft. (8 squares)

Perception +5

DEFENSE

Armor Class 13

Fortitude Save +3, Reflex Save +3, Will Save +1

OFFENSE

Melee Attack bite +7 attack bonus (1d6+3 kinetic damage)

COVER

The overgrown vegetation in this room provides cover for creatures in combat. Cover makes it more difficult for creatures to hit one another. To determine whether a target has cover from an attack, choose a corner of the attacker's square. If any line from this corner to any corner of the target's square passes through a square or border that provides cover (such as the vegetation in this room), or through a square occupied by a creature, the target has cover, granting it a +4 bonus to AC. See page 95 for a diagram that shows an example of cover on a map.



5

FLUID LEAKS

This room contains a variety of magical fluids that can be dangerous or beneficial to those who imbibe them. When the PCs enter this room, read the following aloud.

A multitude of conduits, pipes, hoses, and tubes dangle from the ceiling and walls of this room, many of them leaking a variety of colorful fluids. Some of these fluids have seeped together on the floor, creating multicolored puddles that glow with a faint radiance. Dusty glass vials and bottles sit atop a sagging shop counter in the northeast corner.

A hologram of a humanoid alien suddenly flickers to life in the center of the room. "Welcome to Erijiyah's Exciting Elixirs! Come in, have a drink, and experience the magical blessings of Eloritu!" The alien figure beckons with one arm in a welcoming gesture.

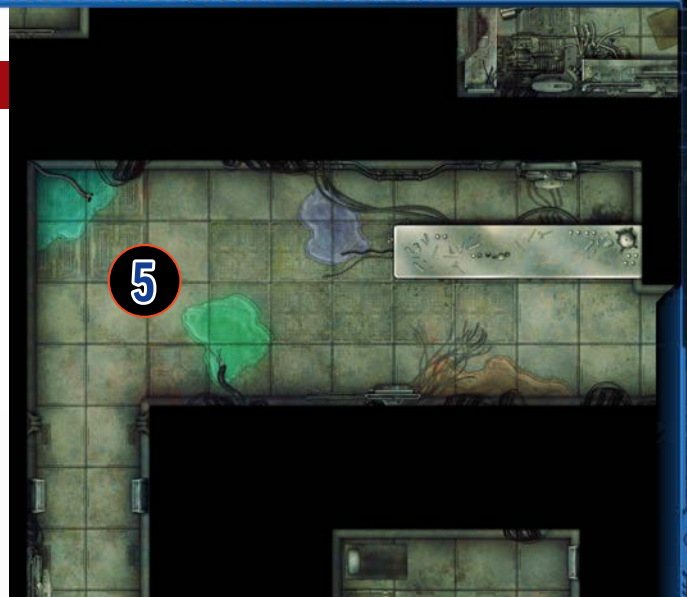
HOLOGRAM: The hologram is an advertisement for a now-defunct business. The alien depicted in the hologram is of a species the PCs have never encountered before. They can't interact with the hologram in any way, and after a few moments, the hologram resets and begins again with the same speech. The PCs can attempt a Mysticism skill check with a Difficulty Class (DC) of 15. If the skill check is successful, they recognize Eloritu as the god of history, magic, and secrets.

COUNTER: Glass vials and bottles stand on top of the counter, covered in dust. The PCs can use them to gather up some of the fluids in this room, if they want (see Fluid Leaks below). A small placard on the counter reads, "Management not responsible for any undesired side effects." If the PCs search the counter, they find the items listed in the Treasure! sidebar.

FLUID LEAKS: Over the centuries, radiation and magical energies have transformed the comingled liquids on the floor, imparting strange effects on creatures that consume them. Some time ago, the alien in the hologram, Erijiyah, set up a short-lived business here, selling the fluids he collected as "magical elixirs," though customer dissatisfaction forced the business to close after only a short time.

A faint light shines from several of the pools on the floor. The fluids are magical as long as they remain in this room. If any of the fluids are removed from the room, the glow (and their magic) fades after just a few seconds. A mystic or technomancer can cast the *detect magic* spell to confirm that the glowing fluids are magical and then attempt a Mysticism skill check with a Difficulty Class (DC) of 15. If they succeed at the skill check, they learn that the fluids grant temporary magical effects if drunk—though there is a roughly equal chance that the effects are either favorable or unfavorable. Alternatively, a PC of any class can attempt a Science skill check with a DC of 15 to learn the same information.

A character who drinks these fluids while in this room glows briefly with a blue aura and must roll 1d10 to determine what happens to them (see the Fluid Effects table). A character can roll on this chart only once; further drinks have no magical effect.



TREASURE!

- Credstick with 100 credits
- Two healing serums (magic; *Heroes' Handbook* 68)
- Spell ampoule of lesser remove condition (magic; *Heroes' Handbook* 68)

FLUID EFFECTS

d10 Roll	Fluid Results
1	The drinker takes a -1 penalty to all attack rolls during the next combat.
2	The drinker takes a -1 penalty to Armor Class during the next combat.
3	The drinker takes a -1 penalty to all saving throws during the next combat.
4	The drinker takes 1d4 damage.
5	Nothing happens.
6	The drinker is healed to their total Hit Points.
7	The drinker gains a +1 bonus to all saving throws during the next combat.
8	The drinker gains a +1 bonus to Armor Class during the next combat.
9	The drinker gains a +1 bonus to all attack rolls during the next combat.
10	The drinker can choose one of the following: a +1 bonus to Armor Class, attack rolls, or saving throws. They gain that bonus for the rest of this adventure.

EXPLORATION

Exploration is the second primary mode of play in the *Starfinder Beginner Box* and is discussed in full on page 70 of the *Heroes' Handbook*. When the PCs aren't in combat, they can explore their environment. Unlike combat, exploration is not done in rounds, but you should make sure that everyone gets a chance to do something before letting a character act again. The players should still move their pawns around the map to show where they are as they explore. They can explore areas at their leisure only if they've already been there—the PCs shouldn't enter a new area until all of them decide they're ready to do so. It can be exceedingly dangerous for the PCs to split up.

The space goblins living nearby in **Area 7** have set a trap in this chamber to protect their home. When the PCs enter this room, read the following aloud.

A small fire burns in the center of this empty store room. Beyond the fire stands a crude effigy of a quadrupedal beast, made of scrap and junk and topped with the elongated skull of an alien creature. A simple skull-and-crossbones symbol has been painted on the steel doors leading out of the room to the west.

EFFIGY: The space goblins in **Area 7** crafted this effigy. If anyone comes within 5 feet (1 square) of the effigy, they trigger a laser blast trap that targets a creature in the room. If anyone moves that close to the effigy, make sure to ask all the PCs to confirm their locations before resolving the trap's effects!

Trap!

Just as combat is one type of encounter, a trap is another. A trap is a dangerous obstacle that the PCs must overcome, usually with a combination of skill checks or saving throws.

PCs can search for traps using the Perception skill. If a player states that they are searching the room or looking for traps, they can attempt a Perception skill check with a Difficulty Class (DC) of 21. If successful, they detect the trap without triggering it. Once they have detected the trap, a PC can try to disable it by attempting a Technology skill check with a DC of 16. If the result is 16 or higher, the PC safely disables the trap. If the result is between 12 and 15, the attempt fails, but nothing happens. If the PC fails by 5 or more (a result of 11 or less), they trigger the trap.

If no one detects the trap, the trap triggers when anyone approaches within 5 feet of the effigy (see the inset map for the squares that trigger the trap if a character enters one of them). When the trap activates, it fires a laser beam at the PC who triggered the trap (if more than one PC enters a square that triggers the trap, roll a die to randomly determine which PC is targeted). Make an attack roll for the trap with a +11 total attack bonus, just like you make an attack roll for a monster in combat. If the attack hits, that character takes 3d6 fire damage.

The trap works only once. See page 48 for more details on traps.

LASER BLAST TRAP

Perception DC 21; **Disable** Technology DC 16

Effect The trap targets one creature that is within 5 feet of the trap. Make a ranged attack roll (*Heroes' Handbook* 79) with a +11 total attack bonus. If the result is equal to or higher than the target's Armor Class, the target takes 3d6 fire damage.

NOISES: Any PC can attempt a Perception skill check with a Difficulty Class (DC) of 10. Those who succeed hear someone talking from behind the doors leading to the west. It sounds like more goblins.



TREASURE!

- Concussion grenade I (*Heroes' Handbook* 64)
- Fragmentation grenade I (*Heroes' Handbook* 64)
- Riot grenade I (*Heroes' Handbook* 64)
- Shock grenade I (*Heroes' Handbook* 64)

TREASURE: Once the effigy trap has been disabled or triggered, the PCs can easily find the grenades listed in the Treasure! sidebar. See the Grenades sidebar below to learn how these weapons work.

GRENADES

Grenades are single-use ranged weapons with special rules. When a character uses a grenade, they take the Ranged Attack action and target an enemy within 30 feet (6 squares). They make an attack roll against an Armor Class (AC) of 10 (instead of the target's AC). If they miss, the grenade has no effect. If the attack hits, the target and each creature adjacent to it (including diagonally—and even the user's allies!) must attempt a Reflex saving throw with the Difficulty Class (DC) listed for the grenade. Creatures that fail take full damage or suffer ill effects—or both! Those that succeed take only half damage and don't suffer ill effects.

RESTING

At some point, the characters may run low on Hit Points, Resolve Points, spell slots, or daily uses of their class features. If the PCs briefly rest for 10 uninterrupted minutes, each character can spend 1 Resolve Point to regain Hit Points equal to half their total Hit Points (rounded down). If the PCs get a full night's rest (8 hours of sleep or more), they regain Hit Points equal to half their total Hit Points (rounded down), regain all of their Resolve Points, and regain all of their daily-use abilities. Mystics and technomancers regain all of their spell slots. In this adventure, the PCs can rest without danger at any point outside of combat. They can also return to the populated areas of Absalom Station to buy new equipment with the money they've found as treasure so far and then come back here for more adventure.

The space goblins use this large chamber as their command post and home. The steel doors leading into this chamber from **Area 6** are unlocked and can be easily opened from either side. When the PCs enter this room, read the following aloud.

Access panels on the walls of this room hang open, revealing jumbled conduits and haphazardly spliced wires. A variety of jury-rigged tech in various states of disrepair is scattered across the floor and several workbenches. Against the south wall, a makeshift throne built of scrap sits atop a raised platform.

CREATURES: Two space goblin zaperators are here with their leader, a space goblin honchohead named Sub-Commander Skryz, who is sitting on the throne. They share this area with the two goblins in **Area 1**. The goblins are arguing with one another, but they stop and stare at the PCs when they first enter the room.

TALKING TO THE GOBLINS: The goblins aren't much interested in talking to the PCs, but the PCs can attempt to bully the goblins into helping them. Each PC can attempt an Interaction skill check with a Difficulty Class (DC) of 17. If a skill check is successful, they frighten the goblins enough that Sub-Commander Skryz grudgingly offers to assist them. Skryz tells the PCs that Steel Talon is a dragon and that the western exit from this room leads to the dragon's lair. She adds that the dragon is vulnerable to electricity damage, offering to give the PCs a weapon that will help them if they agree to leave the goblins alone. This weapon is an *accurate handcoil* (page 12), which the goblins keep in their nearby storage room (**Area 8**).

The goblins attack if the PCs fail their Interaction skill checks or don't try to talk.

Combat!

If combat breaks out, roll initiative once for Sub-Commander Skryz and once for the two space goblin zaperators. The two zaperators attack with their laser pistols. Skryz starts with a disturbing screech (see the special ability in her stat block).

TWO ZAPERATORS 6 HP EACH

Initiative +3 **Speed** 35 ft. (7 squares)

Perception +3

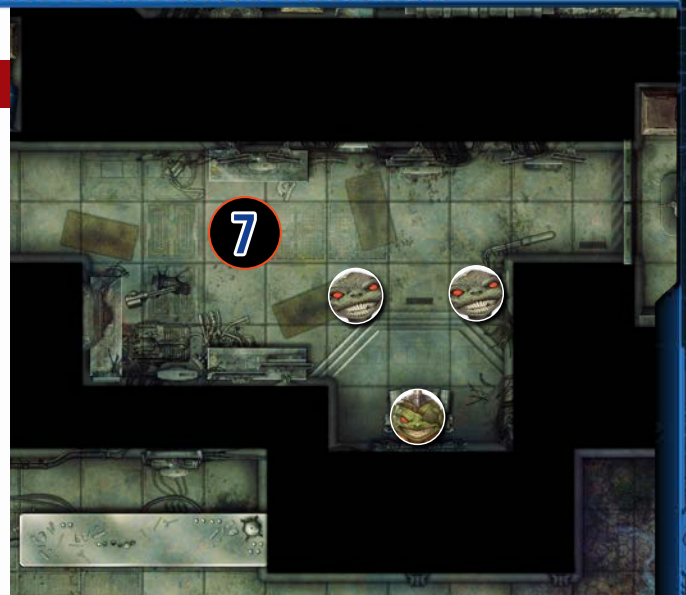
DEFENSE

Armor Class 12

Fortitude Save +0, **Reflex Save** +2, **Will Save** +2

OFFENSE

Melee Attack tactical baton +0 attack bonus (1d4 kinetic damage)



Ranged Attack laser pistol +3 attack bonus (1d4 fire damage)

EQUIPMENT

(each goblin) second skin armor, laser pistol, tactical baton

SUB-COMMANDER SKRYZ 24 HP

Initiative +3

Speed 35 ft. (7 squares)

Perception +7

DEFENSE

Armor Class 15

Fortitude Save +1, **Reflex Save** +3, **Will Save** +5

OFFENSE

Melee Attack tactical baton +6 attack bonus (1d6+2 kinetic damage)

Ranged Attack laser pistol +8 attack bonus (1d4+2 fire damage)

Offensive Abilities disturbing screech

EQUIPMENT

microcord armor, laser pistol, tactical baton, key card (opens locked door to **Area 8**)

SPECIAL ABILITIES

Disturbing Screech

Sub-Commander Skryz can take the Use a Special Ability action to screech, putting all non-goblins within 30 feet on edge. Those creatures must succeed at a Will saving throw (DC 13) or gain the hampered condition (page 94) for 1d4 rounds. Any creature that hears the disturbing screech can't be affected by it for 24 hours thereafter.

TREASURE:

Sub-Commander Skryz carries a key card that unlocks the door to **Area 8**, which is where these space goblins keep the majority of their treasure.



8

GOBLIN STORAGE ROOM

The space goblins store their loot and assorted junk in this small chamber. The door leading into this room is locked and has an electronic access panel built into it. There are three ways the PCs might get in.

KEY CARD: The PCs can open the locked door with Sub-Commander Skryz's key card (**Area 7**), which they might have obtained by defeating her in combat.

HACKING: A character who has a tool kit can attempt a Technology skill check with a Difficulty Class (DC) of 15 to disable a device. On a success, the PC manages to hack into the access panel security and pop the door open.

BRUTE FORCE: A PC can attempt to break down the door with a Strength ability check (see the Ability Checks sidebar below). The Difficulty Class (DC) for this check is 16, so if a PC's Strength check result is 16 or higher, they break down the door with a resounding crack.

Once the PCs have opened the door and entered the room, read the following aloud.

This small room is packed from floor to ceiling with boxes, crates, and storage containers. It smells somewhat stale, as though a supply of food rations had been stashed somewhere in the mess for a week or two longer than it should have been.

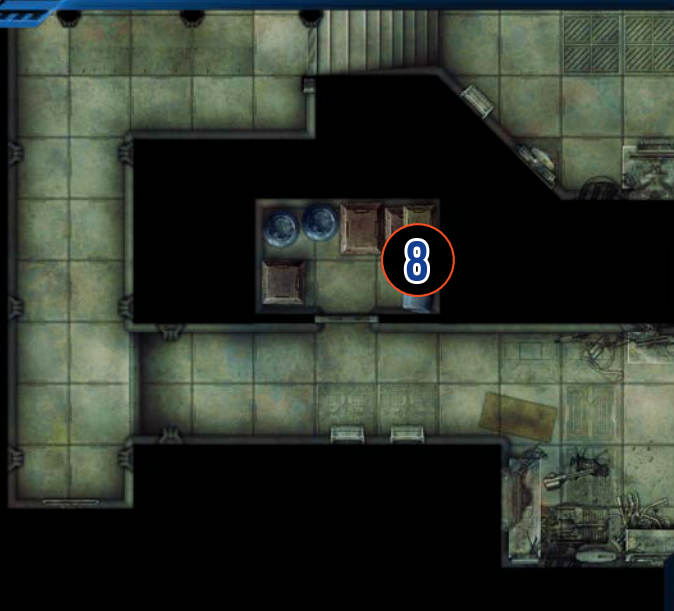
TREASURE: Most of the boxes and crates in this room hold a bewildering assortment of scrap, broken machinery and electronics, junk, and outright garbage that the goblins have collected over time, but there are a few items of value to be found. If the players search the room, they find the items listed in the Treasure! sidebar.

MAGIC ITEMS

Encourage mystic and technomancer PCs to use the *detect magic* spell (if they know it) to help find and learn about magic items. When a PC casts *detect magic* while holding an item that's marked as magic in the Treasure! sidebar, they can attempt a Mysticism skill check to identify the item. The Difficulty Class (DC) of this check is 15. If the PC is successful, they know what the item does and how to use it.

ABILITY CHECKS

Ability checks are like skill checks (page 6), but they represent attempts to accomplish tasks that aren't covered by skills, such as breaking down doors. When a PC attempts an **ability check**, they roll a **d20** and add one of their **ability modifiers**. Which ability modifier they add depends on the type of ability check. For example, breaking down a door is a **Strength check**, so the PC adds their **STR**. If the result of the skill check is equal to or greater than the **Difficulty Class (DC)** of the task, then the character succeeds. See pages 70–71 of the *Heroes' Handbook* for complete details on ability checks.



TREASURE!

- *Accurate handcoil* (magic; *Heroes' Handbook* 65, 62)
- Two medpatches (*Heroes' Handbook* 67)
- 50 feet of cable line (*Heroes' Handbook* 66)
- Credstick with 75 credits

ACCURATE HANDCOIL



A handcoil is a small arm weapon (*Heroes' Handbook* 62) that generates a powerful

bolt of electricity, which deals 50% more damage to creatures that are vulnerable to electricity, such as Steel Talon.

This handcoil is also equipped with an *accurate* weapon fusion (*Heroes' Handbook* 65).

Weapon fusions are special magic powers that can be added to certain weapons, making them magic weapons. An *accurate* weapon can be aimed more carefully to make particularly accurate attacks with it. If a character decides to use this weapon, they can give up their move before taking an attack action with the *accurate handcoil* to gain a +1 bonus to their attack roll.

VITAL TREASURE

The treasure found in this area is vital to the success of the characters when they face Steel Talon, as the *accurate handcoil* may be their only chance of driving the robot dragon away. Make sure that the PCs end up with this weapon before they proceed toward **Area 10**, but you don't want to be too obvious about it. Encouraging them to explore the rest of the rooms before going deeper in the dungeon should be enough.

Getting into this chamber from **Area 7** is not easy. This area is higher up than the rest of the Ghost Level—the PCs must climb a 15-foot-high wall to reach it. Climbing the wall requires Athletics skill checks to climb with a Difficulty Class (DC) of 20. Each successful check allows a character to climb upward a distance equal to half their speed (rounded down). If a character fails a check by 5 or more, they fall from where they were when they made the check. If the character falls 10 feet or more, they take 1d6 damage from the fall. If a PC has the grappler from **Area 2** and the cable line from **Area 8**, they can take the Use an Item action to make a ranged attack against an Armor Class (AC) of 10. If they succeed, they attach the cable line to the top of the wall. Using the attached cable line makes the wall much easier to climb, reducing the Athletics DC to 10. When all of the PCs make it to the top and are together again, read the following aloud.

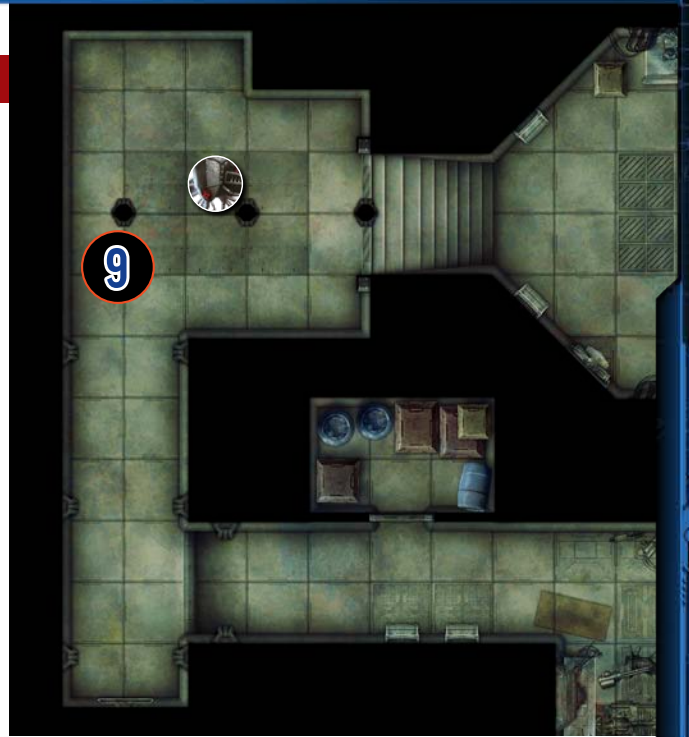
Glowing power conduits and electrical recharging stations run along the walls of this long chamber. The room turns to the east and widens at its far end, a line of three pillars supporting the ceiling overhead. A small robot is plugged into one of the recharging stations, but it seems to be in standby mode, so it might be possible to sneak by it.

CREATURE: Steel Talon has placed a small observer robot in this room to guard the approach to the dragon's lair. The robot records everything that happens in this room and defends the area from intruders if necessary, but it is currently on standby while it recharges. If the PCs want to sneak past the observer robot, have them all attempt Stealth skill checks to hide. The observer robot then attempts a Perception skill check (total skill bonus +5) to notice the PCs. If the robot's Perception result is lower than the lowest Stealth result rolled by the characters, the robot doesn't notice the characters, and they can make their way through the room without fighting the robot and proceed to **Area 10**. If the robot's Perception result is equal to or greater than the lowest Stealth result rolled by the characters, the robot sees the PCs.

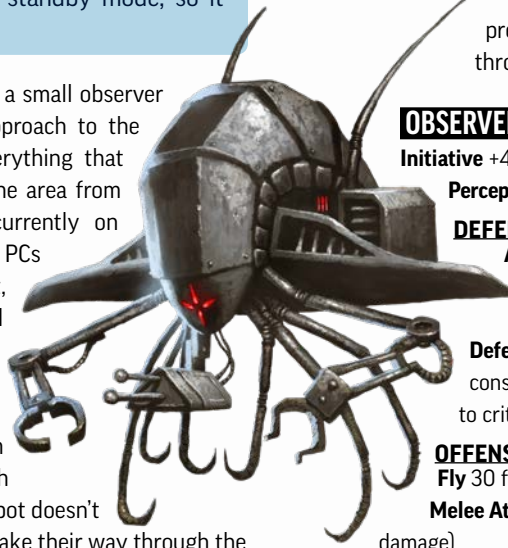
If the robot notices the PCs, or if the characters don't try to sneak past it, the observer robot detaches from its recharging station and flies toward the characters to attack.

Combat!

At the start of combat, have everyone roll initiative as normal. The observer robot makes ranged attacks against the PCs with its pulse attack. If any of the PCs attack the robot in melee combat, the robot uses its slam melee attack against them. Note that the robot is vulnerable to both critical hits and electricity. If the observer robot takes more than 10 damage or is hit by



a weapon that deals electricity damage (such as the *accurate handcoil* from **Area 8**), it flies toward **Area 10** to warn Steel Talon of the presence of intruders, leaving that area through the north exit after it does.



OBSERVER ROBOT

17 HP
Initiative +4

Speed 30 ft. (6 squares)

Perception +5

DEFENSE

Armor Class 14

Fortitude Save +1, **Reflex Save** +1,

Will Save +1

Defensive Abilities unliving; **Immunities**

construct immunities; **Weaknesses** vulnerable to critical hits, vulnerable to electricity

OFFENSE

Fly 30 ft. (6 squares)

Melee Attack slam +6 attack bonus (1d6+3 kinetic damage)

Ranged Attack pulse +9 attack bonus (1d4+1 electricity damage)

SPECIAL ABILITIES

Construct Immunities An observer robot isn't affected by attacks and effects that target its mind, or by effects that require a Fortitude saving throw.

Fly An observer robot can fly 30 feet as its move. See page 77 of the *Heroes' Handbook* for more information.

Pulse An observer robot's pulse ranged attack has a range of 20 feet.

Unliving An observer robot doesn't breathe, drink, eat, heal, or sleep.

Vulnerable to Critical Hits An observer robot takes 50% extra damage (rounded down) from critical hits.

Vulnerable to Electricity When an observer robot takes electricity damage, it takes 50% extra damage (rounded down).

This large hall is the current lair of Steel Talon, the robot dragon that has recently been terrorizing Absalom Station's Downside. When the PCs enter this area, read the following aloud.

A short flight of steps leads down into this long chamber, which appears to be a timeworn factory or large workshop, but it hasn't been used for that purpose for years, if not centuries. Faded chemical stains and splotches of mold mar the walls, and rusted gantries sag alarmingly from the ceiling overhead. Ancient, immobile machines stand crumbling along the walls, and piles of debris litter the floor.

On the far side of the chamber, a heap of technological items has been gathered together. Although much of the pile looks like junk—including broken robot bodies, used cybernetics, and other recycled tech—there are items of value in the collection as well: a suit of armor, a few weapons, and more. Before you can get a closer look, however, a terrible winged dragon swoops into view! Covered in shining metallic scales, this is no ordinary dragon, and the whine of servos inside its body reveals its true nature—this dragon is a robot! Steel Talon has arrived!

Place the robot dragon pawn in the east side of the room, on the squares marked on the adventure map. Note that Steel Talon is a large creature, which means it takes up a 10-foot-by-10-foot space (2 squares by 2 squares). Show the PCs the cover of the *Starfinder Beginner Box* to impress upon them the excitement and terror of the fight to come.

CREATURE: This is the lair of Steel Talon, a dangerous robot dragon. Unlike most robots, Steel Talon has surpassed its programming and has gained some measure of sentience. Steel Talon no longer thinks of itself as a robot; it believes it is a living dragon and acts accordingly—hunting lesser creatures, gathering a hoard of “treasure,” and generally reveling in its perceived superiority over other creatures. This is a very difficult fight for the PCs, and you should be very careful when running this encounter (see the Deadly Encounter sidebar).

Combat!

At the start of combat, have everyone roll initiative as normal. Steel Talon may be a robot, but it's intelligent and self-preserving, so it doesn't just fight until it's destroyed. It stays for at least 2 rounds, using its breath weapon on the first round and taking the Melee Attack action on the second. After that, if Steel Talon has taken at least 22 damage or has been hit by the *accurate handcoil* from **Area 8**, it flies away through the corridor to the north; the PCs can't catch up to it.

DEADLY ENCOUNTER

Steel Talon is a very deadly foe. It can easily reduce PCs' Hit Points to 0 with just a few attacks. You should be very careful when running this encounter. It is meant to showcase one of the more dangerous creatures in the *Starfinder Beginner Box*, not to kill all of the PCs. If Steel Talon knocks out half the PCs, consider having the dragon flee the battle so that the characters might survive to fight another day. Note that this version of the robot dragon is weaker than the version found in the Alien Adversaries section of this book; this is so the fight is not completely overwhelming. Should the PCs encounter Steel Talon again sometime after they have gained several levels, you can use the robot dragon stat block presented on page 82 to create an epic final showdown.

Steel Talon's most powerful ability is its **breath weapon**, which the robot dragon uses on its first turn. Steel Talon's breath weapon takes the shape of a **cone**. When the dragon uses its breath weapon, choose a corner of its space to be the origin of the cone, then count squares from that point of origin out to 30 feet (6 squares) in a quarter of a circle pointing away from Steel Talon. See page 94 for a diagram of what a 30-foot cone looks like on a map. Each creature in a square that's in the cone's area takes 2d6 electricity damage, but can attempt a Reflex saving throw with a DC of 12 to take only half the damage (divide the total damage by 2, rounding down).

Steel Talon's **reach** ability means it can use its melee attack against PCs who are up to 2 squares away from it (unlike most melee attacks, which must be made against adjacent foes).

While Steel Talon has dangerous, powerful attacks, it has two major weaknesses as well! It's **vulnerable to critical hits** and **vulnerable to electricity**. This means that if it's hit by electricity damage or if a creature attacking it scores a critical hit (page 5), then the robot dragon takes 50% extra damage: roll the damage normally and divide by 2 (rounding down), then add that result to the original damage result to get the total damage.



STEEL TALON

44 HP

Initiative +2 **Speed** 50 ft. (10 squares)

Perception +8

DEFENSE

Armor Class 16

Fortitude Save +3, **Reflex Save** +3, **Will Save** +0

Immunities construct immunities; **Weaknesses** vulnerable to critical hits, vulnerable to electricity

OFFENSE

Fly 100 ft. (20 squares)

Melee Attack bite +12 attack bonus (1d6+7 kinetic damage)

Offensive Abilities breath weapon, reach

SPECIAL ABILITIES

Breath Weapon Once per day, Steel Talon can take the Use a Special Ability action to breathe a 30-foot cone (page 94) of electricity. Creatures in the cone take 2d6 electricity damage. Each creature can attempt a Reflex saving throw (DC 12) to take half damage (rounded down).

Construct Immunities Steel Talon isn't affected by attacks and effects that target its mind, or by effects that require a Fortitude saving throw.

Fly Steel Talon can fly 100 feet as its move. See page 77 of the *Heroes' Handbook* for more information.

Reach Steel Talon can make melee attack rolls against creatures that are up to 2 squares away from it (even diagonally), instead of just adjacent creatures.

Vulnerable to Critical Hits Steel Talon takes 50% extra damage (rounded down) from critical hits.

Vulnerable to Electricity When Steel Talon takes electricity damage, it takes 50% extra damage (rounded down).

TREASURE: After the PCs chase Steel Talon away, they can loot the robot dragon's lair. The contents of Steel Talon's treasure hoard are listed in the Treasure! sidebar.

CONCLUDING THIS ADVENTURE

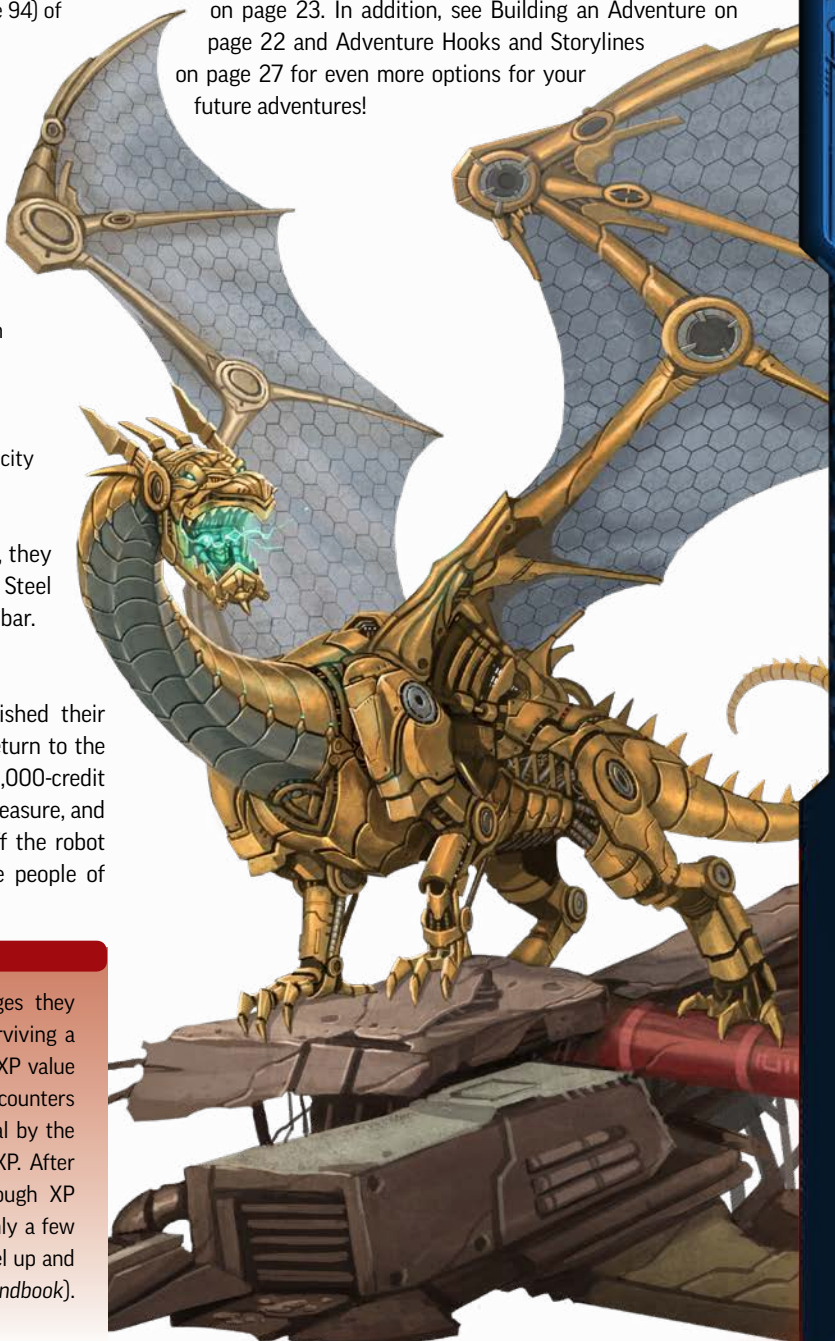
Once they've faced Steel Talon, the PCs have finished their first adventure! This is a good time for the PCs to return to the inhabited levels of Absalom Station, collect their 1,000-credit reward from Kumara Melacruz, spend some of their treasure, and recuperate from their struggles. If the PCs drove off the robot dragon, the primex thanks them effusively, but the people of

TREASURE!

- Thinplate armor (*Heroes' Handbook* 58)
- Flame doshko (*Heroes' Handbook* 60)
- Forked pistol (*Heroes' Handbook* 62)
- Ring of resistance (magic; *Heroes' Handbook* 68)
- Various credsticks with 800 credits total

Downside are still worried, and they ask the PCs to track down the robot dragon and put an end to it once and for all.

The further adventures the PCs undertake are up to you as GM, as well as the other players. To get you started, we've given you a map and some adventure ideas to use as the basis for a sequel adventure, "Lurking in the Deathless Level," starting on page 23. In addition, see Building an Adventure on page 22 and Adventure Hooks and Storylines on page 27 for even more options for your future adventures!



EXPERIENCE POINTS

The PCs earn experience points (XP) for challenges they overcome, whether they're defeating a monster, surviving a trap, or negotiating a truce. Each room has a listed XP value for its encounter. Add up the XP awards for all the encounters the PCs faced in this adventure. Divide this XP total by the number of PCs, and give each PC that amount of XP. After this adventure, the PCs probably won't have enough XP to get to 2nd level, but they should need to face only a few more encounters before they gain enough XP to level up and become more powerful (see page 90 of the *Heroes' Handbook*).



GAMEMASTERING

The Game Master's role can be difficult to play, but it's also extremely rewarding. A Game Master is a host, mastermind, mediator, actor, and patron for the other players—like a writer, director, and producer on a TV show or movie.

A UNIVERSE AT YOUR FINGERTIPS

This chapter gives you all the tools you need to become a Game Master and run a fun and fair session of the *Starfinder Beginner Box*.

The kind of world you build is totally up to you and the other players in your game. You might want to explore a wondrous galaxy full of dangerous unexplored worlds, investigate planet-spanning corporate conspiracies, or face off against powerful villains who threaten vibrant and complex alien societies. You could even do all of these things at once, or anything else you can imagine!

GUIDE TO GAMEMASTERING

Every game of *Starfinder* needs a player to serve as the Game Master, or GM for short. If you're reading this book, you're probably interested in being the GM. The GM is the person who controls every creature, nonplayer character, and event in the game, while helping determine the outcome of the actions of the player characters, or PCs for short. The GM runs the game, working with the other players to create a fun and exciting science fantasy experience and world. The GM is tasked with challenging the characters while providing a thrilling adventure. Being the GM is a big responsibility, and a GM has to be fair, play by the rules, and try to ensure all of her players are having fun.

Being a GM is like organizing a party for your friends. You want to make sure they arrive on time, that they have plenty to do, and that they have a good time while they're there. Just as people remember a good party, they'll remember a good adventure, whether it's because the soldier scored a critical hit or the technomancer torched a powerful villain with a well-timed energy ray spell!

While the other players are responsible for maintaining their characters, as the GM you have a number of different duties.

Host

You help to organize the game by finding players and arranging a time and place to play. The other players frequently help with these duties, but you make sure everything happens as planned.

Mastermind

You have to keep the game moving, deciding what lies behind the next airlock or across an asteroid's rocky tundra. This duty includes planning out adventures, determining the plots of villains, and deciding what sort of challenges the heroes will face.

Mediator

You are responsible for solving any rules disputes or questions the other players might have during the game. The rules try to

cover the most common situations, but sometimes the situation calls for a ruling on something that's not clear. You must make these decisions in a way that is fair to everyone.

Actor

From the downtrodden scrapper to the ruler of a nation, you must portray every person and creature in the game that is not a player character. You decide what they look and sound like, how they behave, and most importantly, how they interact with the PCs.

Patron

Finally, you reward the PCs when they complete adventures by giving them experience points (XP) and telling them about any treasure they found. It's important for the player characters to feel rewarded for overcoming the challenges that you put before them. It keeps them coming back for more.

COMMON TERMS

The following terms are used to describe certain common game elements in *Starfinder*.

Encounter: An encounter is one short scene that the PCs experience. This could be anything from fighting a monster to chasing a thief or getting past a deadly trap. Most encounters take place during adventures, but some happen between adventures and create a continuous story.

Session: A session is a single period of gaming, ranging from about 2 hours up to an entire weekend. Adventures sometimes take more than one session to complete.

Adventure: An adventure is one story that the PCs experience. It is made up of a series of encounters, and it might take one or more sessions to complete.

Campaign: This term is used to describe all of the adventures that the PCs experience. The adventures might be related to one another, but not all of the adventures have to be tied into the same overarching plot.

RUNNING THE GAME

Being a great Game Master is a skill that takes some time to perfect, but you can learn the basics relatively quickly. If you have never been a GM before, start by running a group through the sample adventure found on pages 2-15 of this book. That adventure covers most of the basic concepts of being a Game Master and lets you see them in action.

This section of the book gives you ideas, tips, and tricks that will make you a better GM. You don't have to read this entire section to play, but you should read this section before you begin making your own adventures and campaigns.

Setting the Stage

Before the first character is made and the dice start rolling, you should put together a good group of players. Ideally, a group should have four players (each with their own PC) in addition to you as GM. This number allows you to easily plan your encounters, and it's not so many players that things become crowded. You can play with up to six PCs, but more than that can make things difficult, both in terms of tracking the game's progress and the player characters' actions and because the players must wait longer for all the others to describe their actions. Conversely, a group could be as small as one player and you as GM, though two other players is a much more

reasonable number. If one character is knocked unconscious, the other character can help defend the fallen one.

Once you have a group, you should set a time for your first session. Pick a time when everyone can sit down together around a playing area, like a dining room or kitchen table. Avoid playing near distractions such as televisions or other things that might interfere with the game. You may want to encourage the other players to bring snacks or drinks to the game; not only does this add to the game's social aspect, but it means players won't have to leave in the middle of the game to make or pick up food.

Before this session begins, you should be familiar with the adventure you're going to run. Players should create their characters at the first session, or use the pregenerated characters from the *Beginner Box*. If you have experienced players, they can create characters before getting together for the first session, allowing you to jump right into the action.

If the players are making characters at the first session, tell them a little bit about the beginning of the adventure so that they can plan accordingly. For example, if the adventure takes place on an uninhabited planet, the players may not want to worry about the Culture skill (unless there are ruins). If there are any special rules for the game you are planning to run (such as "all the PCs are vesk"), you should tell the players about them now.

PREPARING FOR A SESSION

GATHERING AND REVIEWING MATERIALS

The most important thing you can do before the game is get familiar with the adventure you're about to run. Ideally, you've had time to read through the entire adventure, but if time is short, you can just read the encounters that you anticipate that the player characters are going to experience this session. It's also a good idea to look at any maps you're using to understand how all of the encounters fit together. Reading

in advance also gives you a chance to look up any rules that might be a bit unclear and make sure you understand the creatures that the PCs are sure to face. For more information about reading an adventure, see *Using a Published Adventure* on page 34.

Before the game, you should assemble all the tools needed to run the game. These typically include the following.

Rulebooks

You'll need the *Heroes' Handbook* and the *Game Master's Guide* (this book). The *Heroes' Handbook* has the rules not only for the players but also for the creatures that you control, in the *Playing the Game* section on pages 70–87. It's all right if the players have their own copies of the *Heroes' Handbook*, because that means nobody has to take turns using the book.

Dice

There should be at least one set of dice for everyone to share. Many gamers like having their own set of dice and create fun superstitions about them.

Writing Materials

This includes pencils, scratch paper or a notepad, and character sheets (either pregenerated characters or custom PCs).

Pawns or Character Markers

Make sure you have one cardboard pawn for each of the player characters and each creature that the PCs are going to face this session. Each player should choose a pawn that best represents their idea of what their character looks like and use it to keep track of their position on the map during combat. If you don't have any appropriate pawns, you can use plastic or metal miniatures, toys, or even coins or extra dice, just as long as you can clearly represent each character and creature on the map.

Map

You can use the large, gridded Flip-Mat included in this box to draw out the game's encounter (both wet- and dry-erase markers work on it). You could also use a large gridded pad of paper or make your own walls and floors out of cardboard to use instead of the mat—just as long as it's clear to everyone what's happening.



Finally, you should note anywhere the adventure could go off course and do a bit of basic preparation for it. The amount of preparation needed for a session really depends on the specific adventure and the PCs playing it, but it shouldn't take more than an hour or two. For example, if the PCs might get lost in a city's underbelly and wander into an unexpected district, you can invent a new encounter or two to use if you need them. There may be several places where you could use a new encounter. For example, if the PCs are supposed to head north to reach the industrial district, but they end up going east or west, you could place one of these new encounters in their path. The idea is to have an encounter ready so you don't have to make up something on the spot. If the PCs have the option of going to a shop or vendor or staying overnight in a new locale, you should make note of these places' names and the names of any nonplayer characters they might meet. If the adventure or the setting material doesn't provide this information, you can invent it as you need it!

