

STARFINDER



DAWN OF FLAME

ADVENTURE PATH

SOLDIERS OF BRASS

BY CRYSTAL FRASIER



EXCORIATION COMBINE JEZAIL TIER 6

Large destroyer

Speed 10; **Maneuverability** average (turn 2); **Drift** 1

AC 19; **TL** 20

HP 170; **DT** –; **CT** 34

Shields medium 100 (forward 25, port 25, starboard 25, aft 25)

Attack (Forward) heavy solar cannon (3d8)

Attack (Port) light laser cannon (2d4)

Attack (Starboard) light laser cannon (2d4)

Attack (Turret) light plasma torpedo launcher (3d8)

Power Core Arcus Maximum (200 PCU); **Drift Engine** Signal Basic; **Systems** basic medium-range sensors, crew quarters (luxurious), mk 1 tetranoide computer, mk 4 armor, mk 5 defenses; **Expansion Bay** cargo hold, medical bay, recreation suite (gym), tech workshop

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

CREW

Captain Diplomacy +16 (6 ranks), gunnery +8, Intimidate +16 (6 ranks), Piloting +13 (6 ranks)

Engineer Engineering +13 (6 ranks)

Gunners (2) gunnery +10

Pilot Piloting +13 (6 ranks)

Science Officer Computers +13 (6 ranks)

SPECIAL EQUIPMENT

Heavy Solar Cannon A heavy solar cannon is a heavy direct-fire weapon with medium range and the sustained 2 special property (see below). A heavy solar cannon deals 3d8 damage, uses 15 PCU, and costs 10 BP.

Sustained Starship Weapon Special Property A weapon with this special weapon property becomes more powerful with each successive round it strikes a target. After hitting an opposing starship, if the sustained weapon hits the same target in the subsequent round, it deals an additional die of damage for that hit. As long as the ship keeps hitting its target, the ship can continue to increase the damage dice for sustained weapons, up to a maximum number of additional dice equal to the number listed by this special property. If this weapon changes targets or misses an attack roll, it loses the bonus damage.

Azer workers diligently operate shipyards owned by the Excoriation Combine across the Plane of Fire. An efreeti-managed organization, the Excoriation Combine remains dedicated to providing efreet generals and warlords with technological wonders. The Excoriation Combine Jezail has seen deployments throughout the Plane of Fire and the Material Plane by dozens of noble efreet and their most trusted servants. These vessels act as incredibly fast platforms for seek-and-destroy missions or to escort larger and more ponderous vessels. Many Jezails pursue their missions while within a star's close orbit, where their reinforced armor plating not only protects them from hazardous heat but also passively charges their primary armament: a heavy solar cannon that fires devastating blasts of superheated plasma designed to weaken enemy starships to successive hits.

STARFINDER

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ON THE COVER



Commander Meiji Jalusann is alert and ready for action in this cover art by Matias Tapia.



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INSIDE COVERS

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

Alien Archive 2 AA2

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DAWN OF FLAME

ADVENTURE PATH

SOLDIERS OF BRASS

PART 1: DEEP CUT

The heroes respond to a robbery at the Deep Cultures Institute, where they discover an ikeshti gang—the Bloodshots—looting not only the displays, but also the secure mainframe!

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PART 2: CORONA CAULDRON

With DCI data missing, heroes track the Bloodshots back to their hideout in Corona. The heroes confront the gang and discover a familiar group, the Brass Dragons, hired the ikeshtis.

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PART 3: DRAGONS' LAIR

The Brass Dragons operate out of the now-defunct Eos Athletics Club. To retrieve the DCI's data, the heroes must raid this stronghold and confront the Brass Dragons' leader, Commander Jalusann.

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ADVANCEMENT TRACK

"Soldiers of Brass" is designed for four characters.

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The PCs begin this adventure at 3rd level.

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The PCs should reach 4th level after facing Mama Throsh at the Meltdown.

5

The PCs should be 5th level by the end of the adventure.

ADVENTURE BACKGROUND

An old efreeti saying goes, “No fire burns as hot as the one that starts within.” Most assume this saying to be innocent encouragement meant to kindle passion and focus. Those more familiar with efreeti culture recognize this dour philosophy for what it truly means—no betrayal stings like that from within the family, and no hatred rages like that of a spurned community member. Commander Meiji Jalusann lives by these words. An ifrit raised in the City of Brass, Jalusann suffered a childhood of neglect and abuse at the hands of her efreeti relatives. In time, she turned their scheming against them and orchestrated a military disaster that allowed her to gain control of the family’s mercenary legion, the Brass Dragons.

While her family included many strong warriors, Jalusann was more practical and insightful. Why should she waste ammunition when her targets assuredly already had enemies eager to do the work for her? She transformed the Brass Dragons, formerly a middling combat operation, into a cunning infiltration network and propaganda engine with the knowledge and equipment to turn disagreements into armed conflicts.

With this specialty, the mercenaries were an obvious choice when General Khaim began assembling expeditionary forces to soften Pact Worlds resistance prior to his invasion of that system’s sun. Commander Jalusann received ample pay along with orders to fuel internal conflicts in the Burning Archipelago and destroy information that would reveal what Khaim knows about the sun’s interior. In her first endeavor, her troops aided the Sunrise Collective during the coup in Asanatown.

Jalusann didn’t expect outside agents to stymie her effort to foment civil conflict. Despite the Collective’s lack of success, political damage has been done in the lashunta enclave and the wider Archipelago. Jalusann’s goal—to plunge the solar city into chaos through internal dissent—is off to a decent start. Further, she knows the PCs who thwarted her now ally themselves with the Deep Cultures Institute, whose solar surveys, scouting reports, and speculation contain intelligence Jalusann had already planned to acquire. More troubling to Jalusann is that the DCI is poised to obtain knowledge and technology that could allow Pact Worlds forces to discover General Khaim’s conquest efforts deeper within the sun.

Concerned about what the PCs and the DCI might accomplish now that they’ve aligned, Jalusann has accelerated her timetable and recruited the Bloodshots, a Corona ikeshti gang. The Bloodshots are to stage a robbery at the DCI, but this hides their true purpose. Jalusann supplied the gang with an *astral transponder*, a hybrid device capable of hacking a computer remotely and transmitting data at high speed to another machine while wiping the transferred files from the source computer.

The transponder should allow the Brass Dragons to steal any useful files from the DCI before the think tank can put that data to use. If Jalusann’s lowlife hirelings also kill a few upstart heroes in a robbery gone bad, so much the better.

Barring further interference, the Brass Dragons intend to continue agitating local factions. The ill will toward lashuntas that has followed in the wake of the Asanatown rebellion is just the beginning. Jalusann has already begun radicalizing a disgruntled korasha lashunta she intends to frame for a series of bombings the Dragons intend to conduct. But, perhaps, she has underestimated her potential opposition in the PCs.

PART 1: DEEP CUT

Corona, a bubble-city in the Burning Archipelago, is a unique and chaotic place. Intermittent power failures, dangerous radiation, and unpredictable hot spots make it hard to live in and even more difficult to properly police. Competing interests are also at play in Corona. In between the regimented but cultlike adherents within the Temple of the First Ones and the freewheeling explorers of the Corona Artifact Divers is the frenzied trade hub of the Brass Bazaar. Under and through all this are numerous smaller groups, ranging from pillars of the community to vigilantes or outright criminal outfits. Civil anarchy reigns in Corona, not so much governed as loosely controlled by merchant associations, gangs, and other forces that reside in the district and rely on it for their livelihood.

Despite this loose control, or perhaps because of it, countless souls fall through Corona’s cracks and are forced to find unconventional ways to survive. Over a decade ago, Sezrimehn and Throsh—two ikeshti crew members of an Akitonian freighter—found a home here after the solar radiation and heat unexpectedly triggered their deadly mating cycle. Throsh ultimately defeated and devoured her mate. Her resulting young grew into a fine crew of criminals, rogues, and scrappers who share their mother’s gift with machines.

