

## **MY FLOWCHART FOR 1-1 QUEST - INTO THE UNKNOWN**

### **GENERAL PC rules**

If playing Pregon —> apply sheet to your level 1 character

In any case: can replay this w. same character to do the non played parts and tick more on the sheet ; But no longer if played other scenario

Can replay w. other character (Evergreen)

### **INTRO' INFO TO GIVE**

- The Gap

3 centuries ago some major catastrophic event happened, wiping out all memories of before, sending the galaxy into turmoil and war for a period

- The System

the Pact Worlds (planets revolving around the Sun)

see map page 432 / 433 of CRB

- The SFS

a loose association of scholars and adventurers who travel the galaxy seeking to advance the cause of knowledge. Founded shortly after the end of the Gap and inspired by incomplete tales of a similar pre-Gap organization called the Pathfinder Society

- The Scoured Stars incident

In 316 AG, the First Seeker Jadnura led 80% of the SFS as a task force to the Scoured Stars system... where they were trapped by a vast shield of aurum energy that surrounded that region of space. Totally cut off, no communications, nothing, by what is nicknamed the Godshield. Now Luwazi Elsebo, is Starfinder Society together in the ensuing months...

- The Vast

After the Pact Worlds you have Near Space, further on out is... the Vast!

- The Drift

3 years after the Gap, a deity was formed (from super IA and Androids) named Triune, that gave the Drift to the world (unknown hyperspace dimension called the Drift, reachable only via technology and granting easy travel to distant stars)

### **NOTE ON CLUES**

Mark clues as you go, to check before Lawblight (final) chapter

### **STARTING THE SCENARIO**

#### **- STATION -**

- The Lorespire Complex

Located in Absalom Station, the Lorespire Complex is a campus of structures built around the eponymous spire. The Archives, the Hall of Discovery, and other edifices integral to the Society's ongoing existence.

Venture-Captain Arvin (male damaya lashunta mystic)

*Non official image - just to show what a male lashunta looks like*

Read intro' **PAGE 6**

Answer questions

DC 12 Culture or DC15 Diplo'  
gather info check (can give +2 to  
Intimidate)

They go down to the **Downlow**  
Info':

*Image page 38 of DeadSuns 1/6*  
*- Incident At Absalom Station*

The hundreds of levels  
extending below Absalom  
Station's radial plane—often  
collectively referred to as  
“Downside”—are  
simultaneously its most crucial  
and least appreciated. Here,  
sandwiched between other  
heavy industry in the station's  
gritty underbelly, the vast  
machines in charge of the  
station's life support and  
defenses chug away, some  
only partially understood by  
the engineers who maintain  
them. The poorest classes of  
Absalom Station's citizenry  
live here, gradually trickling  
down and away from the light  
and wealth of the upper levels  
to build slums in former  
access corridors or venture  
into the half-explored Ghost Levels, discovered abandoned at the end of the Gap.



**Downlow:** Offering affordable housing and retail space, Downlow is the largest and safest of the Spike districts, as well as one of the most cosmopolitan. Complex maraquoi family units live above shirren-run option bars along the crowded corridors, while kasathan youth and ryphorian battleflowers dare each other to visit dangerous Kuthite sensation houses. Like poor but trendy neighborhoods everywhere, Downlow is disparaged by wealthy residents of the Eye even as they succumb to its allure. While law enforcement can be scarce except during raids, the powerful Lowrigger gang keeps the neighborhood relatively safe.

## **PAGE 7**

RPing Juzakama: remember he uses -ling at the end to speak to all people smaller than he is and talks down to them

## Get Info **PAGE 7**

DC 16 Diplo'

DC 16 Intim' (can get a +2, see above)

+2 for Vesks

Can retry check 1 time but at +2 DC

## VAT GARDEN

The PCs know:

Downlow's Vat Garden was once a vast pool of bio-active substances that drained away decades ago. The residue in the pool still enhances the growth of biological organisms

w. DC 12 Culture (or Diplo' Gather Info):

An enterprising ysoki family purchased the empty pool and turned it into a garden, selling fresh plants around Absalom Station.

if made DC 17+ Culture (or Diplo' Gather Info):

Demand exceeded their supply, so the family took in any sort of biological waste as mulch to grow their riotous tangle of plants. An open secret around Downlow is that the ysoki also act as a mortuary for the very poor: they take dead bodies for free as mulch for their plants.