RUNNING A SESSION

Once everyone has gathered and created their characters (or reviewed the pregenerated characters), it's time to begin the game. During the game, you control the pace and flow of the action, describing the scene, asking the players what their characters attempt to do, and helping to decide how those actions play out. You take all the elements of the game and weave them together into a story as the session unfolds, flowing from one encounter to the next. The players make the choices about where to go and what to do, but you set the scene and decide the outcome of those choices, always keeping the game moving and the encounters challenging.

There are several tasks that every GM performs while running the game. Keep these in mind as you plan your adventures. These tasks are detailed on the following pages.

The Most Important GM Duty

It's important to note that your goal is not to "win" by beating the PCs; it's to provide a fun, challenging story for everyone to enjoy together and to ensure that play and behavior at the table is responsible and inclusive of everyone. A skilled GM keeps the play environment fun and safe for players, creates challenging encounters that the characters have a chance of defeating, and provides a rewarding experience for all.

Part of this duty involves being fair. While it's fine to begin running games with just a rough grasp of the rules, once you're creating your own adventures, you should know the rules quite well, enforcing them fairly for PCs and monsters alike. When you roll dice, even secretly, abide by the result. If there's a dispute over the rules, you make the final call, but you should listen to the views of the players. If there's no clear answer, you should probably side with the ruling that makes the game the most fun for everyone.

Acting

While each player takes on the role of a single character, you get to assume the roles of all the other characters in the game. You might talk in a different voice for each character, growling for monsters or cracking jokes as an android bartender—whatever helps you bring these characters to life.

Initiative

Whenever combat begins, everyone rolls initiative. The players roll for their characters, you roll for the monsters (or use one roll for a group of similar monsters, to keep things simple). Write these initiative results in order on a piece of scratch paper. As the combat progresses, you announce whose turn it is. On a nonplayer character's turn, you decide their actions and resolve them.

Rolling Dice

Normally, the players roll the dice for actions their characters take, and you roll the dice for any other creature or thing. Some GMs like rolling in secret behind a GM screen, while others roll openly. However, you should always roll secretly for your PCs for something that their characters wouldn't know about, for example, their Perception check when they are looking for a trap. This way, if the PC doesn't find a trap, the player doesn't know if that's because there isn't a trap, or if they just rolled too poorly to notice. You can even tell such a player "you don't find a trap" instead of "there isn't a trap" to maintain the suspense.

Tracking

You have to keep track of several important pieces of information throughout the game. You track the time of day in the game (as well as in real life so the session doesn't go too long), the location of the PCs in relation to the encounters, the Hit Points and condition of the monsters, and the experience points that PCs have earned. Having extra scratch paper or a marker board at your disposal can make tracking a lot easier.

Pacing

Keeping the game moving at a good pace is very important. If you go too fast, you risk mistakes and overlooking vital details. If you go too slow, the game can get boring. Make sure that you're ready for upcoming encounters, and help PCs make decisions in a timely fashion.

Wrapping up a Session

As the session begins to wrap up, you should find a good point to pause the action until the next session. This might be after the dramatic conclusion of the adventure, or right as a fight is about to begin, ending the session on a cliffhanger. Tell the players that the game is paused until the next session.

Add up the total experience points earned by the PCs and divide it evenly among them. Many groups also use this time to divide up any treasure (items and credits) they found during the session. Finally, schedule the next session with the group, picking a date within a few weeks so no one forgets what was happening in the game.

Between games, you can prepare for the next session, reviewing what happened before and planning for what might happen next. This process continues until the PCs reach their goals and complete the campaign. From there, it's up to you and the players to decide what to do.

Together, you can start a new campaign, create new characters, or even give another player a chance to be GM.



REWARDS

While PCs may go on adventures for numerous reasons—the thrill of taking risks, a desire to make the galaxy a better place, a sense of duty to some philosophy or patron—they are also rewarded by gaining treasure and experience points (XP). As the GM, it's your job to determine what treasure is available and to calculate the experience points earned by each player.

TREASURE

As PCs gain levels, they acquire treasure and better equipment, including magic items and gear. It's important to moderate the wealth and magic you place in your adventures. Too little and the PCs are struggling to survive, but too much and they have an easy time defeating difficult challenges. How much treasure the PCs should get is determined by the Challenge Rating (CR) of the encounters they face—the higher an encounter's CR, the more treasure it can award. See page 28 for more about CR.

Character Wealth by Level

The Character Wealth by Level table lists the amount of treasure each PC is expected to have at a specific level. Every time the PCs level up, check how much money, equipment, and magical treasure they have. If it's lower than the amount in the table, give out more treasure for the next few sessions. If it's

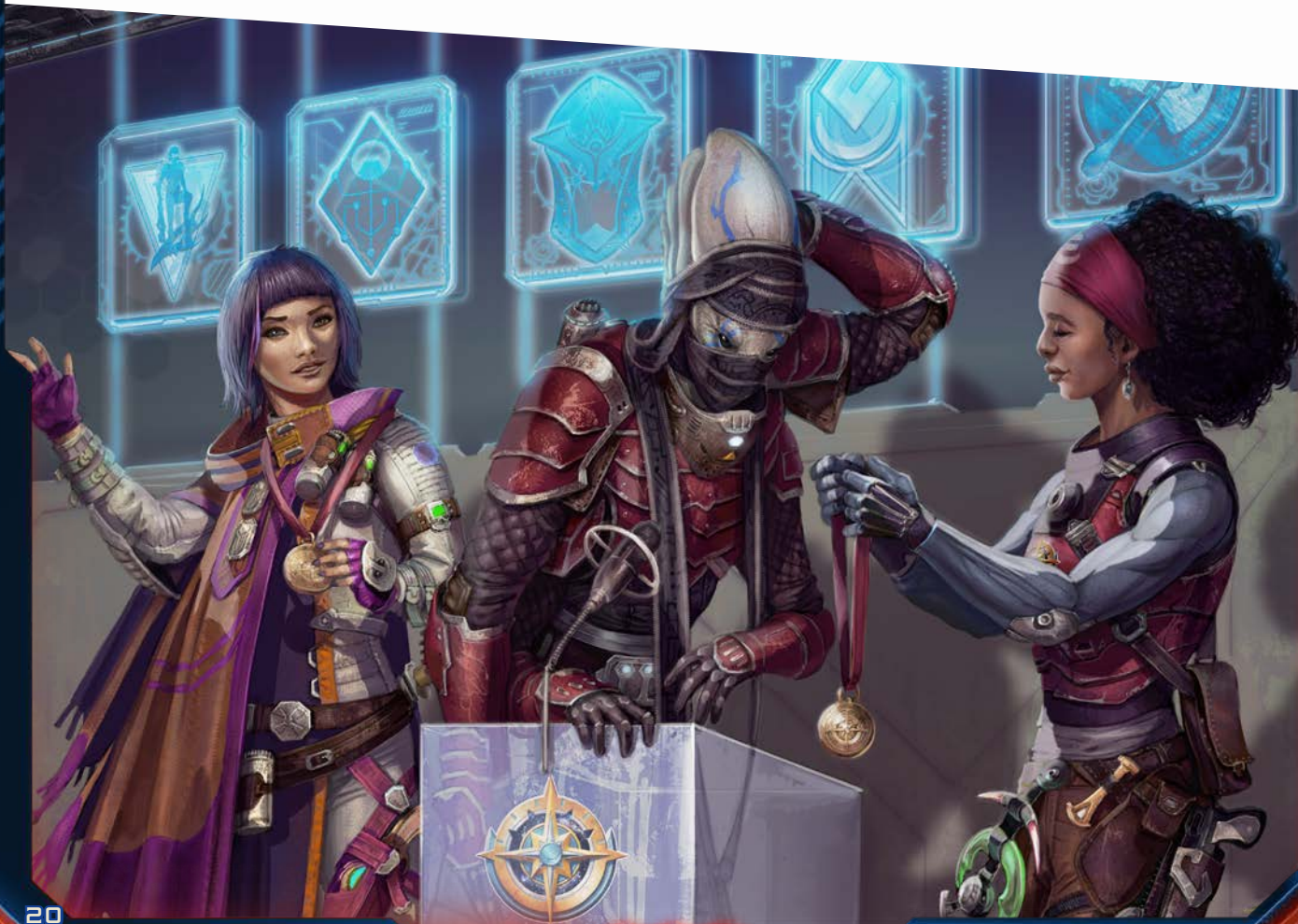
higher than this amount, give out less treasure for the next few sessions.

CHARACTER WEALTH BY LEVEL

PC Level	Wealth in Credits
1	1,000
2	2,000
3	4,000
4	6,000

Treasure Values per Encounter

The Treasure Values per Encounter table lists the amount of treasure each encounter should award based on the encounter's CR. Remember that this is an average treasure award, and you can award more or less treasure for a particular encounter



as long as it averages out over time to about this much. For example, the average treasure value for a CR 2 encounter is 775 credits, so an adventure could have three encounters worth 775 credits each, or two encounters worth 2,325 credits total and one with no treasure, and so on, as long as the average overall is about 775 credits.

TREASURE VALUES PER ENCOUNTER	
Encounter CR	Treasure Value in Credits
1/3	150
1/2	230
1	460
2	775
3	1,100
4	1,400
5	3,100
6	3,900
7	4,600

Varying Treasure Hauls

While a group of PCs will certainly enjoy looting fallen gang bosses whose pockets are overflowing with credsticks, it's ultimately more interesting to mix up what kind of rewards the PCs get. Light up your PCs' eyes by presenting them with a steady stream of items, story-based wealth, hard currency, and datapads with treasure maps that lead to even bigger treasure hoards!

Items

Gear looted from fallen enemies or otherwise acquired during adventures is useful treasure. If an item is as good or better than the PCs' current gear, assume they keep it and factor it in at its full value. If it's worse than what they already have, assume they won't get much for it and don't count it toward their treasure value. Consumable items (such as *healing serums*) are things PCs can always use one or two more of, and they should always count at full value. In general, beware of providing single items that are far better than the PCs' current gear. Instead, provide several items equal to (or only slightly better than) the party's current gear, and then make up the rest with consumable items and credsticks (which have the added benefit of helping PCs to save up to buy the equipment they really want).

Story-Based Wealth

Given the inefficiency of constantly looting and selling enemy gear, the *Starfinder Beginner Box* assumes that at least part of player wealth comes from story-based sources, usually completing a mission or an adventure. This can take any number of forms, from a patron's payment for finishing a dangerous quest on their behalf, to a generous gift from a grateful populace, to the collected bounty for a caught criminal. Regardless of the source, consider setting aside part of the budget from your encounters to allow for large lump-sum payments at appropriate points in the story. If the PCs don't have enough wealth, this can also be a great way to give them extra treasure while helping to maintain a sense of realism to their adventuring.

Random Treasure Tables

You can surprise your players—and yourself—with the treasure you award by using one of the following random tables! See page 90 for information on how to roll d%.

MINOR RANDOM TREASURE (CR 1-3)

d% Roll	Treasure
1-20	4d6 credits
21-48	5d10 credits
49-63	5d10 credits, plus a piece of equipment (<i>Heroes' Handbook</i> 58-69) worth 200 credits or less
64-73	4d6 credits, plus a piece of equipment (<i>Heroes' Handbook</i> 58-69) worth 400 credits or less
74	Small arm (<i>Heroes' Handbook</i> 62) or light armor (<i>Heroes' Handbook</i> 58) worth 500 credits or less
75-99	Magic item (<i>Heroes' Handbook</i> 68) worth 500 credits or less
100	Roll again, add datapad (<i>Heroes' Handbook</i> 66) with directions to treasure

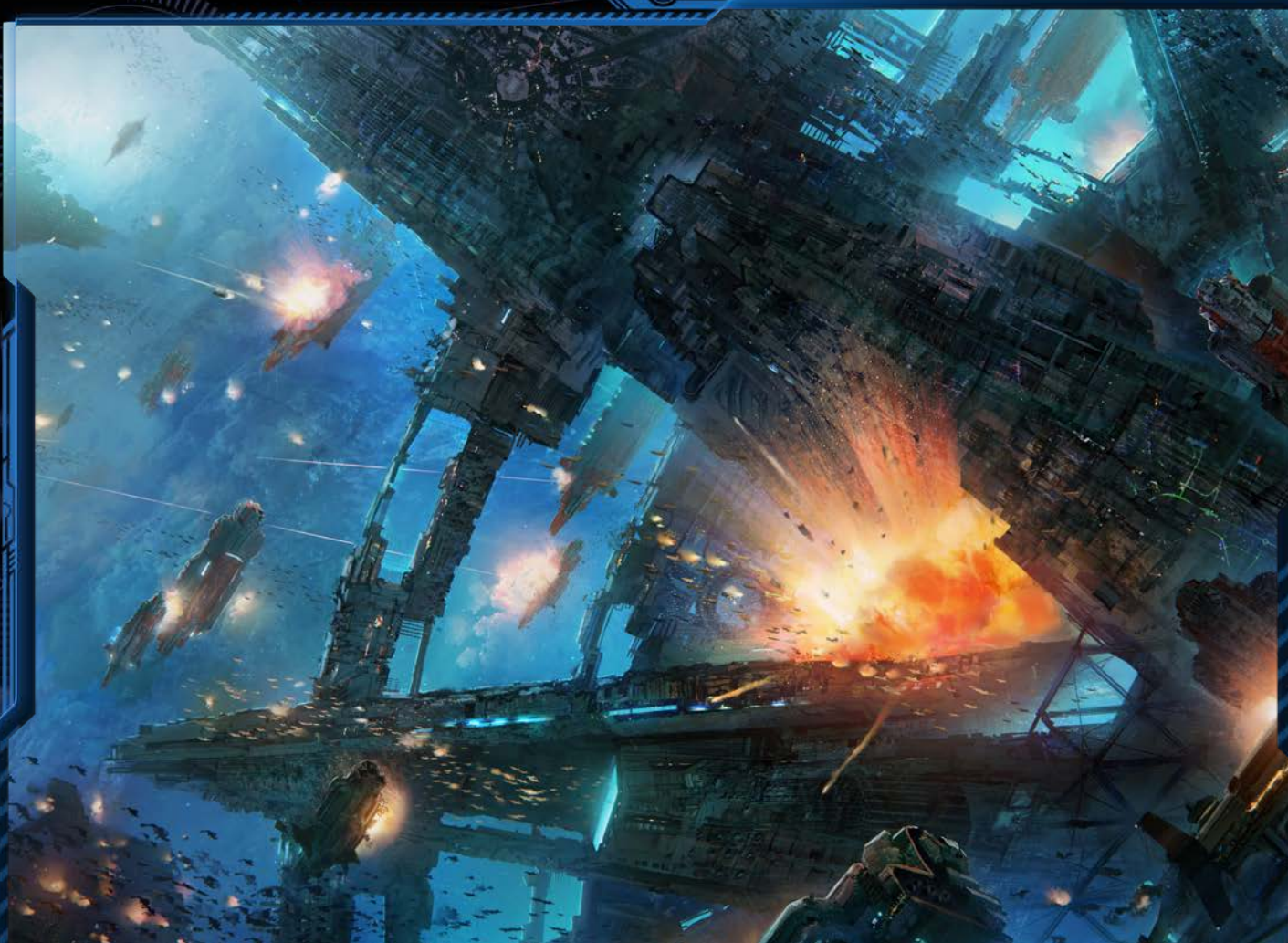
MAJOR RANDOM TREASURE (CR 4-5)

d% Roll	Treasure
1-5	Two rolls on the Minor Random Treasure table
6-15	Three rolls on the Minor Random Treasure table
16-37	10d10 credits
38-49	10d10 credits, plus a piece of equipment (<i>Heroes' Handbook</i> 58-69) worth 400 credits or less
50-54	Small arm (<i>Heroes' Handbook</i> 62) or light armor (<i>Heroes' Handbook</i> 58) worth 500 credits or less
55-79	Grenade (<i>Heroes' Handbook</i> 64) or magic item (<i>Heroes' Handbook</i> 68) worth 500 credits or less
80-99	Armor upgrade (<i>Heroes' Handbook</i> 59) or magic item (<i>Heroes' Handbook</i> 68) worth 1,500 credits or less
100	Roll again, add datapad (<i>Heroes' Handbook</i> 66) with directions to treasure

EXPERIENCE POINTS

Each time PCs successfully deal with an encounter, they gain experience points (XP) that are divided among all the PCs. How much XP the PCs should get is determined by the Challenge Rating (CR; see page 28) of the encounters they overcome. For example, if a group of five PCs face a CR 2 monster and kill it, they earn 600 XP as a group. This is divided equally among all the player characters, so each PC gains 120 XP. It's generally easiest to calculate all the encounters a group defeats at the end of a session, and give out the totals to players to add to their character sheets. If any character gains enough XP to level up (*Heroes' Handbook* 90-91), the player can update their PC before the next game session.

PCs earn XP by defeating an encounter, which doesn't necessarily mean killing their opponents. They might scare away monsters, bypass a trap, solve a puzzle, or learn valuable information. An encounter without deadly foes, such as a roleplaying encounter (page 30), has a CR equal to the average party level (add all the characters' levels together, divide by the number of characters, and round down).



BUILDING AN ADVENTURE

Playing a game of Starfinder makes for great fun, whether you're a player directing your heroic character on an unexplored planet or a Game Master running all the monsters, traps, and NPCs the players get to encounter. But if you're the GM, building adventures can be as rewarding as running them!

START WITH A STORY

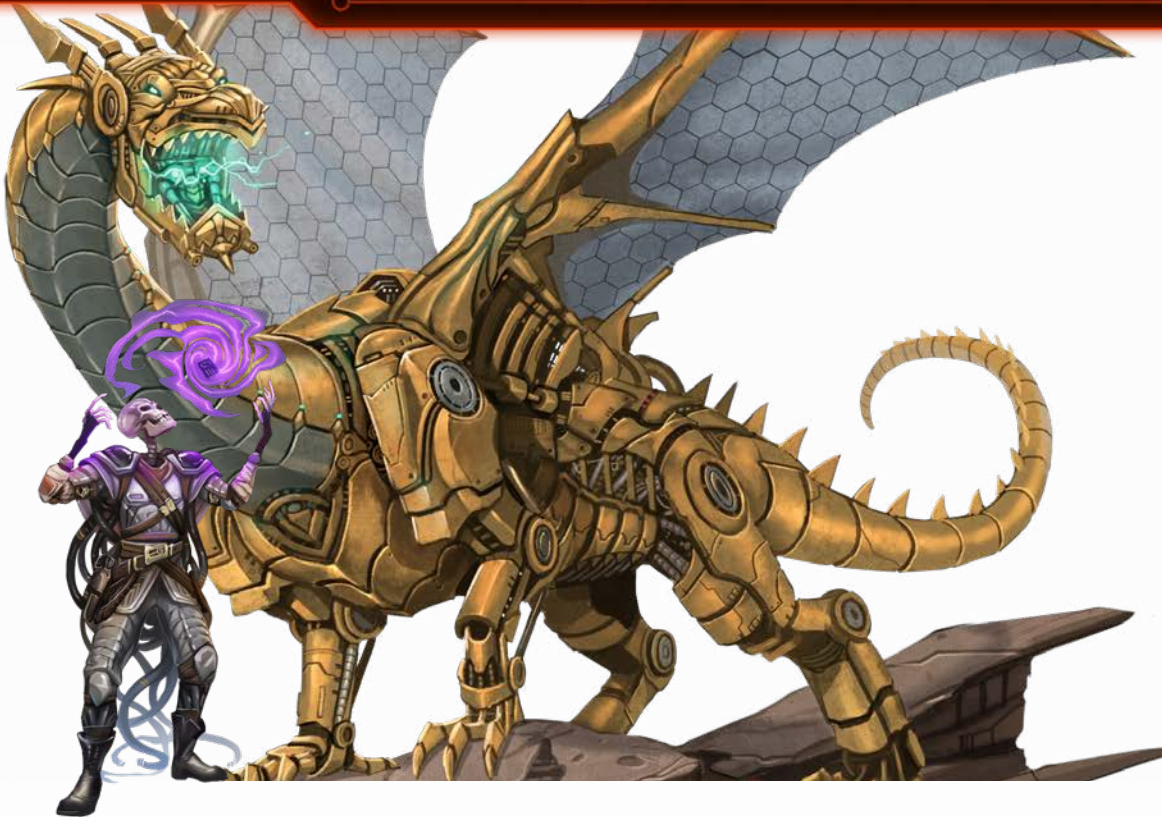
When you build an adventure, you first come up with a story. We've started that process for you in this book, with the Steel Talon's Lair adventure on pages 2-15, but you can take your adventures far beyond!

This section will teach you to build your own adventure. First, you'll learn about maps and using quests and story hooks to continue the adventure presented earlier in this book. Next, you'll learn how to design your own encounters and weave them together into rich adventures and long-lasting campaigns. Finally, there's some advice about using prepublished adventures. Let's get started!

How much work you put into preparing your adventure is up to you. You can easily get by as a GM with just a few notes, a plot outline, a map or two for adventure sites, and a few stat blocks for creatures to use as enemies. Coming up with your own stories is a lot of fun, and it needn't be intimidating; see page 26 for a table of ideas to get you started.

Some Game Masters run their adventures entirely on the fly, while others prepare thoroughly. Whatever approach you enjoy is the right choice, but remember that an adventure isn't a novel. The other players control the main characters, so leave room for them to shape the story. If the PCs steal a shuttle and head for the planet when you expected them to try to take over the ship's bridge, don't despair! Just flip to the aliens on pages 64-88 of this book and describe the weird creatures the PCs find when they land. You can still bring the story back around to your original idea after this side quest, but adapting your story in response to player action is what makes a group storytelling game like Starfinder exciting and surprising—for both the GM and the players!

LURKING IN THE DEATHLESS LEVEL



This section will help you create your own adventure set in the Ghost Levels—the abandoned and monster-infested corridors located deep in the Spike that extends beneath Absalom Station. Rumor has it that Steel Talon, a robot dragon recently driven from its lair in these corridors, fled down a maintenance shaft to the level below. There, a band of scavenging youths saw Steel Talon convening with a withered, hooded figure. The youths didn't recognize this creature, but their description made it clear: it's a bone trooper (page 69), an undead horror! Absalom Station's leader, Primex Kumara Melacruz, is disturbed at the prospect of the robot dragon working with an undead villain in the station's bowels. She asks the PCs to investigate. When the PCs arrive at the entrance to this Ghost Level, which the primex has ominously dubbed the Deathless Level, they find deep claw marks along the sides of the maintenance tunnel that leads ahead—a clear sign that Steel Talon used this place as a retreat. Once the players decide to enter the Deathless Level, their adventures begin.

DEATHLESS LEVEL MAP

The map presented on page 25 shows the layout of the Deathless Level, which consists of ancient storage chambers, utilitarian halls, and corridors with long outdated facilities. This is a simple, hand-drawn map that will fit perfectly on the back of your Flip-Mat. Your adventure site maps don't need to look professionally drawn like the map for Steel Talon's Lair—the hand-drawn map of the Deathless Level works just as well.

DEATHLESS LEVEL STORY

Its original use forgotten thanks to countless years of poor bookkeeping, the Deathless Level has long been an eerie and fairly uninhabited place among the Ghost Levels, which are home to monsters of all sorts and even entirely distinct ecosystems. In recent weeks, however, the Deathless Level has been the refuge of a bone trooper (page 69) named Nevorre, a spy from the undead planet of Eox. Although Eox is a member in good standing of the Pact Worlds, Nevorre is an agent from a rogue element of the undead planet's military, and she seeks to destabilize the relationship between the two governments in favor of Eoxian policy that sees undead creatures as superior. She has allied with Steel Talon, and together the two are planning to build an army of monsters underneath Absalom Station's feet to attack the populace, and therefore advance her agenda, when the time is right. Meanwhile, Steel Talon has collected enough technological components to greatly enhance the strength it can lend to Nevorre. Steel Talon's description now matches that of the robot dragon found in the Alien Adversaries section on page 82.

As the PCs explore the Deathless Level, they should be able to piece together Nevorre's plan, both from the monsters she's recruited as minions and from clues about her origin and background. By defeating the bone trooper, the PCs can prevent Steel Talon from using her resources to grow even stronger. Plus, among Nevorre's stash they'll find the coordinates of Steel Talon's newest lair!

ADDING DETAILS

That's all we're going to do for you! We've given you the basic plot for the adventure, along with a map of the Deathless Level. It's up to you to decide what each of the areas is—perhaps a hovel for Nevorre's space goblin allies (page 87), or an old control room infested with electrovores (page 72), or the camp of an evil envoy (page 72) who serves the bone trooper, or whatever you think fits the adventure. Next, write down encounters for those rooms, including appropriate monsters and treasure. Don't forget to place a few story encounters (page 30) so the PCs can piece together the level's story. As for where the campaign goes from there, and where exactly Steel Talon's new lair is located—that's up to you!

DRAWING A LOCATION MAP

Most adventures focus on a single overall location, typically a contained site that has halls and corridors linking encounters in predetermined places. Once you know the adventure's story, you can draw a map of this site. A map can help you keep track of the planned locations of all of your encounters, but it can also be invaluable to your players. You can present it to them in its entirety when they reach the adventure location, or you can draw new rooms as they discover them. Use whichever technique you prefer; either will give the players a good sense of the place their characters are exploring.

The easiest way to draw an adventure location map is to start with a sheet of graph paper. If you keep your location in an area of 24 squares by 30 squares, you'll be able to draw the entire dungeon on your Flip-Mat. Many maps of adventure locations have a scale indicating that 1 square equals 5 feet. In this case, you can draw the map on a Flip-Mat, tell your players to place the miniatures or pawns that represent their characters directly on the map, and really immerse them in the experience!

When you first draw your map, you should use a pencil so you can make changes easily. You can also jot down notes for each room as they come to you, like "security guard post," or "asteroid louse nest." Here are several other things to keep in mind while drawing your map.

Map Symbols

Use symbols to represent common features found in many indoor adventure locations: doors, stairs, traps, pillars, and more. Doors, for example, are typically marked with a rectangular box shape set into the line that represents a wall, while secret doors are marked with an "S" on maps. Using these standardized map symbols keeps your maps from becoming too cluttered with written notes and tags. You can look at the notes on the map of the Deathless Level for examples of symbols you can use to easily mark various features.

Avoid Empty Rooms

Unless you're specifically designing an adventure site that is partially abandoned or you're trying to lull your PCs into a false sense of security, don't add too many empty areas or rooms, as they can clutter your map and get boring fast.

Leave Room for Expansion

Unless you're certain you don't want to return to your adventure site later or want it to serve as a truly enclosed area, it's a good idea to allow for places to expand later for future adventures. A tunnel or hidden access corridor running off the edge of the map, a maintenance ladder leading down, or a large pit can all lead the way to new areas.

Avoid Symmetry

Refrain from creating symmetrical adventure sites in which one half is an exact mirror image of the other. It's unrealistic, and the players will be disappointed when they realize that they only have to explore half of a site to see it all.

Vary Room Shapes

Just as symmetry is to be avoided, so is overreliance on square or rectangular rooms. By including strangely shaped rooms, alcoves, multilevel rooms, irregular ruins or caverns, and other variations, you provide each room's combat encounters with different tactical elements, and your map becomes a more interesting location.

Wide Corridors

Remember that combat in the *Starfinder Beginner Box* is based on 5-foot squares. If you fill your level with 5-foot-wide hallways, you might end up with combats in which some of the player characters can't actually get into the fight! Mix it up a little by including 10-foot-wide hallways or wide spots in a narrow hallway where PCs can move past each other.

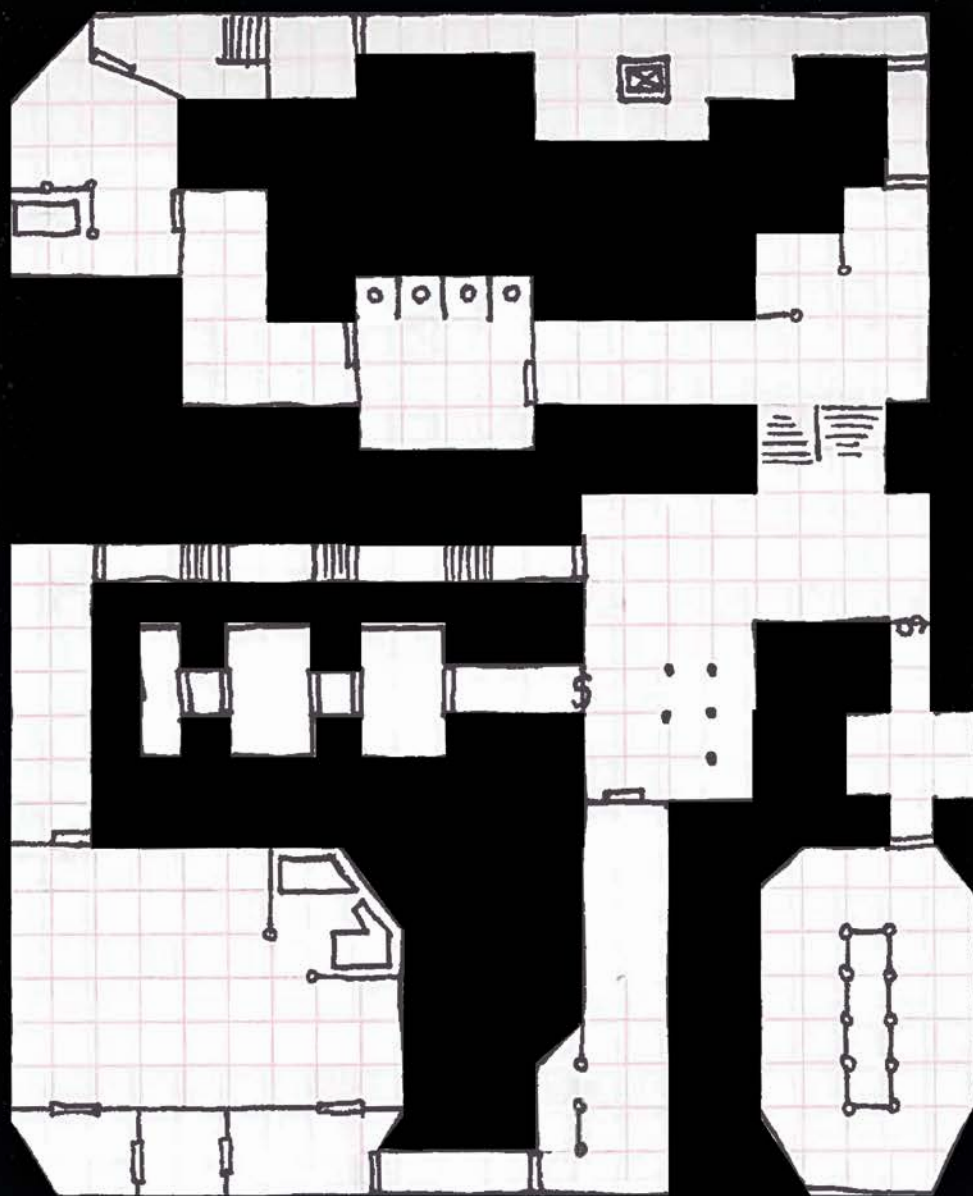
Avoid the temptation to make your map into a maze—exploring one gets old quick once you're playing, especially if you spend most of your time during the game drawing twisted corridors on your mat when you could be running action-packed combat encounters instead!

FINISHING THE MAP

Once you're happy with the penciled-in version of your map, inking the pencil lines makes the map a lot easier to read. You can use a wide-tipped pen to draw solid walls. Thinner pens are great for drawing doors and map symbols. Adding color (whether with pens or colored pencils) for things like fire, vegetation, radiation, or pools of acid or water makes your map even easier to read.

Adding more elements to your map can make it more attractive. Details such as furniture, computer terminals, pillars, scaffolding, and so on add a touch of realism to inhabited adventure locations. If you have a computer, you can scan your map and then use an image-editing program to refine it. This is handy if you make an error on the map with ink and need to fix things.

All that's left is to number each room. Doing this makes it easy for you to keep track of which encounters go where in your dungeon. If possible, use a pen of a different color from anything else on your map so the area letters or numbers (also called "tags") stand out and are easy to see. Alternatively, you can circle the number tags or mark them with a highlighter.



≡ = stairs

□ = door

S = secret door

⌂ = interior wall

⊠ = pillar

ADDITIONAL QUESTS

Absalom Station is normally a safe place to live, but there's always trouble brewing and there are always opportunities for adventures. Listed below are several ideas for adventures that you can design for your players that take place in Absalom Station. All of the creatures mentioned in the storylines below can be found on pages 66–88.

DEEPER INTO THE SPIKE

The corridors that Steel Talon was using lead into deeper levels below via clandestine maintenance entrances. What could be hidden below the dragon's lair?

SPACE GOBLIN HUNT

The goblins in Steel Talon's lair are not the only ones living in the alleyways and crevices of Absalom Station, and the pests regularly surface to rob the young and the elderly, or just to cause general mayhem when the authorities aren't looking. They're living in a stronghold somewhere, and someone clearly needs to find it and drive out as many as possible before more people fall victim to their mayhem.

HAUNTED ALLEYS

Residents have been seeing cybernetic zombies and even a bone trooper or two stalking around the forgotten alleys of Botschap. The sightings have been particularly common around a recently shuttered pawnshop, and no one's heard from the proprietors of that failed store for days. It could be that they've just packed up and moved on, or it could be that something terrible happened to close their business and threaten their safety. Someone needs to investigate to see that the merchants are okay!

NIGHT THIEVES

Robberies have been taking place near the flooded tank-warrens of the Puddles district, but the area's local gangs say it's not them—it's something else hiding out in the old smuggler's

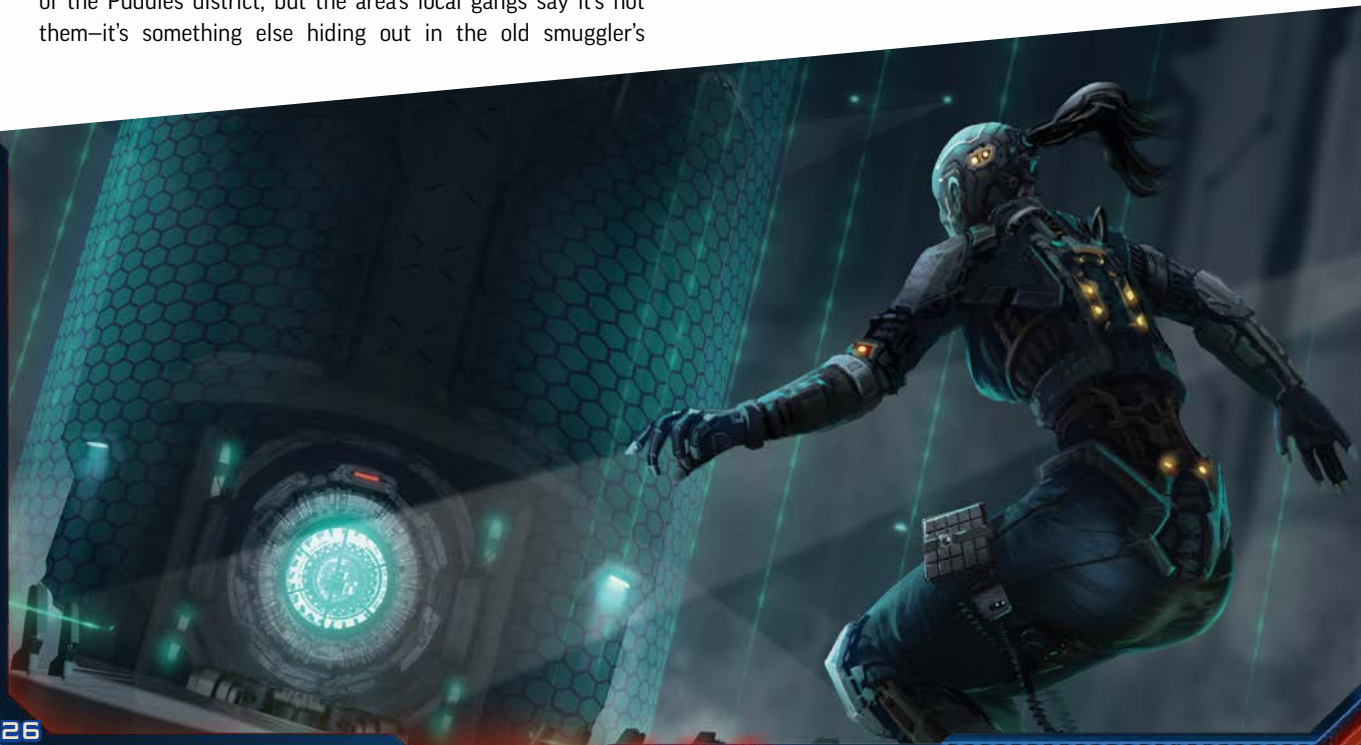
tunnels that run underneath the district to a nearby starport. Someone needs to head into those tunnels to find out who's behind the thefts!

THE OLD RADIO TOWER

There's an ancient, ruined radio tower that juts upward from the hardscrabble engineering bays of the Sparks district. Most people assume it's abandoned, useless old technology and that its corporate owner simply can't be bothered to clean up the eyesore. But a shirren squatter recently found a secret door on the bottom floor of the old structure—an entrance to labyrinthine, dungeon-like corridors that have existed beneath everyone's feet for years! What could be lurking inside?

PEST CONTROL

The fuel and other supplies routinely stored in the lower levels of Absalom Station, particularly in its less affluent areas, are often known for attracting pests, especially when the tunnels and corridors containing them are not properly sealed. Recently, an infestation of khefaks have been gnawing away at the copper wiring, circuitry coolants, and other mineral-based materials kept under the Downlow district. Someone not only needs to take care of the khefak problem, but they need to figure out how the pests keep getting into these supplies in the first place!



ADVENTURE HOOKS AND STORYLINES

If you don't want to use the adventure published on pages 2-15 of this book, and you don't want to convert another published adventure, then you may want to come up with a story for your players that's all your own. However, coming up with a compelling plot and narrative for your players to explore is one of the toughest tasks in the game! If you need some help getting started, roll on the table of ideas below—or simply pick the story hook that jumps out at you and go from there.

A DOZEN SCIENCE FANTASY STORYLINES

d12 Roll	Storyline
1	A jungle planet's ancient ruins are brimming with treasure and alien technology, but they are teeming with Aeon Guards who hope to find the riches first.
2	An abandoned storage corridor in a massive urban space station is filled with mislabeled but powerful caches of weapons and armor, but assembly oozes plague its halls.
3	A gang of space goblins and their evil soldier leader have just pulled a heist and holed up in a slum filled with innocent citizens, who are at the mercy of the gang's violence.
4	A low-level governmental official hires the PCs as discreet additional security against a security robot and the shadowy figures that have reconfigured it to serve their own purposes.
5	A group of skittermanders has infiltrated the PCs' starship and are running rampant through its halls and computer systems—but it turns out the helpful creatures are simply trying to warn the PCs against the greater threat of approaching bone troopers.
6	The PCs are sent to map an unexplored desert planet, but they stumble upon two populations of formians who are embroiled in a conflict created and manipulated by grays.
7	A small starship fleet of merchants is hunkered down on a snowy planet after enduring attacks at their last several trading posts. They've hired the PCs to find out who's attacking them, and the clues lead to a planet populated almost entirely with cybernetic zombies.
8	An infestation of electrovores has overrun a small trading outpost on a remote mining planet tied to a prominent corporation. The outpost's corporate representatives hire the PCs to remove the electrovores and determine if corporate sabotage is afoot.
9	A heavily populated area of a large, geologically stable planet has recently experienced several violent and abnormal earthquakes. A local adventuring society partners with the planet's government to send the PCs to investigate the tremors, and signs point to a horde of invasive khefaks and an evil cult.
10	A mostly robotic planet has had a problem with unintelligent robots and drones running amok and endangering residents, but only equipment with a specialized manufacturer's mark is affected. A group of robotics merchants hires the PCs to discreetly investigate where this strange mark comes from and why this equipment is malfunctioning so violently.
11	A group of gang toughs has taken over a downtrodden district on an urban space station, terrorizing residents and extorting "protection" money from them. Authorities have refused to intervene, citing lack of proof, but a group of hardy residents engages the PCs to ask for help reclaiming their homes.
12	An asteroid belt filled with chunks of precious metals is extremely valuable to its corporate owners, but setting up mining operations is too dangerous until the dozens of asteroid lice are cleared from key areas. The PCs are offered a prime contract to deal with the lice, but they find complications when they run into populations of peaceful sarcesians.



DESIGNING ENCOUNTERS

Once you know the story of an adventure and have a sketch of the maps you'll need, it's time to fill that adventure with individual encounters. A Starfinder adventure should include a variety of encounter types so that things don't get repetitive for your players. That way you not only keep things interesting, but also have a much better chance at giving the players at least one encounter they'll really enjoy. Keep the players guessing—it's a lot easier to keep their attention if they're not sure how the next room will challenge them.

As you create encounters, jot down any bits of information you think you'll need to remember for each one. This includes a description of the room you can read to the players, lists of monsters in the room (with page numbers so you can easily find their stat blocks), what treasure can be found in the room, and any other notes that could be helpful once you're running the encounter in the game. Use the encounters in Steel Talon's Lair at the start of this book as examples when writing up encounters.

STEPS OF ENCOUNTER DESIGN

An encounter is any event that presents the PCs with a specific problem they must solve. Some encounters involve puzzles, interpersonal interactions, physical obstacles, or other tasks that can be overcome entirely with roleplaying and skill checks. In most adventures, the most common encounters are combat encounters, but the same basic steps are used for all encounter design. For more on the different types of encounters, see Encounter Types (page 29).

When designing a combat or trap encounter, decide what level of challenge you want your PCs to face and follow the steps below.

Step 1: Determine the APL

The first thing you need to do is determine your players' **Average Party Level (APL)**, which represents how much of a challenge the group can handle. To get this number, add up the levels of all characters in the party, divide the sum by the number of party members, and then round to the nearest whole number. If the group contains fewer than four characters, subtract 1 from the result; if the group contains six or more characters, add 1 to the total. The encounters in the *Starfinder Beginner Box* are built assuming a group has four characters. While it is possible to play with just one or two characters, or with groups of seven or more, the game generally plays more smoothly with three to six characters.

Step 2: Determine the CR

A **Challenge Rating (CR)** is a convenient number used to indicate the relative danger presented by an enemy, trap, obstacle, or other encounter; the higher the CR, the more dangerous the encounter. Refer to the Encounter Difficulty table below to determine the Challenge Rating your group should face, depending on the difficulty of the challenge you want and the group's APL.