Over the years, the Bloodshots grew as “Mama” Throsh adopted other criminals and rejects, mostly ikeshtis, into the fold. The gang now makes a tidy living stealing and dismantling vehicles left “unattended” in Corona, erasing public records to cover the thefts, and selling the parts or rendered raw materials through their junkyard, the Meltdown. The gang members’ skill set—expertise in machines, rare minerals, and hacking—makes them ideal for Jalusann’s plan to strike at the Deep Cultures Institute. The ikeshtis, other than Mama Throsh herself, don’t realize they’re undertaking this mission on behalf of the Brass Dragons, though the gang’s chief technomancer and second-in-command, Vadak, strongly suspects the gang has been working at the behest of a larger organization for several weeks now.

SOLDIERS OF BRASS

PART 1: DEEP CUT

PART 2: CORONA CAULDRON

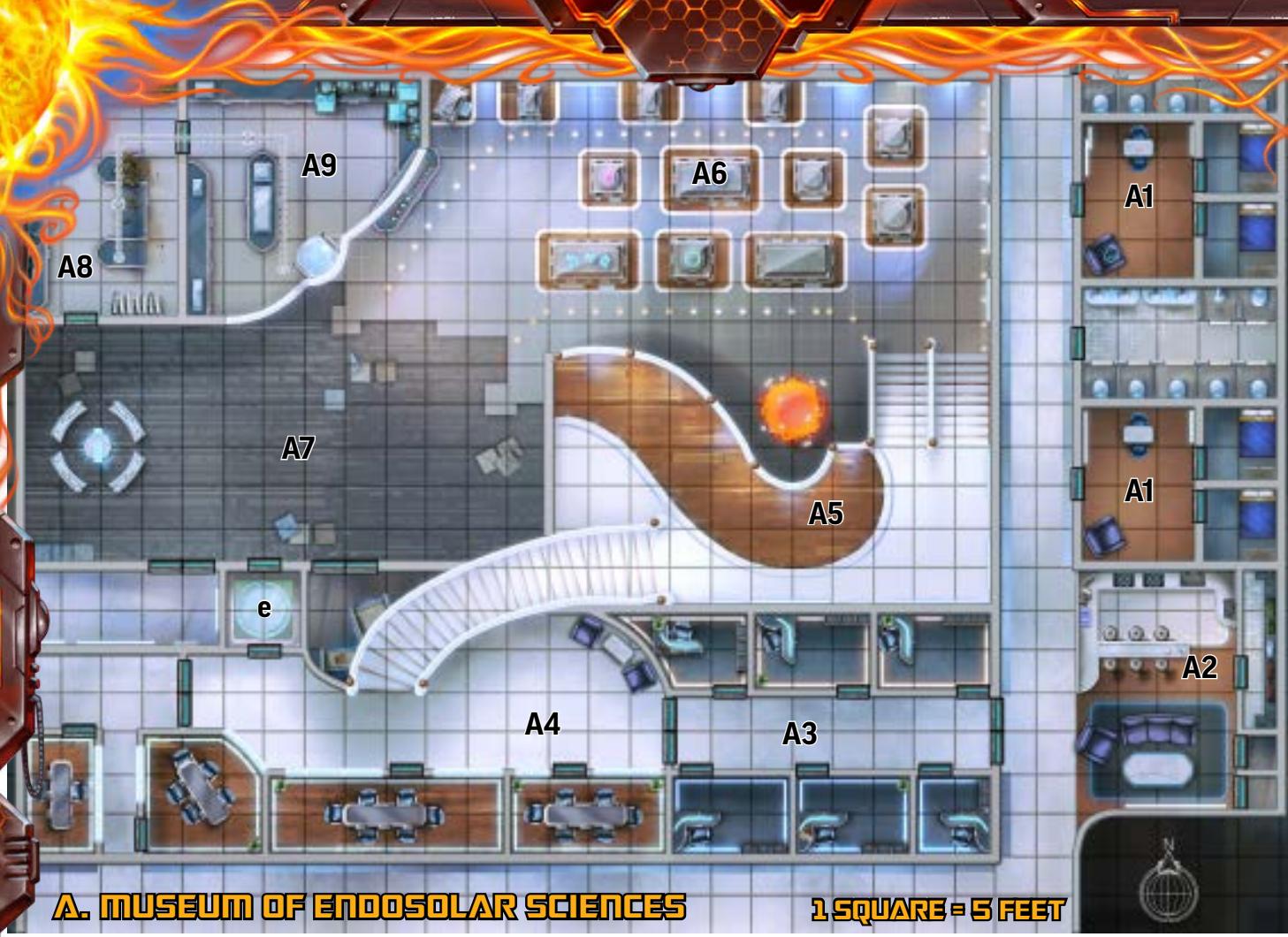
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ALIEN ARCHIVES

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A. MUSEUM OF ENDOSOLAR SCIENCES

1 SQUARE = 5 FEET

A. MUSEUM OF ENDOSOLAR SCIENCES

A portion of the Deep Cultures Institute is open to the public in the hope of generating interest in and support of solar research. Called the Museum of Endosolar Sciences, the facility downplays much of the search for intelligent life within the sun to instead focus on the extraordinary physics, metaphysics, meteorology, and even geology of the star. Exhibits describe solar flares, rare minerals formed within the sun's crucible, and the history and construction of the Burning Archipelago.

This museum abuts the DCI's dormitory. Numerous explorers and researchers, including the PCs, can earn patronage from the institute by rendering services to it. Such helpers can stay in the dorms for free. The facilities comprise a dozen shared rooms, two lounges, a few shared lavatories, and a clinic.

Assigned the task of burgling the Deep Culture Institute's Museum of Endosolar Sciences, Vadak enacts the heist soon after the events of the previous adventure, "Fire Starters." Ideally, the PCs completed that adventure by ending the conflict in Asanatown and rescuing the DCI researcher Nib. In gratitude, the eager ysoki offered the PCs sponsorship, allowing her rescuers a place to recuperate and stay following their rough arrival in the Burning Archipelago. These PCs have dorm rooms in the DCI (see area A1). If not, the PCs need another reason to be in the DCI facilities after hours, perhaps attending a thank-you gathering Nib holds in the lounge (area A2).

MUSEUM FEATURES

Unless otherwise stated, ceilings in the museum are 15 feet high, and rooms are well lit via skylights, windows, and other natural sources. Interior walls and doors are composites as strong as steel. Most doors are locked with card-reading electronic locks (Computers or Engineering DC 25 to open). The PCs have guest key cards from the DCI that open most of these locks.

THE BLOODSHOTS

Members of the Bloodshots wear their gang's symbol on their armor. A PC who succeeds at a DC 25 Culture check recognizes the symbol as that of a small-time gang from Corona. Alternatively, finding out who the symbol belongs to requires a successful DC 15 Computers check to search the Burning Archipelago's infosphere. However, PCs who attempt to access any infosphere beyond the DCI building's local network via wireless devices discover their broadcasts are blocked. Wired devices function, but Sehvash tapped the wired network to shunt security requests to Vadak (in area A9), who can block them. A PC who tries to determine the cause of the wireless problem and succeeds at a DC 15 Computers or Engineering check guesses a signal jammer is in operation within the DCI or nearby.

EVENT 1: FALSE ALARM

As the adventure begins, read or paraphrase the following.

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Accommodations the DCI has provided, due to Nib's gratitude, are tidy and serviceable. Nib and her fellow academics brought a small array of fine food and drink from across the Pact Worlds to supplement the normal fare available in the dorms. The time here has been comfortable.

In the wee hours, the institute is usually quiet. However, this morning, a deafening claxon sounds throughout the residential block. An automated voice accompanies the racket, announcing, "Security breach in museum complex."

As abruptly as it began, the alarm stops. After a few moments of silence, another voice sounds over the internal comms. It says, "This has been an unscheduled test of internal security systems. Had this been an actual emergency, the alert you just heard would have been accompanied by further safety instructions. Please disregard this test."

The Bloodshots hacker, Sehvash, was helping her mentor Vadak set up the *astral transponder* when she missed an alarm and set it off. Thinking quickly, she made the announcement hoping the fake message is enough for sleepy residents to return to their beds.