### **page 7**

PLACE ENEMIES ANYWHERE IN THE FOLIAGE (as per FAQ/Errata since not marked on map)

Remember 50% miss chance (Total Concealment) from the Walkway when in the vat ; and 20% (Concealment) more than 10 ft away when in vat

Can climb down the plants into the vat (DC15 Acrobatics)

## **PAGE 8 - FIGHT**

*The following was in the FAQ:*

**Undead Immunities (Ex)** Undead have the following immunities:

- Bleed, death effects, disease, mind-affecting effects, paralysis, poison, sleep, and stunning
- Ability damage, ability drain, energy drain, exhaustion, fatigue, and nonlethal damage
- Any effect that requires a Fortitude save (unless the effect works on objects or is harmless)
- Death from massive damage

*(again: this image for the ghoul is just my own picked up thing for illustration, nothing "legal" at all)*

**PAGE 9 - LAWBLIGHT CLUE** (mark on sheet)

## MOVE TO PART 2

### **ADRIFT**

### **page 11**

DC 12 CULTURE check for Info'

### **page 11 & 12**

(see the Pregen list on page 12)

Get the people acquainted w. the ship and their roles on board etc.

NOTE: as per the FAQ-Errata, the stats' for the Pegasus are **incorrect** - use those from SFS Guide (p. 40)



Have PCs (the **pilot?**) roll the **5d6** days of travel

When they do not find the ship at the coordinates, the **science officer** does a Computer check w. a +2 (from the *Lorekeeper's* computer) vs. the roll of the *Endless Threnody* (d20+7).  
In any case, the PCs spot the incoming ship. But see below (COMBAT) for results impact

**PAGE 12:** LAWBLIGHT BARRAGE clue (if scan check is = to the *Endless Threnody's* one) Mark on sheet

If they hail the ship: mocking response (**page 12**)

COMBAT (c.f. page 317 of CRB)

- ships start 3d6+5 hexes apart
- if PCs roll is higher, gets to choose positions of BOTH ships
- If the checks are the same, the GM points the *Endless Threnody* toward the *Loreseeker*, and the *Loreseeker's* science officer can choose the *Loreseeker's* initial facing.
- If the *Loreseeker's* science officer's initial Computers check was higher than the *Endless Threnody's* check, he can choose the initial facing of each ship. If the *Endless Threnody's* result was higher, the GM points the *Endless Threnody* toward the rear arc of the *Loreseeker*.

**page 14**

Besides Drift engine being out, the rear weapons are damaged and out of order. So the PCs should realize early in this fight that the *Endless Threnody* lacks the ability to make attacks in its rear arc; by keeping their more maneuverable ship behind the *Endless Threnody*, they can minimize return fire from the Eoxian vessel.

ENDLESS THRENODY	TIER 2
Large heavy freighter <b>Speed</b> 6; <b>Maneuverability</b> average (turn 2); <b>Drift</b> – <b>AC</b> 11; <b>TL</b> 11 <b>HP</b> 100; <b>DT</b> –; <b>CT</b> 20 <b>Attack (Forward)</b> heavy laser cannon (4d8) <b>Attack (Port)</b> light laser cannon (2d4) <b>Attack (Starboard)</b> light laser cannon (2d4)	<b>Power Core</b> Arcus Ultra (150 PCU); <b>Drift Engine</b> Signal Basic (currently inoperable); <b>Systems</b> basic computer, budget short-range sensors, crew quarters (common); <b>Expansion Bays</b> cargo holds (6), passenger seating (2) <b>Modifiers</b> +1 Piloting; <b>Complement</b> 10 (currently 6) <b>CREW</b> <b>Captain</b> Bluff +7 (2 ranks), Computers +7 (2 ranks), Engineering +7 (2 ranks), gunnery +6, Intimidate +7 (2 ranks), Piloting +8 (2 ranks) <b>Engineer</b> Engineering +11 (2 ranks) <b>Gunners (2)</b> gunnery +7 <b>Pilot</b> Piloting +8 (2 ranks) <b>Science Officer</b> Computers +7 (2 ranks)

Describe end of battle !!! **page 14**

ON TO **PART 3 BOARDING**

**PAGE 16**

cf. page 198 of CRB re. armors protecting (there are spacesuits on the *Lorekeeper*).