It's best to pick a CR that's the same as the APL for the majority of encounters in an adventure. An encounter whose CR is equal to the party's APL is considered a "normal" encounter. However, it's good to have a few encounters that are easier or harder to help add dramatic variety and to keep the other players on their toes.

You can make an easier encounter by picking a CR for your encounter that's lower than your party's APL. If you want a particularly tough encounter, make its CR 1 higher than the party's APL. For a climactic encounter, you might want to make it 2 or even 3 higher than the APL. Don't go beyond this, though, if you want your heroes to have a fighting chance to win the encounter! For epically difficult encounters, you should consider including other encounters in the dungeon that give the PCs some treasure or clues to help them out.

ENCOUNTER DIFFICULTY

Difficulty	Challenge Rating
Easy	APL - 1
Average	APL
Challenging	APL + 1
Hard	APL + 2
Epic	APL + 3

Step 3: Build the Encounter

If an encounter focuses on combat or traps, you use an experience point (XP) budget to determine how many foes and traps to add. You determine your encounter's XP budget by looking at the Encounter XP Budget table on page 29. To build your encounter, simply pick creatures and traps whose combined XP doesn't exceed the total XP budget for your encounter. It's easiest to add the challenges with the highest CR first and then reach the total by including smaller challenges. If you're a little bit over or under your budget, that's okay, but try to get as close to your budget as possible.

For example, if you want to make a combat encounter, you'll first decide the encounter's CR. Once you know what CR your encounter should be, take note of your encounter's XP budget, as listed on the table on page 29. Then look through the creatures in the Alien Adversaries section of this book (pages 64–88). As you choose creatures for the encounter, find the XP value listed in each alien's description and add up the XP values of the aliens as you select them. Once that total is equal to your encounter's XP budget, you're done—you've built an encounter of that particular CR.

Say you wanted to build a CR 2 encounter for an adventure set in a mining colony on an asteroid infested with space vermin. Looking at the Encounter XP Budget table, you see that you have 600 XP to spend on creatures. Given your adventure's setting, you decide this encounter should be with asteroid lice (page 68). An asteroid louse is worth 200 XP, so you can put

three of them in this encounter ($200 \times 3 = 600$). Later in the PCs' explorations, you want a climactic CR 5 encounter. Looking at the table, you see that a CR 5 encounter has a budget of 1,600 XP and decide to add a gray (page 77) as the master of the asteroid lice encountered earlier. Since a gray is worth only 1,200 XP, you add two more asteroid lice to this encounter, bringing the encounter's total XP up to 1,600 XP—perfect for a CR 5 encounter!

ENCOUNTER XP BUDGET

Encounter CR	XP Budget
1/3	135 XP
1/2	200 XP
1	400 XP
2	600 XP
3	800 XP
4	1,200 XP
5	1,600 XP
6	2,400 XP
7	3,200 XP
8	4,800 XP

For an obstacle, puzzle, or roleplaying encounter, you don't need to use an XP budget. Instead you simply add what elements make sense for the encounter, and if the PCs navigate it successfully, give them XP equal to what they would earn for an encounter whose CR matches their APL. For example, if a group of four 2nd-level PCs has a roleplaying encounter with an information broker and they gain the information needed to advance the story, you would award the party 600 XP (divided among the four PCs, as with all XP awards, for 150 XP each).

You can combine obstacle, puzzle, and roleplaying encounters with combat and traps by adding the XP you would award for defeating the obstacle, puzzle, or roleplaying encounter on its own toward the XP budget as if it were a creature or trap. For example, if you wanted to run a challenging obstacle encounter for PCs with an APL of 3, you would treat the obstacle part of the encounter as being worth 800 XP. Since a challenging encounter for a group with an APL of 3 is CR 4, and a CR 4

encounter has a 1,200 XP budget, you could add another 400 XP of creatures or traps to the obstacle to make a CR 4 encounter.

ENCOUNTER TYPES

Most encounters involve combat with creatures or hostile NPCs, but there are many other types: a corridor full of robotic traps, a fraught negotiation with government authorities, an environmental hazard on a strange planet, or anything else that adds drama to the game.

Combat Encounters

In a combat encounter, the PCs are faced with a foe or foes that block their progress. To complete the encounter, the PCs must defeat these foes in combat. A combat encounter can include a single opponent or a group of enemies. In many adventures, combat encounters are the most common kind of encounter.

Varying what monsters and NPCs you use is one way to make sure combats are interesting and distinct from one another. Adding interesting terrain, such as areas of darkness, places that grant cover, and even innocent bystanders, can also help make fights memorable and fun.

Obstacle Encounters

This kind of encounter presents the characters with a dangerous condition they need to navigate in order to proceed. A room filled with radiation (page 45), a chasm spanned by a rickety old walkway, a pool of lava, an unstable ruin with a crumbling ceiling, or even something as simple as a locked door can serve as an obstacle. For the PCs to progress safely through an obstacle, they generally need to attempt skill checks or saving throws. Success means they make it past the obstacle safely (see pages 46–51 of the *Heroes' Handbook* for some common skill check DCs). Failure could mean that they simply didn't make it through and can try again, but often failure means the characters take damage or gain conditions (page 94). Obstacles differ in how significant of a challenge they pose for PCs, but this doesn't affect how much XP they grant.



Insignificant Obstacles

An obstacle that requires a skill check or saving throw with a DC lower than 10 is generally an insignificant encounter. On average, a typical character will be able to easily pass such an obstacle.

Standard Obstacles

An obstacle that requires a skill check or saving throw with a DC of 11–19 is relatively difficult. A skilled character has a fairly good chance of passing this type of obstacle, but a character who's not good at the obstacle's associated skill or saving throw will probably have a tough time.

Significant Obstacles

An obstacle that requires a skill check or saving throw with a DC of 20 or higher is difficult for even a skilled character to pass, and often nearly impossible for one who's not skilled at all. These obstacles should generally be ones where only one single successful roll is necessary for the entire party to progress.

Puzzle Encounters

Puzzle encounters present the players with a mental challenge. These can be secret doors, riddles, shifting tiles, mazes, word puzzles, or anything else that must be solved by brain power, logic, or experimentation. You can enhance a puzzle encounter by giving players a handout or prop that lets them directly manipulate or study the puzzle. A puzzle generally can't be solved by rolling dice, but if your group gets stuck on a puzzle, you should consider letting them attempt appropriate skill checks to learn clues (or even the solution), especially if they're getting frustrated. After all, even if a player is stumped by a certain puzzle, her character might not be!

Roleplaying Encounters

Roleplaying encounters are among the more complex types of encounters. They most often occur when the player characters are presented with a creature or NPC who doesn't immediately want to start a fight. This could be an encounter with a prisoner who wants to be rescued, a fellow explorer who wants to trick the PCs into entering a dangerous area first, or a monster who might tell the PCs something useful about an unexplored area if they bribe or befriend it—virtually any situation where the players need to engage in conversation with a creature or NPC to resolve the situation.

You can combine roleplaying encounters with other types of encounters. For example, an

encounter where the PCs must attempt Interaction checks to convince a guardian to let them pass without a fight is a roleplaying and obstacle encounter, while an encounter in which the PCs must answer a hologram's three riddles is a roleplaying and puzzle encounter. Many roleplaying encounters are also story encounters (see below), but you can combine them with combat encounters by having the player characters enter a room where a potential ally is fighting against a common enemy. You can also have a combat encounter initially appear to be a roleplaying encounter—perhaps the hungry garagagal wants to interrogate the PCs about which one of them is tastiest before she attacks!

Story Encounters

Story encounters are a type of roleplaying encounter. They rarely involve any actual danger or impediment to physical progress, but they are often the most important encounter type because they allow the players to learn about your adventure and world. There's no point in creating a great history for an adventure site if there's no way the players can learn about it!

A story encounter can come in the form of a diary found on a datapad, a carving on a wall or a hidden file on a computer or datastick, a conversation with a friendly monster or particularly well-programmed hologram, or any such opportunity for a player to attempt a Culture check to learn more about the game's story.

Trap Encounters

These encounters are similar to obstacles in that they are dangerous and can be defeated with a combination of skill checks, saving throws, attack rolls, or spells. Their primary difference from obstacles is that traps are hidden from view and can strike with little or no warning. You should use traps sparingly, because including a lot of traps could slow down the game as increasingly vigilant players check every area for hidden perils. Often, ensuring traps don't slow down play is a simple matter of giving the players some kind of warning (such as a story encounter) that they're heading into a trapped area.

Like creatures, all traps have a CR value (page 48), and you can put them into encounters alone or alongside creatures.

SPECIAL CONSIDERATIONS

Creating fun and balanced encounters is both an art and a science. While these guidelines cover the basics, how to apply them is up to you. Don't be afraid to stray from these formulas by making changes—sometimes called ad hoc adjustments—that you think will make an encounter more fun or manageable for your particular party. In addition to the basic rules above, consider whether any of the following factors might apply to your encounter.



Terrain Factors

An encounter against a creature that's out of its favored element (like an enormous dragon encountered in a tiny cave) gives the PCs an advantage. In such a situation, you should probably build the encounter as normal—you don't want to accidentally overcompensate and kill your party—but when you award experience for the encounter, you may want to do so as if the encounter were 1 CR lower than its actual CR.

The reverse is also true, but only to an extent. Creature CRs are assigned with the assumption that a given creature is encountered in its favored terrain. But if the terrain makes an encounter significantly harder for the PCs, you can increase the XP award as if the encounter's CR were 1 higher than its actual CR. For example, an encounter against a creature with darkvision in an area with no natural light needs no CR adjustment, but an encounter against the same creature in a place where any light brought into it is suppressed might be treated as 1 CR higher.

As a general rule, the goal of XP adjustments based on factors like terrain is not to penalize PCs for doing well, but to make sure they're being challenged and rewarded appropriately.

Tactical Considerations

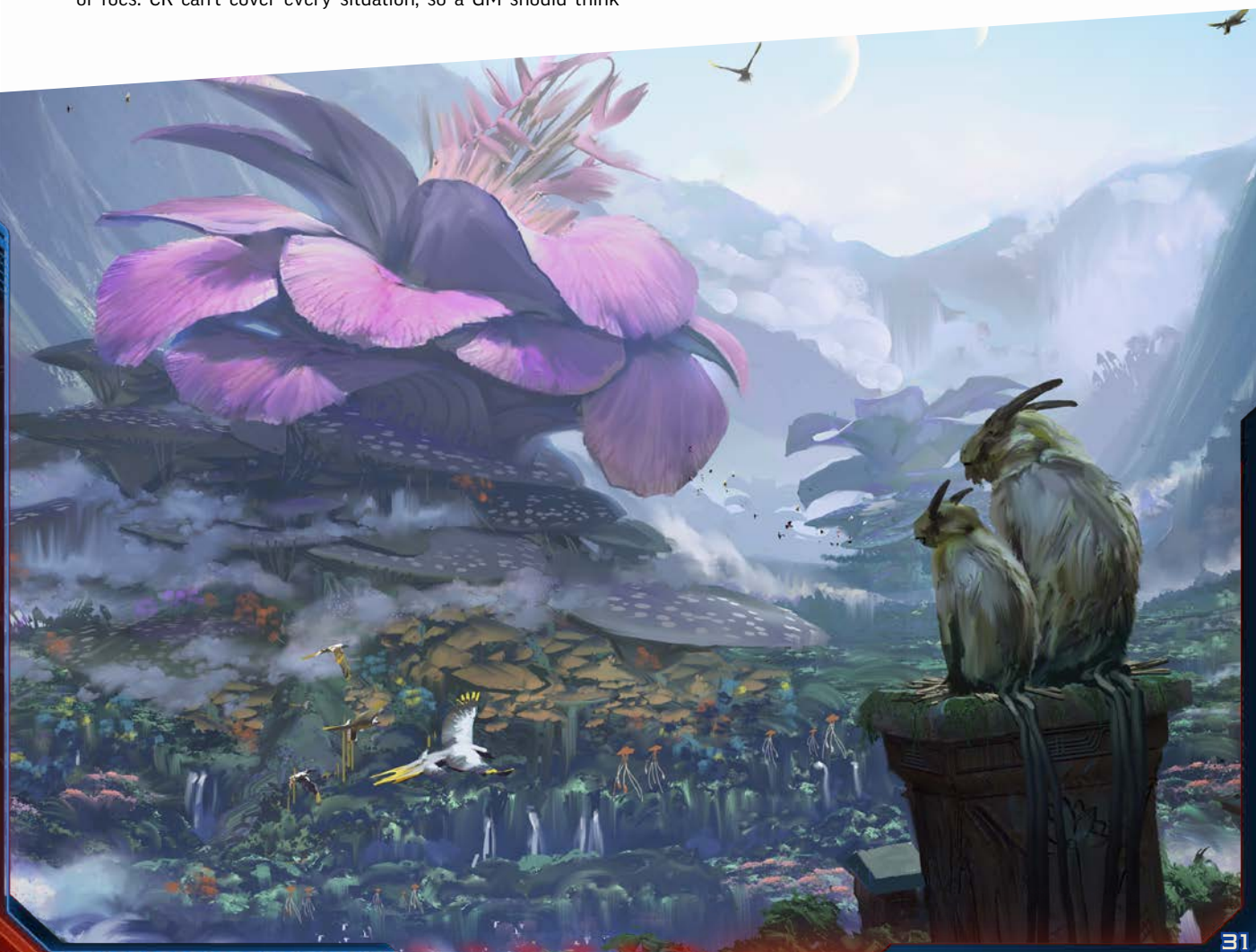
Just as a player gradually learns how best to use their character's abilities, so does a GM learn how to best deploy their collection of foes. CR can't cover every situation, so a GM should think

through both a creature's abilities and the encounter's setting for any potential pitfalls.

One major concern is the CR of the enemy. The CR system works best when the CR of each of the GM's creatures is relatively close to the PCs' Average Party Level. It might be tempting to throw a single higher-CR creature against the party, and sometimes that works out fine, but you may run the risk of obliterating the party if it has unusual abilities that the PCs' saving throws aren't yet high enough to protect against. Conversely, if you throw a horde of CR 1/3 creatures against your party with an APL of 4, those creatures are unlikely to hit the characters or succeed with any of their abilities, and thus they won't be challenging opponents no matter how many you include.

Just as a tidal wave of low-CR enemies can become a slog for players, fighting a single opponent can also be a bore, depending on that opponent's abilities. A lone evil technomancer without any bodyguards or defenses in place might be quickly surrounded, and a creature with a single powerful attack might still not be a great match for a party of five slightly less powerful PCs due to the sheer number of attacks the PCs have each round.

In general, the strongest encounters have a handful of enemies that guard vulnerable creatures with powerful abilities and balance out the PCs' number of actions each round.



ADVENTURES AND CAMPAIGNS

TYPES OF ADVENTURES

While the advice on the previous pages is geared toward adventures in general and works particularly well for adventures set in isolated, dangerous locations (such as the adventure at the beginning of this book, *Steel Talon's Lair*), adventures set in other kinds of specific locales deserve special consideration. You can set Starfinder adventures in a spacefaring metropolis, in a small outpost on a remote world, on a wilderness-covered planet, or anywhere else. Setting adventures in one of these more diverse locations can allow for plenty of exciting new storytelling opportunities. Consider the advantages and drawbacks of the following types of adventure locations, and don't be afraid to think of completely new adventure settings if you're looking for a challenge!

Contained Adventures

There is an advantage to setting adventures in a contained location, such as a corporate facility or an underground alien ruin—its rooms and corridors serve as a sort of “track” the PCs can travel along, and you know where the PCs can go. Such adventures are less likely to result in players suggesting side

trips to areas you have neither considered nor designed. The adventure in this book, and the outline for its sequel, are designed as contained adventures because these are often the simplest to design and run.

Wilderness Adventures

A wilderness adventure presents the PCs with wildlands that they must explore, but you can also use a wilderness adventure as a prelude to an adventure in a contained location or in a settlement or city. In this case, consider constructing a situation in which the PCs must travel through an inhospitable land even before they set foot in another planned location. The easiest way to build an adventure like this is to build the wilderness almost as its own contained location, with trails, clearings, ledges, bridges, and other areas of open ground functioning like hallways and corridors would. In this case, walls and ceilings consist of the wilderness's dense undergrowth, cliffs, bodies of water, or other difficult-to-navigate obstacles. With effort (and the appropriate skill checks), persistent PCs can push through these obstacles and explore the encounters in any order they wish. Building wilderness adventures can be tricky, since you can't be sure in what order the PCs will experience



the encounters, but the added freedom of choice can be a liberating and exciting new element if your players have grown accustomed to contained sites.

Urban Adventures

In some ways, adventures in space stations, settlements, and cities are a mix between wilderness and contained adventure locations, in that the city's streets and buildings function like halls and corridors, but the easy access to buildings allows the players to move about however they want. Roleplaying encounters should be common in urban adventures, but this doesn't mean that dangerous encounters like combat and traps can't occur, especially if the PCs blunder into a part of the city where thieves or gang members lurk.

BUILDING A CAMPAIGN

One of the great elements of *Starfinder* is that players don't have to stop playing their favorite characters once an adventure ends—there are always more adventures they can go on. Over time, these stories form a series of linked adventures called a campaign.

While you can certainly just build a campaign out of a series of adventures and let the overall story evolve from there, it can be even more satisfying for you to come up with an overarching storyline for your adventures. In this way, you can think of your whole campaign like it's a television show, with each adventure as a single episode. Taken as a whole, the adventures should lead into each other in a logical manner, starting small but building up over the course of several adventures, to a large and epic culmination.

One thing that's important to keep in mind is the fact that you as the GM aren't the only one telling the campaign's story. The characters themselves are the stars of the show; their players will probably come up with unexpected solutions to the problems you present them with, and may even decide to explore areas of an adventure you hadn't planned for. While you as the GM get to build the adventure, it's the other players who actually decide how the story ends. Don't try to force them down any path they don't want—if players decide to turn left, missing the adventure site ahead to the right, you can either move the adventure site to

the left, or you can roll with it and see where the adventure takes you next.

BUILDING A WORLD

If you let the player characters decide where they want to adventure next, the best way to keep things manageable is to build up an imaginary world for those characters to live in. As an example, pages 52–53 present details on Absalom Station, an enormous space station at the center of the Pact Worlds system of planets that can serve as your PCs' home base. There are enough adventure possibilities in the Pact Worlds to keep any group of adventurers busy well into 4th level, and you can use this setting for your adventures. Not only does Absalom Station provide places for the PCs to buy and sell loot and interact with friendly NPCs, but it's also a great place for the PCs to hear rumors about new quests and opportunities for adventure.

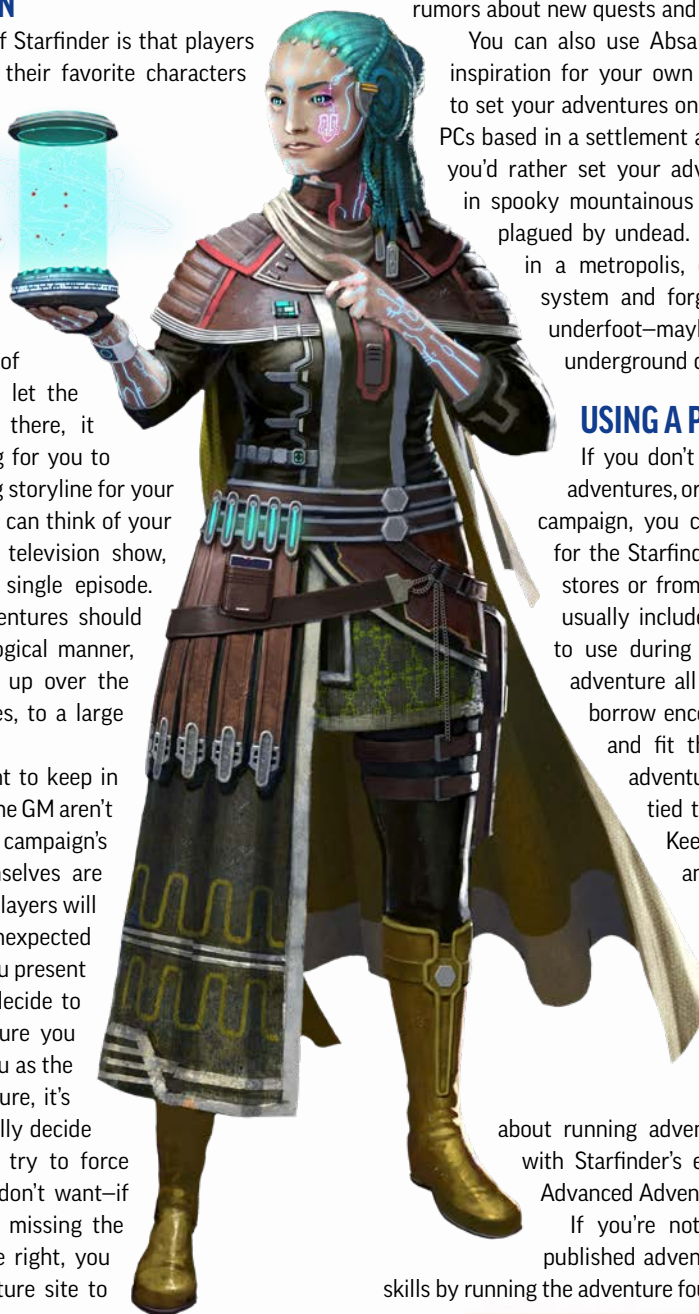
You can also use Absalom Station as a template or inspiration for your own creations. Perhaps you'd like to set your adventures on a vast desert planet, with the PCs based in a settlement at the edge of an oasis. Maybe you'd rather set your adventures on a planet covered in spooky mountainous regions where the locals are plagued by undead. Or perhaps you'd rather start in a metropolis, complete with a vast sewer system and forgotten maintenance corridors underfoot—maybe even a whole forgotten underground city!

USING A PUBLISHED ADVENTURE

If you don't have time to write your own adventures, or if you need inspiration for your campaign, you can buy published adventures for the *Starfinder* Roleplaying Game in game stores or from **paizo.com**. These adventures usually include multiple encounters for you to use during a session. You can play the adventure all the way through, or you can borrow encounters that strike your fancy and fit them into your campaign. An adventure's encounters are usually tied together with a single plotline.

Keep in mind that if you're running an adventure published for the expanded version of the rules found in the *Starfinder Core Rulebook*, you will have to convert some aspects of the adventure for use with the rules in the *Starfinder Beginner Box*. For more about running adventures intended to be played with *Starfinder's* expanded rules, see Using an Advanced Adventure on page 34.

If you're not ready to run or convert a published adventure, consider practicing your skills by running the adventure found on pages 2–15 of this book.



After several sessions of experience with this adventure, you might feel better equipped to tackle the trickier task of running other published adventures.

When reading an adventure, keep these points in mind.

Level

Published adventures are designed to challenge characters of a specific level or small range of levels (such as levels 2–3). You should make sure that the adventure you choose is of an appropriate level to challenge—but not overwhelm—your players.

Background

Most adventures include a background at the very beginning that describes what is going on in the adventure. At first, the background is only for you to know, and the PCs discover the events and information as they go through the adventure. You should make sure to read the background so that you can properly reveal information to the players as the adventure progresses.

Overview

Most adventures include an overview that gives you an idea of how the adventure is supposed to play out. Things might change due to the players' decisions, but this at least gives you an understanding of what needs to happen for the story to progress as written.

Encounters

Adventures are always designed around encounters. From a talk with some security guards to a fight to the death against vicious space goblins, encounters form the backbone of every adventure. Most encounters start with text that you can read to the players in order to set the scene, followed by rules to help you run the encounter. If there are monsters, traps, or other obstacles, their abilities and statistics can be found there.

ADJUSTING AN ADVENTURE

Sometimes the adventure you're running needs a bit of adjustment to run smoothly or to provide an appropriate challenge. The most common example of this is adjusting an adventure to provide more challenging encounters because your game's PCs are of a higher level than what is recommended for that adventure.

Adjusting an adventure is simple, but pay careful attention to the ramifications of these changes. You can make an adventure more challenging by adding more monsters to one or more

of the encounters. For example, if an encounter involves three space goblins, you can make it more challenging by adding more space goblins. However, if the adventure later says there are only a total of 20 space goblins in that gang, you should adjust this number according to how many goblins you added elsewhere in the adventure. For more information on designing encounters, see page 28.

One of the most common alterations happens when the players change something in the adventure that makes later parts no longer work. For example, if the PCs burn down a local hostel, but the adventure has another encounter scheduled to occur in that hostel, you should move that encounter to another location that keeps the basic storyline intact.

USING AN ADVANCED ADVENTURE

Many adventures already exist for the Starfinder Roleplaying Game, but these adventures are written using the expanded version of the game, not the *Starfinder Beginner Box* rules. You can use the *Beginner Box* rules to run these adventures, but you'll need to make many adjustments. The expanded version of the game has additional classes, races, themes, conditions, skills, feats, combat options, spells, and items that aren't available in the *Beginner Box*. Additionally, because the *Beginner Box* combines and simplifies numerous options from the full rules, not all of the skills, conditions, and items in the *Beginner Box* exist under the same name in the full version of the game (though there is generally something that serves the same function).

This means, when running an adventure designed for the expanded version of the game, you'll need to replace some things with appropriate rules from the *Beginner Box*. If you're an experienced GM and familiar with the expanded Starfinder Roleplaying Game rules, you can also introduce portions of the expanded rules to your players as they become relevant in the adventure.

Starfinder Adventure Paths

Paizo has published several complete campaigns for the Starfinder Roleplaying Game. These campaigns are called Adventure Paths, and they consist of either three or six books containing long story arcs that are ready for GMs to run. Using these Adventure Paths in a *Beginner Box* game requires conversion, but they can provide a plethora of material or simply ideas for GMs who feel comfortable using them. Available published Adventure Paths include *Dead Suns*, a six-part



space opera campaign, and *Against the Aeon Throne*, a three-part campaign about a looming military threat. Adventure Path volumes are released monthly, and new campaigns come out regularly. For more about these Adventure Paths, visit your local game store or go to paizo.com.

EXPANDING AN ADVENTURE

Adventurers don't always go where you want or do what you expect. Sometimes the adventure assumes that the group goes into the forest, but instead the PCs decide to take the road that goes the long way around, skipping the encounters set to take place in the forest. This is not a bad thing, but it does force you to think on your feet and alter the adventure to fit. Resist the urge to force the characters to follow the assumed course of the adventure unless you have no other choice. Forcing them to take specific actions just to fit a story ruins the fun of exploring the world and the adventure.

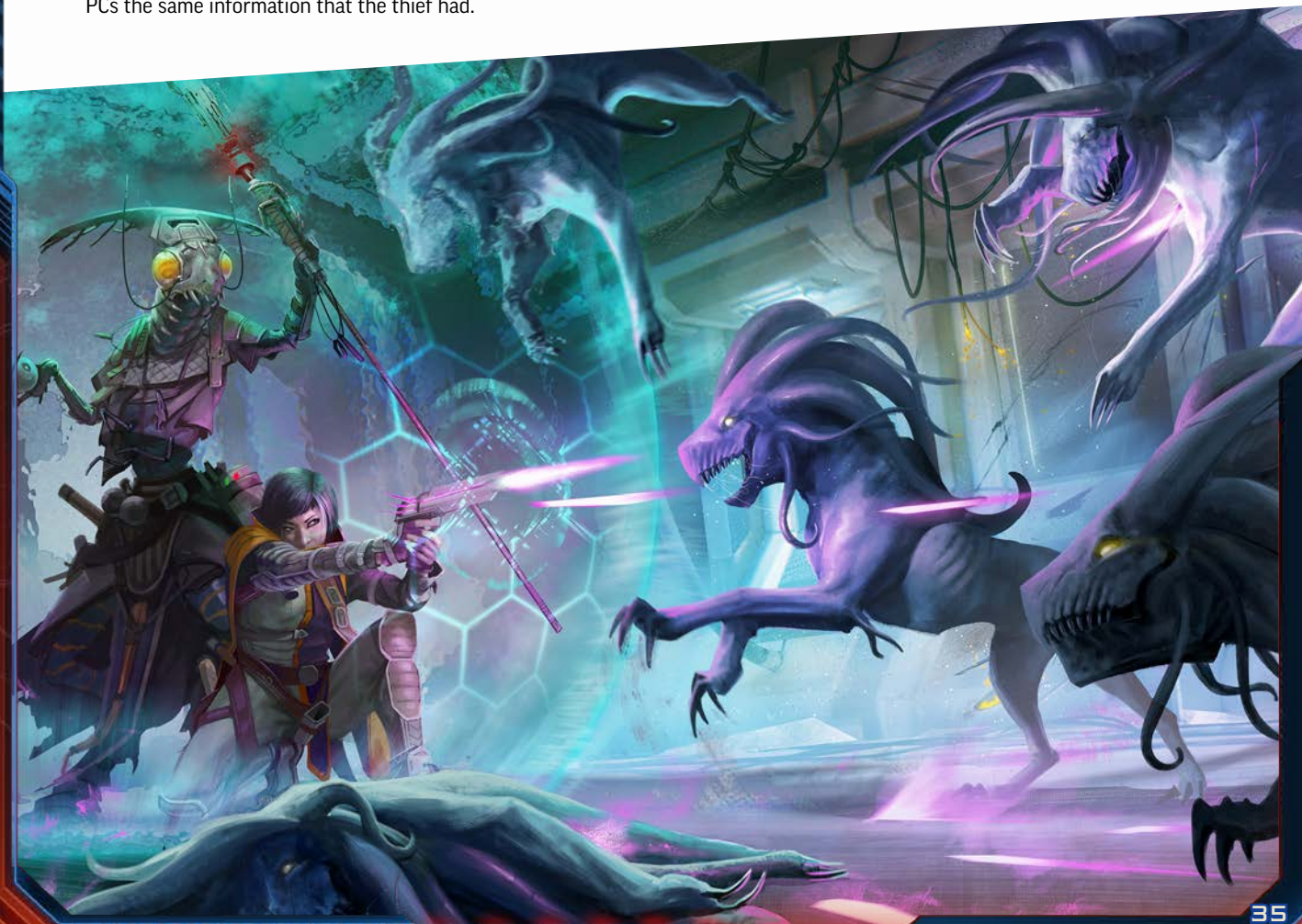
When the adventure does not cover the actions of the characters, you need to add or alter encounters to keep things moving. This might be as simple as adjusting encounters that the PCs would miss so that they still take place, but more often than not, you have to design new encounters to fill the gap. For example, you can move an encounter in an alley with space goblins to another nearby alley, but if the PCs bypass an encounter with a knowledgeable allied thief, you may have to design an encounter with a mysterious hologram that gives the PCs the same information that the thief had.

Expanding the adventure follows the same guidelines as designing an adventure. In addition to the guidelines, tips, and tricks earlier in this section, *Designing Encounters* (page 28) has useful suggestions for adding appropriate encounters.

ADVENTURE LOGS

The character sheets in the *Starfinder Beginner Box* include an adventure log on the back, where players can record the date, a description, and the experience points (XP) earned by their characters. This serves as a very abbreviated record of that character's experiences, and it is useful as a reminder of what has come before and how much XP the character earned. Allowing each player to track this information means you don't have to do so, though it may be useful to suggest common names for each adventure's description, so players can easily reconcile their adventure logs with each other.

Even though you don't have a character sheet as the GM, it's still a good idea for you to keep an adventure log on scratch paper or in a notebook. In addition to the details players track, it's useful for you to record who played in each adventure, a brief description of what happened, and a note about any unresolved issues or plot points. If the PCs made an enemy out of a potential contact, or if a lackey of the main villain got away, or if the PCs fail to identify the properties of a magic item they picked up, having a record of those facts makes it easy to find the relevant information when you need to.





ENVIRONMENT

The galaxy is an endless expanse of adventuring potential, and on its billions of worlds, physics creates every possible permutation of geology, while life's endless creativity gives rise to organisms that survive and thrive in wildly different habitats, from icy seas and lush jungles to the savage pyroclastic flows of tidally heated moons and the rusting hulks of ancient alien megastructures.

The environment of a campaign is almost as important as the characters and the plot. This section presents environment-specific rules you can use to bring these locations to life, creating a vibrant, immersive experience for your players. Many of the hazards in this section can be mitigated by armor (*Heroes' Handbook* 58) or a space suit (*Heroes' Handbook* 67), but sometimes spacefaring adventurers get caught without such protections!

SPACE

The immeasurable gulf of space houses more stars and planets than could ever be recorded. During their careers, the player characters will undoubtedly need to venture into space. Traveling from one planet to another, exiting the atmosphere of a planetoid, or visiting an orbiting space station are all common examples of travel that require at least a brief time in space.

Cosmic Rays

"Cosmic rays" is a catchall term for various interstellar radiation effects. They use the same rules as radiation (page 45). Most habitable planets maintain atmospheres capable of repelling these emissions. Planets devoid of a protective atmosphere are constantly assailed by radiation.

Vacuum

The void of space is effectively empty of matter, and this vacuum is perhaps the greatest danger of outer space. A creature in vacuum is subject to suffocation (page 45) and takes 1d6 damage per round (every 6 seconds). Because a vacuum has no inherent temperature, the void of outer space presents no dangers from cold temperatures. Sound doesn't travel in a vacuum.

Decompression occurs when a creature suddenly transitions from a pressurized environment to a vacuum, such as by being flung out of an airlock or being inside a sealed structure that becomes heavily damaged. Such a creature takes 3d6 damage in addition to any suffocation damage.

Most creatures travel the vacuum of space in a starship. For more information about starships, see page 59.

ASTRONOMICAL OBJECTS

Most living beings begin their lives on floating astronomical objects. These planets, planetoids, and stars are the hub of much adventure and vary in the complexity of their makeup or design.

ASTEROID

An asteroid is a fractured chunk of matter that is too small to be considered a planetoid. Asteroids commonly lack any sort of ecosystem and are often bereft of an atmosphere and breathable air. Many see asteroids as exploitable resources because they are often rich in minerals of varying rarity.

GAS GIANT

Gas giants are worlds composed entirely of gas—frequently elements such as hydrogen and helium. They lack any natural solid surfaces to walk on and so have no proper ground. Creatures that can't fly and don't have flight-capable equipment or magic tumble toward the dense core of the world at the falling speed of a standard-gravity planet. Such a fall often takes days, given the immense size of these worlds. Near the center of a gas giant, a creature is subject to high gravity (page 45). The heart of a gas giant acts in many ways like a star (see Star below), including destroying creatures that aren't immune to fire.

IRREGULAR WORLD

Some planets don't match the typical description of a (mostly) spherical mass of gases or silicate rocks and metals. These irregular worlds have a variety of shapes, many of which are still considered theoretical. Some worlds might be artificially designed in the shape of a torus. Other worlds, like a planet in the form of a cube or a world that is entirely flat, exist as the result of cosmic abnormalities or a deity's intervention.

SATELLITE

Satellites are objects, such as moons, orbiting any other form of planet or planetoid. "Satellite" is a classification that can be applied to other astronomical objects as well—many asteroids and terrestrial worlds are also satellites. Unlike other types of astronomical objects, a satellite isn't necessarily a natural object.

Alien markers and space stations are but a few types of artificial constructs that hang in the gravitational fields of planets. Some planets have only a single moon, while others (such as gas giants) boast dozens of objects caught in their powerful gravitational fields.

STAR

A star—sometimes multiple stars—typically rests at the heart of a planetary system. Stars are massive orbs of incandescent plasma that blast their orbiting planetoids with heat. While there are various categorizations of stars, from blue dwarf stars to yellow hypergiants, all stars produce enough heat to pose similar hazards to most adventurers. The surface of a star is so hot that only immunity to fire allows a creature to survive there. Any creatures or items not immune to fire are instantly and utterly consumed down to the molecular level.

Solar Flares: Occasionally, stars emit bursts of intense energy, visible upon their surfaces as flares of roiling plasma. These disturbances are deadly to things on or near the surfaces of such turbulent stars. Solar flares also have a devastating effect on unshielded electronic equipment and radio communications, even at great distances. These distortions can be felt millions of miles away from the star, and they can cause technological equipment to cease functioning for 6d6×10 minutes.

TERRESTRIAL WORLD

A terrestrial world is what most people think of when talking about planets. The worlds closest to the star of a solar system are the ones most likely to be naturally habitable. They're home to varying ecosystems, from barren, rocky landscapes to vibrant jungles of lush plant life and rushing waterways. Such worlds are sometimes described by their predominant features, leading to categories such as desert worlds, ice worlds, jungle worlds, and lava worlds.



ATMOSPHERES

An atmosphere is a layer of gases held in place by the pull of a planet's or planetoid's gravity. Most planets and planetoids support some manner of atmosphere. While some atmospheres are hospitable to life, there are various other types of atmosphere that serve as hazards to most life.

CORROSIVE

As the name suggests, a corrosive atmosphere dissolves matter. The type and speed of the erosion varies, but the most common use of this term describes atmospheres capable of eating away most matter. A typical corrosive atmosphere deals anywhere from 1 acid damage per minute to up to 10d6 acid damage per round to creatures and objects within. Certain metals and treated materials may be immune to the specific atmosphere of a planet, and often corrosion can be mitigated with careful preparation.

NONE

A creature on a planet or planetoid with no atmosphere (or with an atmosphere so thin it is effectively airless) is exposed to vacuum (page 36).

NORMAL

A normal atmosphere is one that can support the majority of breathing life-forms. Most such atmospheres are composed of some combination of oxygen, nitrogen, and other nontoxic gases.

THICK

A nonacclimated creature operating in a thick atmosphere treats it as somewhat harmful, due to the extra chemical compounds in the air and the increased atmospheric pressure. Every hour, such

a creature must succeed at a Fortitude save (DC of 15 + 1 for each previous attempt) or gain the hampered condition (page 94). This condition ends when the creature returns to a normal atmosphere.

Severely thick atmospheres are far more dangerous. Every minute, a creature in such an atmosphere must succeed at a Fortitude save (DC of 15 + 1 for each previous attempt) or it loses air and is subject to suffocation (page 45) as its lungs cease coping with the density of the air inhaled and lose the strength to keep pumping oxygen into its bloodstream.

THIN

Thinner atmospheres tend to cause a nonacclimated creature to have difficulty breathing and become extremely tired. A typical thin atmosphere requires such a creature to succeed at a Fortitude save each hour (DC of 15 + 1 for each previous attempt) or gain the hampered condition (page 94). The condition ends when the creature returns to a normal atmosphere.

Severely thin atmospheres can cause long-term oxygen deprivation to those affected, in addition to the effects of a standard thin atmosphere. The first time a creature in a severely thin atmosphere fails its Fortitude save, it must succeed at a second Fortitude save with a DC of 25 or gain the impaired condition (page 94) instead of the hampered condition. A creature acclimated to high altitude (page 39) gains a +4 bonus to this saving throw.



AERIAL TERRAIN

On worlds where the atmosphere expands high above the physical boundaries of the surface, there exists a region of open air. Similarly, gas giants are made up of nothing more than a vast atmosphere, held in place by a starlike core. The most common environmental hazards in aerial terrain are falling and suffocation (page 45). The ability to fly, which some creatures can do naturally and some can do with technological devices (such as a jetpack armor upgrade), is critical for most creatures operating in an aerial environment.

ALTITUDE AND ATMOSPHERE

The atmosphere of an aerial region gets thinner the higher you go. If a world has a thick atmosphere (page 38) at ground level (or where ground level would be, in the case of gas giants), it becomes normal thousands of feet above that point, and thin (page 38) thousands more feet above that. Eventually the atmosphere is so thin it counts as none, even if there are still trace gases.

On a world with normal gravity and atmosphere, atmosphere becomes thin at 4,900 feet and counts as no atmosphere at 26,000 feet. Space is considered to begin roughly 330,000 feet above such a world.

CLOUDS

Most clouds are little more than condensed gas that obscures vision. Treat a dense cloud in an aerial environment as providing cover (page 94). Other types of cloud exist, such as corrosive clouds, which operate in the same manner as corrosive atmospheres (page 38).

FREE FALL

If a character is falling in a purely aerial terrain with no way to fly, they are in free fall. This is like being in zero gravity

(page 40), except the character is still falling toward the ground at full speed.

STEALTH AND DETECTION

How far a character can see in the air depends on the presence or absence of clouds. Creatures can usually see 5d8×100 feet if the sky is completely clear, with minimal clouds (or other aerial objects) blocking their views.

Light clouds, fog, or haze cut visibility to 5d8×50 feet. Moderate clouds and fog reduce visibility to 5d8×10 feet. Clouds that are dense enough to provide cover also provide a sufficient place to hide using the Stealth skill (*Heroes' Handbook* 50), though the hiding creature might have difficulty seeing out from its hiding place, as the cover applies both ways.

MODERATE CLOUDS

EFFECTS

Skills increase Perception DCs by 2

DENSE CLOUDS

EFFECTS

Cover provides cover



FOREST TERRAIN

A forest can be composed of more than trees. On some worlds, vast fungal growths tower into the sky, while on others metallic veins rise from the ground and connect in spidery canopies. A forest might be sparse, medium, or dense, and it might be warm, cold, dry, damp, bright, or dark. The most common environmental hazards in forests are fire and falling objects (page 45).

TREES

Most forests are filled with trees (or something similar) that provide cover (page 95) to a creature standing in the same square as a tree. With a successful DC 15 Athletics skill check (*Heroes' Handbook* 47), a character can climb most trees. An average tree has an AC of 4 and 150 HP (used with the rules for smashing an object; page 47).

DENSE FOLIAGE

Dense foliage can consist of trees, leafy plants, or floating clouds of fungal spores. A square of dense foliage provides cover (page 95), but it has a small enough footprint on the ground to not affect movement. Athletics skill check DCs increase by 2.

UNDERGROWTH

Fungal blooms, vines, roots, and short bushes cover much of the ground in a forest. Undergrowth counts as difficult terrain (*Heroes' Handbook* 77) and increases the DCs of Athletics skill checks by 2. Squares with undergrowth are often clustered together and can sometimes provide cover (page 95). Undergrowth, dense foliage, and trees aren't mutually exclusive; it's common for a 5-foot square to have any two or all three of these elements, especially in a jungle.

STEALTH AND DETECTION

In a sparse forest, the maximum distance at which a creature can succeed at a Perception skill check to detect the presence of others is 3d6×10 feet. In a medium forest, this distance is 2d8×10 feet, and in a dense forest or jungle it is 2d6×10 feet.

Because any square with dense foliage or undergrowth provides cover, it's usually easy for a creature to use the Stealth skill (*Heroes' Handbook* 50) to hide. Logs and massive trees provide cover as well, also making hiding possible.

The background noise of a forest makes Perception skill checks that rely on sound more difficult, increasing the DC of the checks by 2.