A PC who succeeds at a DC 17 Sense Motive check realizes the voice is not the same as those of similar automated announcements that have occurred within DCI during the PCs' recent stay. Someone who succeeds at a DC 15 Culture check knows such tests are usually scheduled or preceded by a warning to prevent mishaps. A PC who succeeds at a DC 15 Computers check to search the DCI guest and employee digital literature on the museum's internal infosphere learns that such an unscheduled test is against institutional protocol. Someone who succeeds at this check by 5 or more learns that guests and staff have access to a security notification system. Someone who calls up that system, a trivial task, learns that conditions are green and no security within the DCI, including an observer-class security robot, is reacting to a threat.

PCs who choose to leave their dorms and investigate know to go to area **A2** and through area **A3** to reach the museum. They are allowed access to the administrative hall, since going through that area is necessary to reach the dorm wing.

Story Award: If the PCs recognize the stand-down order as false and go investigate the museum, award them 600 XP.

EVENT 2: FOLLOW-UP

Nib was asleep in her lab's clean room, waiting for a delicate analysis to complete, when the alarm sounded. She contacts them on the internal comm system or their personal comms a few moments after the alarm.

"Okay, ow. That's... Is thi... oh, it's on! Hello? Hey, crew, you heard that, right? Well, lemme tell you, the DCI's supposed to schedule any alarm tests to avoid things like startled staff members falling off stools and risking losing hours of work and the results of delicate experiments. So, uh, could you go to the museum and check that out? I'll be up as soon as I can."

If the PCs refuse or haggle, Nib sighs and assures them the DCI can and will reward them to investigate and deal with any security problem. PCs slow to respond to the alarm give the Bloodshots more chances to prepare, as detailed in other areas.

A1. DORMITORIES

Each of the DCI's dozen dorms consists of a shared living space connected to a pair of bedchambers. Volunteers sleep two per bedroom, with a total of four in each dorm, but respected staff members and important visitors, such as the PCs, are each issued a private bedchamber. Every dorm includes appropriate bedding for its residents, as well as a storage locker, desk, data terminal, and chair for each occupant. Each pair of dorms shares a single lavatory and shower facility.

A2. RESIDENT LOUNGE

This area has an outdated entertainment center, kitchen, and walk-in refrigerator, as well as supply closets. A double door, labeled "Administration," stands across the hall to the west.

PCs know to take the double door to the west out of this area to investigate the museum.

A3. MUSEUM ADMINISTRATION

This office-lined passage houses the workspaces of museum administrators.

PCs already know guest key cards don't open these doors. These offices are normally open during operational hours.

A4. WAITING ROOM (CR 3)

A few chairs and low tables fill most of the space here. Double doors to the east and west read, "DCI Staff Only." A door marked "Elevator" stands to the northwest, but the panel beside it glows red. To the south are two doors, each leading to a meeting room that can be seen through the transparent wall. A staircase east of the elevator leads up, curving out of sight.

This room serves visitors waiting to speak with DCI staff. The elevator (marked with a lowercase "e" on the map) that descends to the museum (area **A7**) switched off after the alarm sounded. It can be reactivated with a successful DC 25 Computers check.

Creature: If the PCs arrive here without delay, they can surprise a Bloodshots thug setting up the hazard. Otherwise, the hazard is already set, and when it goes off, the thug waiting on the stairs rushes in to see what happened.

BLOODSHOTS THUG

CR 1/2

XP 200

CN Small humanoid (ikeshti) (Starfinder Alien Archive 64)

Init +3; Perception -1

DEFENSE
EAC 10; KAC 12

Fort +0; Ref +2; Will +2

OFFENSE

Speed 30 ft., climb 15 ft.

Melee longsword +4 (1d8+2 S)

Ranged pulsecaster rifle +5 (1d6 E nonlethal)

Offensive Abilities squirt blood**TACTICS****During Combat** The thug takes cover behind furniture to shoot at the PCs, focusing on any opponents who try to approach him. If he still has the glitter bomb and is**HP 13**

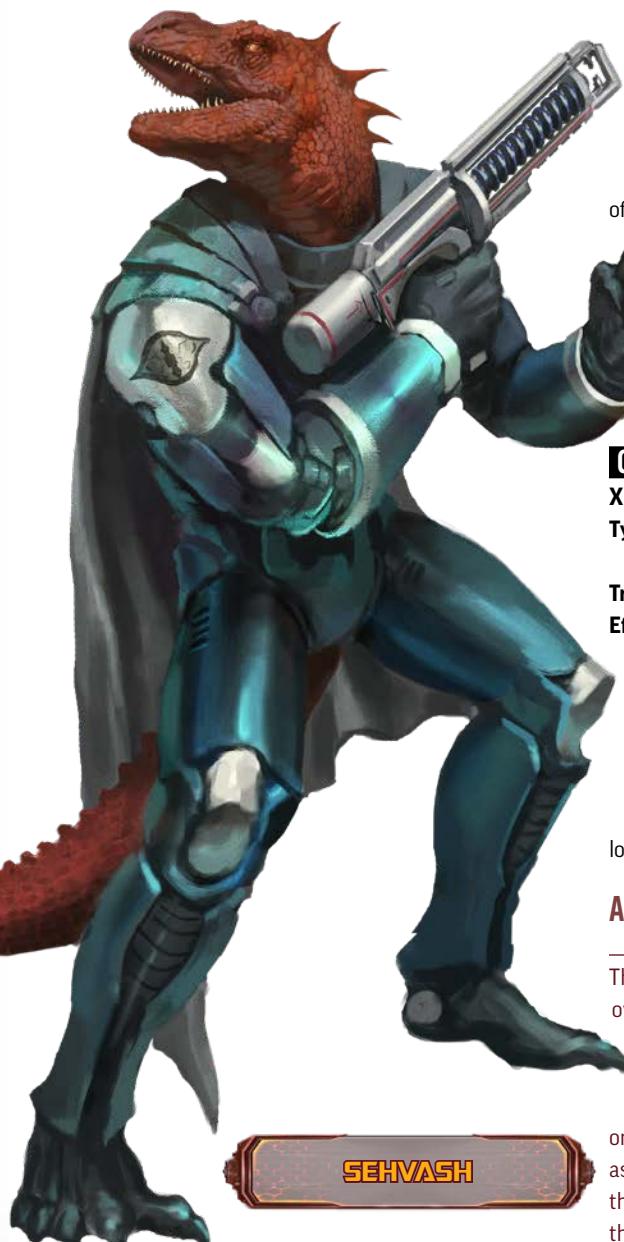
desperate, the thug might set the bomb off by hand, using a full action that provokes attacks of opportunity.

Morale The thug is eager to prove himself, so he's very aggressive and thinks of retreat only when it's too late.**STATISTICS**

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

Skills Athletics +4, Engineering +9, Stealth +4**Languages** Akitonian, Common**Gear** second skin, longsword, pulsecaster rifle with 1 high-capacity battery (40 charges), industrial backpack, medpatch, credstick (50 credits)**SPECIAL ABILITIES****Squirt Blood (Ex)** Once per day as a move action, the ikeshti can squirt blood from one of his eyes at a foe within 30 feet, making a ranged attack (+6) against the target's KAC. A successful hit grants the next ally who attacks that foe the benefit of harrying fire against it (*Starfinder Core Rulebook* 247).**Hazard:** Constructed from an old torpedo nose, a mesh of laser LEDs, and several batteries, the glitter bomb looks like more like an abstract sculpture than a hazard. Disturbing the mesh or breaking the laser tripwires that cross the room north to south causes the bomb to explode in a shower of electrified, sparkling foil. Disabling the bomb requires deactivating its mesh.**GLITTER BOMB****CR 2****XP 600****Type** technological; **Perception** DC 23; **Disable** Engineering DC 18 (disable trigger)**Trigger** location; **Reset** none**Effect** 20-ft.-radius explosion (2d6 E and target is covered in sparkling foil); **Reflex** DC 13 half; the foil adheres to everything in the blast radius, making an affected target easier to spot and imposing a -4 penalty to **Stealth** checks until the covered surfaces are cleaned.**Development:** Noise here alerts Sehvash in area **A5** and the looters in area **A6**.**A5. EXHIBIT BALCONY (CR 3)**

This balcony, bordered with a transparent half-wall, overlooks the museum floor 15 feet below. Numerous panels display images of erupting solar flares and show the movement of solar currents. Clear display cases house an array of artifacts, from objects related to sun worship on various worlds to a large technological satellite labeled as a solar atmosphere probe. Overhead hangs a replica of the skeleton of a fire whale, a magical beast that swims in the sun's atmosphere. Two wide stairways descend to the museum floor.