Arvin's signal is relayed via a nearby Drift beacon so can talk in realtime

Do questions - DC 14 Engineering or Mysticism to get info' (roll 18+ gives more info')

Then DC 17 Piloting to dock (roll 12 or less = damage) cf. all that and description

**C1** - can only use ONE skill, and only ONE attempt

DC 12 Computers, Engineering or Mysticism check = disables 2, roll of 17 disables 3, 22 disables all 4

**C2** - PCs enter from the South - place Skeletons on the North end, hidden between the connecting halls

Computer terminal in Central Hallway (DC 12 Computer check) to turn off 2 more Necromantic Generators.

*I DO NOT UNDERSTAND THE MATH' BEHIND THE NECROMANTIC GENERATORS (seems like they say there are four, but then talk about a lot more since 1/interior wall)*

*Here is how I will run it (but personal take on something unclear to me)*

(roll d4 / Generator turned off)

1 = all EXTERIOR walls (outside of map) left of Central Hallway (West)

2 = all EXTERIOR walls (outside of map) right of Central Hallway (East)

3 = all INTERIOR walls (inside of map) around the black area left of Central Hallway (West)

4 = all INTERIOR walls (inside of map) around the black area right of Central Hallway (East)

If NOT disabled, each PC gets 1 Cold damage when adjacent to active wall, where Skeleton gets 1 point of Fast Healing

The SKELETONS try to flank, and to get fast healing

### **C3**

Access the System (Computers DC 14 or Mysticism DC 16).

Failure by 5 or more means a blast.

The blasts (1d6 cold) are reduced by 1 if two generators disabled, by 2 if three are, and by 3 for all.

But always a minimum of 1 damage

Can retry but each time can get blast if failed by 5 or more.

Bypass System Security (Computers DC 15 or Mysticism DC 17)

If successful, recover and mark CLUE **Lawblight Data**

**If failed:** digital countermeasures wipe the records of the bridge computer; the PCs can recover the coordinates of the downed Starfinder vessel on a planet called Ulmarid in the Vast, but they gain no additional information.

BACK TO ABSALOM

With candied meat?! YUMMY

## **ONTO PART 4 - SALVAGE**

### **PAGE 21**

PCs choose new roles (same or not) and then get the intro'. In the *Odyssey*.

DC 15 Computer from Science Officer = extra info'.

See about navigating the asteroid field (w. many helping).

See Survival Checks (and Antitoxin bulbs) before the storm hits. See if damaged and poisoned by the storm.

## PAGE 22 - FIGHT

Errata/FAQ as to where to place the monster etc.:

-Encounter D: The Skreebara should burst out from where the PCs are approaching. The X-Gen gun should be placed in the central area of the map, right on top of the 5-foot wide circular crater at—exactly at 3 squares south of the center +0 marking, and 2 squares to the east of that location.

Tactical X-Gen Gun: 1d12 P - 120 ft. range - Usage 2 (2 rounds/shot) **10 shots left** - Automatic (no use vs. this single creature)

The Wreckage - **page 22**

DC 15 Piloting or Perception to get **Lawblight Evasion** clue

page 23 / 24 for getting info' and ending this.

## FIFTH AND FINAL CHAPTER

Bottom of **page 25 top of page 26** to see about the DC 20 Piloting check to avoid asteroids

### Page 26

DC12 Culture check to ID Besmara the Pirate Queen - page 483 of CRB

check the 4 clues. **Lawblight**—

—**Assault** (reposition the *Odyssey*)

—**Barrage** (first heavy torpedoes to hit... miss!)

—**Data** (give first 3 info' - like in a scan - for free)

—**Evasion** (*Lawblight* rolls twice and takes worse for Coil Gun attacks)

NOTE: Asteroids block LOS for shooting (take 4d6 dam if entering a hex, to random side)

START:

Place the *Lawblight* next to a large asteroid on the map, pointed toward the *Odyssey*. The *Odyssey* begins 3d6+5 hexes away from the *Lawblight*, facing away from it.

**VICTORY!**