DENSE FOLIAGE

EFFECTS

Cover provides cover

Skills increase Athletics DCs by 2

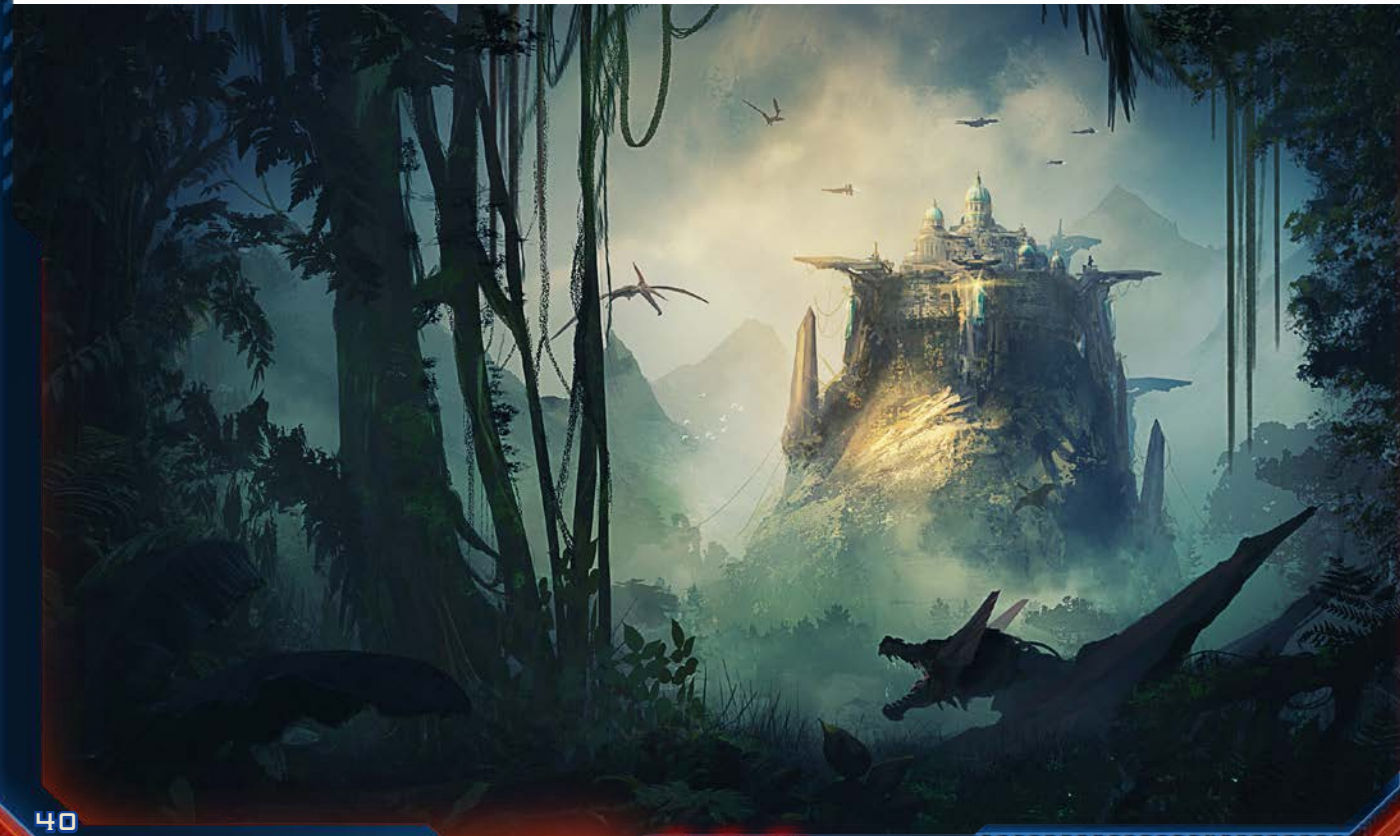
UNDERGROWTH

EFFECTS

Cover provides cover

Movement 5 extra feet (1 extra square)

Skills increase Athletics DCs by 2



HILL AND MOUNTAIN TERRAIN

Hill terrain describes rises in the immediate area, often multiple hills spread over miles. Mountains are formed of steeply rising rock, metal, or even the organic crust of the planet and can include snow-capped peaks, volcanoes, and other high, rocky elevations. The most common environmental hazards in hill and mountain terrain are falling and falling objects (page 45).

CHASMS

Usually formed by natural geological processes, chasms are common dangers in mountainous areas. Chasms aren't hidden, so characters won't (usually) fall into them by accident. A typical chasm is 2d4×10 feet deep, at least 20 feet long, and 5 to 20 feet wide. Climbing the wall of a chasm usually requires a successful DC 15 Athletics skill check (*Heroes' Handbook* 47).

HIGH ALTITUDE

At particularly high altitudes, the thinning atmosphere poses a challenge for many creatures, with the same effects as a thin atmosphere (page 38). A creature residing at a high altitude for 1 month becomes acclimated and no longer takes these penalties, but it loses this benefit if it spends more than 2 months away from high-altitude terrain, and must reacclimatize upon returning.

ROCK WALLS

A vertical plane of stone, a rock wall requires one or more successful DC 20 Athletics skill checks to climb. A typical rock wall is from 2d4×10 feet tall to 2d8×10 feet tall.

STEALTH AND DETECTION

As a guideline, the maximum distance in mountain terrain at which a creature can succeed at a Perception skill check to see

other creatures is 4d10×10 feet. In hill terrain, the maximum distance is 2d10×10 feet. It's easier to hear distant sounds in the mountains, and the range at which you can attempt a Perception skill check to hear creatures is not limited (though hearing a creature only makes you aware of its presence and does not allow you to target it if you can't see it).

LOOSE ROCK

EFFECTS

Skills increase Athletics DCs by 5 and Stealth DCs by 2

LIGHT RUBBLE

EFFECTS

Skills increase Athletics DCs by 2

DENSE RUBBLE

EFFECTS

Movement 5 extra feet (1 extra square)

Skills increase Athletics DCs by 5 and Stealth DCs by 2

ICE SHEET

EFFECTS

Movement 5 extra feet (1 extra square)

Skills increase Athletics DCs by 5



MARSH TERRAIN

Two categories of marsh exist: relatively dry moors and watery swamps. Watery swamps might have bogs (see below). Marshes can have sparse, medium, or dense vegetation. They may be warm or cold, but tend to be wet, misty, and dark. The most common environmental hazard in marshes, especially swamps, is suffocation from drowning (page 45). Underwater combat (page 44) might also come into play.

BOGS

A bog is a section of ground too soft to support a typical adventurer's body. Bogs are most common in marshes but may be encountered more rarely elsewhere. Bogs are divided into two categories: shallow bogs and deep bogs.

If a square is part of a shallow bog, it has deep mud or standing water about 1 foot deep. It counts as difficult terrain (*Heroes' Handbook* 77), and the DCs of Athletics skill checks (*Heroes' Handbook* 47) attempted in such a square increase by 2. A shallow bog can be quite large, or as small as a single square.

A square that is part of a deep bog has roughly 4 feet of standing water. This provides cover (page 95) and counts as difficult terrain. It takes 20 feet (4 squares) of movement to move into a square with a deep bog. A character who succeeds at an Athletics skill check to swim can ignore these costs. Deep bog squares are usually clustered together and surrounded by an irregular ring of shallow bog squares.

QUICKSAND

Quicksand is muddy water that often looks like firm land. Each round a character is in quicksand, they must attempt a DC 10 Athletics skill check to stay in place, or DC 15 to move 5 feet. On a failed check, they are pulled underwater until their next round.

STEALTH AND DETECTION

In a dry moor, the maximum distance at which a creature can succeed at a Perception skill check to detect the presence of others is 6d6×10 feet. In a watery swamp, this distance is 2d8×10 feet. Vegetation, mist, and uneven terrain provide plentiful cover, so it is possible to use Stealth (*Heroes' Handbook* 50) to hide in a marsh.

SHALLOW BOG

EFFECTS

Movement 5 extra feet (1 extra square)

Skills increase Athletics and Stealth DCs by +2

DEEP BOG

EFFECTS

Cover provides cover

Movement 20 feet (4 squares)

Skills increase Athletics and Stealth DCs by +2, no tumbling

QUICKSAND

Science or Perception check (DC 8) to avoid

EFFECTS

Movement Athletics DC 10 to stay in place, Athletics DC 15 to move 5 feet



URBAN TERRAIN

Urban terrain can be found in most places where sapient life has exerted great influence over the surrounding environment, as they construct buildings where they can live in comfort and lay well-defined roads. This type of terrain can occur in just about any biome, and it often supersedes the environmental effects of that biome. Urban terrain can include space stations or even especially large starships with civilian populations, and it is often replete with technology. The most common rules used in urban terrain are those for structures and for breaking objects (page 46). The radiation environmental hazard (page 45) can also come into play.

ACCESS TO RESOURCES

Unlike in wilderness areas, characters can buy and sell gear quickly in a city. A large settlement probably has high-level NPCs who can provide assistance and decipher clues. When the PCs are battered and bruised, they can pay for healing or retreat to the comfort of a hotel. This means that the players have a greater degree of control over the pacing of an urban adventure.

LAW ENFORCEMENT

Space can be a lawless place, but settlements are often held together by a code of laws, many of which discourage adventurer-style killing and looting. When adventurers encounter a villain performing some evil in such a place, the law usually prefers that adventurers try to save the life of a defeated foe so the evildoer goes on trial for his crimes. Most cities' laws recognize monsters as a threat to the stability the city relies on, though, so prohibitions against murder rarely apply to dangerous monsters.

STEALTH AND DETECTION

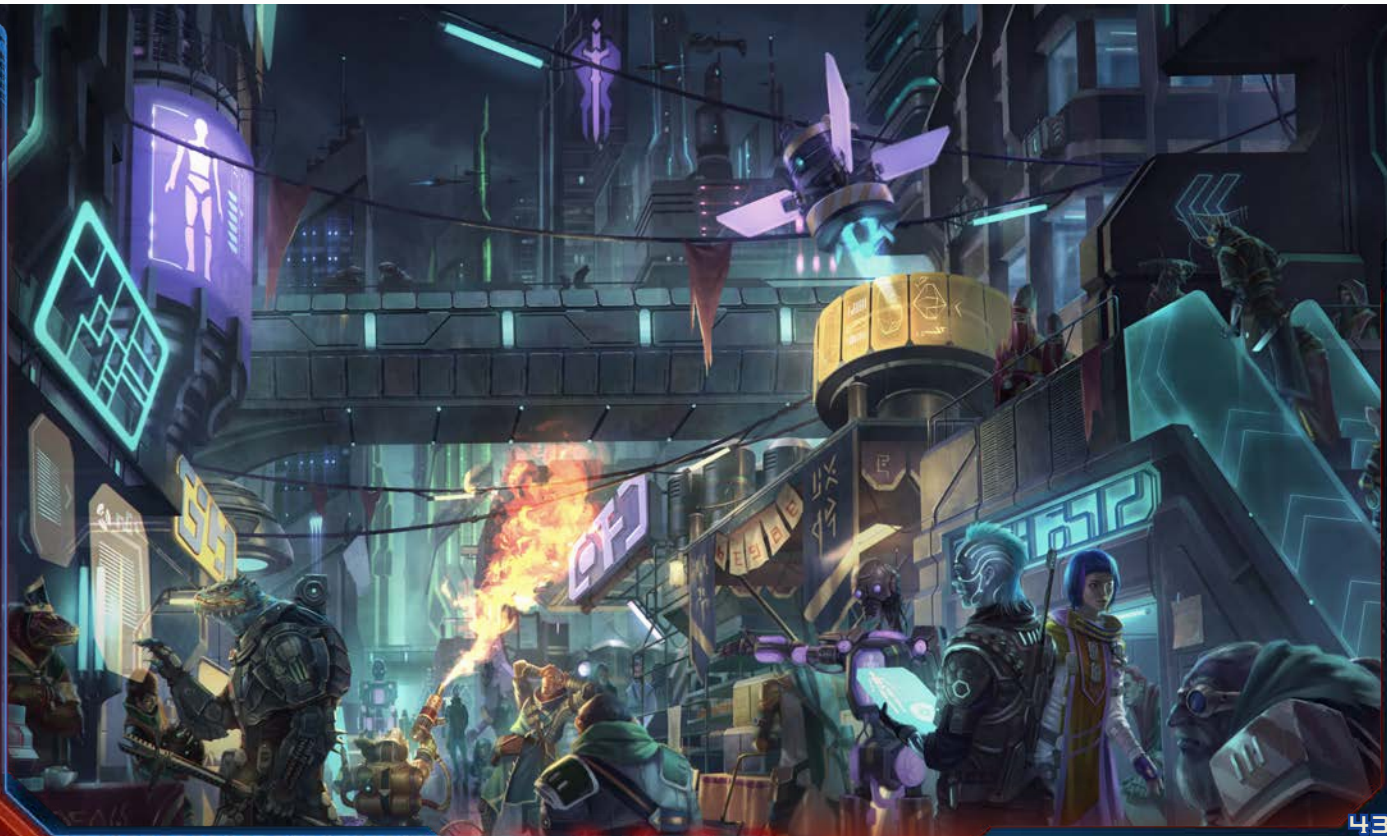
In a settlement with wide, open streets, the maximum distance at which a creature can succeed at a Perception skill check to

detect the presence of others is $2d6 \times 10$ feet. In a settlement where the buildings are more crowded, standing close together, this distance is $1d6 \times 10$ feet. The presence of crowds might reduce this distance.

Thanks to twisting side streets and vehicles that can provide cover, it's usually easy for a creature to use Stealth (*Heroes' Handbook* 50) to hide in a settlement. In addition, settlements are often noisy, making Perception skill checks that rely on sound more difficult; this increases the DC of any such check by 2.

STARSHIPS

From the smallest transport shuttles to the largest, battle-ready dreadnoughts, starships are a common setting for adventures in space. They defend orbital stations from raids by space pirates, engage enemy fleets in military conflicts, and explore the deepest reaches of space. But at their simplest, they allow characters to travel between the stars in search of adventure. Large starships generally function as urban terrain, though military starships may have limited or no items for purchase, and starships without regular traffic to and from their docks are likely to treat unexpected passengers as stowaways.



OTHER TERRAIN

There is an entire galaxy full of weird and wild environments. The following are additional types of terrain you can throw characters into.

AQUATIC TERRAIN

The most common rules sections to reference when using aquatic terrain are suffocation (due to drowning; page 45) and underwater combat (see below). The rules for swimming with the Athletics skill (*Heroes' Handbook* 48) are also critical for many creatures operating in an aquatic environment.

Extreme Depths

At certain depths, the water pressure becomes so great that creatures might be affected as if they were in a thick or severely thick atmosphere (page 38), even if they can breathe underwater.

Stealth and Detection

How far a character can see underwater depends on the water's clarity. As a guideline, creatures can see 4d8×10 feet if the water is clear and 1d8×10 feet in murky water. It's usually hard to find cover to hide underwater (except along the sea floor).

Underwater Movement

To move underwater, a creature must have a swim speed or use a successful Athletics skill check to swim (typically DC 10 in calm water, DC 15 in rough water, and DC 20 in stormy water). Creatures need a way to breathe if they're underwater; lacking that, they risk drowning. When underwater, characters can move in any direction, including up and down.

Underwater Combat

Land-based creatures usually have considerable difficulty when fighting in water. The following adjustments apply whenever a character is swimming, walking in chest-deep water, or walking along the bottom of a body of water.

UNDERWATER COMBAT

EFFECTS

Melee Attacks -2 attack penalty, half damage (rounded down);

Ranged Weapons -2 attack penalty; grenades (page 64) cannot be used

DESERT TERRAIN

Deserts exist in a range of climates, but all deserts share one common trait: very little precipitation. Deserts can be tundra (cold desert), rocky (often temperate), or sandy (often warm). Desert creatures are tough survivors and typically much more dangerous than native creatures of other terrains.

Stealth and Detection

In general, the maximum distance in desert terrain at which a creature can succeed at a Perception check to detect the presence of others is 6d6×20 feet. In sandy deserts with dunes, warm deserts with heat distortion, or any areas at significant elevation, this distance is 6d6×10 feet.



ENVIRONMENTAL HAZARDS

These hazards are common to more than one environment.

FALLING

A creature that falls takes 1d6 damage per 10 feet fallen (to a maximum of 20d6) and loses its move on its next turn.

FALLING OBJECTS

Creatures take damage when hit by falling objects made of dense, heavy material. Objects that are roughly the same size as the creature they fall on generally deal 3d6 damage. Smaller objects might deal as little as 1d6 damage, and larger objects can deal up to 10d6 damage. A creature hit by a falling object can attempt a DC 15 Reflex saving throw (*Heroes' Handbook* 85) to take half damage (rounded down).

FIRE

Creatures exposed to burning oil, bonfires, or even magical fires might be set ablaze. Such a creature must succeed at a DC 15 Reflex saving throw or catch on fire. A creature that is on fire takes 1d6 fire at the beginning of its turn each round until the fire is put out, and at the end of its turn each round, it can attempt a DC 15 Reflex save to put out the fire. A creature can give up its move to try to smother the flames (granting a +5 bonus to its next Reflex save to put out the fire).

GRAVITY

Gravitational differences between planets have the potential to lay characters low—or let them soar through the sky. The following effects last until characters adjust to the gravity (a process that takes about a month).

High Gravity

On high-gravity worlds, creatures move at half speed and can jump only half as high or as far (rounded down). Grenades (*Heroes' Handbook* 64) have their range reduced to 15 feet, and falling damage (see Falling above) increases to 3d6 per 10 feet fallen.

Standard Gravity

Standard-gravity worlds have gravity approximately the same as that of Earth.

Low Gravity

On low-gravity worlds, creatures can jump three times as high and as far. Movement speed, however, stays the same, as moving in great bounds is awkward and difficult to control. Grenades (*Heroes' Handbook* 64) have their range increased to 60 feet. Falling damage (see Falling above) in low gravity is rolled the same, but the total damage taken is halved (rounded down).

Zero Gravity

Movement in zero gravity (also referred to as zero-g) is more difficult than normal movement. A creature doesn't use the normal movement rules, and uses the following rules instead.

A creature in zero gravity can, as its move on its turn, very carefully propel itself 5 feet (1 square) in any direction (even up or down) as long as there is an empty space to move into.

A creature in zero-g can instead move exactly half its speed in a straight line, but it must succeed at a DC 15 Athletics skill check (*Heroes' Handbook* 47) or it gains the off-kilter condition (page 94). If it runs into an object (including a wall, floor, or ceiling), it stops, and it must instead succeed at a DC 20 Athletics check or gain the off-kilter condition. If it runs into another creature, the creatures must each attempt a DC 20 Athletics check to avoid gaining the off-kilter condition.

Weapons: Grenades have a 90-foot range in zero gravity, though you take a -2 penalty to your attack roll if you attack something more than 20 feet away.

ICE

Icy surfaces count as difficult terrain (*Heroes' Handbook* 77), and the DCs for Athletics skill checks (*Heroes' Handbook* 47) attempted on ice are 5 higher than normal.

LAVA

A creature that moves to be adjacent to or starts its turn exposed to lava (or magma) takes 2d6 fire damage. A creature that starts its turn totally immersed (such as one that falls into the crater of an active volcano) takes 20d6 fire damage.

RADIATION

Radiation is a very real threat to adventurers, whether it's the radiation emitted from stars or the radiation generated by various technological wonders of the universe. This hazard most often takes the form of a large area that is suffused with radiation.

When a creature starts its turn in an area with radiation, it takes 2d4 damage and must attempt a DC 15 Fortitude saving throw (*Heroes' Handbook* 85). If it fails this save, it gains the hampered condition (page 94). If a creature already has the hampered condition from radiation and fails this save, it also gains the impaired condition (page 94). A creature can get rid of any conditions gained from radiation by resting for 8 hours outside of the area of radiation.

SUFFOCATION

A creature without air to breathe can hold its breath for 20 rounds (2 minutes outside of combat). Every time a creature in combat that's holding its breath takes an action or moves on its turn, it uses up 1 more of these rounds. When a creature runs out of these rounds, it must attempt a DC 10 Constitution ability check (*Heroes' Handbook* 71) at the beginning of each of its turns. If it fails this save, it gains the helpless condition (page 94). If the creature doesn't get air before it starts its second turn after the turn it failed the save, it dies (*Heroes' Handbook* 84).

STRUCTURES AND MATERIALS

Adventuring throughout the galaxy presents countless opportunities for interacting with materials both strange and mundane. Use the information in this section to inform PCs' interactions with the environments around them.

SMASHING AN OBJECT

Objects are easier to hit than creatures because they don't usually move, but you still have to hit them hard enough to deal damage. A creature can use a weapon to smash an unattended object; this requires taking the Melee Attack action (*Heroes' Handbook* 78) and uses the following rules for the object's Armor Class (AC), Hit Points (HP), and saving throws.

Armor Class of Objects: The smallest and sturdiest objects have an Armor Class of 10; larger or more fragile objects might have an AC as low as 2.

Hit Points of Objects: Weapons and armor have 24 Hit Points. Most other equipment has 8 Hit Points. When an object has 0 Hit Points left, it's destroyed and can't be used or repaired. You can use the Technology skill (*Heroes' Handbook* 51) to repair objects that are damaged, but not objects that have been destroyed. The Hit Points of doors, walls, and other structural materials can be found on this page and page 47.

Saving Throws of Objects: Effects that deal damage generally damage unattended objects normally, but they don't usually damage attended objects (those that are worn, held, or being used) unless the effect specifically says otherwise. An attended object uses the saving throw bonus of the creature carrying it. An unattended object normally fails any saving throw it is required to make.

DESTROYING AN OBJECT WITH STRENGTH

When a creature tries to destroy an object by applying sudden force rather than by dealing damage, it attempts an ability check (*Heroes' Handbook* 71) using its STR. Consult the table below to determine an appropriate Difficulty Class (*Heroes' Handbook* 12) for this ability check.

ABILITY CHECK DCs TO DESTROY OBJECTS

Task	Difficulty Class
Break down wooden door	16
Burst rope bonds	20
Burst steel restraints	25
Break down steel door	28

DOORS

Doors in structures can be much more than mere entrances and exits. They can even be encounters all by themselves. Doors come in several types.

DOORS

Door Type	Thickness	Hit Points	STR DC
Wooden	1-1/2 inches	15	16
Plastic	2 inches	30	22
Stone	4 inches	60	28
Steel	2 inches	60	28
Airlock door	4 inches	160	40
Lock	—	30	—

Breaking Down Doors

Doors in structures might be locked, trapped, reinforced, barred, artificially sealed, or sometimes just stuck. All but the weakest characters can eventually break through a door with a heavy tool or a large weapon such as a sloop hammer.

Attempts to smash down a door with a melee weapon use the rules presented above in Smashing an Object and the Hit Points listed in the Doors table above. If a creature wants to attempt an ability check to break down a door (see Destroying an Object with Strength above), use the following guidelines to set the Difficulty Class of the check.

DC 10 or Lower: A door just about anyone can break open.



DC 11–15: A door that a strong person could break in one try and that would take an average person one or two tries.

DC 16–20: A door that almost anyone could break, given enough time.

DC 21–25: A door that only a very strong person has any hope of breaking, and probably not on the first try.

DC 26 or Higher: A door that even an exceptionally strong person has no hope of breaking.

Locks

Doors are often locked with a dead bolt or electronic system and thus require the disable device task of the Technology skill (*Heroes' Handbook* 51) to pick or hack the lock. The DCs for these tasks often range from 10 to 30, although locks with lower or higher DCs can exist. A door can have more than one lock, each of which must be disabled separately.

Breaking a lock is sometimes quicker than breaking the whole door. If a PC wants to strike a lock with a weapon, treat the typical lock as having 30 Hit Points. A lock can be broken only if it can be attacked separately from the door, which means that a built-in lock is immune to this sort of treatment. In an occupied structure, every locked door should have a key, password, or other access option somewhere.

Secret Doors

Sometimes doors are hidden from plain view, either as a security measure or because they have been installed with nefarious intent. Known as secret doors, these are a form of secret compartment requiring a Perception check (*Heroes' Handbook* 50) with a DC of 20 to find. Locating a secret door also reveals the method for opening it, though such doors may still be locked or trapped.

WALLS

The structural makeup of walls varies drastically, and they are typically incredibly difficult to break down or through.

WALLS				
Wall Type	Thickness	STR DC	Hit Points*	Athletics DC (to Climb)
Concrete	3 feet	45	540	25
Plastic	5 inches	25	75	28
Starship bulkhead	5 feet	35	2,400	25
Starship interior	3 feet	30	1,440	20
Steel	3 inches	30	90	25
Unworked stone	5 feet	15	900	15
Wooden	6 inches	20	60	21

*Per 10-foot-by-10-foot section.

Concrete Walls: These walls are usually at least 1 foot thick. Concrete walls block all but the loudest noises.

Starship Walls: Whether the interior walls or the bulkheads that form the outside of the ship, these walls are among the strongest. While they are most commonly used in starship construction, they're also commonplace in high-end planetary structures, such as research stations and military installations.

Steel Walls: These walls are commonly used within structures of import, such as vaults or older military headquarters.

Unworked Stone Walls: Hewn walls usually result when a chamber or passage is tunneled out of solid rock. Unworked stone is uneven and rarely flat. The rough surface of stone walls frequently provides minuscule ledges where fungus grows and fissures where bats, subterranean snakes, and vermin live.

Wooden Walls: Wooden walls often exist as recent additions to preexisting structures, used to create animal pens, storage bins, and temporary structures, or just to make a number of smaller rooms out of a larger one.

LIGHTING

Most fabricated structures have lighting built into the ceilings or walls that is controlled via a switch, touch pad, or voice-activation device. A typical lighting fixture has an ability check DC of 18 (if destroying it using Strength; page 46) and 10 Hit Points (if smashing it; page 46). Natural caverns and structures built by and for creatures with darkvision often lack manufactured lighting.

MATERIALS

While materials such as glass and wood are commonly found in terrestrial settlements, some substances are bit more unique.

MATERIALS	
Material	Hit Points (per inch of thickness)
Glass	1
Cloth, paper, or rope	2
Ice	3
Leather or hide	5
Wood	10
Plastic	15
Ceramic	10
Transparent aluminum	15
Stone or concrete	15
Iron or steel	30
Adamantine alloy	40
Nanocarbon	60
Polycarbon plate	60
Pure adamantine	80

Adamantine Alloy and Pure Adamantine: Adamantine is a valuable metal mined throughout the galaxy. It is sometimes combined with other metals (such as iron or steel) to form durable alloys; one is known as glaucite. Objects made of pure adamantine are incredibly valuable, as they are difficult to destroy.

Nanocarbon: Consisting of bonded carbon atoms, nanocarbon has numerous beneficial properties can be found in everything from electronics to textiles.

Polycarbon Plate: Easy to mold but extremely tough, polycarbon plate is constructed from a polymer that is shaped at extremely high temperatures. A stronger form of plastic, polycarbon plate can also be transparent, making it a good choice for the viewports of military starships.

Transparent Aluminum: This compound is composed of aluminum, oxygen, and nitrogen. Sturdier than glass but still transparent, this material is commonly used in starship and space station windows.

TRAPS

Ancient alien ruins and corporate offices alike are rife with traps and defense mechanisms meant to protect valuable goods, personnel, and information. Additionally, adventurers sometimes encounter obstacles that, while not specifically designed to be traps, are still dangerous—such as a deadly unshielded power conduit in a damaged computer console. Each trap's stat block below lists its name and Challenge Rating (page 28), along with how many experience points (page 21) player characters receive for overcoming the trap—whether they avoid it, disable it, or endure the full brunt of its effects. For more about using traps in your adventures, see page 30.

DETECTING A TRAP

Traps are usually hidden threats lurking in the wings, but creatures can search for them using the Perception skill (*Heroes' Handbook* 50). Each trap's stat block lists the Difficulty Class of this check under **Perception**. If a creature's result equals or exceeds the DC, it detects the trap without triggering it. If you feel the heroes are being particularly alert, you might also prompt a PC to attempt a Perception check to notice a trap when she first wanders near it.

DISABLING A TRAP

If a creature successfully detects a trap (whether by finding it with a Perception check or because the creature just set off the trap and got its eyebrows singed off), it can then use the Mysticism skill (*Heroes' Handbook* 49) or the Technology skill (*Heroes' Handbook* 51) to attempt to disable it. The specific skill check required and its Difficulty Class are listed under **Disable** in the trap's stat block.

TRIGGERING A TRAP

Each trap's stat block lists its **Trigger**, which determines how it is set off. There are several ways to trigger a trap, and the specifics can be found in the trap's Effect entry (see below).

Location: The trap activates when a creature enters a specific area, such as a particular square on a combat map (or that crude "X" painted on the floor in a space goblin's hideout).

Proximity: The trap activates when a creature approaches within a certain distance of the trap.

Touch: The trap activates when a creature touches or tries to use a trapped item, such as a computer console.

RESETTING A TRAP

Some traps reset themselves after they trigger (though PCs earn XP from a given trap only once), allowing them to trigger again. Each trap's stat block lists what kind of **Reset** it has, if any.

Automatic: The trap resets immediately and can be triggered again on the next creature's turn.

Manual: The trap can't trigger again until a creature resets it manually. This requires spending 1 minute and attempting the skill check listed for disabling the trap (using the same DC). If the creature succeeds at the check to disable the trap, the trap is reset (allowing time for the resetting creature to get out of the trap's range, if necessary). If the creature fails the check to disable the trap, the trap triggers immediately, targeting that creature!

None: The trap can't be reset.

TRAP EFFECTS

The **Effect** entry details the trap's trigger and effects. A trap often allows its targets to attempt a saving throw to reduce or avoid its effects; that information is here as well.

USING TRAPS

When several traps are the appropriate CR for a party of adventurers, it's worth keeping in mind whether it makes logical sense for those traps to be found in your adventure. (For more about building encounters with traps, see page 30) Further, understanding how each sample trap below is used can be valuable information for Game Masters as they build a cohesive story for the other players. The **Common Uses** section of each trap below provides information about how these hazards are typically built into the surrounding environment and where they are commonly found.

SAMPLE TRAPS

The following traps are samples of what PCs may face. Feel free to change the details to invent your own traps! For example, you could have the laser blast trap be a sonic burst trap that deals sonic damage instead. You should keep numbers the same to avoid making your trap inconsequential (or too hard) for its CR.

PIT TRAP

CR 1/2 (200 XP)

Perception DC 17; **Disable** Technology DC 12

Trigger location; **Reset** manual

Effect This rudimentary trap is a 20-foot-deep pit that targets everyone in a 10-foot square. Each target must attempt a Reflex saving throw with a DC of 11. If a target succeeds, it avoids falling in. If it fails, it falls in and takes 2d6 kinetic damage.

Common Uses Pit traps are found in both natural and manufactured environments. They might be the result of a facility's poor upkeep or purposefully created as booby traps.

ABSOLUTE ZERO TRAP

CR 1 (400 XP)

Perception DC 21; **Disable** Technology DC 16

Trigger location; **Reset** manual

Effect When one or more creatures enter this 15-foot-by-15-foot room, its exits seal automatically and its temperature drops precipitously. Each creature attempts a Fortitude saving throw with a DC of 12. A creature that fails takes 2d6 cold damage. A creature that succeeds takes half damage (rounded down).

Common Uses Absolute zero traps are often the result of malfunctioning or re-rigged technology. They are commonly found in areas rife with scientific or industrial research.

FLAMEBURST TRAP

CR 1 (400 XP)

Perception DC 21; **Disable** Mysticism DC 16

Trigger location; **Reset** none

Effect Gouts of magical flame erupt from hidden orifices.

Each creature in a 10-foot-by-50-foot area attempts a Reflex saving throw with a DC of 12. If a creature fails, it takes 2d6 fire damage. If it succeeds, it takes half damage (rounded down).

Common Uses Flameburst traps are commonly hidden within the crevasses of naturally occurring features. They are also sometimes built into the floors or walls of buildings.

FLÉCHETTE TRAP

CR 1 (400 XP)

Perception DC 21; **Disable** Technology DC 16

Trigger proximity; **Reset** manual

Effect A small cloud of pointed steel projectiles bursts from hidden recesses. A creature that starts its turn within 20 feet of the trap is targeted, as is each creature within 10 feet of the triggering creature. Make a separate ranged attack (*Heroes' Handbook* 79) with a +11 total attack bonus against each target. If the result of an attack roll is equal to higher than a target's Armor Class, that target takes 2d6 kinetic damage.

Common Uses Fléchette traps are common in ancient structures. They're often used as a low-technology way to protect places where intruders are not welcome, such as treasure rooms.

LASER BLAST TRAP

CR 1 (400 XP)

Perception DC 21; **Disable** Technology DC 16

Trigger proximity; **Reset** manual

Effect This trap often takes the form of a modified laser pistol, rigged to fire when sensors detect nearby movement. A creature that starts its turn within 5 feet of the trap is targeted; make a ranged attack (*Heroes' Handbook* 79) with a +11 total attack bonus. If the result is equal to or higher than the target's Armor

Class, the target takes 3d6 fire damage. The pistol cannot be removed from the trap in good enough condition to still be fired.

Common Uses Laser blast traps are a favorite of bandits and others who wish to protect their hideouts, rooms with valuables, or other elements they want to keep safe from nosy outsiders.

FAILING REACTOR TRAP

CR 2 (600 XP)

Perception DC 23; **Disable** Technology DC 18

Trigger proximity; **Reset** automatic

Effect This large machinery has lost its vital protective shielding, periodically zapping nearby creatures. A creature that starts its turn within 10 feet of the trap attempts a Reflex saving throw with a DC of 13. If it fails, it takes 4d6 electricity damage. If it succeeds, it takes half damage (rounded down).

Common Uses Failing reactor traps are often the result of malfunctioning or poorly maintained fission or fusion facilities. They're often found in underground bunkers or other hidden locales.

FEAR TRAP

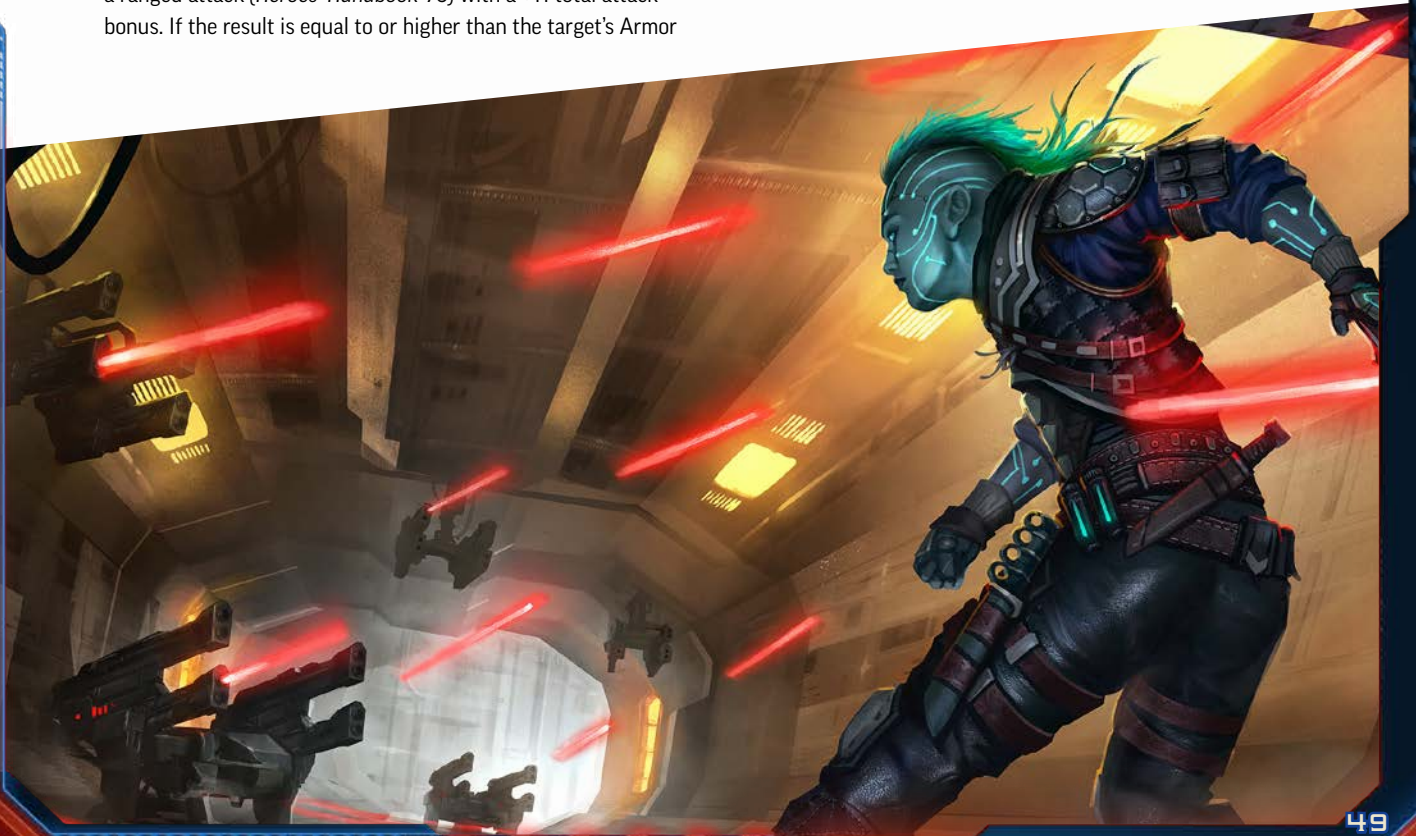
CR 2 (600 XP)

Perception DC 23; **Disable** Mysticism DC 18

Trigger touch; **Reset** automatic

Effect This trap protects an object using magic that inflicts terror on any who disturb its rest. A creature that touches the trapped object attempts a Will saving throw with a DC of 13. If it fails, it drops the object and gains the frightened condition (page 94) for 2 rounds. Once a creature has attempted this saving throw (whether it succeeded or failed), it is unaffected by the effects of this trap for 24 hours.

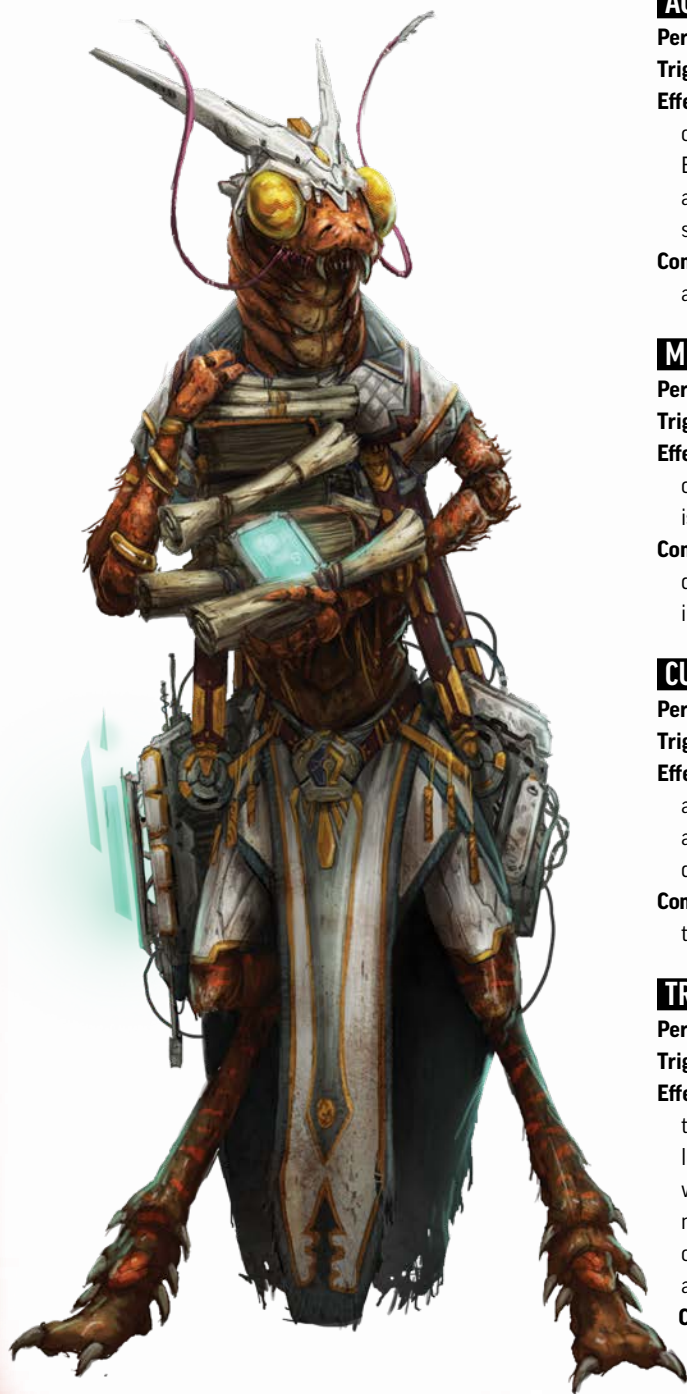
Common Uses Fear traps are used by cultists and mystics (who are often, but not always, evil) who wish to scare away enemies.



JOLTING CONSOLE TRAP**CR 3 (800 XP)****Perception** DC 24; **Disable** Technology DC 19**Trigger** touch; **Reset** none

Effect When a creature touches this console, which can be a computer or an electronic door panel, the console sparks violently. The creature attempts a Reflex saving throw with a DC of 14. If it fails, it takes 6d6 electricity damage.

Common Uses Unless found in a decrepit or abandoned facility, jolting console traps are usually quick-fix protections that technologically inclined individuals use to keep intruders out of private areas or away from sensitive information.

**REPELLING SPIRIT TRAP****CR 3 (800 XP)****Perception** DC 24; **Disable** Mysticism DC 19**Trigger** touch; **Reset** automatic

Effect This object forcefully projects the fierce emotions of a spirit trapped within it. If a creature touches the trapped object, each creature in a 30-foot cone (*Heroes' Handbook* 83) attempts a Reflex saving throw with a DC of 14. A creature that fails takes 4d6 kinetic damage and is pushed back 5 feet. A creature that succeeds takes half damage (rounded down) and isn't pushed back.

Common Uses Repelling spirit traps are almost always found in the lairs of evil cultists or are the protections of ancient treasures.

ACID WASH TRAP**CR 4 (1,200 XP)****Perception** DC 26; **Disable** Technology DC 21**Trigger** location; **Reset** none

Effect A panel in the ceiling opens, unleashing a torrent of corrosive acid on creatures beneath in a 10-foot-by-20-foot area. Each creature in the area attempts a Reflex saving throw with a DC of 15. If a creature fails, it takes 4d8 acid damage. If it succeeds, it takes half damage (rounded down).