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Creatures: Vadak dispatched Sehvash to keep watch here, forcing her to sit out the looting. If the PCs investigated the alarm without much delay, Sehvash is rewiring the museum's security robot. Unless the PCs alerted her with their activities in area **A4**, she is engrossed in her work and takes a -4 circumstance penalty to her Perception check to notice them coming. Further, she has to complete and activate the hacked robot as a standard action before it can join her in the fight. If the PCs dawdled, however, she and the robot are ready.

If combat here draws the attention of the thugs in **A6**, and they think they can ascend the stairs and outmaneuver the PCs, they join in, shooting at PCs they can see.

SEHVASH CR 1**XP 400**Female ikeshti mechanic (*Starfinder Alien Archive* 64)

CN Small humanoid (ikeshti)

Init +2; **Perception** +5**DEFENSE** HP 17

EAC 11; KAC 12

Fort +5; **Ref** +3; **Will** +2**OFFENSE****Speed** 30 ft., climb 15 ft.**Melee** cestus battle glove +4 (1d4+1 B)**Ranged** pulsecaster pistol +6 (1d4+1 E nonlethal)**Offensive Abilities** squirt blood, target tracking**TACTICS**

During Combat Sehvash prefers to fight from behind the robot. She orders it to stay between her and her foes, so it engages in melee combat to protect her.

Morale If reduced to 7 Hit Points or fewer with no other ikeshtis nearby, Sehvash rushes down the stairs to join the Bloodshots thugs in **A6**.

STATISTICS

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

Skills Bluff +5, Computers +10, Engineering +10, Stealth +10

Languages Akitonian, Common

Other Abilities artificial intelligence (exocortex), custom rig (brain augmentation with datajack)**Gear** second skin, cestus battle glove, pulsecaster pistol with 1 battery (20 charges), UPBs (200), credstick (100 credits)**SPECIAL ABILITIES****Squirt Blood (Ex)** See page 6.**OBSERVER-CLASS SECURITY ROBOT** CR 1**XP 400**HP 17 (*Starfinder Alien Archive* 94)**A6. GEOLOGY EXHIBITS (CR 2)**

Transparent displays, some with their clear housing opened, contain samples of strange ores and gems. The walls have similar inset cases with dioramas depicting the process of fusion

and various forms of radiation. A 10-foot-diameter hologram of the sun floats nearby. Two wide stairways to the south ascend to a clear-walled balcony overlooking the museum floor.

This section of the museum, its ceiling 30 feet high, details some of the unique minerals created inside the sun. The holographic sun is interactive, displaying information on the small portion of the sun's surface that the DCI has accurately mapped and explored. A guest can also access short lectures about the levels below the star's corona.

Half the cases here, made of transparent aluminum, have been opened. The ikeshtis have their tools on the floor along with their backpacks.

Creatures: Three Bloodshots thugs are looting the rare minerals exhibit. If the PCs avoided the bomb in area **A4** and dealt with Sehvash in **A5** quietly, the trio is too engrossed in looting to notice the PCs and take a -4 circumstance penalty to Perception checks to notice the party's approach.

BLOODSHOTS THUGS (3) CR 1/2**XP 200 each**

HP 13 each (see page 5)

TACTICS

During Combat The Bloodshots take cover behind displays and shoot, using their squirt blood ability to help one another. If they rush to aid Sehvash, they similarly seek cover while making a fighting advance.

Morale These junior gang members want to impress their superiors. They don't stand down.

Treasure: The ikeshtis have three tool kits. Their backpacks contain rare minerals and other materials worth 750 credits. A PC who succeeds at a DC 15 Physical Science check realizes this value, but it is obvious that these objects belong to the DCI. See Wrapping Up the Break-In on page 10.

A7. RENOVATION AREA (CR 3)

An impressionist sculpture dangles from the ceiling over this largely empty room. The displays along the walls are deactivated, and the flooring is being replaced. To the west, just inside the museum's entrance, is an information kiosk. To the south is an elevator door, flanked to the east by a double door marked "Maintenance" and by another door to the west. A large, curved window to the northwest allows a view into a smaller area, which is a disheveled laboratory. This lab looks to be part of an exhibit, with a set of robotic arms controlled from this room by a clearly labeled public panel. Also inside the window is an empty human-sized tube labeled "Solar Scout Elemental" along with a holographic loop showing a luminous elemental fitted with scientific gear flying into the sun.

The ceiling here is 30 feet high. However, the sculpture extends downward 5 to 10 feet.

Creature: The DCI uses solar-adapted elementals, outfitted with flight and scanning tech that can resist the solar atmosphere, as short-range scouts and a cheap alternative to drones. Vadak released the one on display (in a tube in area **A9**) and used the controls to set it to guard this area.

SOLAR-ADAPTED AIR ELEMENTAL CR 3

XP 800

Variant air elemental (Alien Archive 46)

N Medium outsider (air, elemental, extraplanar)

Init +8; **Perception** +8

DEFENSE

EAC 14; **KAC** 16

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

Defensive Abilities air mastery;

Immunities elemental
immunities, fire

OFFENSE

Speed 20 ft., fly 100 ft. (Su, perfect)

Melee slam +12 (1d6+7 B)

Offensive Abilities whirlwind

(1d6+7 B, DC 12, 1/day)

TACTICS

During Combat The elemental

knows it can gain cover by moving among the parts of the ceiling sculpture. It follows its orders to the letter by remaining here despite what happens in other areas.

Morale The elemental has no sense of self-preservation. It fights until destroyed. However, if the PCs flee from it, the elemental doesn't pursue them out of area **A7**.

STATISTICS

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

Skills Acrobatics +13 (+21 to fly), Athletics +8

Feats Mobility, Spring Attack

Languages Auran

Other Abilities solar adaptation

SPECIAL ABILITIES

Air Mastery (Ex) Airborne creatures take a -1 penalty to attack and damage rolls against the elemental.

Treasure: An enhanced video camera scanner (Starfinder Armory 107) with a battery (20 charges) can be recovered from the elemental. The creature could shield the device in the sun.

Development: The elevator is described in area **A4**. The door west of the elevators leads to the museum's front entrance. The door east of the elevators is locked (Engineering DC 30 to open), and the PCs' key cards don't open it. Inside is a large, sectioned room that isn't shown on the map; it sprawls underneath areas **A3**, **A4**, and **A5**. Within are work areas, tools, the locked backs of displays in area **A6**, and display cases moved in from area **A7** for the flooring renovation. A narrow hall behind in-wall display cases goes under **A1** and loops around **A6**, allowing (also locked) access from behind to wall cases in those areas.



Area **A9** is labeled, revealing it to be part of a popular exhibit where visitors can watch DCI scientists analyze samples. An exterior console allows control of the robotic arms, so visitors can manipulate objects in the lab. The window into the lab is transparent aluminum (hardness 10, 30 HP, shielding increases hardness against electricity and fire to 20 and reduces the level of radiation that must pass through the window by 2 steps). From it, the PCs can see Vadak in **A9**. Likewise, he can see them and becomes aware of them as they fight the elemental here.

Currently disabled, a console for the robotic arms shows control has been rerouted to the lab's interior. This console can be reactivated with a successful DC 20 Engineering check, which allows a PC to take control of the robotic arms in **A9** or shut them down with a successful DC 20 Computers check.

A8. ENDOSOLAR SCIENCE LAB

The PCs' key cards can open the locked outer door. Vadak cast knock on the doors, each of which opens just fine from the inside. When the PCs arrive, read or paraphrase the following.

Long counters and tables hold containers, tools, and built-in scanning devices. A few mineral samples lie scattered among the tools. Near the door, a rack holds white lab coats of various sizes and shapes. Some have fallen to the floor, one separated from the others. To the northeast is a closed door.

The separate coat has an embroidered name reading "Sessil Vand" above a pocket. Someone who examines the coats still on the rack finds them to be alphabetized.

A9. EXHIBIT LAB (CR 5)

The door is locked, and the PCs' key cards don't open it. When the PCs force the door open (Computers or Engineering DC 25), read or paraphrase the following.

Long counters hold a variety of instruments and containment systems, interrupted by a large bank of consoles in the room's northeast corner. To the south, built into the outer window, is an empty tube big enough to hold a human. Running across the ceiling, a track supports a pair of robotic arms.

The DCI opens sample canisters recovered from solar probes here. Probes collect a variety of minerals and gases, but the lab's observation window in area **A7** remains a popular attraction.

SOLDIERS OF BRASS

PART 1:
DEEP CUTPART 2:
CORONA CAULDRONPART 3:
DRAGONS' LAIR

MERCHANTS OF THE BRASS BAZAAR

TOURING THE ARCHIPELAGO

ALIEN ARCHIVES

CODEX OF WORLDS

The tube contained the elemental in **A7**. A precisely fitted door closes the tube on this side. Vadak broke the door controls to release the elemental.

Creature: Mama Throsh sent Vadak to oversee the break-in, telling him to scour the DCI's computers for anything valuable. With the help of Sehvash, Vadak has already used the terminal here to connect to the inner system of the DCI computer. He still has his hacking kit connected in order to control the museum's sample-handling robotic arms. He prepares for combat while the PCs work to open the door.

VADAK**CR 4****XP 800**

Male ikeshti technomancer (Starfinder Alien Archive 64)

CN Small humanoid (ikeshti)

Init +2; **Perception** +10**DEFENSE**

EAC 15; KAC 16

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

Speed 30 ft., climb 15 ft.

Melee survival knife +7 (1d4+4 S)**Ranged** static arc pistol +6 (1d6+3 E; critical arc 2)**Offensive Abilities** squirt blood**Technomancer Spells Known** (CL 3rd; melee +7)2nd (3/day; currently 1/day)—*mirror image*, *knock*1st (6/day)—*disguise self* (DC 16), *jolting surge*, *supercharge weapon*0 (at will)—*mending*, *token spell***TACTICS**

Before Combat When Vadak decides the PCs are about to enter, he casts *mirror image* on himself.

During Combat Vadak prefers melee combat. He favors *jolting surge*, using *supercharge weapon* only when he has to shoot.

Morale Vadak surrenders if reduced to fewer than 11 Hit Points.

STATISTICS

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

Skills Computers +10, Mysticism +15, Sense Motive +10

Languages Akitonian, Common

Other Abilities magic hack (countertech), spell cache (hacking kit)

Gear graphite carbon skin, static arc pistol with 2 batteries (20 charges each), survival knife, *mk 1 serums of healing* (2), *spell gem of identify*, Cryo-Generics warehouse key card, DCI staff key card, credstick (150 credits)

SPECIAL ABILITIES**Squirt Blood (Ex)** See page 6.

Hazard: While Vadak has control, the robotic arms can take either a move or standard action after Vadak's turn each round. Vadak can spend his move action to give the arms an additional move action during their turn. The track the arms travel along,

ASTRAL TRANSPONDER

Developed to help remotely hack secure computers, an *astral transponder* uses the transitive Astral Plane to discreetly transmit data to another computer in a preprogrammed location.

ASTRAL TRANSPONDER**LEVEL 5****HYBRID ITEM****PRICE** 3,500**BULK** L

When activated and placed in contact with a computer, an *astral transponder* transmits a signal to a preprogrammed receiving computer anywhere on the same plane. A user operating the receiving computer can affect the computer to which the transponder is attached without being physically present at that computer. Because the *astral transponder* transmits its signal through another plane, normal shielding, signal jammers, and similar countermeasures have no effect on the transmission. An *astral transponder* can be attuned to a new receiving computer with 1 minute of work and a successful DC 22 Computers or Mysticism check.

shown with a dotted line on the map, confines the hazard to the ceiling of **A8** and **A9**, and the northwestern door opens for the arms if they try to leave **A9**.

If someone has shut down or taken control of the arms from the console in **A7**, Vadak can use his hacking kit from within the lab to resume control by succeeding at a Computers check as a standard action. The DC for his check is the result of the Computers check a PC last succeeded at to take control of or shut down the arms.

The arms have EAC 10, KAC 13, and 20 Hit Points. They move at a speed of 20 feet each round. Their Fortitude and Reflex save bonuses are +1, and their Will save bonus is -1.

ROBOTIC SAMPLE-HANDLING ARMS**CR 1****XP 400****Type** technological; **Perception** automatic; **Disable**

Computers DC 23, Engineering DC 16 (damage articulation or damage sensors; provokes an attack of opportunity from the arms, and a hit increases the DC by half the damage the arms deal)

Trigger location; **Reset** manual**Effect** slam +5 melee (1d8+3 B, reach 10 ft.)

Development: On the computer to the northeast is a signal jammer (3rd level) and a hacking kit. An onion-shaped device made from porcelain and smoky crystal sits atop the terminal, humming softly. This object is the Brass Dragons' *astral transponder* (see the sidebar). The *astral transponder* has already finished its work and deactivated, but PCs might choose to investigate it.

WRAPPING UP THE BREAK-IN

The PCs have at least a few minutes to investigate further. Soon, however, a security specialist (*Starfinder Pact Worlds* 177) arrives with an observer-class security robot and Nib to secure surviving gang members and make an official report. Even if these authorities arrive before the PCs finish, Nib allows them to complete their investigation, and she or the specialist can help steer PCs who hit a snag in their efforts.

INVESTIGATIONS

Various subjects of inquiry can provide PCs more information.

Bloodshots: All the Bloodshots wear their insignia on their jackets. A PC can force information about who the ikeshtis are out of any of the gang members other than Vadak with a successful DC 16 Intimidate check or DC 26 Diplomacy check to change the target's attitude from hostile. Forcing information out of Vadak requires a successful DC 31 Diplomacy check or DC 21 Intimidate check. Vadak asks for his freedom in exchange for information, but he's sharp enough to suspect false promises (Bluff checks to lie to him have a DC of 18 without the modifier due to his attitude, which starts as hostile [+10]).

The ikeshtis are tight-lipped about their lair. They're equally reticent to reveal Mama Throsh's name, referring to her only as "Mama." Getting such information out of them requires succeeding at a check to influence them by 10 or more.

Only Vadak and Sehvash know that the rendezvous locale after this job was a refrigeration warehouse in Corona called Cryo-Generics. The data was transferred there. If they're talking, Sehvash and Vadak point the PCs toward Cryo-Generics instead of the Meltdown, knowing Mama Throsh has backup in the refrigeration facility. Vadak's key card also has the Cryo-Generics logo on it, which serves as a clue without any input from the ikeshtis.

A PC can learn similar information by searching the infosphere for the Bloodshots' name or logo. Learning who these ikeshtis are requires a successful DC 15 Computers check. On a success by 5 or more, the PC learns about the Cryo-Generics facility. Success by 10 or more allows the PC to learn, from security reports and news feeds, that the Bloodshots operate out of a junkyard in Corona called the Meltdown. If a PC points out this location to Sehvash or Vadak, either "warns" that they aren't stupid enough to send hot data to the Meltdown, hoping the PCs go to Cryo-Generics first.

Vadak alone knows more about the *astral transponder*. Mama Throsh gave him the device, claiming she acquired it to help with the job and calling it a "codebreaker module." Vadak figured out what the transponder is. He assumes the gang is working for another power, but he doesn't know whom, saying, "Mama makes those deals herself."

Cryo-Generics: Learning Cryo-Generics specializes in storing temperature-sensitive gases and equipment—mostly frozen food, environmental controls, and starship coolants—is a trivial task, requiring a search of the local infosphere's business listings. A small staff unaffiliated with the Bloodshots runs

the legitimate business. If the PCs try to contact any of these people, they know nothing about the goings on at the DCI.

A PC who succeeds at a DC 20 Culture check knows that cooling is an industry so common in the Burning Archipelago it is almost invisible. As a result, numerous criminal organizations rely on this service to front their illegal operations.