Common Uses Acid wash traps are common booby traps found in any manufactured structure, especially ones with low ceilings.

MESMERIZING CHARM TRAP**CR 4 (1,200 XP)****Perception** DC 26; **Disable** Mysticism DC 21**Trigger** proximity; **Reset** automatic

Effect When a creature starts its turn within 30 feet of this glowing charm, it attempts a Will saving throw with a DC of 16. If it fails, it is frozen in place, unable to move or take actions on its next turn.

Common Uses Mesmerizing charm traps are often used as distractions to allow mystically inclined—and often peaceful—individuals to flee while the target is frozen in place.

CURSED IDOL TRAP**CR 5 (1,600 XP)****Perception** DC 27; **Disable** Mysticism DC 22**Trigger** proximity; **Reset** automatic

Effect This statue is protected by powerful psychic magic. When a creature starts its turn within 10 feet of the trap, it attempts a Will saving throw with a DC of 15. If it fails, it takes 4d12 damage. If it succeeds, it takes half damage (rounded down).

Common Uses Cursed idol traps typically look deceptively like treasures to lure unwanted intruders to their doom.

TRASH COMPACTOR TRAP**CR 5 (1,600 XP)****Perception** DC 27; **Disable** Technology DC 22**Trigger** location; **Reset** automatic

Effect Four 5-foot-square trapdoors open, dumping up to four targets into a 30-foot-by-30-foot trash compactor with a single locked exit. Each creature can attempt a Reflex saving throw with a DC of 15 to avoid falling through a door. When one or more creatures land in the trash compactor, two of its walls close in, dealing 4d12 kinetic damage to each creature inside, after which the locked door opens.

Common Uses Trash compactor traps are common in maintenance areas, and are often industrial equipment as opposed to intentional traps.

COMPUTERS

Computers control most of the modern tools and conveniences in the galaxy, from simple door locks to advanced artificial overminds that coordinate all incoming and outgoing traffic at busy spacedocks. Almost anything can be found hiding inside a computer mainframe, from the plans for a wondrous new technological marvel to some of the darkest corporate secrets imaginable. That said, most computers consist of simple information and control systems. Gaining access to computers to reach their files and control modules is a common occurrence in the game—and even sometimes required.

COMPUTERS AS OBSTACLES

While there are plenty of unsecured public computers, such as information kiosks, the vast majority of computers have some sort of security system. These range from a simple password to a multifactor verification process, and both private individuals and large companies can employ them. When you build adventures, you might require PCs to access a computer to proceed, whether to unlock a hangar bay door or shut off a laser defense grid. This requires a PC to use the Technology skill.

Using the Technology Skill

When player characters come across a secure computer that they want to gain access to, they can use the Technology skill to try to do so. The standard DCs for computers with minimal, standard, and advanced security systems are 10, 15, and 20, respectively. You can use these DCs as guideposts for the following sample tasks, though you can always increase or decrease the DC by 5 for particularly difficult or easy tasks.

Gather Information (DC 10): Glean relatively common data.

Control a Simple System (DC 15): Open a door remotely, control security cameras, or perform another simple task.

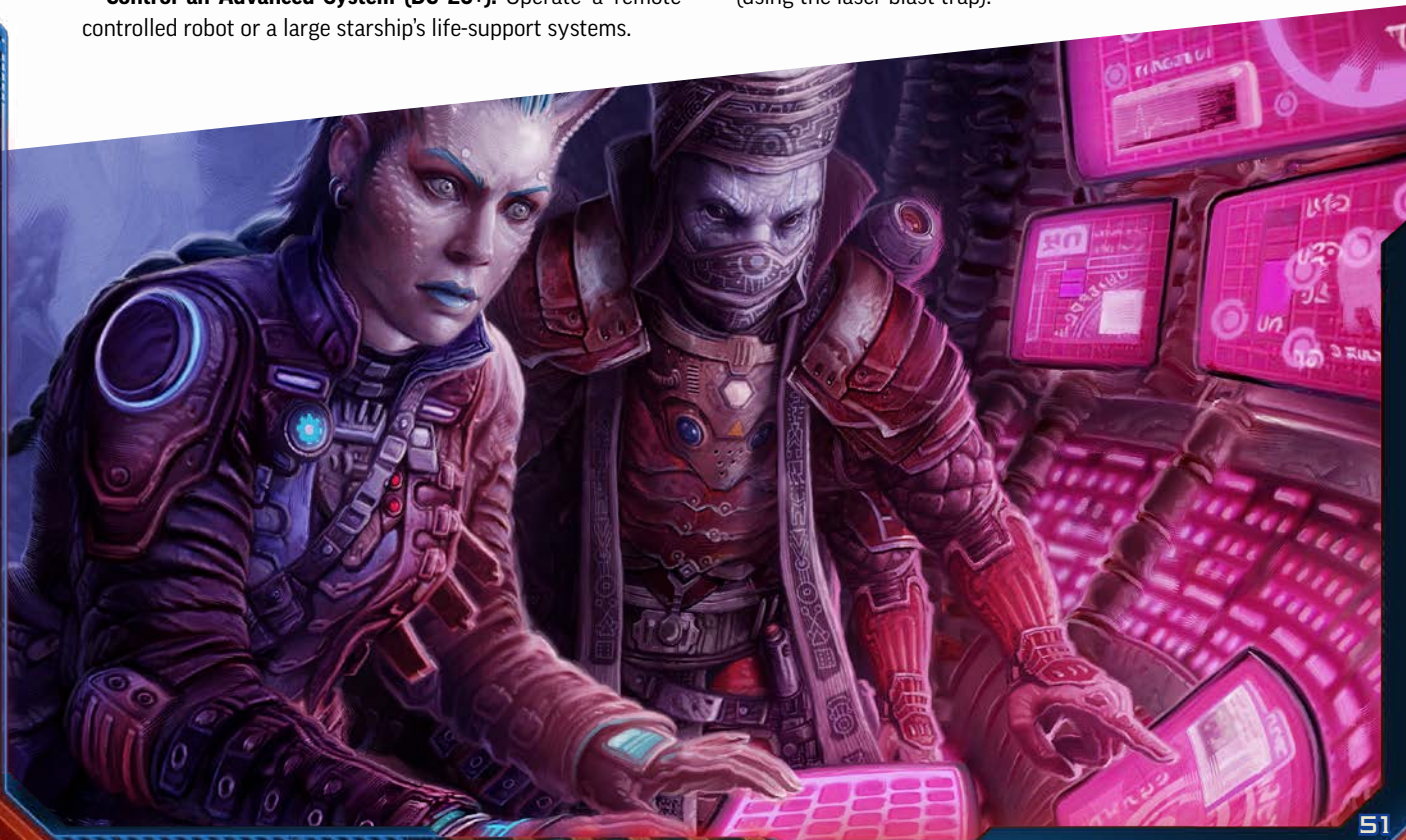
Control an Advanced System (DC 20+): Operate a remote-controlled robot or a large starship's life-support systems.

Failing

If a PC fails a Technology skill check to use a computer three times, the computer locks out any further attempts. However, you can also add further consequences for failure. The computer might wipe its data after a single unsuccessful attempt, or it might automatically partition information into harder-to-reach modules, increasing the DC of further checks by 2. If you want consequences that are more dangerous than inconvenient, you could have a failed check trigger an alarm (silent or otherwise) that alerts specific individuals or an entire station—or you could have it trigger a deadly trap (see below)!

Computers as Traps

Particularly well-defended computers might have built-in offensive countermeasures; you can use the traps presented on pages 48–50 to simulate these. Instead of using the trap's listed trigger, have the trap trigger when a PC fails a Technology skill check to use the computer. The jolting console trap (page 50) has the most obvious application, but you can modify any trap to suit your purposes. You might have a trapdoor open under an unauthorized user (using the pit trap), or you might have a built-in port slide open to blast a hacker at point-blank range (using the laser blast trap).





ABSALOM STATION

Absalom Station is a vast space platform orbiting the sun, home to millions of people and known as the metaphorical hub of a densely inhabited solar system known as the Pact Worlds (see page 54 to learn more about the Pact Worlds). It's a good place to start a Starfinder campaign, or you can use it as an example of how to create a "home" area for your PCs as they start their adventures.

Absalom Station is both the primary home of humanity and the most powerful and prosperous port in the Pact Worlds, making it the undisputed center of interstellar culture, trade, and governance. No one knows who built the space station or why, but it floats in the orbit formerly occupied by the sun's third planet, an Earth-like world called Golarion that vanished during the mysterious time period known as the Gap (see page 61 for more details on the Gap).

Seen from above, Absalom Station is shaped roughly like an asymmetrical, six-pointed star 5 miles across, spreading out in a flat plane from the Eye, the huge central dome that encloses a cluster of skyscrapers surrounded by shockingly green parks. More towers and neighborhoods, collectively called the Ring, partially fill the gaps between the station's radial Arms, and a single tapering pillar called the Spike drops down from the station's central disk. Artificial gravity creates a consistent "down" in most of the station's Arms and soaring towers, and

the majority of the station's interior spaces seem designed to cater to human comfort.

Absalom Station hosts a wide variety of residents and visitors from many different planets. Private security contractors wage shadow wars with street gangs and militant cults, alien ambassadors negotiate world-shaking trade deals, corporate agents engage in industrial espionage against their competitors, and spacefaring explorers go to any lengths to beat rivals' claims to newly discovered worlds. This endless bustle marks Absalom Station as a land of opportunity—a chance for people of all sorts to make a fresh start.

FACTS ABOUT ABSALOM STATION

You can use the following interesting tidbits of information about Absalom Station to help you breathe life into the station while the player characters are shopping for gear or looking for new adventure opportunities.

Population

Over 2 million people live on Absalom Station. The majority of these are human, but Absalom Station is a kaleidoscope. All sapient species, from the most familiar to the most alien, are welcome in its corridors and streets.

Leader

Absalom Station is ruled by an elected Prime Executive (or "Primex"). Kumara Melacruz is the station's current Primex, known for her crackdown on white-collar crime and her progressive stance on non-human immigration to the station.

The Arms

Absalom Station's protruding radial Arms house dozens of different starship docks and bays. The corridors leading deeper into the station are lined with everything a spacer coming stationside might need, from entertainment and lodging to bustling markets and shops. Neighborhoods in the Arms include Fogtown, Little Akiton, Puddles, and the Vesk Quarter.

The Eye

Absalom Station's massive, transparent central dome, filled with the lush trees and fields of Jatembe Park, is at the same time a civic center and the station's most exclusive sector, where government buildings can be found next to the station's most expensive residences and corporate offices. Notable locations in the Eye include the Arcanamirium, where the best technomancers in the system train; Bastion, the fortress-headquarters of the Stewards (page 62); and the Plenara, the capitol building of the Pact Worlds and home to the Pact Council, the representative and legislative body of the Pact Worlds.

The Ring

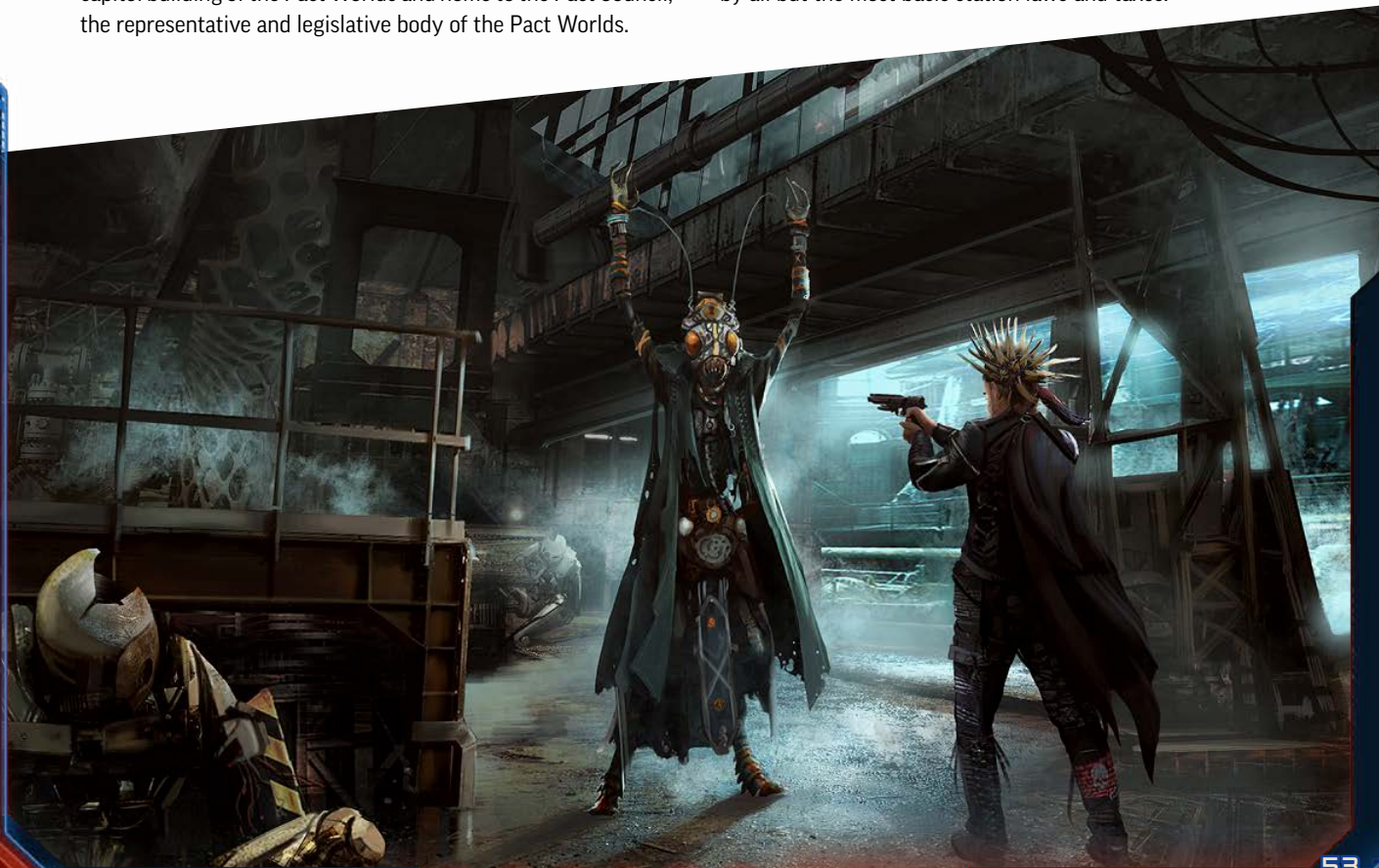
Made up of corridors and spires between the protruding docks of the Arms and the cosmopolitan Eye, the Ring is the most residential, middle-class section of Absalom Station, yet it also contains campuses for corporations and other organizations that don't need the traffic of the Arms or the prestige of the Eye, including the exclusive Bluerise Tower and the Lorespire Complex, headquarters of the Starfinder Society (page 62).

The Spike

The poorest classes of Absalom Station's citizenry live in slums in the hundreds of levels extending below Absalom Station's radial plane, sandwiched between the vast machines and heavy industries that provide life support and power to the station. Monsters of all sorts hunt in the depths of the Spike, from simple criminals to bizarre alien creatures, but the most important feature of the Spike is the Starstone Reactor, which houses a strange artifact called the *Starstone*. For reasons unknown, the *Starstone* not only powers the station but acts as an immensely powerful Drift beacon (see page 59), allowing starships to jump quickly to Absalom Station no matter the distance. For this reason, the station is a natural relay point for voyages returning from beyond the solar system.

The Armada

A huge and shifting swarm of starships surrounds Absalom Station, but the so-called Armada is not a military force. Instead, it consists of independent starships whose owners seek the benefits of living near Absalom Station while remaining unbound by all but the most basic station laws and taxes.





THE GALAXY

The *Starfinder Beginner Box* encompasses not just one world but millions upon millions of planets in a galaxy, some that are homes to well-established civilizations and many more that are completely uncharted and ripe for exploration.

THE PACT WORLDS

The heart of this game's setting is the Pact Worlds, a unified coalition of worlds sharing a sun and banded together for mutual protection against larger threats. The recent history of the Pact Worlds begins about 3 centuries ago with the end of the Gap (page 61), a magical, multiverse-wide period of amnesia for which all known records remain lost or untrustworthy. Soon after, the inhabitants of the solar system that would become the Pact Worlds came into contact with their warlike neighbor, the mighty Veskarium, home of the vesk. After a disastrous battle with Veskarium forces, the leaders of the independent worlds of the system recognized the grave danger facing them and gathered on Absalom Station to create a system-wide alliance. With the ratification of this agreement, called the Absalom Pact, the Pact Worlds officially came into being.

Two hundred and fifty years later, the Pact Worlds and the Veskarium were forced to put aside their differences to face the world-devouring entity called the Swarm, which attacked both civilizations simultaneously. The two systems signed a formal

alliance that ended hostilities and opened up trade between them. Together, they drove back the Swarm, though its menace continues to linger on the horizon. Today, vesk are common in the Pact Worlds and frequently even citizens, though relations between the two governments—and often the races themselves—remain somewhat strained.

The Pact is not a single system-wide government, but rather an association of independent worlds bound by treaty to work together and acknowledge each other's sovereignty. The member governments of the Pact Worlds are autonomous, free to govern themselves as they see fit within their own borders, provided they adhere to a few overarching rules, such as those dealing with interplanetary law enforcement, trade, and mutual defense.

In addition to Absalom Station, the other most prominent Pact Worlds are briefly described on the next page. While these don't represent other Pact holdings such as moons or extrasolar colonies, they cover the most significant bodies in the Pact Worlds system. A map of the Pact Worlds system is located on pages 56–57. For more information on the Veskarium, see page 58.

The Sun

The Pact Worlds' sun is an incredibly inhospitable place, but a collection of miraculous bubble cities connected by magical tethers and floating unharmed within the sun—the Burning Archipelago—provides a safe environment for numerous species.

Aballon

The closest planet to the sun, Aballon is a drab world of dusty craters, gray deserts, and sharp-edged mountains. With almost no atmosphere to speak of, the planet is blisteringly hot in the sun and coated with ice in the shade, inimical to biological life. It is inhabited by a race of intelligent robots called anacites.

Castrovel

Castrovel is a hot, humid world with a rich atmosphere that gives life to continent-spanning jungles. This world is home to mobile carnivorous plants, saurian predators, and devastating moldstorms, as well as intelligent species like lashuntas and the insectile creatures called formians.

Akiton

Akiton is a dying world. Its core has cooled, its atmosphere has thinned, its liquid water has frozen, and much of its arable soil has simply blown away. Sadly, this geologic decline mirrors the so-called Red Planet's dying economy. Akiton has no centralized government, and its dusty red plains host never-ending skirmishes and proxy wars between various factions. Among Akiton's inhabitants are a native ethnicity of crimson-skinned humans, ysoki, and the telepathic contemplatives.

Verces

Tidally locked with the same side always facing the sun, Verces lacks the day-night cycle of most other Pact Worlds; instead, the side known as Fullbright is constantly scorched by a never-setting sun, while Darkside is trapped in eternal frozen night. Between these two extremes runs the Ring of Nations, a temperate zone along the twilit terminator filled with sprawling megacities, bustling spaceports, and dizzyingly vertical park-farms, all built by verthani, Verces' native sapient species.

Idari

Inhabited by a species of four-armed aliens called kasathas, the *Idari* is not a planet at all, but an almost impossibly huge generation ship that carried the kasathas from their distant native planet to the Pact Worlds over the course of centuries. Nevertheless, the *Idari* is considered a full Pact World in its own right, home to gleaming cities, rolling parks, and glass-walled hydroponic farm-towers.

The Diaspora

The Diaspora is a geographically diverse region of space marked by millions of asteroids varying greatly in size. These planetoids are scattered over so expansive a region of space, however, that collisions between them are rare. Miners, smugglers, and space pirates inhabit these floating chunks of rock and ice, along with the Diaspora's indigenous residents, sarcesians.

Eox

Once lush and verdant, Eox is now a dead world. Its dominant intelligent species were forced to transform themselves into undead creatures to survive the self-inflicted cataclysm that almost destroyed their planet. Today, Eox remains inhospitable to most living creatures, its atmosphere poisonous and thin. Although Eox was one of the first planets to sign the Absalom Pact, many other species find Eox's undead residents disturbing and frightful.

Triaxus

Triaxus's eccentric, mysteriously slow orbit takes over 300 years, miring this planet in centuries-long winters and tropical summers that define existence for all life upon it. Triaxus's most prominent inhabitants include powerful dragons, smaller and more humanoid dragonkin, and humanoid ryphorians.

Liavara

One of two massive gas giants in the Pact Worlds system, Liavara is known for its peach-colored skies, extensive dust rings, and countless shepherd moons. Liavara does not hold full Pact Worlds membership and is administered by the neighboring planet of Bretheda as a wilderness refuge, but several of its moons host thriving societies and cultures with booming commerce and industry.

Bretheda

The largest planet in the Pact Worlds system, Bretheda is a massive, turbulent gas giant ringed with abundant moons, some of which are themselves larger than other Pact Worlds. The sky-seas of Bretheda constantly churn and roil in blue and purple bands of perpetual storms encircling the world, home to blimp-like barathus, whose technology is entirely biological. Like those of neighboring Liavara, many of Bretheda's moons are civilized and inhabited by other sapient species.

Apostae

Apostae is a rocky planetoid that is much smaller than most worlds in the Pact Worlds system, with an orbit that angles strongly from the ecliptic, almost perpendicular to that of Absalom Station. Believed to be an artificial world that came to the solar system from the gulf of space beyond, Apostae's largely hollow center is filled with thousands of tunnels, caverns, and chambers. Though not native to Apostae, the purple-skinned, demon-worshipping elves called drow have claimed the planet as their own.

Aucturn

The ominous world of Aucturn, the farthest planet from the sun, remains mostly an enigma even after centuries of interplanetary travel. A weird and sickly world cloaked in thick poisonous clouds, Aucturn warps reality with its very existence. Many in the Pact Worlds believe that Aucturn is not a planet at all, but a living thing—an immense embryo or egg that will someday mature into a near-deific being of untold cosmic power: one of the Great Old Ones.

THE PACT WORLDS SYSTEM

THE DIASPORA

ABSALOM STATION

IDARI

ABALLON

AKITON

CASTROVEL

VERCES

OSTAE

LIAVARA

AUCTURN

EOX

BRETHEDA

TRIAXUS

BEYOND THE PACT WORLDS

While the Pact Worlds system might seem vast and sprawling, it is only a tiny thread in the grand tapestry of the galaxy. Beyond the sun's heliopause, around distant stars and throughout gossamer nebulae, from the mysterious singularity at the galaxy's center to the far-flung fingers of its spiral arms, float countless other worlds and cultures yet waiting to be discovered. The space beyond the Pact Worlds is often dangerous, unexplored, or both—and the opportunities for adventure are limitless!

The Pact Worlds provide plenty of opportunities for adventure, but the larger galaxy beyond is full of even more civilizations and myriad mysteries. Outside of any given solar system, the galaxy can be divided into two regions: Near Space and the Vast. While Near Space worlds tend to be closer to the galactic center (and, incidentally, to the Pact Worlds) and the systems of the Vast tend to be farther out, the true difference between the regions lies in how easily accessible they are via Drift travel (see page 59 for more information on space travel).



NEAR SPACE

Near Space contains the Pact Worlds system and most of the worlds colonized and contacted so far by their explorers, but there are still thousands of Near Space worlds yet to be explored and discovered. Among the most well-known Near Space worlds is the Veskarium, the empire of the reptilian vesk species.

The Veskarium

The Veskarium refers to the eight-planet solar system closest to the Pact Worlds, ruled by the militant vesk. The vesk first arose on a single world around their sun but quickly spread to the others, conquering the other species they encountered. The result is the Veskarium, a massive empire with a wide array of subjects. Today, these other worlds officially no longer even have names, only numbers correlating to their distance from the sun (such as Vesk-6). The exception to this rule is Vesk Prime, vesk's ancestral home, which remains the seat of their government and high society. Though their laws are autocratic, vesk see both themselves and their society as deeply honorable.

THE VAST

Largely unexplored, the millions of worlds in the Vast are significantly more difficult to get to than those in Near Space. The most feared civilization in the Vast is the Azlanti Star Empire, an expansionist interstellar imperium.

Azlanti Star Empire

The Azlanti Star Empire is a union of diverse races, worlds, and star systems under the dominion of humans who left Golarion millennia before the Gap (page 61). The Star Empire seeks to bring all inhabited worlds under its hegemony. Its driving philosophy asserts that humans—specifically pure-blooded Azlanti—are the most perfect species and that their destiny is to conquer the galaxy and rule over all lesser species. The Star Empire's fleet of starships is believed to rival the navies of the Pact Worlds and Veskarium combined, and its legions of Aeon Guards ruthlessly conquer new territories and quell dissent. The Azlanti Star Empire now encompasses a dozen star systems. All are subject to the Star Empire's laws and dominance, and all must offer tribute to the Aeon Throne. Encounters between the Pact Worlds and the Star Empire have been few, but always hostile. No vessel reporting direct contact with Star Empire forces has survived the encounter, and both the Pact Worlds and the Veskarium have kept their distance from systems believed to be within Azlanti territory.

SPACE TRAVEL

In the *Starfinder Beginner Box*, the characters might be members of a starship crew, or they may simply use starships to travel from one location to another in search of adventure. Starships serve more of a narrative purpose than a mechanical one; they should be used as needed to help you tell the stories you want to tell, but they do not normally require the characters to take actions or attempt skill checks unless the GM makes that part of the story (see the Pilot task of the Technology skill on page 51 for information about skill checks and starships).

However starships are used in your game, space travel is common throughout the Pact Worlds and the galaxy at large. In normal space, all starships use thrusters—whether entirely technological or a blend of magic and machine—for propulsion in normal space. How long it takes to get somewhere depends on how far you have to go.

- Traveling from one point on a planet to another takes 1d4 hours.
- To go into orbit from a planet's surface or land on a planet from orbit takes 2 hours.
- Reaching a satellite (such as a moon) from orbit takes 1d8 hours.
- Traveling between two planets in the same star system takes 1d6+2 days.

Traveling between two star systems is not possible with thrusters. You must use Drift travel instead (see below).

THE DRIFT

Interstellar travel through the galaxy is a reality thanks to the existence of the Drift, a previously unknown hyperspace dimension that was revealed to the galaxy just over 300 years ago by the machine god Triune (see page 63). Reachable only by technology, the Drift grants easy travel to distant stars.

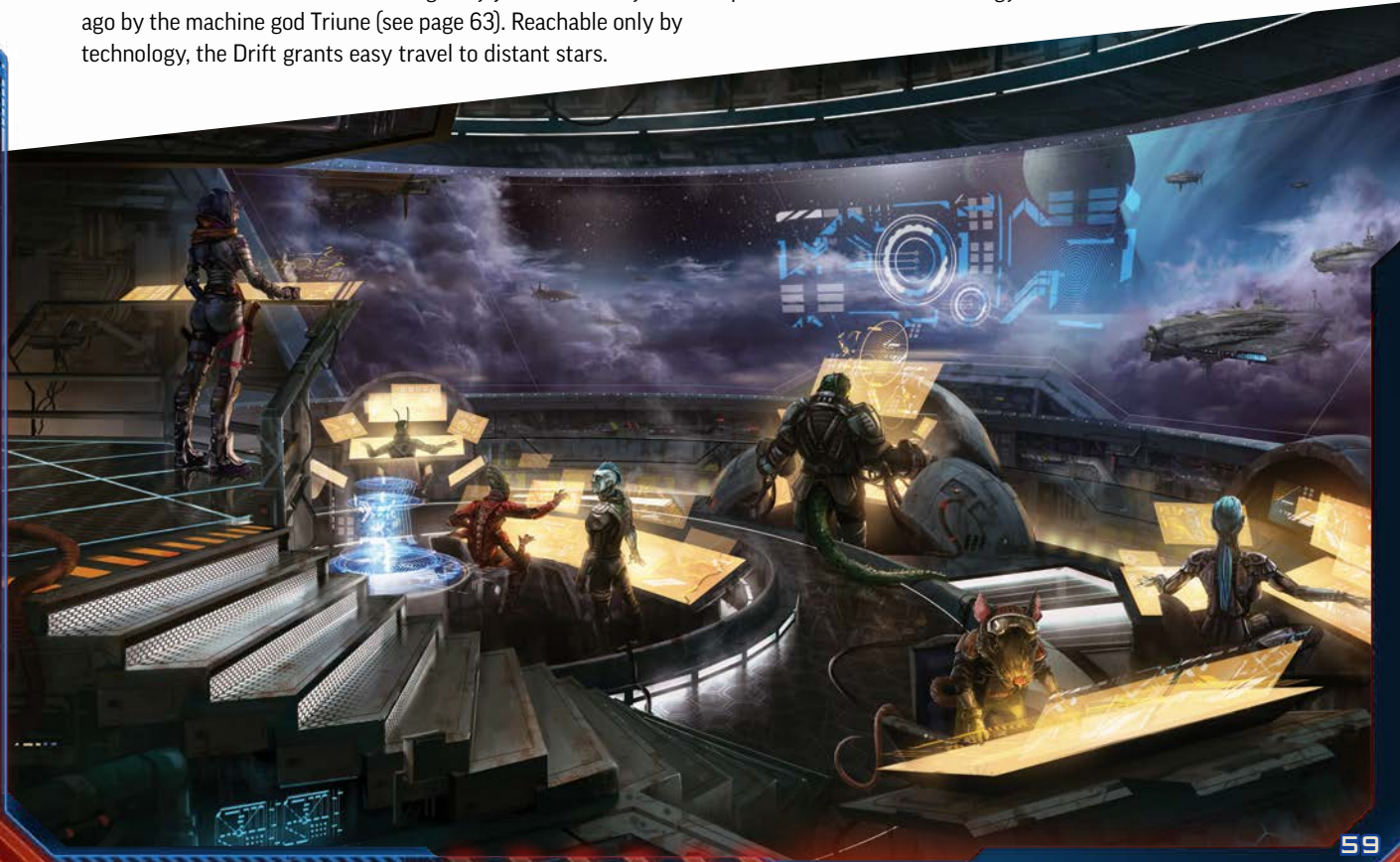
The Drift is an empty void of warping pink-and-purple light patterns and shifting clouds of mysterious energy, thought by some to be the quantum foam underlying all creation. Because distances within the Drift don't correspond to those in normal space, it's possible for a ship to enter the Drift at one point, travel a short distance, and then pop back out into the galaxy in a vastly distant location, circumventing the space in between. In this way, ships can travel between star systems thousands of light years apart in a matter of days or weeks.

Starships use Drift engines to travel to and from the Drift. For Drift travel, the distance between worlds is less important than the density of so-called "Drift beacons" at the starship's destination. These mysterious objects, sometimes spontaneously generated and sometimes placed by priests of Triune, help navigation systems orient ships in the Drift. There is a greater concentration of Drift beacons in Near Space, making travel to systems in Near Space easier and faster. Drift beacons are less common in the Vast, and so travel there is more difficult and takes more time. For unknown reasons, Absalom Station's *Starstone* functions as an extremely powerful Drift beacon, making travel there from anywhere in the galaxy extraordinarily easy.

Use the following travel times for starships using the Drift.

- Traveling between two planets in the same star system takes 1d6 days.
- Traveling to a star system in Near Space takes 3d6 days.
- Traveling to a star system in the Vast takes 5d6 days.
- Traveling to Absalom Station, regardless of where you start, takes 1d6 days.

Traveling beyond the galactic rim to other galaxies is not possible with Drift technology.



COMMUNICATIONS AND INFOSPHERES

The galaxy of Starfinder is full of vast distances and infinite worlds and societies, each of which deals with communication and information access in different ways. The planets of the Pact Worlds, however, use the standard communication infrastructure and infospheres described in this section.

COMMUNICATION

Communication in the Pact Worlds falls into three categories: planetary, system-wide, and unlimited.

Planetary

Planetary communication involves communicating with anyone on a single planet or in a ship orbiting a single world. Personal comm units (*Heroes' Handbook* 67) are common, inexpensive devices that are small enough to be carried in a pocket, but they also come automatically integrated into every suit of armor (*Heroes' Handbook* 58). While personal comm units are powerful enough to transmit anywhere on a planet, they can be halted by targeted electromagnetic jamming or blocked by certain materials or methods, as determined by the GM. Encryption makes it impossible to use a personal comm unit to directly control machines, such as drones and starships. While some individuals link their comm units to operate as private, always-on radio channels, most contact each other by using publicly registered names or private identification codes.

System-Wide

Due to the vast distances involved, interplanetary communication involves significant time delays, resulting in something closer to correspondence than conversation. The best technology currently available uses Triune's network of Drift beacons to transmit communications. While bouncing a signal between beacons often mysteriously shortens the time delay beyond what would normally be possible with physics, it also randomizes the delay, making all messages within a solar-system-sized area take 1d6-1 hours to reach their destinations.

Unlike personal comm units, system-wide comm units are not easily portable, and they are usually integrated into vehicles or starships. Those without access to their own system-wide comm unit can send and receive messages at system-wide range by paying an individual or business. System-wide communications cost 5 credits per minute.

Unlimited

Like system-wide communication, interstellar communication relies on Drift beacons. Messages transmitted this way remain a fundamentally epistolary form, since they take days or weeks to arrive—the same amount of time as simply using Drift travel to jump to the recipient with a starship (see page 59 for Drift travel times). Thus, courier ships and ambassadorial missions still remain popular for negotiations and time-sensitive information. As with Drift travel itself, while there's theoretically no maximum range for this form of

communication, no one has ever received a return signal from beyond the edge of the galaxy.

Like system-wide comm units, unlimited-range communicators are bulky, and they are generally found only on starships or in similarly sized facilities. Those without access to a starship's comm unit can send and receive messages at unlimited range by paying an individual or business. Unlimited-range communications cost 10 credits per minute.

INFOSPHERES

Planets vary wildly in their levels of telecommunications and integration, but each Pact World has at least a rudimentary version of an infosphere: a worldwide network of digitized information. Due to the necessity of transmitting information physically, these planetary infospheres are largely unconnected, and neighboring worlds may share core information but diverge wildly on lesser issues that haven't been worth the effort of synchronizing. While these infospheres are often similar to Earth's internet, holding nearly limitless amounts of economic and cultural ephemera, all major Pact Worlds ports host basic encyclopedic data sets that starships can download to aid passengers in research when not in direct contact with an infosphere. For more information on using infospheres to research or help with skill checks to recall knowledge, see *Using Your Skills* on page 46 of the *Heroes' Handbook*.



HISTORY AND TIME

Starfinder takes place in a galaxy with an infinitely long past, but current events are fraught with the perils of a mystery called the Gap. Also important to the setting is how time is tracked in Starfinder. Both topics are covered in this section.

THE GAP

History is broken in Starfinder. No matter where you go, from the myriad mortal worlds floating in space to the strange realms of the gods, you'll find the same thing: historical records go back a few centuries and then suddenly go blank or become contradictory, shifting randomly between readings and becoming reliable again only when referring to the dim and misty ages of the ancient past. What's more, this hole torn in history isn't restricted to blurred photographs and garbled almanacs—it also affected the memories of people alive at the time. While those affected retained all the knowledge, skills, and interpersonal connections from their lives, specific memories became difficult or impossible to retrieve. This obscured period of history is now referred to as the Gap.

No one has ever been able to say for certain what caused the Gap, as even the gods themselves remain steadfastly silent (or ignorant) regarding the matter. Nevertheless, theories abound, the most popular being that the Gap was a quantum ripple effect caused by the discovery and use of Drift technology—a hole torn in history and traveling backward in time, possibly entangling our timeline with those of alternate universes. What is known, however, is that the Gap is universal throughout the galaxy and beyond, and a combination of carbon dating and astrochronology suggests it lasted several millennia. Today, roughly 3 centuries after the end of the Gap, the focus for most people is on creating new history, moving ever onward and upward.

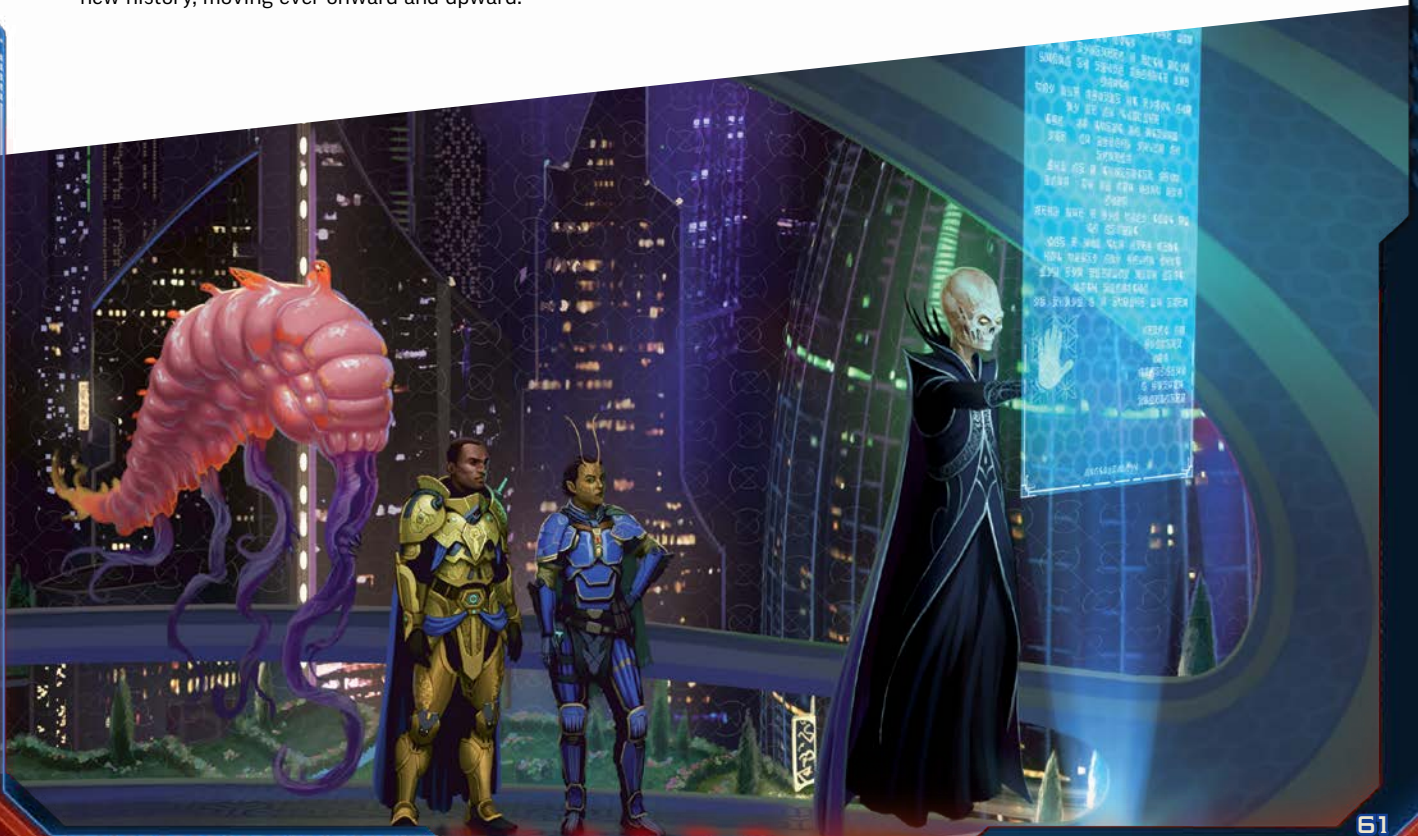
TIME

In a setting with nearly infinite worlds, each with their own rotation and orbital periods, tracking time can be extremely complicated. Fortunately, one of the Pact Council's first acts as a government was to establish a standard for the measurement of time to keep everything running smoothly in the Pact Worlds.

When the Starfinder rules—or most people in the Pact Worlds—refer to an hour, day, or year, they're usually referring to Pact Standard Time. Under Pact Standard Time, a day has 24 hours of 60 minutes each, which happens to match the length of the day on Castrovel and Triaxus, as well as the shift schedule on Absalom Station. A year has 52 weeks and a total of 365 days—the length of Absalom Station's orbit around the sun. (Conveniently, this also means that all game rules referencing time use Earth-standard measurements.) The terms “local day” and “local year” are used when referring to a particular planet's rotation or orbit.

Modern history records years in AG, which stands for “After Gap,” referring to the number of years since the end of the Gap in the Pact Worlds. Dating anything within the Gap is always a highly dubious proposition, and those who attempt to make claims about such things usually count forward or backward from the nearest edge, such as “roughly 500 years after the onset of the Gap.”

In the Pact Worlds, the current year is 319 AG.



ORGANIZATIONS AND THREATS

The galaxy is a dangerous place, and even the Pact Worlds are a riot of competing interests, from planetary governments and churches to interplanetary corporations and organized crime. Different cultures, organizations, and species are constantly working together or locked in violent opposition, or some combination of the two, and who you know often makes the difference between fame, fortune, and farming protein grubs on some backwater colony world. The following section presents a few of the largest factions in the Pact Worlds, as well as one of the most notorious threats facing them.

ABADARCORP

AbadarCorp is hands down the largest, wealthiest, and most influential corporation in the Pact Worlds—in no small part because it's also the church of Abadar, god of civilization, commerce, and wealth (see page 63 for more information on Abadar). Although the company's head office is in the Golden Vault on Absalom Station, there are AbadarCorp corporate offices, factories, stores, and trading outposts on every one of the Pact Worlds and nearly every civilized planet maintaining trade relations with the system. Virtually every conceivable product available for purchase in the Pact Worlds or friendly systems is sold by AbadarCorp, which also provides a multitude of other services, including banking, labor, legal, shipping, and utility services. AbadarCorp follows a traditional corporate organizational structure, but it maintains a religious function as well. All of AbadarCorp's executives and corporate officers are priests of Abadar, and all of the corporation's offices and stores also function as temples of Abadar.

STARFINDER SOCIETY

Based out of the Lorespire Complex on Absalom Station, the Starfinder Society is a loose association of scholars and adventurers who travel the galaxy seeking to advance the cause of knowledge. The quest for knowledge and the desire to explore and unravel the mysteries of the universe are hallmarks of any great operation. For members of the Starfinder Society, this curiosity is more than just a drive—it's a lifestyle. Today, the Starfinders include scholars and adventurers of all sorts, unified by one tenet: that increased dissemination of information can foster growth, development, and ultimately peace. All Society leaders rise in the ranks by earning their peers' respect through bravery and scholarship. Luwazi Elsebo is the Starfinder Society's First Seeker, the nominal head of the organization, elected for her merit as an adventuring scholar.