A PC who checks public records on the infosphere about Cryo-Generics and succeeds at a DC 15 Computers check learns a Corona business called Meltdown Scrappers acquired Cryo-Generics last year. (See Meltdown below.) A PC who succeeds at that check by 5 or more learns that more than one group of security professionals, among the numerous independent Corona firms, has marked Cryo-Generics as a front operation for the Bloodshots. The PC also learns that a gang called the Sirocco wants control of the warehouse.

DCI Computer: Investigating the DCI network requires a successful DC 25 Computers check to hack the system, which takes three full actions. Failure sets off an alarm similar to the one in **Event 1**. The terminal here can access the DCI's most sensitive data, but a firewall partitions that data, so hacking into it requires another successful DC 27 Computers check. Recent logs reveal a large amount of data was copied and deleted from the data module beyond the firewall during the attack.

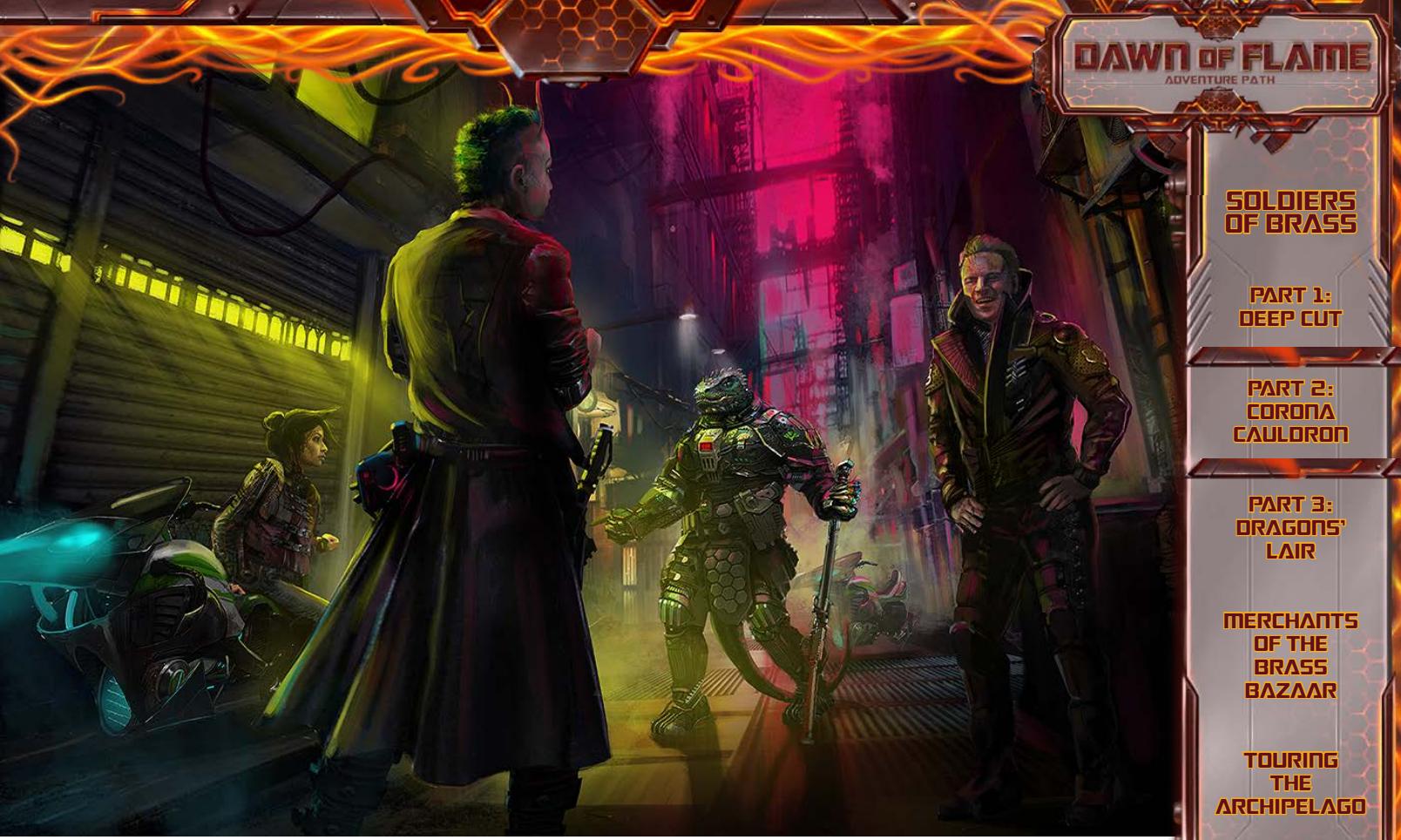
DCI Staff Key Card: The staff key card Vadak has belongs to Sessil Vand, a half-elf junior researcher. When Nib arrives, she can inform the PCs that Sessil is on vacation on Castrovil. She guesses that, while doing so is against protocol, he left his card in the lab, knowing he could retrieve it when a colleague brought him back to the museum after his trip. The DCI has never had a security problem before, so some staff members are lax. PCs who pursue this clue find Nib's guess to be true.

Ikeshtis: A character trained in Culture or Life Science might know about ikeshtis. See page 64 of the *Alien Archive*.

Meltdown: Learning that the organization Meltdown Scrappers owns the Meltdown, a scrapyard and recycling center open to the public only a few days per week, is a trivial task. The scrapyard is also listed in the local business directory as a pawnshop. It takes a successful DC 20 Computers check to learn the previous owner was a human man named Charik Lupradur, who died several years ago. Charik left the business to someone named Throsh Ved. A PC who searches for news and tertiary information and succeeds at a DC 25 Computers check learns the place is a known gang-related site and headquarters for the Bloodshots, a gang run by someone called Mama Throsh and whose members are primarily ikeshtis. The Bloodshots are suspected of smuggling and larceny, especially of vehicles and equipment the scrapyard can "recycle."

Transponder: A PC examining the *astral transponder* can try to determine its transmission target by attempting a DC 25 Computers or Mysticism check. A successful PC finds that cross-referencing location data with a map of the Burning Archipelago shows the device sent its data to Cryo-Generics.

Story Award: For each location the PCs uncover themselves—Cryo-Generics and the Meltdown—award the group 400 XP.

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DCI FOLLOW-UP

The members of the DCI are grateful for the PCs' help. If the PCs left the minerals in area A6 for recovery, the DCI offers a reward of 1,500 credits in gratitude. PCs who stole these items instead receive only 500 credits, as the DCI researchers discuss the need for funds to replace the minerals.

Given some time to dig, Nib and her fellows learn the scope of the data theft. Nib determines some missing data concerned recent scouting missions in the solar atmosphere around Far Portal. A few years' worth of survey work are gone. DCI researchers hadn't yet had the chance to review all the data and don't know what it might contain. They turn once again to the PCs, who have proven to be capable problem-solvers. The DCI offers a reward of 2,000 credits if the PCs can retrieve the stolen data and find the party responsible for this attack.

PART 2: CORONA CAULDRON

This part of the adventure requires the PCs to travel from Stellacuna and the DCI headquarters to the bubble of Corona. Using a linecrawler, one of the vehicles that move along the energy tethers binding the Burning Archipelago together, is a must for this trip. It might seem straightforward to navigate from the linecrawler station to any destination in another bubble. It isn't.

Corona's malfunctioning solar shield allows occasional beams of intense heat to lance through the community, imperiling anyone not immune to fire. Those resistant to heat can be blinded by sudden intense light, sickened by radiation leaks, or pummeled by a sudden change in pressure. While scientifically unpredictable, the malfunctions are something locals develop a feel for and learn to avoid.

The temperature within Corona is 105° F (very hot; *Core Rulebook* 402). Humanoids lacking fire resistance require two to three times as much water each day to endure these conditions. The poor polarization of Corona's solar bubble also means the district is regularly bathed in intense, orange-yellow light that mutes blues, greens, and purples and can cause the unprotected to quickly sunburn.