STEWARDS

The Stewards operate as elite warrior-diplomats tasked with maintaining the tenuous alliance binding the Pact Worlds together. Stewards dedicate their lives to protecting the Pact and its citizens, and their missions range from policing neutral space lanes and facilitating trade negotiations to ending nascent wars with overwhelming force. Though their headquarters, a stark citadel called Bastion, is on Absalom Station, the organization remains totally separate from the government of Absalom Station and in fact is technically independent of even the Pact Worlds' governing council. Violence is a last resort for the Stewards, however, as to achieve peace through conquest would undermine the very principles they stand for. This refusal to step outside their mandate is both the Stewards' pride and their weakness, as criminals can easily escape their jurisdiction by jumping out of the solar system or crossing into the territory of a planetary government, where the Stewards have no authority.

THE SWARM

Made up of millions, if not billions, of individual insectile creatures, the Swarm is a single-minded collective with an overwhelming instinctive impulse to blindly expand and devour. The Swarm moves from planet to planet in tremendous hive-ships, reducing each so-called "feeder-world" to a barren husk incapable of supporting life, altering its own DNA in the process to take on qualities from that world's species. Attempts to negotiate with the Swarm always fail; only massive force deters it from descending on a world and stripping it bare. In its view, every other organism in the universe represents a threat, and all threats must be destroyed. Ironically, one of the most violent races in the galaxy also birthed one of the most peaceful, as a mutation within a subhive gave life to the shirrins, who broke away from the Swarm to form a new species.



FAITH AND RELIGION

Religion is an important component of daily life for most Pact Worlders. Gods are undeniable entities of immense power who exert influence through their mortal followers, and religion provides a measure of assurance that one will be taken care of in the afterlife. While the gods rarely take direct action in the mortal world, the power of their churches and followers can be felt and seen everywhere. The following section describes the gods and goddesses most widely worshipped in the Pact Worlds, though there are also malevolent gods worshipped by fanatical cultists and evildoers. Characters can choose any of the following if they want to worship a deity.



ABADAR

Abadar is the god of civilization, commerce, law, and wealth. His most fervent worshippers are generally aristocrats, colonists, entrepreneurs, lawyers, politicians, and traders.



BESMARA

Besmara is the goddess of piracy, space monsters, and strife. Her worshippers are mercenaries, pirates, smugglers, war profiteers, and other criminals who profit from conflict.



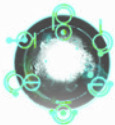
DAMORITOSH

Damoritosh is the god of conquest, duty, and war. A harsh deity sometimes called the Grim Commander, he is the patron god of the vesk species, though his worshippers include mercenaries, soldiers, and warriors of all species.



DESNA

Desna is the goddess of dreams, luck, stars, and travelers, and she delights in daring, mystery, and spontaneity. Adventurers, explorers, mystics, navigators, spacefarers, and more than a few members of the Starfinder Society worship Desna.



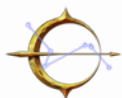
ELORITU

Eloritu is the god of history, magic, and secrets. Many mystics and technomancers worship Eloritu, along with historians, Starfinders, and xenoarchaeologists who seek an understanding of the past.



HYLAX

Hylax is the goddess of diplomacy, first contact, friendship, and peace. She is the patron goddess of the shirrrens, who make up the vast majority of Hylax's followers, along with diplomats, envoys, mediators, negotiators, and peacekeepers of all species.



IBRA

Ibra is the god of celestial bodies, the cosmos, and mysteries of the universe. Ibra has no gender or defined physical form, and its existence is an enigma unto itself. Among the most common worshippers of Ibra are astronomers, astrophysicists, cosmologists, mathematicians, mystics, and interstellar explorers.



IOMEDAE

Iomedae is the goddess of honorable battle, humanity, justice, and valor. Iomedae was a human before she became a god and is now the patron goddess of humanity. Crusaders, envoys, and soldiers all worship Iomedae.



LAO SHU PO

Lao Shu Po is the goddess of assassins, rats, spies, and thieves. She is widely regarded as a patron of the ysoki, but assassins, operatives, smugglers, spies, thieves, and those who wish to hide their illicit activities under cover of darkness worship her.



PHARASMA

Pharasma is the goddess of birth, death, fate, and prophecy. Every species that lives and dies worships Pharasma to some extent, but her most devoted followers come from the ranks of healers, midwives, morticians, mystics, and slayers of the undead.



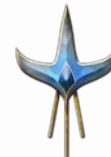
SARENRAE

Sarenrae is the goddess of healing, redemption, and the sun. Many humans and shirrrens worship her, as well as envoys, mystics, and soldiers.



TRIUNE

Triune is the god of artificial intelligence, computers, and the Drift. Originally three separate machine gods who combined themselves into one tripartite deity, Triune is the patron god of androids, worshipped by engineers, hackers, inventors, mechanics, and ysoki.



WEYDAN

Weydan is the god of discovery, equality, exploration, and freedom. His worship is popular among humans, androids, and shirrrens. Colonists, envoys, explorers, gnostics, socialists, and Starfinders make up the majority of Weydan's followers.



YARAESA

Yaraesa is the goddess of knowledge, mental perfection, scholarship, and science. She is the patron goddess of lashuntas, and her worshippers include educators, mechanics, psychics, scholars, scientists, and technomancers.



ALIEN ADVERSARIES

Dangerous creatures abound in the galaxy, from wild animals roaming uncharted planets to villainous humanoids roving in starships and looking for trouble.

FRIEND OR FOE?

While most of the creatures in this section are likely to be aggressive toward the player characters, combat isn't the only reason for encountering these aliens! Sometimes creatures just want to trade information or supplies, escape with their lives—or even ask for help with some bigger, badder monster!

HOW TO READ A STAT BLOCK

This section features more than 40 creatures you can use to challenge PCs. Each creature has a block of statistics (a stat block)—a summary of the creature's most important combat-related numbers and abilities. If you want to go beyond the creatures presented here, check out Creature Creation on page 89.

The following is a list of entries you'll find in creature stat blocks, along with explanations of how to use them, accompanied by a sample stat block.

1 Name and Alignment

This is a creature's name and alignment (*Heroes' Handbook* 16). Some NPCs have evil alignments. Lawful evil creatures are organized and tyrannical. Neutral evil creatures are selfish and honorless. Chaotic evil creatures are violent and unpredictable.

2 Essential Statistics

You use a creature's **initiative** (page 5) when combat begins, and its **speed** is how far it can go when it moves (*Heroes' Handbook* 77). You use a creature's Challenge Rating (**CR**) when building encounters (page 28), and you'll award its experience point value (**XP**) to the PCs when they defeat it (page 21). Its Hit Points (**HP**) are the amount of damage it can take before it dies. Creatures usually die immediately when they reach 0 Hit Points. However, you can decide to delay a creature's death by 3 rounds, giving the player characters a chance to bring it back from the brink with healing (*Heroes' Handbook* 84).

A creature's **special senses** line tells you whether it has darkvision. A creature with darkvision can see in darkness out

to the listed range, making it much easier for that creature to choose targets that are in darkness (page 95).

A creature's **Perception** is its total Perception skill bonus.

3 Description

This is a brief description of the creature.

4 Defense

You use a creature's Armor Class (**AC**) when PCs target it with melee and ranged attacks. Some things will require a creature to attempt a Fortitude (**Fort**), Reflex (**Ref**), or Will saving throw; the monster's total saving throw bonuses for each are listed here, with any situational extra bonuses listed afterward.

If a creature has special **defensive abilities**, they're listed here, with more information in the Special Abilities section.

A creature's **immunities** are things that don't affect it at all—it ignores damage and any other effects caused by those things. For example, if a creature's stat block says "**Immunities** fire," it doesn't take fire damage. Some creatures have a group of immunities that are described in their Special Abilities sections.

Energy resistance is the amount of energy damage of a certain type (acid, cold, electricity, fire, or sonic) the creature ignores each time it would take damage of that type. For example, if a creature's stat block says "**Energy Resistance** cold 5," any cold damage the creature would take is reduced by 5 (to a minimum of 0).

5 Offense

If a creature can **burrow**, **climb** particularly well, or **fly**, that is noted here. More information appears in the Special Abilities section.

A creature can use its **melee attacks** and **ranged attacks** by taking the Melee Attack and Ranged Attack actions (*Heroes' Handbook* 78–79), respectively. The first number listed for an attack name is the creature's total attack bonus. The information in parentheses is used when an attack hits. The amount of damage the attack deals is listed first, followed by its type (acid, cold, electricity, fire, kinetic, or sonic). Next is any special property or critical hit effect (*Heroes' Handbook* 56–57), or any other special effect (explained in the Special Abilities section). Grenades (*Heroes' Handbook* 64) list the Reflex saving throw DC required for a creature to take only half damage.

Any **offensive abilities** are listed here and explained in Special Abilities.

If the creature can cast **spells**, they're listed in this section, along with how many spell slots of a given level the creature has. A creature uses one spell slot each time it casts a spell; see Cast a Spell on page 82 of the *Heroes' Handbook* for more information. "At will" means it can cast the spell as many times as it wants. If a spell allows its target to attempt a saving throw, the DC of that saving throw is noted here. If a spell requires a melee or ranged attack roll, the creature's total attack bonus is noted here. If a spell uses a character level for something (such as the spell's duration), use the creature's CR instead. Mystic spells are on pages 32–33 and 35 of the *Heroes' Handbook*, and technomancer spells are on pages 41–42 and 45 of the *Heroes' Handbook*.

6 Statistics

You use **ability modifiers** when a creature needs to attempt an ability check. If an ability modifier lists an em dash (–), the creature automatically fails any ability checks or skill checks based on that ability.

Each of a creature's **skills** lists the creature's total skill bonus for that skill. When a monster attempts a skill check for a skill that isn't listed in its stat block, use the ability modifier associated with that skill as the creature's total strength bonus. The ability modifier associated with each skill is listed in parentheses after each skill's name on pages 46–51 of the *Heroes' Handbook*.

Rarely, a monster might have a **feat** (*Heroes' Handbook* 52–55); that's listed here.

7 Equipment

If a creature has any equipment (*Heroes' Handbook* 56–69) that the PCs might be able to use (after they negotiate with or kill it), that's listed here, starting with armor and followed by weapons and other gear.

8 Special Abilities

A creature's special abilities (beyond the ones described previously in this explanation) are detailed here, including whether they require an action to use. Often creatures depend on their special abilities or spells to be effective in combat, so you should use these rather than just focusing on melee and ranged attacks. If a creature must wait 1d4 rounds before using an ability again, roll 1d4 each time it uses that ability; it must wait that many rounds before using that ability again.

1	KASATHA	LAWFUL NEUTRAL
2	Initiative +4	Speed 30 ft. CR 1 XP 400 HP 20
3	Special Senses none	Perception +5

Originally from Kasath, a planet orbiting a dying star far beyond the Pact Worlds, kasathas are a noble and mysterious four-armed people.

DEFENSE

AC 13

Fort +1, Ref +3, Will +3

OFFENSE

Melee Attack longsword +8 (1d8 kinetic)

Ranged Attack semi-auto pistol +6 (1d4+1 kinetic; stagger critical hit effect) or fragmentation grenade I +6 (1d6 kinetic, Reflex DC 12 for half)

STATISTICS

STR +4, DEX +2, CON +1, INT –1, WIS +1, CHA +0

Skills Athletics +10, Culture +10

EQUIPMENT

second skin, longsword, semi-auto pistol, 2 fragmentation grenades I

SPECIAL ABILITIES

Desert Stride A kasatha can move through difficult terrain in deserts, hills, and mountains at its regular speed.



AEON GUARD LAWFUL EVIL

Initiative +4	Speed 20 ft.	CR 3	XP 800	HP 48
Special Senses none			Perception +8	

Aeon Guards are the elite infantry of the Azlanti Star Empire. They serve as marines aboard warships, protect government and military installations, quell dissent and crush rebellions, and spearhead invasions to conquer and occupy new territories.

DEFENSE

AC 17

Fort +5, Ref +3, Will +4

OFFENSE

Melee Attack pulse gauntlet +8 (1d6+5 sonic; knockdown critical hit effect)

Ranged Attack semi-auto pistol +11 (1d4+3 kinetic; stagger critical hit effect) or fragmentation grenade I +11 (1d6 kinetic, Reflex DC 12 for half)

STATISTICS

STR +2, DEX +4, CON +1, INT +1, WIS +1, CHA +1

Skills Athletics +8, Stealth +13

EQUIPMENT

defiance squad armor (with jump jets armor upgrade), pulse gauntlet, semi-auto pistol, 2 fragmentation grenades I

SPECIAL ABILITIES

Jump Jets An Aeon Guard's jump jets armor upgrade (*Heroes' Handbook* 59) allows her to jump over obstacles or up onto ledges when she moves. She must end her movement on the ground or she falls (page 45).



AKATA NEUTRAL

Initiative +6	Speed 40 ft.	CR 1	XP 400	HP 18
Special Senses darkvision 120 ft.			Perception +5	

Predators that dwell in space, akatas make their homes on asteroids, comets, and dying planets, hibernating for centuries. When akatas sense living prey, they awaken to hunt.

DEFENSE

AC 13

Fort +3, Ref +3, Will +3

Defensive Abilities void adaptation; **Immunities** cold; **Energy**

Resistance fire 5; **Weaknesses** susceptible to salt water

OFFENSE

Climb

Melee Attack bite +8 (1d6+2 kinetic)

STATISTICS

STR +1, DEX +2, CON +4, INT -4, WIS +1, CHA +0

Skills Athletics +5, Stealth +10

EQUIPMENT

none

SPECIAL ABILITIES

Climb An akata doesn't need to attempt Athletics skill checks to climb (*Heroes' Handbook* 47) to traverse a vertical or horizontal surface (even upside down), and it doesn't gain the flat-footed condition from climbing.

Susceptible to Salt Water A splash of salt water deals 1d6 acid damage to an akata. Immersion in salt water deals 4d6 acid damage to an akata at the beginning of each of its turns.

Void Adaptation An akata doesn't need to breathe. It is immune to the effects of the vacuum of outer space.



ANACITE

NEUTRAL

Initiative +3	Speed 40 ft.	CR 1/2	XP 200	HP 13
Special Senses darkvision 60 ft.			Perception +4	

Anacites are robots left behind on Aballon, the Pact World closest to the sun, by eons-departed masters. These constructs developed the capacity for evolution and self-improvement, creating an entire mechanical ecosystem.

DEFENSE

AC 12

Fort +0, Ref +0, Will -2

Defensive Abilities unliving; **Immunities** construct immunities;

Weaknesses sunlight dependency

OFFENSE

Fly 40 ft.

Melee Attack bite +4 (1d6+2 kinetic)

Ranged Attack laser +7 (1d4 fire)

Offensive Abilities trill

STATISTICS

STR +2, DEX +3, CON -, INT -5, WIS +1, CHA -2

Skills Athletics +9, Stealth +4

EQUIPMENT

none

SPECIAL ABILITIES

Construct Immunities An anacite isn't affected by attacks and effects that target its mind or by any effect that requires a Fortitude saving throw.

Fly An anacite can fly up to 40 feet as its move. See page 77 of the *Heroes' Handbook* for more information.

Shortwave An anacite can communicate wirelessly with robots and other anacites within 100 feet.

Sunlight Dependency Anacites are solar-powered constructs. While an anacite is in an area of darkness, it gains the impaired condition (-4 penalty to most d20 rolls; page 94).

Trill An anacite can take the Use a Special Ability action to create a shrill trilling noise. Every creature within 30 feet (except for other anacites) must succeed at a Fortitude saving throw (DC 9) or be impaired for 2 rounds. A creature can't be affected by the same anacite's trill more than once every 24 hours.

Unliving An anacite doesn't breathe, drink, eat, heal, or sleep.



ASSEMBLY OOZE

NEUTRAL

Initiative +1	Speed 30 ft.	CR 1	XP 400	HP 17
Special Senses darkvision 60 ft.			Perception +7	

Assembly oozes are composed of countless nanobots suspended within blobs of protoplasm, the tiny machines animating their strange forms. As an ooze absorbs raw materials, such as old gears or unwary androids, the nanobots turn that matter into a functioning technological device.

DEFENSE

AC 12

Fort +3, Ref -1, Will +2

Immunities ooze immunities; **Weaknesses** vulnerable to electricity

OFFENSE

Melee Attack pseudopod +6 (1d6+3 kinetic)

Offensive Abilities disassemble, reach

STATISTICS

STR +2, DEX +1, CON +4, INT -, WIS +0, CHA +0

Skills Athletics +10, Stealth +10

EQUIPMENT

none

SPECIAL ABILITIES

Assemble Each time an assembly ooze uses disassemble (see below), it can spend 1 minute to construct a random piece of technological adventuring gear (*Heroes' Handbook* 66-67).

Disassemble As its action, an assembly ooze can destroy an unattended piece of equipment in an adjacent space (including diagonally).

Ooze Immunities An assembly ooze takes no extra damage from critical hits, and it ignores critical hit effects.

Reach An assembly ooze can make melee attack rolls against creatures that are up to 2 squares away from it (even diagonally) instead of just adjacent creatures.

Vulnerable to Electricity When an assembly ooze takes electricity damage, it takes 50% extra damage (rounded down).



ASTEROID LOUSE NEUTRAL

Initiative +2	Speed 30 ft.	CR 1/2	XP 200	HP 13
Special Senses darkvision 60 ft.		Perception +4		

A perpetual trouble to mining operations, asteroid lice feed on minerals within the rock of their airless habitat. Asteroid lice are communal, and their eggs can float in space for ages to hatch on a new asteroid—a peculiarity that leads to sudden infestations in remote places.

DEFENSE

AC 12

Fort +4, **Ref** +2, **Will** +0

Defensive Abilities void adaptation; **Immunities** acid

OFFENSE

Climb

Melee Attack attach +6 (no damage; see below) or bite +6 (1d6+1 kinetic)

STATISTICS

STR +1, **DEX** +2, **CON** +3, **INT** –, **WIS** +0, **CHA** –4

Skills Athletics +9, Survival +9

EQUIPMENT

none

SPECIAL ABILITIES

Attach An asteroid louse that hits with its attach attack fastens itself to its target, gaining cover (+4 bonus to its AC) and a +2 bonus to attack rolls. While attached, the louse can attack only the creature it is attached to, and it can't move—it instead moves with the creature it is attached to. A creature with an asteroid louse attached to it can remove the louse by succeeding at a Strength ability check (DC 10; *Heroes' Handbook* 71). The louse can detach from its target at the beginning of the louse's turn.

Climb An asteroid louse doesn't need to attempt Athletics skill checks to climb (*Heroes' Handbook* 47) to traverse a vertical or horizontal surface (even upside down), and it doesn't gain the flat-footed condition from climbing.

Void Adaptation An asteroid louse doesn't need to breathe, and it doesn't take any damage from being in vacuum (page 36).



BARATHU LAWFUL NEUTRAL

Initiative +0	Speed 10 ft.	CR 5	XP 1,600	HP 65
Special Senses darkvision 60 ft.		Perception +17		

Barathus are sapient natives of Bretheda's gas-giant ecosystem. They are blimp-like creatures reminiscent of jellyfish, and can rapidly change their biology to react to new situations.

DEFENSE

AC 18

Fort +4, **Ref** +4, **Will** +10

Defensive Abilities amorphous

OFFENSE

Fly 30 ft.

Melee Attack slam +12 (1d4+6 kinetic)

STATISTICS

STR +1, **DEX** +0, **CON** +3, **INT** +2, **WIS** +5, **CHA** +0

Skills Athletics +17, Interaction +17, Science +12

EQUIPMENT

none

SPECIAL ABILITIES

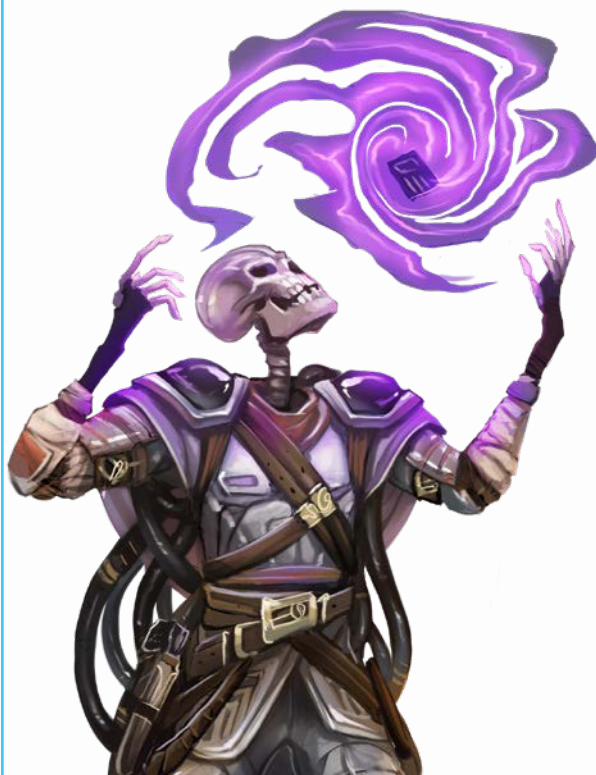
Adaptation A barathu's body is mutable and can adapt to many different situations. At the end of its movement, a barathu can reshape its body and adjust its chemistry to gain one of the following qualities until the start of its next turn. Once a barathu has used this ability, it must wait 1d4 rounds before using it again.

- Upper limb refinements grant the barathu a +2 bonus to its melee attack damage.
- A toughened dermal layer grants the barathu a +1 bonus to its Armor Class.
- Molecular modifications allow the barathu to reduce one type of energy damage it takes by 2 (choose acid, cold, electricity, fire, or sonic).
- Elongated limbs allow the barathu to make melee attack rolls against creatures that are up to 2 squares away from it (even diagonally) instead of just adjacent creatures.

Amorphous A barathu takes no extra damage from critical hits, and it ignores critical hit effects.

Fly A barathu can fly up to 30 feet as its move. See page 77 of the *Heroes' Handbook* for more information.

Telepathy A barathu can communicate mentally with any creature within 100 feet.



BONE TROOPER

LAWFUL EVIL

Initiative +7	Speed 30 ft.	CR 3	XP 800	HP 34
Special Senses darkvision 60 ft.			Perception +8	

A bone trooper is a skeleton animated by necromantic magic, and it retains the intellect, memory, and personality it had in life. Thus, a bone trooper can live a semblance of its former life for eternity.

DEFENSE

AC 14

Fort +2, Ref +2, Will +8

Defensive Abilities damage reduction, unliving; **Immunities** cold, undead immunities

OFFENSE

Melee Attack dueling sword +5 (1d6+4 kinetic)

Ranged Attack semi-auto pistol +9 (1d4+3 kinetic; stagger critical hit effect)

Technomancer Spells (*Heroes' Handbook* 41, 42)

1st (4 spell slots)—*magic missile*, *supercharge weapon*
At will—*daze* (DC 15), *energy ray* (+7 ranged attack)

STATISTICS

STR +1, DEX +3, CON —, INT +4, WIS +0, CHA +1

Skills Mysticism +8, Technology +13

EQUIPMENT

carbon skin, dueling sword, semi-auto pistol

SPECIAL ABILITIES

Damage Reduction Reduce any kinetic damage the bone trooper takes by 5.

Undead Immunities A bone trooper isn't affected by attacks and effects that target its mind or by any effect that requires a Fortitude saving throw.

Unliving A bone trooper doesn't breathe, drink, eat, heal, or sleep.



CONTEMPLATIVE

NEUTRAL

Initiative +1	Speed 5 ft.	CR 2	XP 600	HP 18
Special Senses darkvision 60 ft.			Perception +7	

The beings known through the Pact Worlds as contemplatives of Ashok were once humanoids of extreme intelligence living on Akiton. Upon unlocking exceptional psychic powers, they evolved their brains—to the detriment of their bodies.

DEFENSE

AC 13

Fort +1, Ref +3, Will +7

Weaknesses atrophied

OFFENSE

Fly 30 ft.

Melee Attack claw +5 (1d4 kinetic)

Ranged Attack laser pistol +7 (1d4+2 fire)

Mystic Spells (*Heroes' Handbook* 32, 33)

1st (2 spell slots)—*detect thoughts* (DC 15), *mind thrust* (DC 15)
At will—*daze* (DC 14), *psychokinetic hand*

STATISTICS

STR -2, DEX +1, CON -1, INT +5, WIS +3, CHA +2

Skills Mysticism +12, Science +7, Technology +7

EQUIPMENT

microcord, laser pistol

SPECIAL ABILITIES

Atrophied A contemplative takes a -4 penalty to attack rolls with advanced melee weapons and longarms.

Fly A contemplative can fly up to 30 feet as its move. See page 77 of the *Heroes' Handbook* for more information.



CREST-EATER

NEUTRAL

Initiative +1	Speed 60 ft.	CR 4	XP 1,200	HP 54
Special Senses darkvision 60 ft.		Perception +10		

Terrifying predators that roam deserts, crest-eaters prefer to feed on bone, which their venom softens. These hulking beasts earned their name because on their world, they hunted humanoids who had bony head crests.

DEFENSE

AC 19

Fort +8, Ref +8, Will +3

OFFENSE

Melee Attack bite +13 (1d6+7 kinetic plus bone poison)

Ranged Attack venom spit +10 (no damage; see below)

Offensive Abilities reach

STATISTICS

STR +3, DEX +1, CON +3, INT -2, WIS +1, CHA -1

Skills Athletics +15, Survival +10

EQUIPMENT

none

SPECIAL ABILITIES

Bone Poison Whenever a crest-eater deals damage to a creature with its bite or venom spit attack, that creature must attempt a Fortitude saving throw (DC 13). If it fails, it gains the hampered condition (-2 penalty to most d20 rolls; page 94) for 1 day, or, if it already had the hampered condition, it gains the impaired condition (-4 penalty to most d20 rolls; page 94) for 1 day instead.

Large A crest-eater is a large creature. It takes up a 10-foot-by-10-foot space (2 squares by 2 squares).

Reach A crest-eater can make melee attack rolls against creatures that are up to 2 squares away from it (even diagonally) instead of just adjacent creatures.

Venom Spit A crest-eater's venom spit attack has a range of 30 feet, and if it hits, it inflicts bone poison (see above).



CYBERNETIC ZOMBIE

NEUTRAL

Initiative +4	Speed 30 ft.	CR 3	XP 800	HP 40
Special Senses darkvision 60 ft.		Perception +8		

This zombie is animated not through magic or supernatural phenomena but by cybernetic implants in its body, which continue to function after their host creature's mind and flesh have died.

DEFENSE

AC 16

Fort +5, Ref +5, Will +4

Defensive Abilities unliving; **Immunities** undead immunities;

Weaknesses vulnerable to electricity

OFFENSE

Melee Attack slam +8 (1d6+5 kinetic)

Ranged Attack arc pistol +11 (1d6+3 electricity; stagger critical hit effect)

Offensive Abilities self-destruct

STATISTICS

STR +2, DEX +4, CON -, INT -, WIS +1, CHA +1

Skills Athletics +13

EQUIPMENT

arc pistol

SPECIAL ABILITIES

Self-Destruct A cybernetic zombie self-destructs when it is reduced to 0 HP, dealing 1d6+3 electricity damage to all creatures within 2 squares. A creature can attempt a Reflex saving throw (DC 12) to take half damage (rounded down).

Undead Immunities A cybernetic zombie isn't affected by attacks and effects that target its mind or by any effect that requires a Fortitude saving throw.

Unliving A cybernetic zombie doesn't breathe, drink, eat, heal, or sleep.

Vulnerable to Electricity When a cybernetic zombie takes electricity damage, it takes 50% extra damage (rounded down).



DRAGONKIN

LAWFUL NEUTRAL

Initiative +4 Speed 30 ft. CR 3 XP 800 HP 40

Special Senses darkvision 60 ft. Perception +13

Native to Triaxus, dragonkin are smaller and more humanoid than their true-dragon cousins. They have an alliance with ryphorians (page 83), and some dragonkin work with a noble mercenary group called the Skyfire Legion.

DEFENSE

AC 16

Fort +5, Ref +2, Will +5

Immunities fire

OFFENSE

Melee Attack bite +11 (1d6+7 kinetic)

Ranged Attack semi-auto pistol +11 (1d4+3 kinetic; stagger critical hit effect)

Offensive Abilities breath weapon

STATISTICS

STR +4, DEX +0, CON +2, INT +0, WIS +1, CHA +1

Skills Athletics +13

EQUIPMENT

carbon skin, semi-auto pistol

SPECIAL ABILITIES

Breath Weapon A dragonkin can take the Use a Special Ability action to breathe a 30-foot cone (page 94) of fire. Creatures in the cone take 2d6 fire damage. Each creature can attempt a Reflex saving throw (DC 12) to take half damage (rounded down). Once a dragonkin has used its breath weapon, it must wait 1d4 rounds before using it again.

Fly A dragonkin can fly up to 30 feet (*Heroes' Handbook* 77) as its move. It must end its movement on the ground or it falls (page 45).



DROW

CHAOTIC EVIL

Initiative +4 Speed 25 ft. CR 1 XP 400 HP 20

Special Senses darkvision 60 ft. Perception +10

On Apostae, drow have a strictly matriarchal culture that leaves few opportunities for male drow. Training as an enforcer for a noble house or arms dealer is one of a few ways a drow male can secure a comfortable—if short—life.

DEFENSE

AC 13

Fort +3, Ref +1, Will +3

OFFENSE

Melee Attack taclash +5 (1d4+2 kinetic)

Ranged Attack laser pistol +8 (1d4+1 fire) or shock grenade I +8 (1d8 electricity, Reflex DC 12 for half)

Offensive Abilities create darkness

Technomancer Spells (*Heroes' Handbook* 41)

At will—dancing lights, detect magic

STATISTICS

STR +1, DEX +4, CON +1, INT -1, WIS +0, CHA +1

Skills Athletics +10, Stealth +5

EQUIPMENT

ceremonial plate, laser pistol, taclash, 2 shock grenades I

SPECIAL ABILITIES

Create Darkness A drow can take the Use a Special Ability action to create a 40-foot-by-40-foot area of darkness centered on itself, which negates nonmagical light in that area. This darkness lasts for 1 minute. The darkness doesn't move with the drow.



ELECTROVORE NEUTRAL

Initiative +4	Speed 30 ft.	CR 2	XP 600	HP 23
Special Senses darkvision 60 ft.			Perception +12	

"Conduit rats," as some spacefarers call electrovores, were nearly extinct on the planet Verlorr when they hitched rides on visiting starships and multiplied. Since then, they've formed colonies in places ranging from Absalom Station to the farthest reaches of the Vast.

DEFENSE

AC 14

Fort +3, Ref +7, Will +1

Immunities electricity

OFFENSE

Fly 30 ft.

Melee Attack tail slap +8 (1d4+3 kinetic)

Offensive Abilities electrical discharge

STATISTICS

STR +1, DEX +4, CON +1, INT -4, WIS +2, CHA -1

Skills Athletics +7, Stealth +12

EQUIPMENT

none

SPECIAL ABILITIES

Electrical Discharge An electrovore can take the Use a Special Ability action to discharge its stored electricity, dealing 1d6+2 electricity damage to all creatures up to 2 squares away from the electrovore. Each creature can attempt a DC 13 Reflex saving throw to take half damage (rounded down). Once an electrovore uses this ability, it must wait 1d4 rounds before using it again.

Fly An electrovore can fly up to 30 feet as its move. See page 77 of the *Heroes' Handbook* for more information.



EVIL ENVOY NEUTRAL EVIL

Initiative +1	Speed 30 ft.	CR 2	XP 600	HP 23
Special Senses none			Perception +7	

Evil envoys use their outsized charisma and personal sway to convince others to join them in cheating innocents out of their hard-earned credits.

DEFENSE

AC 14

Fort +1, Ref +3, Will +5

OFFENSE

Melee Attack tactical baton +6 (1d4+2 kinetic)

Ranged Attack hail pistol +8 (1d4+2 cold)

Lashunta Spells (*Heroes' Handbook* 22)

1st (1 spell slot)—*detect thoughts* (DC 13)

At will—*daze* (DC 12), *psychokinetic hand*

Offensive Abilities dispiriting taunt, get 'em

STATISTICS

STR +0, DEX +1, CON +0, INT +2 WIS +0, CHA +4

Skills Athletics +7, Interaction +12, Stealth +7

EQUIPMENT

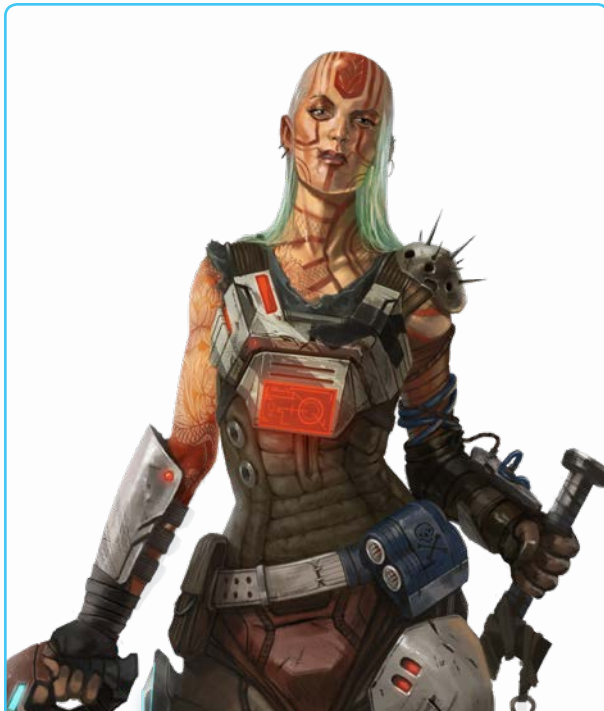
microcord, hail pistol, tactical baton

SPECIAL ABILITIES

Dispiriting Taunt An evil envoy can take the Use a Special Ability action to taunt a creature within 60 feet, attempting an Interaction check with a DC of 15 + the creature's CR or level. If the envoy succeeds, that creature gains the hampered condition until the end of the envoy's next turn. If the envoy fails, that enemy takes a -2 penalty to attack rolls until the end of the envoy's next turn.

Get 'Em Once during its turn, an evil envoy can choose a creature within 60 feet. The envoy and his allies gain a +1 bonus to their attack rolls to hit that creature until the start of the envoy's next turn.

Lashunta Racial Traits This evil envoy has the lashunta magic and limited telepathy racial traits (*Heroes' Handbook* 22). You can create an evil envoy of a different race by removing these traits and substituting the new race's racial traits.



EVIL MECHANIC **NEUTRAL EVIL**

Initiative +2	Speed 30 ft.	CR 2	XP 600	HP 23
Special Senses none			Perception +7	

Evil mechanics use their intimate knowledge of machines to sow havoc anywhere in the galaxy that advanced technology has taken root.

DEFENSE

AC 14

Fort +3, **Ref** +3, **Will** +3

Defensive Abilities energy shield

OFFENSE

Melee Attack tactical baton +6 (1d4+2 kinetic)

Ranged Attack laser pistol +8 (1d4+2 fire)

Offensive Abilities combat tracking

STATISTICS

STR +0, **DEX** +2, **CON** +1, **INT** +4, **WIS** +0, **CHA** +0

Skills Athletics +7, Science +12, Technology +12

EQUIPMENT

microcord, laser pistol, tactical baton, custom rig (see below)

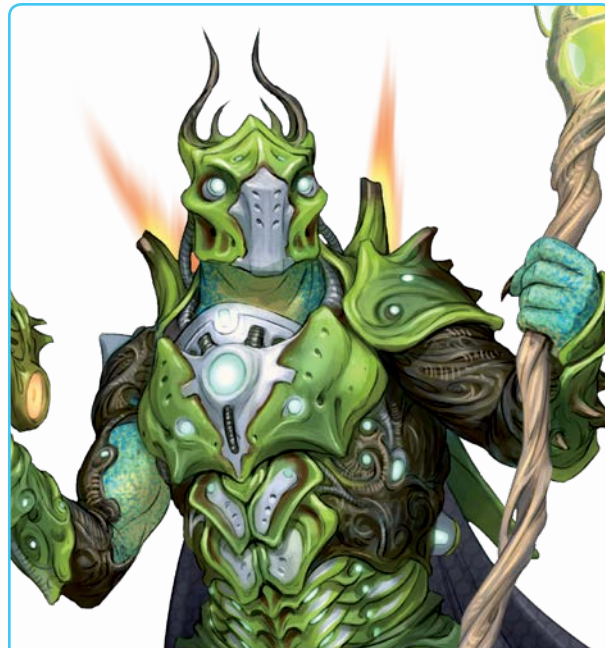
SPECIAL ABILITIES

Combat Tracking An evil mechanic can give up her move on her turn to track a creature using her exocortex. This gives her a +1 bonus to attack rolls against that creature. An evil mechanic can track only one creature at a time.

Custom Rig An evil mechanic's custom rig is a tool kit she can use when attempting Technology skill checks.

Energy Shield Once per day, an evil mechanic can take the Use a Special Ability action to create a personal energy shield that absorbs damage. The shield dissipates after it absorbs 6 damage or after 2 minutes, whichever comes first.

Human Racial Traits This evil mechanic is human (*Heroes' Handbook* 21). You can create an evil mechanic of a different race by substituting the new race's racial traits.



EVIL MYSTIC **LAWFUL EVIL**

Initiative +0	Speed 30 ft.	CR 2	XP 600	HP 21
Special Senses darkvision 60 ft.			Perception +7	

Evil mystics are worshippers of evil gods, and simply want to darken the galaxy, star by star, until the lifeless void reigns supreme.

DEFENSE

AC 14

Fort +1, **Ref** +1, **Will** +5; +2 vs. being frightened

Defensive Abilities share pain

OFFENSE

Melee Attack battle staff +6 (1d4+2 kinetic; knockdown critical hit effect)

Ranged Attack flamejet +8 (1d4+2 fire; blast special property)

Mystic Spells (*Heroes' Handbook* 32, 33)

1st (3 spell slots)—*command* (DC 15), *fear* (DC 15), *mind thrust* (DC 15)

At will—*daze* (DC 14), *detect magic*, *psychokinetic hand*, *telepathic message*, *token spell*

STATISTICS

STR +0, **DEX** +0, **CON** +2, **INT** +0, **WIS** +4, **CHA** +1

Skills Interaction +12, Mysticism +12

EQUIPMENT

second skin, battle staff, flamejet

SPECIAL ABILITIES

Mindlink An evil mystic can take the Use a Special Ability action to touch a creature, communicating 10 minutes' worth of information in an instant. A given individual can be affected only once per day.

Share Pain Three times per day, when a creature deals damage to an evil mystic, that creature must attempt a Will saving throw (DC 13). If it fails, the damage the mystic takes is reduced by 2, and the creature takes 2 damage instead.

Vesk Racial Traits This evil mystic has the armor savant, darkvision, and fearless racial traits (*Heroes' Handbook* 23). You can create an evil mystic of a different race by removing these traits and substituting the new race's racial traits.



EVIL OPERATIVE

NEUTRAL EVIL

Initiative +4	Speed 40 ft.	CR 2	XP 600	HP 23
Special Senses none			Perception +8	

Evil operatives take any job that pays well, and they might even take up personal vendettas against targets who prove particularly troublesome.

DEFENSE

AC 14

Fort +1, Ref +4, Will +5

Defensive Abilities evasion

OFFENSE

Melee Attack tactical baton +6 (1d4+2 kinetic)

Ranged Attack arc pistol +8 (1d6 electricity; stagger critical hit effect)

Offensive Abilities trick attack (+1d4)

STATISTICS

STR +0, DEX +4, CON +0, INT +2, WIS +1, CHA +0

Skills Athletics +13, Stealth +13, Technology +7

Feats Blind-Fight, Fleet

EQUIPMENT

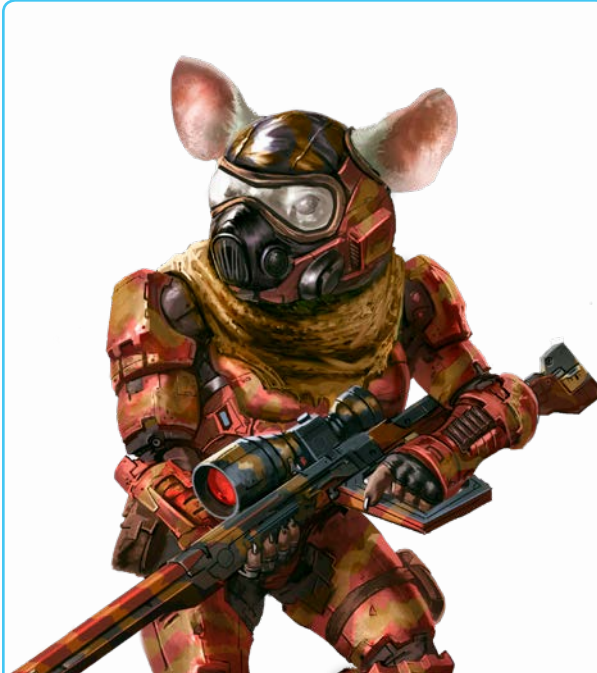
carbon skin, arc pistol, tactical baton, tool kit

SPECIAL ABILITIES

Evasion When an evil operative succeeds at a Reflex saving throw and would take half damage (or suffer some other effect), they instead take no damage (and ignore any effects). The operative can't use this ability when they have the helpless condition.

Shirren Racial Traits This evil operative has the blindsense, communalism, and limited telepathy racial traits (*Heroes' Handbook* 22). You can create an evil operative of a different race by removing these traits and substituting the new race's racial traits.

Trick Attack When an evil operative takes the Melee Attack or Ranged Attack action with a basic melee weapon or small arm, they can first attempt a Stealth skill check (DC 20). If they succeed, they gain a +2 bonus to their attack roll. If their attack hits and they deal damage, they also roll 1d4 and add the result to that damage.



EVIL SOLDIER

CHAOTIC EVIL

Initiative +4	Speed 25 ft.	CR 2	XP 600	HP 25
Special Senses darkvision 60 ft.			Perception +7	

Evil soldiers are hardened combatants, often serving as ruthless mercenaries or callous assassins with little concern for any collateral damage they inflict.

DEFENSE

AC 15

Fort +4, Ref +2, Will +3

Defensive Abilities moxie

OFFENSE

Melee Attack longsword +7 (1d8+2 kinetic)

Ranged Attack autocannon +10 (1d10 kinetic; knockdown critical hit effect) or

fragmentation grenade I +10 (1d6 kinetic, Reflex DC 12 for half)

Offensive Abilities sniper's aim

STATISTICS

STR +2, DEX +4, CON +1, INT +0, WIS +0, CHA +0

Skills Athletics +12, Interaction +7

EQUIPMENT

thinplate (with leapers and radiation buffer upgrades), autocannon, longsword, 2 fragmentation grenades I

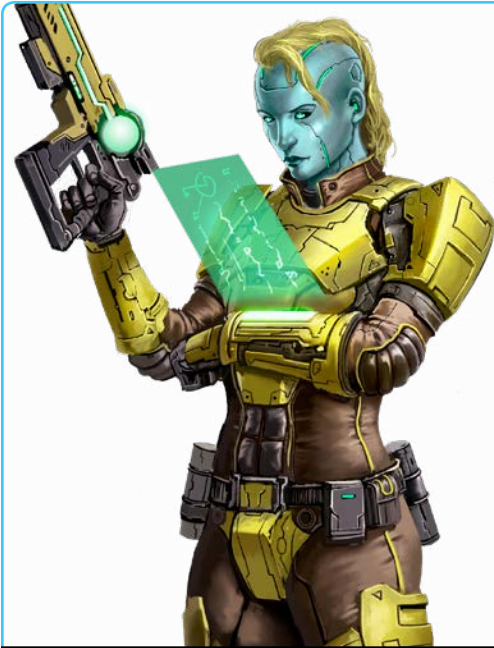
SPECIAL ABILITIES

Leapers An evil soldier's leapers armor upgrade (*Heroes' Handbook* 59) gives her a +8 bonus to Athletics skill checks to jump.

Radiation Buffer An evil soldier's radiation buffer armor upgrade (*Heroes' Handbook* 59) lets her ignore all damage and conditions caused by radiation.

Sniper's Aim When an evil soldier makes a ranged attack against a target with cover, she gains a +2 bonus to her attack roll.

Ysoki Racial Traits This evil soldier has the cheek pouches, darkvision, and moxie racial traits (*Heroes' Handbook* 23). You can create an evil soldier of a different race by removing these traits and substituting the new race's racial traits.



EVIL TECHNOMANCER NEUTRAL EVIL

Initiative +2	Speed 40 ft.	CR 2	XP 600	HP 21
Special Senses darkvision 60 ft.			Perception +7	

Evil technomancers mesh magic and technology to undermine authority and acquire power and wealth by any means necessary.

DEFENSE

AC 13

Fort +1, **Ref** +1, **Will** +5

Defensive Abilities constructed

OFFENSE

Melee Attack tactical baton +4 (1d4+2 kinetic)

Ranged Attack disintegrator pistol +6 (1d8 acid)

Technomancer Spells (*Heroes' Handbook* 41, 42)

1st (3 spell slots)—*magic missile*, *minor holographic image*

At will—*daze* (DC 14), *detect magic*, *energy ray* (+6 ranged attack), *psychokinetic hand*, *token spell*

Offensive Abilities empowered weapon

STATISTICS

STR +0, **DEX** +2, **CON** +0, **INT** +4, **WIS** +1, **CHA** +0

Skills Mysticism +7, Technology +12

EQUIPMENT

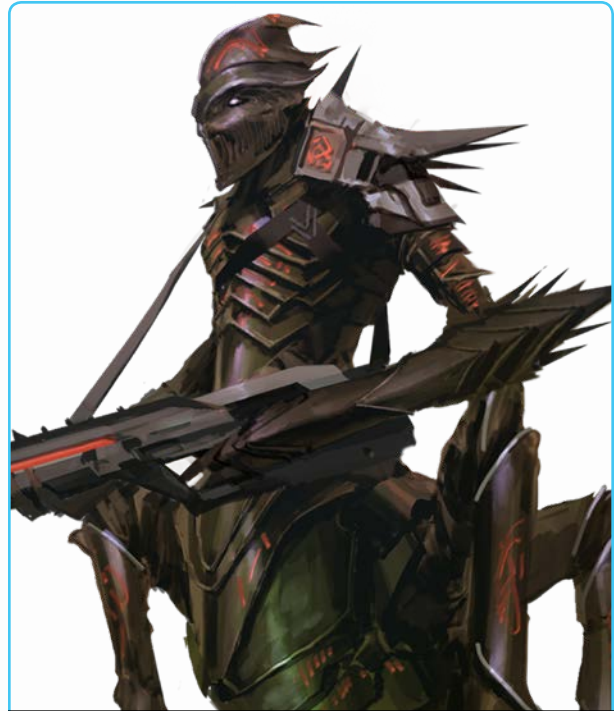
second skin, longstrider armor upgrade (installed in android upgrade slot), disintegrator pistol, tactical baton, datapad, tool kit

SPECIAL ABILITIES

Android Racial Traits This evil technomancer has the constructed, darkvision, and upgrade slot racial traits (*Heroes' Handbook* 21). You can create an evil technomancer of a different race by removing these traits and substituting the new race's racial traits.

Empowered Weapon When an evil technomancer takes the *Melee Attack* or *Ranged Attack* action, she can use a spell slot to gain a +1 bonus to the attack roll and deal 1d6 extra damage if she hits.

Spell Cache Once per day, an evil technomancer can take the *Cast a Spell* action to magically activate her datapad to cast a spell without using a spell slot.



FORMIAN LAWFUL NEUTRAL

Initiative +2	Speed 40 ft.	CR 3	XP 800	HP 39
Special Senses darkvision 60 ft.			Perception +8	

Native to Castrovel, formians resemble giant ants with humanoid upper bodies, and they carve their chitinous plates with insignia reflecting their individual names and achievements. Members of a hive share a telepathic link.

DEFENSE

AC 16

Fort +5, **Ref** +3, **Will** +4

Energy Resistance sonic 10

OFFENSE

Melee Attack claw +11 (1d6+7 kinetic) or

stinger +11 (1d4+7 kinetic plus formian toxin)

Ranged Attack laser pistol +8 (1d4+3 fire)

STATISTICS

STR +4, **DEX** +2, **CON** +1, **INT** +0, **WIS** -1, **CHA** +0

Skills Athletics +13, Stealth +8

EQUIPMENT

defiance squad armor, laser pistol

SPECIAL ABILITIES

Formian Toxin Whenever a formian hits a creature with its stinger attack, that creature attempts a Fortitude saving throw (DC 12). If it fails, its movement speed is reduced by 5 feet and it gains the hampered condition (-2 penalty to most d20 rolls; see page 94). These effects last for 24 hours.

Hive Mind While a formian is within 60 feet of another formian, it gains a +4 bonus to initiative and Perception checks. If a formian sharing a hive mind is aware of something, all formians within 60 feet are also aware of the same thing.

Limited Telepathy A formian has limited telepathy, which works just like the lashunta ability (*Heroes' Handbook* 22), with a range of 60 feet.



GANG TOUGH CHAOTIC NEUTRAL

Initiative +2	Speed 30 ft.	CR 1/2	XP 200	HP 13
Special Senses none			Perception +4	

Gang toughs might be desperate survivors or violent individuals who thrive when their strength is rewarded. Some want a quick path to money; others just want to keep their loved ones safe.

DEFENSE

AC 12

Fort +4, **Ref** +2, **Will** +0

OFFENSE

Melee Attack tactical baton +6 (1d4+3 kinetic)

Ranged Attack semi-auto pistol +4 (1d4 kinetic; stagger critical hit effect)

STATISTICS

STR +3, **DEX** +2, **CON** +1, **INT** +0, **WIS** +0, **CHA** -1

Skills Athletics +9, Interaction +4, Stealth +4

EQUIPMENT

second skin, semi-auto pistol, tactical baton



GARAGGAKAL CHAOTIC EVIL

Initiative +5	Speed 30 ft.	CR 5	XP 1,600	HP 75
Special Senses darkvision 60 ft.			Perception +11	

Life exists in the Drift, often dragged along by traveling starships, but scientists have only recently discovered life-forms native to the Drift. The garaggakal, an ambush predator sometimes called a Drift wraith, is one such creature.

DEFENSE

AC 19

Fort +7, **Ref** +7, **Will** +6

Defensive Abilities void adaptation; **Immunities** radiation

Weaknesses vulnerable to electricity

OFFENSE

Fly 30 ft.

Melee Attack bite +14 (1d6+7 kinetic)

Offensive Abilities leech life

STATISTICS

STR +2, **DEX** +5, **CON** +3, **INT** +1, **WIS** +2, **CHA** -2

Skills Athletics +16, Stealth +16

EQUIPMENT

none

SPECIAL ABILITIES

Fly A garaggakal can fly up to 30 feet as its move. See page 77 of the *Heroes' Handbook* for more information.

Leech Life Twice per day, a garaggakal can take the Use a Special Ability action to leech the life from one target within 30 feet. This deals 3d6 kinetic damage, but if the target succeeds at a Fortitude saving throw (DC 13), it takes half damage (rounded down). The garaggakal regains Hit Points equal to the damage dealt.

Phase Through Twice per day, when a garaggakal takes the Extra Move action, it can move through up to 15 feet of inanimate solid matter (such as a wall or a starship's bulkhead).

Telepathy A garaggakal can communicate mentally with any creature within 100 feet.

Void Adaptation A garaggakal doesn't need to breathe, and it doesn't take any damage from being in vacuum (page 36).

Vulnerable to Electricity When a garaggakal takes electricity damage, it takes 50% extra damage (rounded down).



GRAY NEUTRAL EVIL

Initiative +1	Speed 30 ft.	CR 4	XP 1,200	HP 43
Special Senses darkvision 30 ft.			Perception +10	

No one knows what planet—or galaxy—the grays call home, but reports of their nightmarish abductions and mysterious experiments have been collected from countless worlds for as long as starships have plied the void.

DEFENSE

AC 17

Fort +3, **Ref** +3, **Will** +9

Defensive Abilities phase

OFFENSE

Melee Attack probe +6 (no damage; see below)

Ranged Attack disintegrator pistol +8 (1d8+4 acid)

Mystic Spells (*Heroes' Handbook* 32, 33, 35)

2nd (2 spell slots)—*greater mind thrust* (DC 17), *hold person* (DC 17)

1st (4 spell slots)—*command* (DC 16), *detect thoughts* (DC 16), *mind thrust* (DC 16)

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

STATISTICS

STR -1, **DEX** +1, **CON** +0, **INT** +5, **WIS** +0, **CHA** +3

Skills Interaction +15, Medicine +10, Science +15

EQUIPMENT

tempweave, disintegrator pistol

SPECIAL ABILITIES

Phase Grays exist slightly out of phase with reality. A gray can move through inanimate solid matter, provided it ends its movement outside any objects. In addition, a gray takes half damage (rounded down) from weapons and effects that deal damage to multiple creatures in an area (such as a weapon with the blast special property or the *overheat* spell).

Probe A creature hit by a gray's probe attack must attempt a Will saving throw (DC 15). If it fails, it gains the staggered condition (page 94) for 1d4 rounds. If a creature already has the staggered condition, the gray instead probes the creature's mind for the answer to a question or to seek information.

Telepathy A gray can communicate mentally with any creature within 100 feet.



HESPER CHAOTIC NEUTRAL

Initiative +1	Speed 30 ft.	CR 2	XP 600	HP 21
Special Senses none			Perception +7	

Lithe and handsome, hespers embody the potential for change inherent in technological power sources. They are energetic and excitable, interested in new faces, sights, and sensations, and they spread across the universe in search of new experiences.

DEFENSE

AC 13

Fort +3, **Ref** +3, **Will** +5

Defensive Abilities reactor sprite; **Immunities** fire; **Weaknesses** vulnerable to cold

OFFENSE

Melee Attack mutating touch +3 (no damage; see below)

Technomancer Spells (*Heroes' Handbook* 41, 42)

1st (2 spell slots)—*jolting surge* (+3 melee attack), *overheat* (DC 15)

At will—*energy ray* (+5 ranged attack), *mending*

STATISTICS

STR +0, **DEX** +1, **CON** +2, **INT** +0, **WIS** +1, **CHA** +4

Skills Science +12, Technology +12

EQUIPMENT

none

SPECIAL ABILITIES

Mutating Touch A creature hit by a hesper's mutating touch attack must attempt a Fortitude saving throw (DC 13). If it fails, the target suddenly mutates! Roll a d10 to determine the effect of the mutation: On a result of 1, the target gains the impaired condition (-4 penalty to most d20 rolls; page 94) for 3 rounds. On a result of 2-9, the target gains the hampered condition (-2 penalty to most d20 rolls; page 94) for 1 round. On a result of 10, the target gains a +2 bonus to attack rolls for 1 round. A creature can be affected by this ability only once per day.

Reactor Sprite A hesper can take the Use a Special Ability action to merge with a power source large enough to completely contain it, such as a fusion reactor or starship engine. While the hesper is merged with a power source, it can't take actions, but it regains 5 Hit Points each turn it remains in the reactor (up to its total Hit Points). A creature adjacent to a power source can drive out a merged hesper by taking the Use a Skill action and succeeding at a Technology skill check (DC 13). A hesper who is driven out in this way can't merge with the same power source for 1 minute.

Vulnerable to Cold When a hesper takes cold damage, it takes 50% extra damage (rounded down).



KASATHA LAWFUL NEUTRAL

Initiative +4	Speed 30 ft.	CR 1	XP 400	HP 20
Special Senses none			Perception +5	

Originally from Kasath, a planet orbiting a dying star far beyond the Pact Worlds, kasathas are a noble and mysterious four-armed people famous for their wisdom and traditions.

DEFENSE

AC 13

Fort +1, **Ref** +3, **Will** +3

OFFENSE

Melee Attack longsword +8 (1d8 kinetic)

Ranged Attack semi-auto pistol +6 (1d4+1 kinetic; stagger critical hit effect) or

fragmentation grenade I +6 (1d6 kinetic, Reflex DC 12 for half)

STATISTICS

STR +4, **DEX** +2, **CON** +1, **INT** -1, **WIS** +1, **CHA** +0

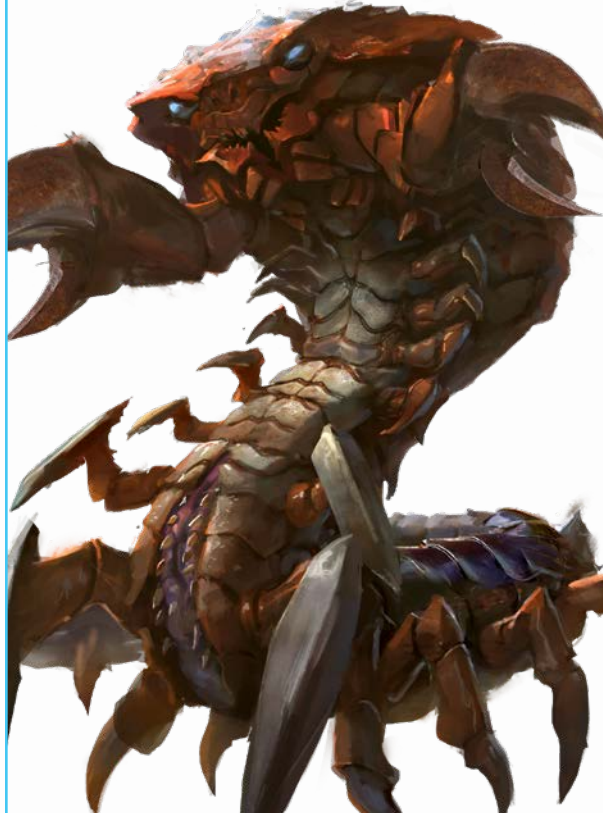
Skills Athletics +10, Culture +10

EQUIPMENT

second skin, longsword, semi-auto pistol, 2 fragmentation grenades I

SPECIAL ABILITIES

Desert Stride A kasatha can move through difficult terrain in deserts, hills, and mountains at its regular speed.



KHEFAK NEUTRAL

Initiative +1	Speed 20 ft.	CR 1/3	XP 135	HP 6
Special Senses darkvision 60 ft.			Perception +3	

Khefaks are arthropods, similar to a cross between a centipede and crab, that originated on the dying world of Akiton. Each of these creatures has an extremely hard exoskeleton, 20 legs, front-facing pincers, and a long slit along the length of its body that functions as a mouth. Khefaks primarily eat minerals, but they attack living creatures as well.

DEFENSE

AC 12

Fort +3, **Ref** +1, **Will** +0

Immunities radiation

OFFENSE

Burrow, **Climb**

Melee Attack claw +4 (1d6 kinetic)

STATISTICS

STR +0, **DEX** +1, **CON** +3, **INT** -, **WIS** +0, **CHA** -3

Skills Athletics +7

EQUIPMENT

none

SPECIAL ABILITIES

Burrow A khefak can burrow 5 feet down into soil or similar loose material as its move. While burrowed, it can't target creatures and it can't be targeted.

Climb A khefak doesn't need to attempt Athletics skill checks to climb (*Heroes' Handbook* 47) to traverse a vertical or horizontal surface (even upside down), and it doesn't gain the flat-footed condition from climbing.



KSARIK

NEUTRAL

Initiative +1	Speed 40 ft.	CR 4	XP 1,200	HP 52
Special Senses darkvision 30 ft.			Perception +10	

Once mindless, animate plants that scavenged for food and sprouted their seedlings in corpses on Castrovel, ksariks have developed a pack mentality, low cunning, and the preternatural ability to adopt competitors' strengths.

DEFENSE

AC 18

Fort +8, **Ref** +6, **Will** +3

Defensive Abilities fast healing; **Immunities** plant immunities

OFFENSE

Climb

Melee Attack tentacle +12 (1d6+9 kinetic plus ingested adaptation)

Ranged Attack acid spit +9 (1d4+4 acid) or
thorn dart +9 (1d6+4 kinetic)

Offensive Abilities reach

STATISTICS

STR +5, **DEX** +1, **CON** +3, **INT** -3, **WIS** +1, **CHA** -1

Skills Athletics +7

EQUIPMENT

none

SPECIAL ABILITIES

Acid Spit A ksarik's acid spit attack has a range of 60 feet.

Climb A ksarik doesn't need to attempt Athletics skill checks to climb (*Heroes' Handbook* 47) to traverse a vertical or horizontal surface (even upside down), and it doesn't gain the flat-footed condition from climbing.

Fast Healing A ksarik regains 2 Hit Points at the start of each of its turns. This healing stops if the ksarik is reduced to 0 Hit Points.

Ingested Adaptation When a ksarik deals damage to a creature with its tentacle attack, it gains one of that creature's racial abilities (such as a shirren's limited telepathy or a ysoki's cheek pouches) for 1 minute. Gaining a new adaptation ends the previous one.

Large A ksarik is a large creature. It takes up a 10-foot-by-10-foot space (2 squares by 2 squares).

Plant Immunities A ksarik isn't affected by attacks and effects that target its mind.

Reach A ksarik can make melee attack rolls against creatures up to 2 squares away from it (instead of just adjacent creatures).

Thorn Dart A ksarik can launch deadly thorns at a target within 100 feet.



LIVING HOLOGRAM

CHAOTIC EVIL

Initiative +1	Speed 30 ft.	CR 7	XP 3,200	HP 75
Special Senses darkvision 60 ft.			Perception +14	

Through a fault in the machinery of its projector, an advanced hologram gains a modicum of sentience and, sometimes, a twisted idea of the reason for its existence. These "tech ghosts" enjoy tormenting living creatures.

DEFENSE

AC 20

Fort +4, **Ref** +4, **Will** +8

Defensive Abilities hologram, rejuvenation, unliving; **Immunities** construct immunities; **Weaknesses** tethered

OFFENSE

Fly 30 ft.

Melee Attack slam +16 (1d8+7 kinetic)

Technomancer Spells (*Heroes' Handbook* 42)

1st (3 spell slots)—minor holographic image

STATISTICS

STR +0, **DEX** +5, **CON** -, **INT** +2, **WIS** +1, **CHA** +4

Skills Culture +19, Interaction +14, Stealth +19, Technology +19

EQUIPMENT

none

SPECIAL ABILITIES

Construct Immunities A living hologram isn't affected by attacks and effects that target its mind, or by any effect that requires a Fortitude saving throw.

Fly A living hologram can fly up to 30 feet as its move. See page 77 of the *Heroes' Handbook* for more information.

Hologram A living hologram can appear to be a normal hologram, hiding in plain sight as such a projection. In addition, the hologram has no body or solid form, so it doesn't take kinetic damage, and it takes half damage (rounded down) from most other attacks and effects. Only the *magic missile* spell (*Heroes' Handbook* 42) deals full damage to a living hologram.

Rejuvenation If a living hologram is destroyed, its corrupted projector causes it to reappear in 1d4 hours. The only ways to permanently destroy a living hologram are to destroy its projector or to fix its projector; fixing its projector requires a successful Technology skill check (DC 20).

Tethered A living hologram can't move farther than 100 feet from its projector.

Unliving A living hologram doesn't breathe, drink, eat, heal, or sleep.



MARAQUOI **NEUTRAL GOOD**

Initiative +4	Speed 30 ft.	CR 1/2	XP 200	HP 13
Special Senses darkvision 30 ft.			Perception +4	

Maraquoi are a native species of Marata, one of Bretheda's moons. The furry humanoids had a low-tech culture until interplanetary trade caused rapid technological advances. Still, they maintain the traditions of their ancestors.

DEFENSE

AC 12

Fort +2, **Ref** +1, **Will** +2

OFFENSE

Climb

Melee Attack tactical baton +6 (1d4+2 kinetic)

Ranged Attack sonic pistol +3 (1d6 sonic; blast special property)

STATISTICS

STR +2, **DEX** +0, **CON** +3, **INT** +0, **WIS** +1, **CHA** +0

Skills Athletics +9, Stealth +4

EQUIPMENT

second skin, sonic pistol, tactical baton

SPECIAL ABILITIES

Climb A maraquoi doesn't need to attempt Athletics skill checks to climb (*Heroes' Handbook* 47) to traverse a vertical or horizontal surface (even upside down), and it doesn't gain the flat-footed condition from climbing.



MI-GO **NEUTRAL EVIL**

Initiative +3	Speed 30 ft.	CR 6	XP 2,400	HP 80
Special Senses darkvision 30 ft.			Perception +13	

Malevolent scientists, explorers, inventors, and colonists, mi-go are servitors of eerie alien gods. Mi-go come from deep space and view the universe as a canvas to be mastered and controlled.

DEFENSE

AC 19

Fort +11, **Ref** +5, **Will** +5

Defensive Abilities void adaptation **Immunities** cold, plant immunities; **Energy Resistance** electricity 10, fire 10

OFFENSE

Fly 30 ft.

Melee Attack claw +12 (1d8+7 kinetic; evisceration critical hit effect [see below])

Ranged Attack arc pistol +14 (1d6+6 electricity; stagger critical hit effect)

STATISTICS

STR +1, **DEX** +3, **CON** +2, **INT** +5, **WIS** +2, **CHA** +0

Skills Medicine +13, Mysticism +18, Science +18, Technology +13

EQUIPMENT

arc pistol

SPECIAL ABILITIES

Evisceration If a mi-go scores a critical hit with its claw, its target must attempt a Fortitude saving throw (DC 16). If its target fails, the target takes triple damage (instead of double damage).

Fly A mi-go can fly up to 30 feet as its move. See page 77 of the *Heroes' Handbook* for more information.

Plant Immunities A mi-go isn't affected by attacks and effects that target its mind.

Void Adaptation A mi-go doesn't need to breathe, and it doesn't take any damage from being in vacuum (page 36).



OBSERVER ROBOT NEUTRAL

Initiative +4	Speed 30 ft.	CR 1	XP 400	HP 17
Special Senses darkvision 60 ft.			Perception +5	

Observer robots are small, flying robots designed primarily to record and report specific unsavory activities for later review by their owners, though they are also equipped to fend off minor threats. Of all the robots used for security purposes, the observer robot is among the cheapest and most common.

DEFENSE

AC 14

Fort +1, Ref +1, Will +1

Defensive Abilities unliving; **Immunities** construct immunities;

Weaknesses vulnerable to critical hits, vulnerable to electricity

OFFENSE

Fly 30 ft.

Melee Attack slam +6 (1d6+3 kinetic)

Ranged Attack pulse +9 (1d4+1 electricity)

STATISTICS

STR +2, DEX +4, CON –, INT +1, WIS +0, CHA +0

Skills Athletics +5, Technology +5

EQUIPMENT

none

SPECIAL ABILITIES

Construct Immunities An observer robot isn't affected by attacks and effects that target its mind or by any effect that requires a Fortitude saving throw.

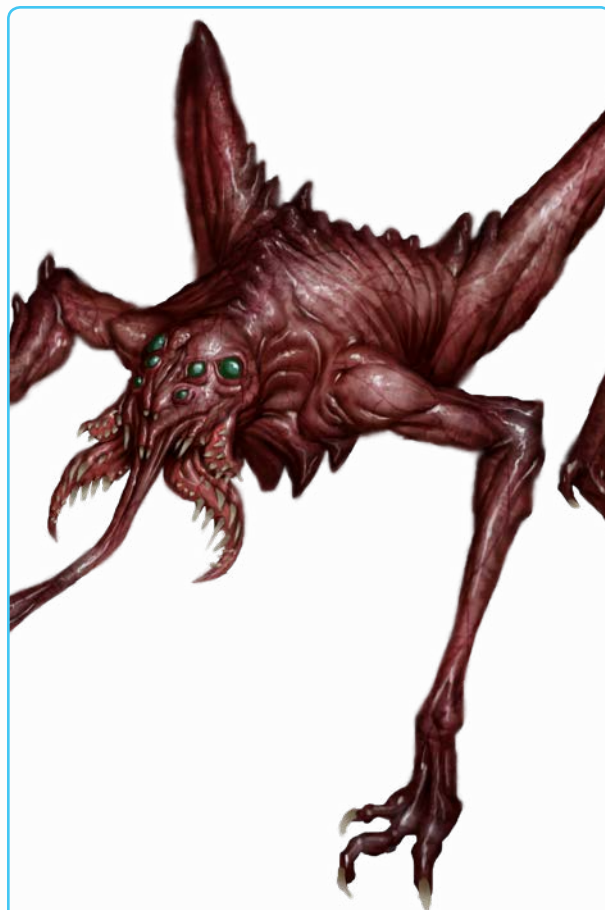
Fly An observer robot can fly up to 30 feet as its move. See page 77 of the *Heroes' Handbook* for more information.

Pulse An observer robot's pulse ranged attack has a range of 20 feet.

Unliving An observer robot doesn't breathe, drink, eat, heal, or sleep.

Vulnerable to Critical Hits An observer robot takes 50% extra damage (rounded down) from critical hits.

Vulnerable to Electricity When an observer robot takes electricity damage, it takes 50% extra damage (rounded down).



OROCORAN CHAOTIC EVIL

Initiative +5	Speed 30 ft.	CR 6	XP 2,400	HP 93
Special Senses darkvision 60 ft.			Perception +13	

Native to Aucturn, orocorans are parasites that prey on the living planet. They seek out pulsing veins of black ichor that run beneath parts of Aucturn's surface, drawing the narcotic liquid out with their mosquito-like proboscises.

DEFENSE

AC 20

Fort +8, Ref +8, Will +7

Defensive Abilities see invisibility

OFFENSE

Melee Attack proboscis +13 (1d8+6 kinetic)

Ranged Attack projectile vomit +16 (1d10+6 acid)

STATISTICS

STR +0, DEX +5, CON +3, INT –1, WIS +1, CHA +2

Skills Mysticism +13, Stealth +18

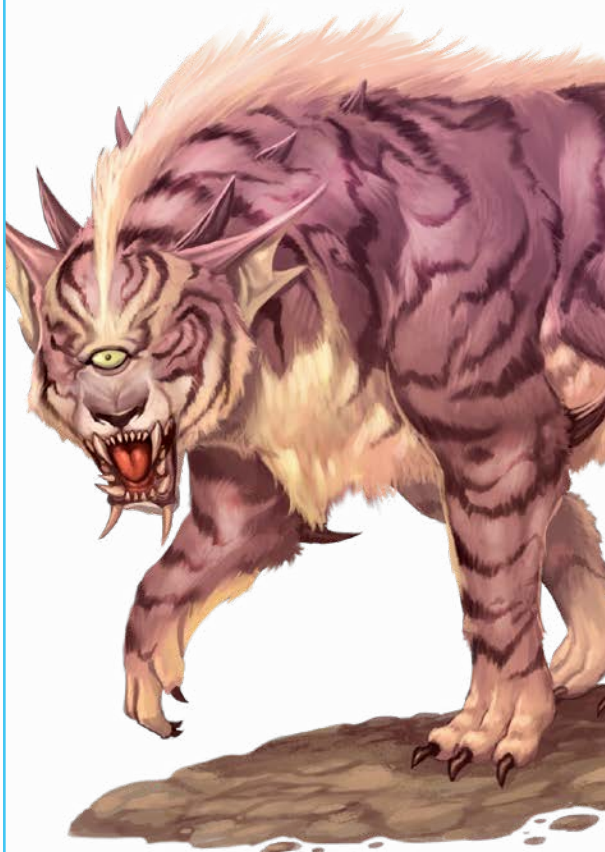
EQUIPMENT

none

SPECIAL ABILITIES

Projectile Vomit An orocoran can vomit its narcotic-laced stomach fluid at a target up to 30 feet away. A creature hit with this spew must attempt a Will saving throw (DC 16). If it fails, it gains the staggered condition (page 94) for 1d4 rounds.

See Invisibility An orocoran can see invisible objects and creatures (and can easily discern between visible and invisible creatures).



PERATHI

NEUTRAL

Initiative +2	Speed 40 ft.	CR 1	XP 400	HP 20
Special Senses darkvision 60 ft.			Perception +5	

This tigerlike predator, found on the jungle planet Castrovel, is a fearsome predator with six clawed legs, a single eye, and long, sharp canines.

DEFENSE

AC 13

Fort +3, **Ref** +3, **Will** +1

OFFENSE

Melee Attack bite +7 (1d6+3 kinetic)

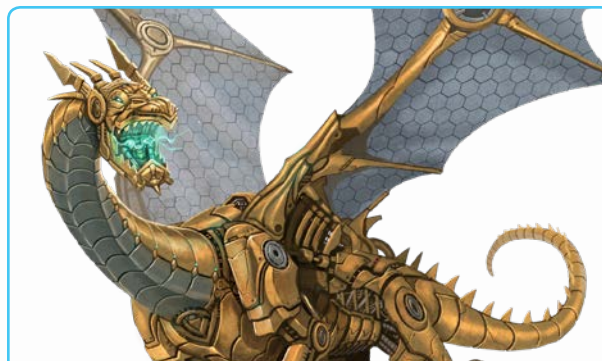
STATISTICS

STR +2, **DEX** +1, **CON** +2, **INT** -4, **WIS** +1, **CHA** -2

Skills Athletics +5, Stealth +5

EQUIPMENT

none



ROBOT DRAGON

NEUTRAL

Initiative +4	Speed 50 ft.	CR 7	XP 3,200	HP 105
Special Senses darkvision 60 ft.			Perception +14	

Robot dragons, powerful war machines designed for battle, have occasionally gained a measure of sentience, acting like the living dragons they are modeled after.

DEFENSE

AC 21

Fort +7, **Ref** +7, **Will** +4

Defensive Abilities nanite repair, unliving; **Immunities** construct immunities; **Weaknesses** vulnerable to critical hits, vulnerable to electricity

OFFENSE

Fly 100 ft.

Melee Attack bite +18 (2d6+12 kinetic)

Multiattack bite +12 (2d6+12 kinetic), 2 claws +12 (1d4+12 kinetic)

Offensive Abilities breath weapon, reach

STATISTICS

STR +5, **DEX** +4, **CON** -, **INT** +2, **WIS** +2, **CHA** +0

Skills Athletics +19, Interaction +14, Stealth +14, Technology +14

EQUIPMENT

none

SPECIAL ABILITIES

Breath Weapon Every 1d4 rounds, a robot dragon can take the Use a Special Ability action to breathe a 30-foot cone of electricity that deals 8d6 electricity damage. A creature in the cone can attempt a Reflex save (DC 15) to take half damage (rounded down).

Construct Immunities A robot dragon isn't affected by effects that target its mind or by any effect that requires a Fortitude save.

Fly A robot dragon can fly up to 100 feet as its move.

Large A robot dragon takes up a 10-foot-by-10-foot space.

Multiattack If a robot dragon gives up its move, it can take the Use a Special Ability action to make three melee attacks: one with its bite, and one with each claw.

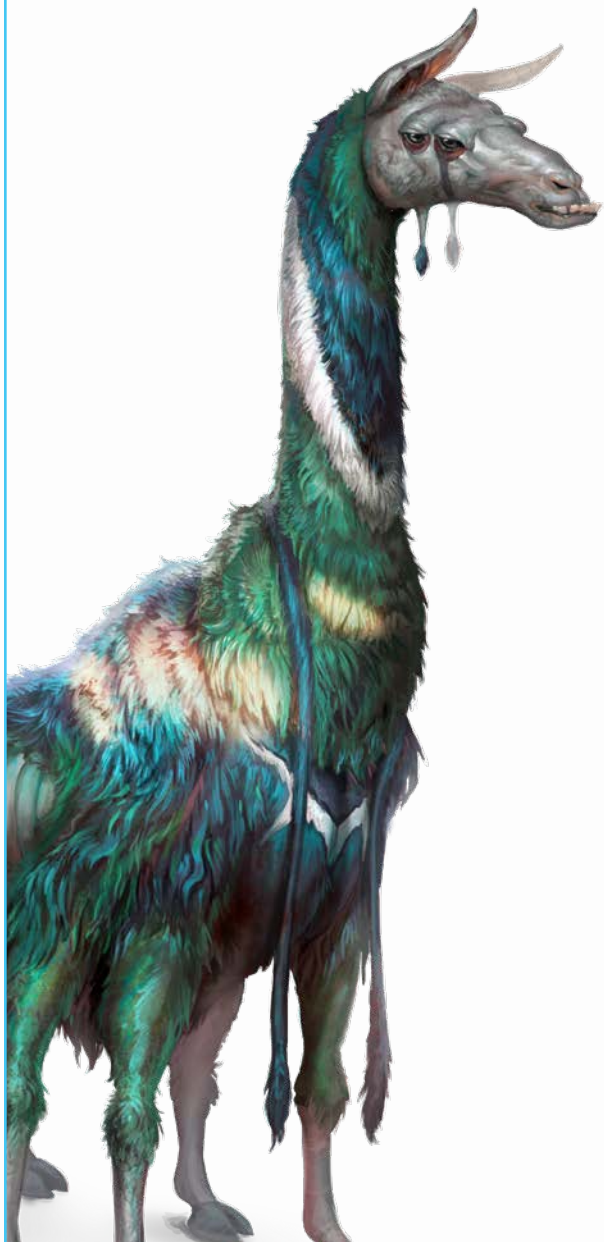
Nanite Repair A robot dragon's nanites restore 7 HP to it every hour. Once per day, the robot dragon can take the Use a Special Ability action to restore 4d12 HP to itself or any other robot.

Reach A robot dragon can make melee attacks against creatures that are up to 2 squares away from it.

Unliving A robot dragon doesn't breathe, drink, eat, heal, or sleep.

Vulnerable to Critical Hits A robot dragon takes 50% extra damage (rounded down) from critical hits.

Vulnerable to Electricity When a robot dragon takes electricity damage, it takes 50% extra damage (rounded down).



RUTHIG NEUTRAL

Initiative +2	Speed 40 ft.	CR 1/2	XP 200	HP 13
Special Senses none			Perception +4	

Ruthigs are herbivorous animals on Castrovel that gather in large herds. While generally docile, they can be dangerous if provoked.

DEFENSE

AC 12

Fort +3, Ref +4, Will +1

OFFENSE

Melee Attack hooves +4 (1d6+1 kinetic)

STATISTICS

STR +1, DEX +2, CON +1, INT -4, WIS +1, CHA -2

Skills Athletics +4

EQUIPMENT

none



RYPHORIAN NEUTRAL GOOD

Initiative +5	Speed 30 ft.	CR 1	XP 400	HP 16
Special Senses darkvision 60 ft.			Perception +10	

Ryphorians are the dominant humanoid species on Triaxus, a planet known for its eccentric orbit, which causes the seasons to last for generations (it's currently winter). Ryphorians' physical traits change to deal with the extreme weather.

DEFENSE

AC 13

Fort +3, Ref +3, Will +2

Energy Resistance cold 5

OFFENSE

Melee Attack tactical baton +4 (1d4+1 kinetic)

Ranged Attack forked pistol +6 (1d4+1 fire; boost special property)

Offensive Abilities combat tracking

STATISTICS

STR +0, DEX +1, CON +2, INT +4, WIS +0, CHA -1

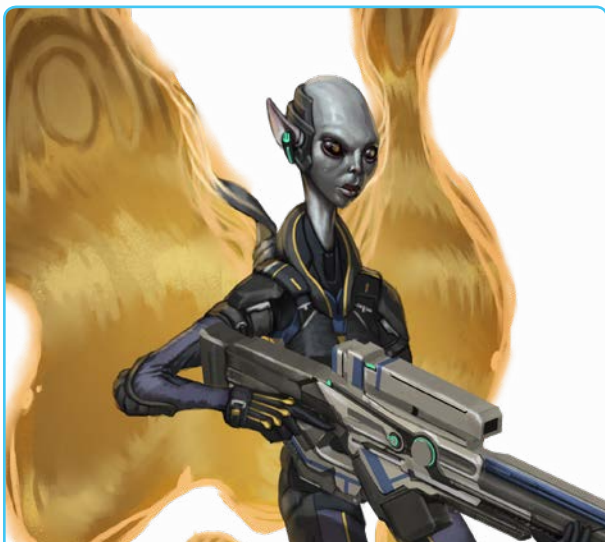
Skills Science +5, Technology +10

EQUIPMENT

second skin, forked pistol, tactical baton

SPECIAL ABILITIES

Combat Tracking A ryphorian can give up its move on its turn to track a creature. This gives the ryphorian a +1 bonus to attack rolls against that creature. A ryphorian can track only one creature at a time.



SARCESIAN LAWFUL NEUTRAL

Initiative +5	Speed 40 ft.	CR 5	XP 1,600	HP 64
Special Senses darkvision 60 ft.			Perception +17	

Supposedly descended from the inhabitants of the two planets whose destruction long ago formed the Diaspora asteroid belt, sarcesians have adapted to low-gravity and thin-air environments and can fly and survive in a vacuum for a time.

DEFENSE

AC 18

Fort +4, Ref +9, Will +8

Defensive Abilities evasion, void flyer

OFFENSE

Melee Attack dueling sword +10 (1d6+5 kinetic)

Ranged Attack red star rifle +12 (1d10+5 fire; boost special property) or fragmentation grenade II +12 (1d8 kinetic, Reflex DC 13 for half)

Offensive Abilities reach, trick attack (1d8)

STATISTICS

STR +0, DEX +5, CON +0, INT +3, WIS +0, CHA +2

Skills Athletics +17, Stealth +17, Technology +12

EQUIPMENT

defrex hide, red star rifle, dueling sword, 2 fragmentation grenades II

SPECIAL ABILITIES

Evasion When a sarcesian succeeds at a Reflex saving throw and would take half damage (or suffer some other effect), it instead takes no damage (and ignores any effects). The sarcesian can't use this ability when it has the helpless condition.

Reach A sarcesian can make melee attack rolls against creatures that are up to 2 squares away from it (even diagonally) instead of just adjacent creatures.

Trick Attack This ability works just like the 1st-level operative class feature (*Heroes' Handbook* 36), except the sarcesian adds 1d8 damage when successful instead of 1d4.

Void Flyer A sarcesian can go 12 hours in a vacuum without breathing or taking any damage from being in a vacuum (page 36). While in a vacuum, the sarcesian grows energy wings that grant it the ability to fly up to 30 feet as its move. See page 77 of the *Heroes' Handbook* for more information.



SECURITY GUARD LAWFUL NEUTRAL

Initiative +2	Speed 30 ft.	CR 1	XP 400	HP 23
Special Senses none			Perception +5	

A security guard is a night sentry at a factory or other private facility, a frontier sheriff's deputy, or a rookie uniformed police officer. Security guards are usually trained in defensive fighting and tactics to apprehend rather than kill.

DEFENSE

AC 13

Fort +4, Ref +2, Will +4

OFFENSE

Melee Attack tactical baton +8 (1d4+5 kinetic)

Ranged Attack sonic pistol +5 (1d6+1 electricity; blast special property)

STATISTICS

STR +4, DEX +2, CON +1, INT +0, WIS +1, CHA +0

Skills Athletics +10, Interaction +5

EQUIPMENT

second skin, sonic pistol, tactical baton, flashlight



SECURITY ROBOT NEUTRAL

Initiative +4	Speed 30 ft.	CR 4	XP 1,200	HP 52
Special Senses darkvision 60 ft.			Perception +10	

Security robots are humanoid in shape, standing about 6 feet tall. Most have integrated armaments that keep the robots' limbs free to apprehend offenders and engage in close combat, and they usually protect large facilities with wealthy owners.

DEFENSE

AC 18

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

Defensive Abilities nanite repair, unliving; **Immunities** construct immunities; **Weaknesses** vulnerable to critical hits, vulnerable to electricity

OFFENSE

Melee Attack slam +10 (1d6+7 kinetic)

Ranged Attack arc pistol +13 (1d6+3 electricity; stagger critical hit effect)

Offensive Abilities jolting arc

STATISTICS

STR +3, **DEX** +5, **CON** –, **INT** +1, **WIS** +0, **CHA** +0

Skills Athletics +10, Interaction +10, Technology +10

EQUIPMENT

arc pistol

SPECIAL ABILITIES

Construct Immunities A security robot isn't affected by attacks and effects that target its mind or by any effect that requires a Fortitude saving throw.