The Brass Bazaar, a massive and anarchic market of haphazard stalls, sprawls across much of Corona. The market has several layers arranged like a crater composed of irregular tiers, much of it far newer than the ancient structure supporting it. Merchants on spires and balconies sell wares to traders naturally capable of flight or in flying vehicles. On the labyrinthine main levels, sales carts and tents of fireproof composite or metal fiber nestle between larger operations. Sublevels offer some respite from light and heat, but these bear more risk of other energy-related mishaps.

Powerful merchants and their well-compensated security forces impose a measure of order within the larger mercantile operations. Despite this stability, Corona overall is a haven for criminals, fugitives, and smugglers. Without a civil authority to enforce building standards, it is a chaotic mess of rickety

tenements, temporary stalls, unlicensed industrial work sites, and starships converted into long-term structures.

All these factors conspire to make the PCs' trip through Corona anything but easy. Whether the PCs rent vehicles or wander on foot, their trip is eventful.

CORONA ENCOUNTERS

You can use the article "Merchants of the Brass Bazaar," starting on page 38, to provide local color, especially if the PCs want to shop. PCs also run into several challenges while navigating the controlled anarchy of Corona. Use one of the following encounters each time the PCs wander in the bubble. This adventure's XP count assumes the PCs participate in all these encounters, with two or three of them occurring before the party reaches 4th level. However, the Mutant Mishap encounter works best after the PCs reach 4th level.

SIROCCO SHAKEDOWN (CR 3)

Several small gangs vie for territory in Corona. The Sirocco is one such gang, mostly made up of first- or second-generation sulis unable to scrape up the credits to fly to a better life elsewhere. They've been butting heads with the Bloodshots, especially over Cryo-Generics and a nearby bar, Hot Jude's, which the Sirocco claims.

Creatures: A quartet of Sirocco members approaches the PCs as they travel through Corona. The bravos arrive on basic energcycles (*Core Rulebook* 228). With a successful DC 15 Culture check, a PC recognizes the bravos' tattoos—a red-and-yellow whirl—as a gang insignia. After greeting the PCs with mocking tones, they offer to sell directions for 100 credits. Such a service is common in the confusing streets, but the price is exorbitant. The gang members feign offense if the PCs scoff or try to negotiate. Their initial attitude is unfriendly, and they're willing to fight if provoked.

A PC who succeeds at a DC 21 Diplomacy or DC 16 Intimidate check keeps the sulis talking. If the PCs mention the Bloodshots or one of their lairs, Cryo-Generics or the Meltdown, with a second successful check they convince the gang members to let the PCs pass without further harassment. If a PC exceeds the DC by 5 or more, or pays the sulis 100 or more credits, the gang members reveal their rivalry with the Bloodshots and give the PCs directions to the next place you want the group to visit.

SIROCCO BRAVOS (4)

CR 1/2

XP 200 each

Sulis (see page 58)

CN Medium outsider (native)

Init +3; **Senses** low-light vision; **Perception** +4

DEFENSE

EAC 10; KAC 11

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

Resistances acid 5, cold 5, electricity 5, fire 5

OFFENSE

Speed 30 ft.

Melee survival knife +4 (1d4+1 S)

Ranged tactical semi-auto pistol +4 (1d6 P)

Offensive Abilities elemental assault, trick attack +1d4

TACTICS

During Combat The sulis split up to use the surroundings and make trick attacks with Acrobatics. If the PCs flee by vehicle, the sulis chase for a while on energcycles.

Morale If any given suli falls to half Hit Points or fewer, that suli flees or breaks off a vehicle chase. Once two bravos flee, they all do.

STATISTICS

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

Skills Acrobatics +9, Bluff +4, Piloting +4

Languages Common, Ignan

Gear flight suit stationwear, survival knife, tactical semi-auto pistol with 27 small-arm rounds, credstick (75 credits)

SPECIAL ABILITIES

Elemental Assault (Su) See page 58. A Sirocco bravo can use this ability once per day.

Story Award: Even if the PCs only negotiate with the Sirocco bravos, award them 800 XP.

SHIELD LEAK (CR 3)

Corona's malfunctioning solar shield is a fact of life for residents, who intuitively learn to avoid the subtle signs of impending failure. Such malfunctions can manifest as wide beams of plasma and radiation. Some residents are resistant to the extreme temperatures in these plumes, but the electromagnetic discharge and radiation still pose a hazard. Each of these beams lasts only a moment before the solar shield reengages.

Hazard: This hazard can occur at any time, but it works best before PCs gain thermal regulators from Cryo-Generics (area B).

If the PCs are in a vehicle, a pilot who succeeds at the Perception check against the hazard can attempt a subsequent DC 19 Piloting check to avoid the plume. Vehicles that enter the solar plume take double damage, but they provide characters within an appropriate cover bonus to their Reflex saving throws against the blast. If a vehicle takes damage from the plume and its pilot fails a DC 19 Piloting check, the vehicle shuts down from the electromagnetic pulse. It takes 1 minute and a DC 14 Engineering check to get the vehicle running again.

SOLAR PLUME

CR 3

XP 800

Type analog; **Perception** DC 24; **Disable** none

Trigger location; **Reset** random

Effect 30-ft.-radius beam of solar plasma (4d6 E & F plus low-level radiation exposure); **Reflex** DC 14 half

THE HARD SELL (CR 4)

Corona Merchants are masters of manipulation. This encounter is best used when the PCs are about to enter another encounter, where any self-doubt sown here can have an impact.

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Creature: A fast-talking janni who calls herself Practical Prestine hawks drugs and electronics. The PCs find themselves in a large crowd gathered around Prestine's booth, where she's giving her pitch and singles out the newcomers as likely marks with credits to spare. Read or paraphrase the following.

The winding alleys of Corona open into a small plaza, where a throng gathers around a woman in flowing skirts and a sparkling vest that matches the supernatural glitter in her eyes. She catches sight of newcomers and extends a hand. The crowd parts like water, and she draws near with unnatural swiftness.

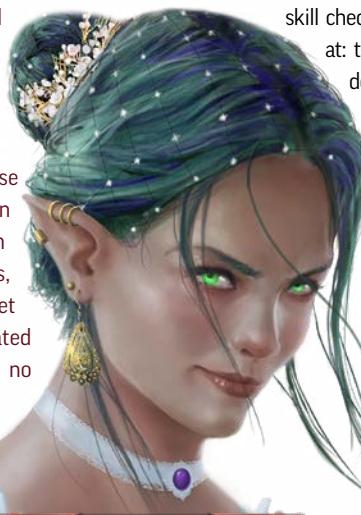
"Ha-ha! My new friends, no doubt these wearisome streets have run you raw, and I can only say that I empathize! They batter me down just as surely, and the only difference, my friends, between you and me is that I manage to greet every single morning fresh and renewed! Invigorated and ready! How do I manage such a feat, you no doubt ask? Not with pillows or pills! No! But with this wondrous device—the perplexing, penultimate patent in pain palliation, the *attablossom*! Yes, imported at great personal expense from the wondrous genie laboratories of the distant Plane of Air, this device blends magic and technology in heretofore-unexplored genius, restoring vitality as you sleep. Yes, with an *attablossom*, no injury is too great, no ailment too malignant. You'll sleep like a baby and then awaken like one reborn!"

The silvery, iridescent sphere in her hand hums quietly, before sliding open like a flower. "Now, how much would you expect to pay to never need a doctor again? To never bother your neighborhood mystic? Would you pay five thousand credits? No! Four thousand? Preposterous! Not three or even two! No, today and today only, because I can tell you are injury-prone daredevils, I shall practically donate this wonder to you for a meager one thousand credits!"

"So, how many should I wrap up for you?"

Prestine talks up the *attablossom* (see the sidebar on page 14) as a miracle cure, but the device has no curative powers. It's a reworked sleeping aid that originated in the Veskarium. Any PC who succeeds at a DC 20 Culture check recognizes the device's similarity to the Veskarium version, which is usually green. Prestine claims the resemblance is purposeful but doesn't signify an identical product.

The janni is unwilling to accept "no" for an answer. If a PC haggles, a successful DC 20 Diplomacy check convinces Prestine to reduce her asking price to 500 credits. A result of 25 or more convinces her to throw in two *mk 1 serums of healing* with each device, saying, "With the *attablossom*, I don't need these anymore."