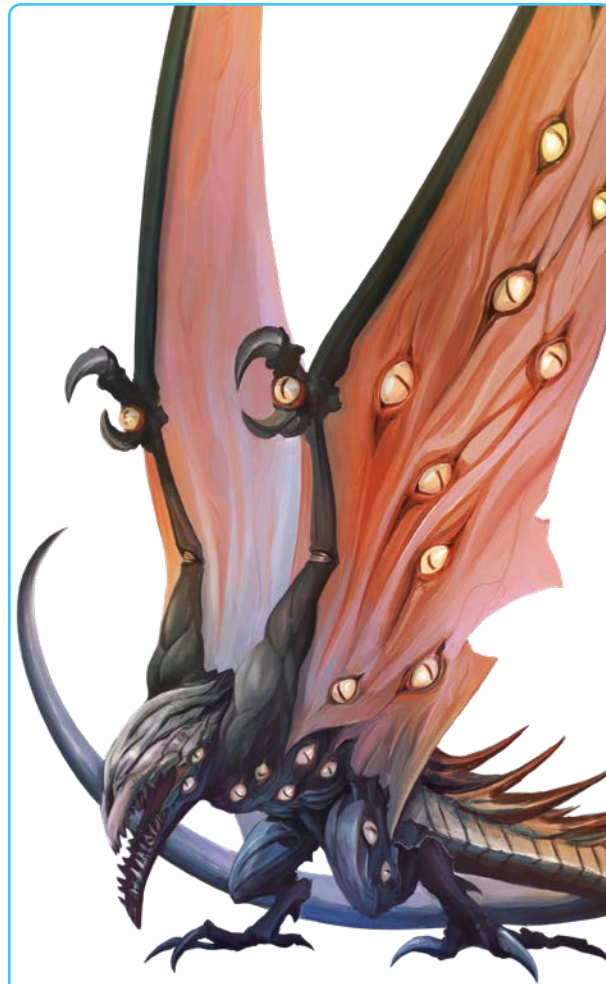
Jolting Arc A security robot can take the Use a Special Ability action to arc electricity at up to four creatures within 40 feet, dealing 1d8 electricity damage to each target. Each creature can attempt a Reflex saving throw (DC 13) to take half damage (rounded down). Once a security robot uses this ability, it must wait 1d4 rounds before using it again.

Nanite Repair A security robot's nanites restore 4 Hit Points to it every hour. Once per day, the robot can take the Use a Special Ability action to restore 3d8 Hit Points to itself or any other robot.

Unliving A security robot doesn't breathe, drink, eat, heal, or sleep.

Vulnerable to Critical Hits A security robot takes 50% extra damage (rounded down) from critical hits.

Vulnerable to Electricity When a security robot takes electricity damage, it takes 50% extra damage (rounded down).



SHARPWING NEUTRAL

Initiative +4	Speed 20 ft.	CR 3	XP 800	HP 40
Special Senses darkvision 60 ft.			Perception +13	

Sharpwings are carnivores found in and soaring between the Ice Wells of Aballon—craters filled with a variety of biological life. Eyes cover a sharpwing's body.

DEFENSE

AC 16

Fort +7, **Ref** +7, **Will** +2

OFFENSE

Fly 30 ft.

Melee Attack bite +11 (1d6+7 kinetic)

Multiattack bite +5 (1d6+7 kinetic), 2 claws +5 (1d4+4 kinetic)

STATISTICS

STR +4, **DEX** +2, **CON** +1, **INT** –4, **WIS** +0, **CHA** +0

Skills Athletics +13, Stealth +13

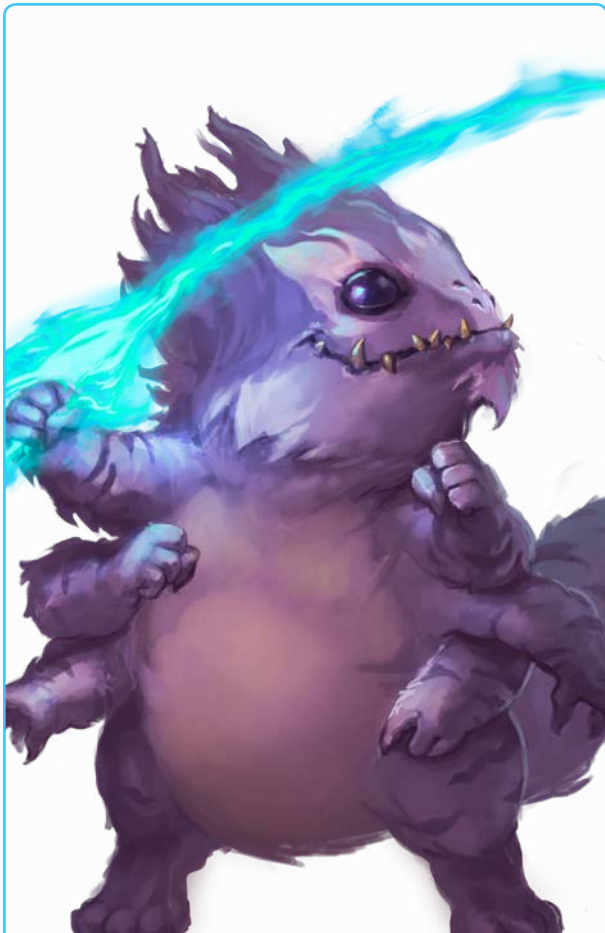
EQUIPMENT

none

SPECIAL ABILITIES

Fly A sharpwing can fly up to 30 feet as its move. See page 77 of the *Heroes' Handbook* for more information.

Multiattack If a sharpwing gives up its move, it can take the Use a Special Ability action to make three melee attacks: one with its bite, and one with each claw.



SKITTERMANDER CHAOTIC NEUTRAL

Initiative +2	Speed 30 ft.	CR 2	XP 600	HP 23
Special Senses darkvision 60 ft.			Perception +7	

Inhabitants of Vesk-3, skittermanders led simple lives before the Veskarium annexed their planet. They are idiosyncratic without being anarchic, and they enjoy teamwork, naturally following a qualified leader to undertake large projects.

DEFENSE

AC 15

Fort +1, Ref +3, Will +5

OFFENSE

Melee Attack dueling sword +6 (1d6+3 kinetic)

Ranged Attack laser pistol +6 (1d4+3 fire)

Offensive Abilities get 'em

STATISTICS

STR +1, **DEX** +2, **CON** +0, **INT** +0, **WIS** +1, **CHA** +4

Skills Athletics +7, Interaction +12, Stealth +7

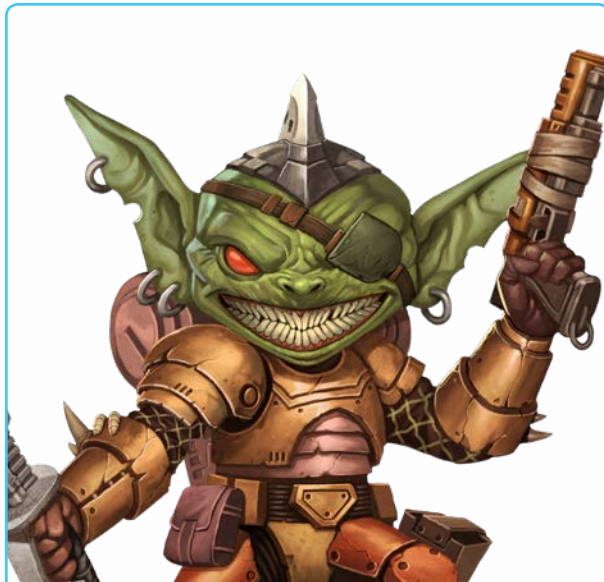
EQUIPMENT

microcord, dueling sword, laser pistol

SPECIAL ABILITIES

Get 'Em Once during its turn, a skittermander can choose a creature within 60 feet. The skittermander and its allies gain a +1 bonus to their attack rolls to hit that creature until the start of the skittermander's next turn.

Hyper Once per day, a skittermander can take the Extra Move action (*Heroes' Handbook* 82) in addition to its regular action.



SPACE GOBLIN HONCHOHEAD NEUTRAL EVIL

Initiative +3	Speed 35 ft.	CR 2	XP 600	HP 24
Special Senses darkvision 60 ft.			Perception +7	

Goblin legend claims that, long ago, a clever honchohead led goblins to stow away on a spacecraft that left Golarion for Absalom Station. These wily goblins infiltrated the space station's worst neighborhoods and engineering passages.

DEFENSE

AC 15

Fort +1, Ref +3, Will +5

OFFENSE

Melee Attack tactical baton +6 (1d6+2 kinetic)

Ranged Attack junklaser +8 (1d4+2 fire)

Offensive Abilities disturbing screech

STATISTICS

STR +0, **DEX** +4, **CON** +1, **INT** +2, **WIS** +0, **CHA** +0

Skills Interaction +12, Stealth +12, Technology +12

EQUIPMENT

microcord, junklaser, tactical baton

SPECIAL ABILITIES

Disturbing Screech A space goblin honchohead can take the Use a Special Ability action to screech, putting all non-goblins within 30 feet on edge. Those creatures must succeed at a Will saving throw (DC 13) or gain the hampered condition (–2 penalty to most d20 rolls; page 94) for 1d4 rounds. Any creature that hears a space goblin's disturbing screech is immune to it for 24 hours thereafter.

Junklaser A junklaser is just like a laser pistol (*Heroes' Handbook* 62), except it malfunctions when a creature attacks with it and rolls a natural 1 (a 1 is showing on the d20 before any bonuses are added). In that case, the creature using the junklaser attempts a Technology check (DC 18). If it succeeds, attacks with that junklaser take a –2 penalty. If the creature fails, the junklaser explodes, dealing 1d8 electricity to all creatures within 2 squares (even diagonally), including its unfortunate user! A creature can attempt a Reflex saving throw (DC 10) to take half damage (rounded down).



SPACE GOBLIN ZAPERATOR NEUTRAL EVIL

Initiative +3	Speed 35 ft.	CR 1/3	XP 135	HP 6
Special Senses darkvision 60 ft.			Perception +3	

Space goblins have managed to stow away on or hijack starships and spread across the galaxy. Nowhere are they as prevalent as on Absalom Station—a fact for which inhabitants of other worlds are grateful.

DEFENSE

AC 12

Fort +0, Ref +2, Will +2

OFFENSE

Melee Attack tactical baton +0 (1d4 kinetic)

Ranged Attack junklaser +3 (1d4 fire)

STATISTICS

STR +0, **DEX** +3, **CON** +0, **INT** +1, **WIS** +0, **CHA** +0

Skills Stealth +7, Technology +7

EQUIPMENT

second skin, junklaser, tactical baton

SPECIAL ABILITIES

Junklaser A junklaser is just like a laser pistol (*Heroes' Handbook* 62), except it malfunctions when a creature attacks with it and rolls a natural 1 (a 1 is showing on the d20 before any bonuses are added). In that case, the creature using the junklaser attempts a Technology check (DC 18). If it succeeds, attacks with that junklaser take a –2 penalty. If the creature fails, the junklaser explodes, dealing 1d8 electricity to all creatures within 2 squares (even diagonally), including its unfortunate user! A creature can attempt a Reflex saving throw (DC 10) to take half damage (rounded down).



SPACE PIRATE NEUTRAL EVIL

Initiative +8	Speed 30 ft.	CR 1	XP 400	HP 22
Special Senses none			Perception +5	

Space pirates are crew members found aboard pirate vessels. They might have taken to a life of piracy because of a criminal past or a lack of other opportunities, or sometimes because they were born or press-ganged into a clan of pirates.

DEFENSE

AC 13

Fort +3, Ref +3, Will +3

OFFENSE

Melee Attack longsword +5 (1d8+2 kinetic)

Ranged Attack semi-auto pistol +8 (1d4+1 kinetic; stagger critical hit effect) or
fragmentation grenade I +8 (1d6 kinetic, Reflex DC 12 for half)

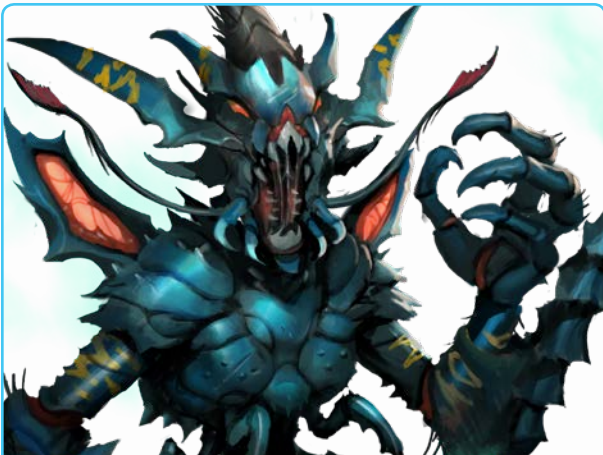
STATISTICS

STR +2, **DEX** +4, **CON** +1, **INT** –1, **WIS** +0, **CHA** +0

Skills Athletics +5, Interaction +5, Technology +10

EQUIPMENT

second skin, longsword, semi-auto pistol, 2 fragmentation grenades I



SWARM CORROVOX **CHAOTIC EVIL**

Initiative +4	Speed 40 ft.	CR 3	XP 800	HP 40
Special Senses darkvision 60 ft.			Perception +13	

Originally an insectile species called the kucharn, the Swarm is now a single-minded collective of wildly different creatures with a desire to consume all things and absorb their best qualities into itself. The Swarm fights fearlessly, its constituents dying for the whole.

DEFENSE

AC 16

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

Defensive Abilities Swarm mind; **Immunities** acid, fear

OFFENSE

Climb

Melee Attack claw +9 (1d6+5 kinetic)

Ranged Attack acid cannon +12 (1d6+3 acid)

Offensive Abilities psychic assault

STATISTICS

STR +2, **DEX** +4, **CON** +1, **INT** -1, **WIS** +1, **CHA** -3

Skills Athletics +8, Stealth +8

EQUIPMENT

none

SPECIAL ABILITIES

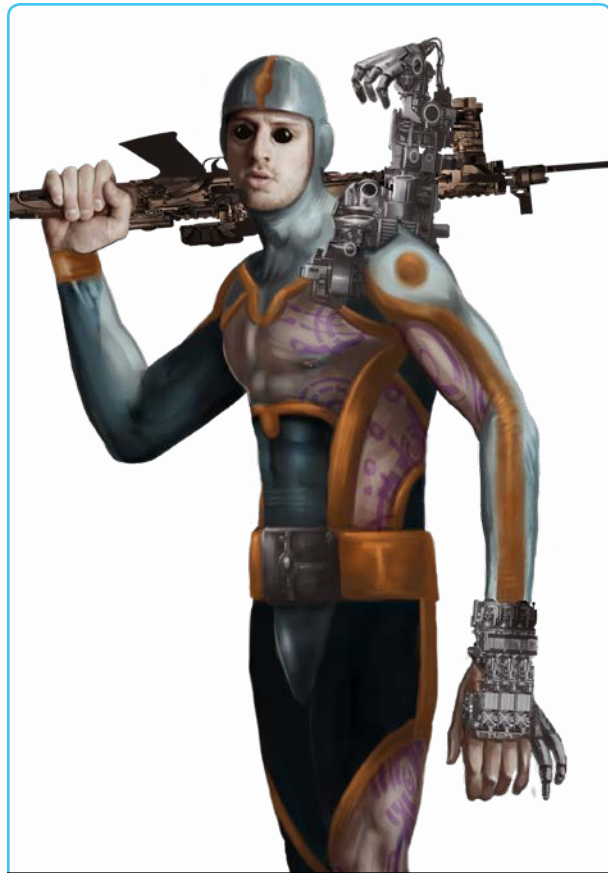
Acid Cannon The organic acid cannon grafted onto a corrovox's forearm has a range of 40 feet.

Climb A corrovox doesn't need to attempt Athletics skill checks to climb (*Heroes' Handbook* 47) to traverse a vertical or horizontal surface (even upside down), and it doesn't gain the flat-footed condition from climbing.

Psychic Assault A corrovox can take the Use a Special Ability action to unleash a psychic burst at a target within 30 feet, dealing 3d4 damage. If a target succeeds at a Will saving throw (DC 12), it takes half damage (rounded down).

Swarm Mind All Swarm creatures within 30 feet of each other are in constant communication. If one is aware of a threat, they all are. In addition, if a corrovox has to attempt a Will saving throw when it's within 30 feet of another Swarm creature, it can roll twice and take the better result. A corrovox can benefit from this ability only once per round.

Telepathy A corrovox can communicate mentally with any creature within 100 feet.



VERTHANI **NEUTRAL**

Initiative +4	Speed 30 ft.	CR 2	XP 600	HP 23
Special Senses darkvision 60 ft.			Perception +8	

Verthani, the primary inhabitants of Verces, were early in building spacefaring vessels, prompted by the harsh conditions of their tidally locked planet. They have a long tradition of producing excellent technicians and pilots.

DEFENSE

AC 15

Fort +1, **Ref** +4, **Will** +5

Defensive Abilities evasion

OFFENSE

Melee Attack pulse gauntlet +6 (1d6+3 sonic; knockdown critical hit effect)

Ranged Attack forked pistol +8 (1d4+2 fire; boost special property)

Offensive Abilities trick attack (1d4)

STATISTICS

STR +1, **DEX** +4, **CON** +1, **INT** +2, **WIS** +1, **CHA** +0

Skills Athletics +8, Stealth +13, Technology +13

EQUIPMENT

microcord, forked pistol, pulse gauntlet

SPECIAL ABILITIES

Evasion When a verthani succeeds at a Reflex saving throw and would take half damage (or suffer some other effect), he instead takes no damage (and ignores any effects). The verthani can't use this ability when he has the helpless condition.

Trick Attack This ability works just like the 1st-level operative class feature (*Heroes' Handbook* 36).

CREATURE CREATION

MAKE YOUR OWN MONSTERS!

Eventually, you may want to make your own aliens for players to face. You don't need to do this to play the game—you can use the existing alien adversaries for as long as you want to. But if you find yourself wanting to throw something new at the player characters, there are two relatively simple ways to create your own infinite variety of monsters—while still ensuring they present a balanced challenge for PCs (that is, neither too easy nor face-meltingly hard). Whatever method you choose, building custom threats that you know player characters will enjoy can be one of the most rewarding parts of being a Game Master.

Modify an Existing Creature

The first method for creating your own creatures is to modify one of the monsters presented here: simply change the names and details of a monster's abilities, while leaving the numbers alone. For example, you could start with an electrovore (page 72), and change its electrical discharge ability into an "acid spray" (changing the electricity damage to acid damage) and its tail slap into a "tentacle" attack. Change up some details about its appearance and habitat, and voila—you've got a unique (and disgusting) swamp monster!

Build a New Creature

Another method for generating new creatures is to follow the steps below to create any creature you can imagine from scratch. This takes fewer steps than creating a PC and is far simpler.

Step 1: Creature Concept

Perhaps you have some favorite monster from a movie or book you are inspired by. Or maybe there's a specific niche you want to fill in an adventure, like a swarm of weaker creatures or a single dangerous bruiser. You don't need to finalize the idea at this point, just have a rough idea of what you want to end up with. Give your creature an alignment, name, and description to match your concept.

Step 2: Challenge Rating

Once you have some idea what kind of creature you want to create, you need to choose its Challenge Rating (CR). Look at Designing Encounters (page 28) for guidance on what CR will make for an appropriate challenge for the PCs.

Step 3: Base Statistics

Find the line matching your new creature's CR on the Base Statistics by CR table, and read across to find out the creature's **AC**, total bonus for **saving throws** (which it uses for Fortitude, Reflex, and Will saving throws), and **Hit Points**.

A creature's **max ability modifier** is the creature's highest ability modifier (*Heroes' Handbook* 16). This should match the creature concept. For example, if a creature is particularly smart, its INT should be its max ability modifier. The creature's remaining ability modifiers should be +0 or +1.

Use the creature's **attack bonus** for its melee and ranged attacks. Use the listed **damage** for all of its attacks, even if it uses a weapon that normally deals different damage (which you might have it use so that PCs can claim the weapon as treasure; see page 20). If a creature's attack is innate (such as a claw or built-in plasma cannon), pick an appropriate damage type (*Heroes' Handbook* 78). If a creature's attack uses an existing weapon, use the weapon's damage type, along with any weapon special properties or critical hit effects. If the PCs claim such a weapon as treasure, it has the statistics listed in the *Heroes' Handbook*.

The **skill bonuses** column lists two values. Use the larger number for the most important skill the creature has, and the lower value for two to three secondary skills it's also good at using.

Finally, a typical creature has a speed of 30 feet and an initiative modifier equal to its DEX. You can jot down these and the rest of the creature's statistics on a piece of scratch paper, or you can even record them on a spare character sheet.

Step 4: Special Abilities

After Steps 1–3, you'll have all the statistics you need for a straightforward creature like a guard or a simple predator on a strange world. But you can also add special abilities to make your creation more interesting! For example, if you want your new alien to be bigger than a human, you can give it the crest-eater's large special ability (page 70). If you want it to have wings, you can give it the electrovore's fly special ability (page 72). If the creature is CR 1 or higher, you could even give it a feat (*Heroes' Handbook* 52), a class feature from one of the evil adversaries (such as the evil envoy's dispiriting taunt), or the spellcasting ability of the evil mystic or evil technomancer.

To help make sure a creature isn't more powerful than its CR suggests, it shouldn't have more than three special abilities.

BASE STATISTICS BY CR

CR	AC	Saving Throws	Hit Points	Max Ability Modifier	Attack Bonus	Damage	Skill Bonuses
1/3	10	+1	6	+3	+2	1d4+1	+7/+3
1/2	11	+2	12	+3	+4	1d4+2	+9/+4
1	12	+3	18	+4	+6	1d6+3	+10/+5
2	14	+4	24	+4	+8	1d6+4	+12/+7
3	15	+4	37	+4	+9	1d6+5	+13/+8
4	16	+5	47	+5	+10	1d6+7	+15/+10
5	17	+5	68	+5	+12	1d6+8	+16/+11



RANDOM ENCOUNTERS

A random encounter is an encounter that doesn't necessarily have a strong connection to an overarching plot but is still a great way to keep adventurers on their toes and vary their experiences.

SAVE A LITTLE TIME, SOMETIMES

It's a big galaxy, and you can't possibly fill every corner with fully fleshed-out encounters—but you can make them up on the fly! Below is a simple system to help you generate your own random encounters for player characters.

POPULATING A GALAXY

Random encounters are useful for filling undeveloped space on the map. Just because you're creating a desert planet doesn't mean you need to know where every single crest-eater, kasatha, and sharpwing lives. If your PCs go east through a lawless city instead of taking the long northern route around it, you may not have any city encounters planned, but you know this area isn't lacking in danger! You can use the random encounter tables on the following pages to create fun battles and other encounters for the PCs without putting in a lot of work.

USING RANDOM ENCOUNTERS

When using random encounters, you roll d% (see below) twice. First you roll to see whether the PCs have a random encounter. Then you roll to see exactly what it is that they encounter.

ROLLING D%

Your dice include two different 10-sided dice, which you can use together to randomly roll a number from 1 to 100. This is called rolling d%. Roll both dice, then read the two-digit die first for the tens place and the other for the ones place. For example, if the dice come up 50 and 7, that's 57. If they come up 00 and 5, that's 05. The one exception is if you roll 00 and 0—that's 100.

For the first d% roll (to see whether a random encounter occurs), you can roll once per hour that the PCs travel, or you can simplify things and just roll once per day that they travel. The following are suggested percentages for those situations,

based on the four encounter tables presented on the following pages. You can adjust these percentages up or down to suit your campaign. If your result is equal to or below the chance listed, there is a random encounter! You can also just decide that the PCs will have one or two random encounters for each day they travel.

Environment	Chance per Hour	Chance per Day
Alien planet	20%	70%
City	5%	35%
Space	15%	60%
Wilderness	10%	50%

For the second roll (to see exactly what the PCs encounter), turn to the random encounter table that best matches the PCs' current surroundings, and then roll d% to see what kind of creature the PCs encounter. Note that these creatures don't have to be alone—you can increase the number of creatures to build a more challenging encounter (page 28). If you roll an encounter that's too challenging for the PCs, reroll—having a whole party of adventurers die to an unfairly difficult random encounter isn't fun for anyone. Likewise, reroll any creature that's inappropriate for that specific environment—for example, a rampaging crest-eater is unlikely to be found on a crowded space station.

IT'S NOT ALWAYS COMBAT

Although these tables are filled with creatures, you can use them to inspire unique noncombat random encounters. The PCs might come across a crew of kasathas whose marooned ship is running out of air, an Aeon Guard who has defected from the Azlanti empire (or is claiming she has), or a group of skittermanders whose unbridled enthusiasm for helping the PCs becomes a challenge all its own. Having creatures whose primary motivations go beyond murdering the PCs goes a long way to making your universe feel realistic.

ALIEN PLANETS

Roll d% (see page 90 for how to do so) and then consult this table to get a random encounter on an alien planet. These creatures are appropriate for planets that are uncharted, have especially strange topography, or are otherwise unusual. You might decide to use the Wilderness table on the next page for planets with more familiar atmospheres and features.

	d% Roll	Encounter	CR	XP
	1-4	Khefak	1/3	135
	5-7	Maraquoi	1/2	200
	8-10	Ruthig	1/2	200
	11-17	Akata	1	400
	18-24	Kasatha	1	400
	25-34	Perathi	1	400
	35-44	Ryphorian	1	400
	45-50	Electrovore	2	600
	51-64	Aeon Guard	3	800
	65-67	Bone trooper	3	800
	68-72	Formian	3	800
	73-75	Sharpwing	3	800
	76-78	Swarm corrovox	3	800
	79-83	Crest-eater	4	1,200
	84-87	Gray	4	1,200
	88-92	Ksarik	4	1,200
	93-95	Garaggakal	5	1,600
	96-98	Sarcesian	5	1,600
	99	Mi-go	6	2,400
	100	Orocoran	6	2,400

CITIES

Roll d% (see page 90 for how to do so) and then consult this table to get a random urban encounter. These creatures work well in cities of all kinds, whether these locations are highly advanced settlements full of skyscrapers and hovercraft or bustling space stations (though for the latter, you could instead use the Space table on the next page).

	d% Roll	Encounter	CR	XP
	1-4	Space goblin zaperator	1/3	135
	5-9	Anacite	1/2	200
	10-13	Gang tough	1/2	200
	14-17	Assembly ooze	1	400
	18-27	Kasatha	1	400
	28-37	Observer robot	1	400
	38-47	Security guard	1	400
	48-57	Contemplative	2	600
	58-60	Evil envoy	2	600
	61-63	Evil mechanic	2	600
	64-67	Evil operative	2	600
	68-70	Evil soldier	2	600
	71-74	Evil technomancer	2	600
	75-78	Hesper	2	600
	79-82	Skittermander	2	600
	83-92	Space goblin honchohead	2	600
	93-96	Cybernetic zombie	3	800
	97-98	Dragonkin	3	800
	99	Security robot	4	1,200
	100	Living hologram	7	3,200

SPACE

Roll d% (see page 90 for how to do so) and then consult this table to get a random encounter in space. These creatures work well for encounters throughout the wide galaxy, such as those that take place on small asteroids, planetoids with no atmosphere, or derelict starships. Remember that most creatures will need either armor or the void adaptation ability to survive in a vacuum!

	d% Roll	Encounter	CR	XP
	1-5	Space goblin zaperator	1/3	135
	6-10	Anacite	1/2	200
	11-15	Asteroid louse	1/2	200
	16-21	Akata	1	400
	22-31	Kasatha	1	400
	32-41	Observer robot	1	400
	42-51	Ryphorian	1	400
	52-61	Space pirate	1	400
	62-64	Electrovore	2	600
	65-67	Hesper	2	600
	68-72	Skittermander	2	600
	73-75	Space goblin honchohead	2	600
	76-78	Aeon Guard	3	800
	79-83	Cybernetic zombie	3	800
	84-87	Swarm corrovax	3	800
	88-92	Gray	4	1,200
	93-95	Barathu	5	1,600
	96-98	Garaggakal	5	1,600
	99	Sarcesian	5	1,600
	100	Mi-go	6	2,400

WILDERNESS

Roll d% (see page 90 for how to do so) and then consult this table to get a random wilderness encounter. Whether your PCs are on an Earth-like planet with varied terrain, or a weird, single-climate world in deep space, these creatures work well in environments such as forests, jungles, marshes, and mountains. For further immersion, check out the terrain-related rules on pages 36-44.

	d% Roll	Encounter	CR	XP
	1-5	Khefak	1/3	135
	6-10	Maraquoi	1/2	200
	11-15	Ruthig	1/2	200
	16-19	Drow	1	400
	20-24	Kasatha	1	400
	25-29	Perathi	1	400
	30-33	Ryphorian	1	400
	34-38	Electrovore	2	600
	39-42	Contemplative	2	600
	43-47	Evil mystic	2	600
	48-52	Evil soldier	2	600
	53-56	Skittermander	2	600
	57-61	Verthani	2	600
	62-66	Dragonkin	3	800
	67-70	Formian	3	800
	71-76	Sharpwing	3	800
	77-80	Swarm corrovax	3	800
	81-88	Crest-eater	4	1,200
	89-96	Ksarik	4	1,200
	97-100	Barathu	5	1,600

WHERE TO GO FROM HERE

The *Starfinder Beginner Box* is just the start of countless hours of fun and excitement! If your PCs have reached 4th level and you're ready for more adventure, it's time to take a look at the books and gaming accessories for the *Starfinder Roleplaying Game*. Take your game to the next level with hundreds of additional options for your PCs, monsters, and campaign. A galaxy of glory and danger is yours to be had with an assortment of products for *Starfinder*, available at your local gaming store and on paizo.com! For more information on everything *Starfinder*, head to paizo.com/starfinder.



STARFINDER CORE RULEBOOK

The expanded version of the *Starfinder* RPG upgrades your game with even more options! This book has seven races, 10 themes, seven classes going up to level 20, more class features and options, more skills, more feats, more equipment—

like heavy weapons, powered armor, cybernetic augmentations, and vehicles—combat maneuvers like disarming or tripping opponents, almost 200 spells, more details on the *Starfinder* setting and its factions and threats, rules for building your own starships, and a complete starship combat system!



STARFINDER ALIEN ARCHIVE

This book has more than 80 alien adversaries, including dragons, robots, creatures as big as starships, supernatural entities from beyond the realms of mortals, and even more bizarre alien life forms. What's more, over 20 of these creatures have rules for use as player character races. In addition, there's a huge variety of

alien technology for player characters to use. The *Alien Archive* also includes rules for quickly modifying creatures, a system for building your own NPCs and creatures all the way up to CR 25, and rules for magical creature summoning!



STARFINDER ARMORY

It's a dangerous universe out there, and often the difference between survival and being the next meal for a hungry alien creature is having the right equipment. This book offers tons of additional gear for *Starfinder* characters, including scores of weapons and rules for customizing your weapons with

weapon accessories and weapon manufacturers, weapon fusions, suits of armor, armor upgrades, technological gear, vehicles, and magical items and artifacts. *Armory* also includes a wide range of equipment-themed player options, like new mystic and technomancer spells and new class features for every class!



STARFINDER PACT WORLDS

This campaign setting book details the Pact Worlds, an entire solar system ripe for adventure! Whether you want to explore the Burning Archipelago within the sun, the scattered asteroids of the Diaspora, or the myriad moons of the gas giants Bretheda and Liavara, or to dive deeper into the secrets of

Absalom Station, this book gives you the history, locations, and adventure hooks you need to run an entire campaign set in the Pact Worlds! In addition, *Pact Worlds* includes new starships from across the system, NPCs from various factions, six new PC races, tons of new equipment, new feats, new spells, and more!



STARFINDER ADVENTURE PATHS

The *Starfinder Adventure Path* presents entire campaigns to play using the *Starfinder* RPG rules. Every month brings a new installment of a multi-part series of interconnected science fantasy

quests that together create a fully developed plot of sweeping scale and epic challenges. Each volume of the *Starfinder Adventure Path* also contains in-depth articles that detail and expand the *Starfinder* campaign setting and provide new rules content for *Starfinder* players and GMs, plus a host of exciting new monsters and alien races. In addition, there's a new planet to explore and set adventures on, and statistics and deck plans for a new starship in every volume!



STARFINDER FLIP-MATS

This line of gaming maps enhances your *Starfinder* games with a variety of double-sided, full-color, miniature-scale play surfaces that can withstand use and virtually any kind of marker—wet erase, dry erase, or permanent—just like the Flip-Mat included in the *Starfinder Beginner Box*! Whether

your characters are exploring an alien world or battling enemy starships in space, *Starfinder Flip-Mats* have you covered with maps for space stations, starships, cantinas, and more!

RULES REFERENCES

CONDITIONS

Conditions are circumstances or states that can affect you for an extended period of time, often in the heat of combat. Many come from spells or creatures' special attacks. If more than one condition affects you, apply them all. If you already have a condition and would get it again, add the duration of the new condition to the old one.

Asleep: You are sleeping and have the helpless condition (see Helpless). While asleep, you take a -10 penalty to Perception checks to notice anything. If you take damage, or if you succeed at a Perception check to notice something despite the penalty, you awaken. An adjacent ally can wake you on their turn without using an action; after this, you are awake and can act normally beginning on your next turn.

Flat-Footed: You are caught unawares during a fight or thrown off-balance. You take a -2 penalty to your Armor Class.

Frightened: You are gripped by immense fear and can't take any actions, and you must use your move to flee from the source of your fear as best you can—even using any special abilities that help you do so. You also have the hampered condition (see Hampered).

Hampered: You take a -2 penalty to attack rolls, saving throws, skill checks, and ability checks.

Helpless: You are asleep, unconscious, tied up, or otherwise completely at an opponent's mercy and unable to protect yourself. You can't move or take actions, and you take a -8 penalty to your Armor Class.

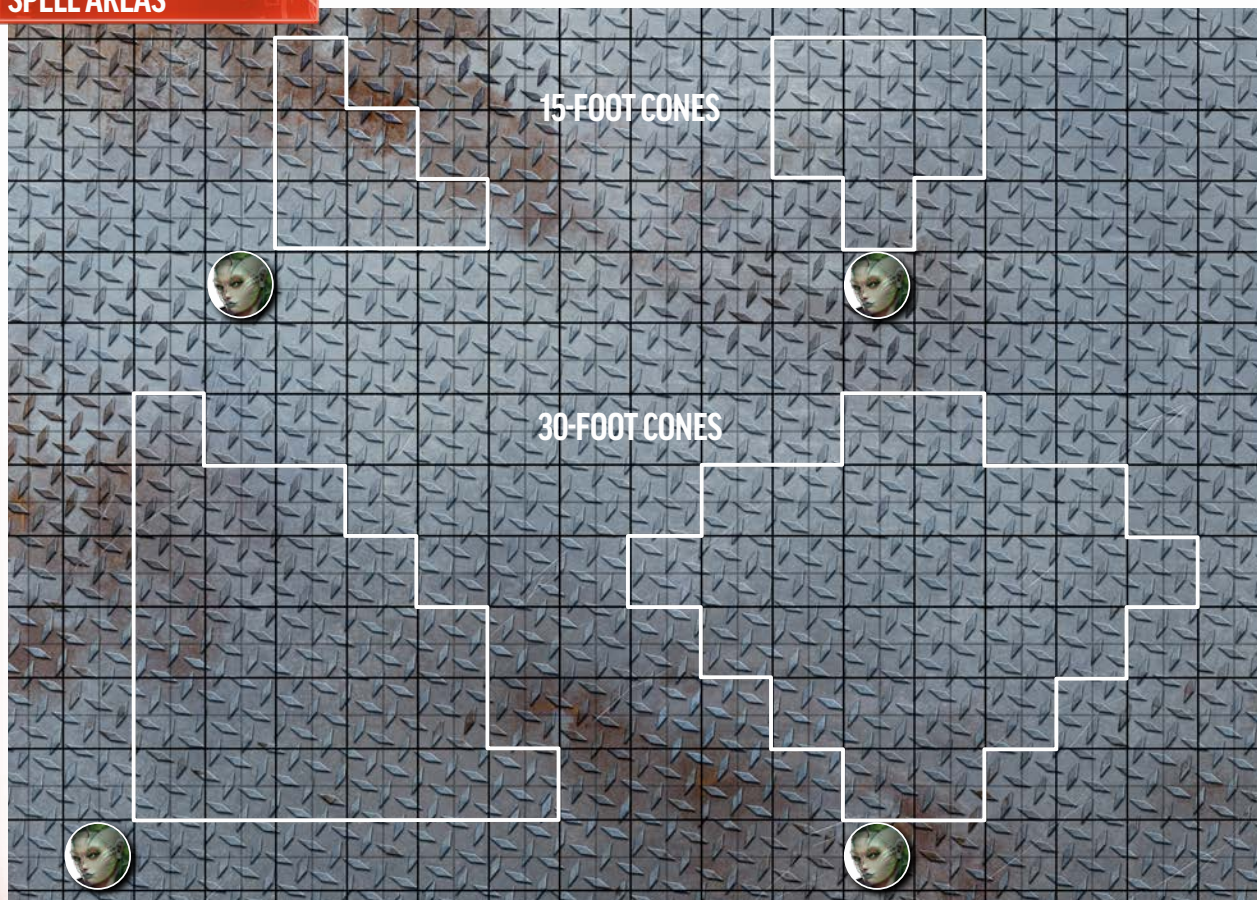
Impaired: You take a -4 penalty to attack rolls, saving throws, skill checks, and ability checks.

Off-Kilter: You are disoriented and floating in zero gravity. You have the flat-footed condition (see Flat-Footed) and take a -2 penalty to attack rolls. You can give up your move on your turn to right yourself and lose this condition.

Staggered: You can either move or take an action on your turn, but you can't do both.

Unconscious: You are knocked out and have the helpless condition (see Helpless). You can't move, take actions, or think, but you can spend 1 Resolve Point to regain 1 Hit Point and regain consciousness (Healing with Resolve Points; *Heroes' Handbook* 84). Note that nonplayer characters don't have Resolve Points and cannot do this. If you regain Hit Points from any source while unconscious, you wake up and lose the unconscious condition.

SPELL AREAS



CHOOSING A TARGET

Many actions in combat require you to choose a target, which might be an enemy, an object, or an area. The following rules explain how to choose targets.

Navasi is faced with a mob of cackling space goblins, and the only weapon she has with her is a laser pistol, a ranged weapon.

Line of Effect

To be able to target something, you must have line of effect to it, meaning you can draw a straight line from your square to the target without passing through any solid barriers, such as walls or closed doors. Other creatures don't block line of effect.

Navasi has line of effect to space goblins A, B, C, and D. She does not have line of effect to space goblin E.

Range

Some things (such as ranged attacks, spells, and some special abilities) also have a range associated with them. You can't choose a target outside the specified range. Use the map grid to count out the distance (*Heroes' Handbook* 76).

Navasi's laser pistol has a range of 80 feet, so she can shoot at space goblin A, B, C, or D. If she were using a rotating pistol (with a range of 20 feet), C and D would be too far away to attack.

Cover

Cover makes it more difficult for creatures to hit one another. To determine whether a target has cover from your attack, choose a corner of your square. If any line from this corner to any corner of the target's square passes through a square or border that provides cover, or through a square occupied by a creature, the target has cover, gaining a +4 bonus to its Armor Class.

Space goblin B has cover from Navasi, so if she uses a ranged attack against it, it will gain a +4 bonus to its Armor Class against that attack roll.

Darkness

You can choose a target that's in darkness, but if you don't have darkvision (*Heroes' Handbook* 73), you must first roll a Perception skill check opposed by your target's Stealth skill check. See page 47 of the *Heroes' Handbook* for how to roll opposed skill checks. If you fail your Perception skill check, the action you're attempting automatically fails. If you succeed, you can continue taking your action as normal using that target, though if that action includes an attack roll, the target has cover (see above).

If you do have darkvision, you can choose targets in darkness as normal, as long as they are in range of your darkvision.

Space goblin D is in an area of darkness. Since Navasi doesn't have darkvision (or a flashlight—oops!), she has to succeed at a Perception skill check before she can roll her attack against it. Even if she succeeds at her Perception skill check, the space goblin has cover against Navasi's attack, since it is in darkness.

Hiding and Invisibility

You can't choose a target that successfully used the Stealth skill to hide from you (*Heroes' Handbook* 50) unless you successfully use the Perception skill to notice it (*Heroes' Handbook* 50).

You can't choose a target that's invisible unless you successfully use the Perception skill to search for it (*Heroes' Handbook* 50), use the *see invisibility* spell (*Heroes' Handbook* 35), or have some other way to see invisible things.

Space goblin F (not pictured) is invisible—Navasi doesn't even know it's there!



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THE ARMS



Fogtown

Little Akiton

Jatembe Park

Arcanamirium

Plenara

Bastion

Bluerise Tower

THE EYE

Lorespire Complex

THE RING

Puddles

Vesk Quarter

ABSALOM STATION

2,000 feet

THE ARMS

COMBAT REFERENCE GUIDE

ACTIONS

Attack Actions

Melee Attack (*Heroes' Handbook* 78)

Ranged Attack (*Heroes' Handbook* 79)

Hinder Foe (*Heroes' Handbook* 79)

Support Fire (*Heroes' Handbook* 79)

Use an Item (*Heroes' Handbook* 81)

Use a Skill (*Heroes' Handbook* 81)

Use a Special Ability (*Heroes' Handbook* 81)

Cast a Spell (*Heroes' Handbook* 82)

Extra Move (*Heroes' Handbook* 82)

Defend (*Heroes' Handbook* 82)

COMMON ROLLS

ABILITY CHECK

$d20 + \text{ability modifier}$

INITIATIVE CHECK

$d20 + \text{total initiative bonus (DEX + misc.)}$

MELEE ATTACK ROLL

$d20 + \text{total melee attack bonus (STR + class attack bonus)}$

MELEE DAMAGE

Melee weapon damage + STR

RANGED ATTACK ROLL

$d20 + \text{total ranged attack bonus (DEX + class attack bonus)}$

RANGED DAMAGE

Ranged weapon damage

For both melee and ranged attacks, a natural 20 (the d20 comes up 20) always hits—this is a critical hit! A natural 1 (the d20 comes up 1) always misses. A hit always deals at least 1 damage, even if penalties would reduce the damage to less than 1. For more information on attacks, see pages 78–79 of the *Heroes' Handbook*.

SAVING THROW

$d20 + \text{total saving throw bonus (ability modifier + class bonus + misc.)}$

For all saving throws, a natural 20 (the d20 comes up 20) always succeeds, and a natural 1 (the d20 comes up 1) always fails. For more information on saving throws, see page 85 of the *Heroes' Handbook*.

SKILL CHECK

$d20 + \text{total skill bonus (ability modifier + class or trained skill bonus + misc.)}$

For more on skill checks, see page 46 of the *Heroes' Handbook*.

COMBAT ROUND SEQUENCE

1. Everyone rolls initiative ($d20 + \text{total initiative bonus}$). Write down the initiative result of each PC and group of creatures, in order from highest result to lowest.
2. Take turns in initiative order. On its turn, a character or creature takes exactly one action, and it can move before or after it takes that action.
3. Start a new round. Everyone takes another turn, using the same order established in step 1. Repeat steps 2 and 3 until one side is defeated or runs away.

For more information on combat, go to page 76 of the *Heroes' Handbook*.



MEASURING DISTANCE

Many things during combat require measuring distance, including movement and determining the range of weapons and spells. These distances are generally given in feet. To determine distance on a combat map, count each square as 5 feet. Every second diagonal (the second, fourth, sixth, and so on) counts as 5 extra feet (1 extra square).