PRACTICAL PRESTINE

Refusing Prestine's offer without repercussions requires a successful skill check, such as a DC 25 Profession check with an appropriate focus (such as con artist, merchant, doctor, or law enforcement), a DC 25 Sense Motive check, or a DC 25 Intimidate check. Each PC can attempt a check only once, but they can attempt other checks beforehand to poke holes in the genie's claims. Each PC gains a cumulative +2 bonus to the final check to refuse the offer for each of the following DC 20 skill checks at least one party member succeeds at: the Culture check to recognize the *vesk* design, Diplomacy to haggle, Engineering to point out the improbability of the effects given the device's soothing but mundane low-frequency vibration, Medicine to question Prestine's claims as well as befuddle her with medical technicalities, or Mysticism (much like with Engineering) to point out the device's minor magical structure.

If the party manages to succeed at four or more of the six possible checks to point out the problems with the *attablossom*, Prestine takes them aside and offers them the device for free, provided the PCs agree to go bother someone else. See the Treasure section.

Each PC who succeeds at their final skill check can walk away from the sales pitch unaffected. Those who fail must either purchase an *attablossom* or suffer a curse-like effect. Practical Prestine's sales techniques benefit from centuries of practice, as well as a personal interest in psychology and a little magic. She carefully implants self-doubt and confirmation bias into the targets of her intense sales pitches, and she showers pity and apologies on those who refuse her for their upcoming stint of poor choices and bad luck. Clients who still refuse suffer loss of confidence. Such PCs take a -2 penalty to attack rolls and skill checks. After each combat encounter or important skill-related challenge, an affected PC can attempt to shake off this nagging doubt with a successful DC 15 Will saving throw.

Creature: Practical Prestine is a unique janni. Although she is a bit of a grifter, she prefers to avoid conflict.

PRACTICAL PRESTINE

CR 4

XP 1,200

Unique female janni (see page 55)

HP 45

Skills Bluff +15, Culture +10, Diplomacy +15, Mysticism +10, Sense Motive +15

Treasure: If the PCs receive an *attablossom* for free, Prestine makes a public show of donating it to the PCs after "discovering their noble yet secret cause."

ATTABLOSSOM

A hybrid item made of an enchanted version of a Veskarium object that uses infrasonic vibration as a sleep aid, the *attablossom* also benefits from soothing magic. The device is an iridescent sphere that opens to form a flowerlike structure when activated. Most willing users fail the saving throw against the *attablossom*'s effects. Any health benefits the device creates are a coincidence related to good rest.

ATTABLOSSOM

LEVEL 1

HYBRID ITEM

PRICE 150

BULK L

Activating the *attablossom* is a standard action, causing it to vibrate and hum pleasantly and almost inaudibly, filling a 20-foot-radius spread with a sense of ease. A creature in this area that fails a DC 13 Will saving throw takes a -2 penalty to Perception checks and saving throws against effects that cause sleep. An *attablossom* operates on its own power for up to 1 hour per day, but any activation uses 10 minutes of this time. The device has a timer allowing it to activate automatically and to time its activation to a specific length.

Story Award: Dealing with Practical Prestine's sales pitch is an educational experience. Award the group 1,200 XP no matter the outcome.

MUTANT MISHAP (CR 5)

Several experimental biotech companies take advantage of the solar energy and radiation on the Burning Archipelago and run research labs here. The reputable ones produce much of the food and pharmaceuticals consumed across the bubbles, but those firms don't operate in Corona. Instead, this district houses seedy gene-hackers and outright criminals who splice various living creatures to create designer drugs or living artwork.

The eccentric **Merdigach Mo Daln** (CN early stage barathu; *Alien Archive 20*) is one such splicer, specializing in mutant plants and selling them or their derivatives. Daln's adaptations are supposed to instill subjects with animal intelligence and loyalty, as well as resistance to Corona's environment, making them salable as novelty pets. Unknown to Daln, the modifications also render the plants sensitive to radiation-induced mutation.

This encounter works best toward the end of the PCs' adventures in Corona. Daln sells a variety of chemicals, such as medpatches, sprayflesh, magical serums, drugs, and medicinals, and so the unexpected attack could easily occur as the PCs resupply. In addition, the treasure might be useful in the final assault on the Brass Dragons.

Creatures: A breach in the solar shield irradiates Daln's workshop, causing one of the barathu's miniature moonflowers (normally Small) to grow into a larger, ravenous monster with

unexpected abilities. Daln flees, but the moonflower catches up and swallows the barathu right in front of the PCs.

Variations in the moonflower's statistics from those of a normal moonflower are due to Daln's meddling and radiation exposure. The plant was intended to be a nonbreeding pet.

MUTANT MINIATURE MOONFLOWER

CR 5

XP 1,600

Variant moonflower (*Starfinder Alien Archive 2* 84)

N Large plant

Init +2; Senses low-light vision; Perception +10

DEFENSE

EAC 17; KAC 19

Fort +9; Ref +7; Will +4

DR 5/slashing; **Immunities** electricity, plant immunities;

Resistances fire 5

OFFENSE

Speed 15 ft.

Melee bite +14 (2d4+5 B plus swallow whole)

Multiattack bite +8 (2d4+5 B plus swallow whole), 2 tentacles +8 (1d6+5 B)

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

Offensive Abilities light pulse, swallow whole (0 or 2d6 A [see text], EAC 17, KAC 17, 17 HP)

STATISTICS

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

Languages Common (can't speak any language); limited telepathy 60 ft.

SPECIAL ABILITIES

Light Pulse (Su) As a standard action, a moonflower can emit a pulse of bright light from its body. Creatures within 30 feet of and able to see the moonflower must succeed at a DC 13 Fortitude save or be blinded for 1d3 rounds.

Swallow Whole (Ex) If a moonflower successfully swallows a target, that creature remains inside the moonflower for 2 rounds, during which the victim takes no damage and the moonflower can't swallow another creature. After this time, the target is enclosed in a fibrous digestive pod and expelled into a space adjacent to the moonflower. The pod then acts as the swallowing creature, with the same swallow whole statistics but now able to deal acid damage. A creature can't use Athletics to climb out of this enclosing pod. Other creatures can attack the pod, but the enclosed creature takes damage equal to half the damage dealt to the pod. An external attacker can avoid dealing the enclosed creature damage by using a bladed weapon to make one attack against the pod as a full action.

Treasure: If the PCs manage to save Daln, the barathu offers the rescuers 1,000 credits' worth of stock. If a PC succeeds at a DC 19 Diplomacy check, the barathu can be persuaded to throw in 400 credits via credstick, but Daln insists they need any further stock and funds to recover from this setback. Conversely, if Daln dies, the PCs can pilfer a similar amount of

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goods from the barathu's shop. Two security specialists (*Pact Worlds* 177) serving the local merchant consortium show up to cordon off the area just after the PCs acquire this treasure.

The mutant moonflower also has a valuable byproduct, causing its dying cells to change before observers. With a successful DC 15 Life Science skill check, a PC can harvest a dose of this mutagenic sap, which functions as a *mk 1 adaptive serum* (*Alien Archive* 71). For every 5 by which this result exceeds 15, the PC can harvest an additional dose of serum. If the PCs ask, Daln can instead harvest 2 doses for them.

B. CRYO-GENERICs

When the *astral transponder* finished transmitted to Cryo-Generic, Jalusann's hacker, Charrel, left with the data. Mama Throsh expected blowback, so she closed the office and told her contacts to point snoopers here. She then stationed Bloodshots inside to ambush investigators.

When the PCs arrive, read or paraphrase the following.

Pale blue-gray paint peels down the sides of this curving warehouse like streaks of ashy sweat. Large windows provide a view of a dated office interior a story high, while large loading doors open into a much larger, two-story facility in back. A smiling snowflake on the sun-bleached sign out front proclaims, "Cryo-Generic. Keep your cool!"

The Cryo-Generic map is on page 18. Walls here are concrete, and the doors are insulated steel. Windows and skylights of transparent aluminum provide lighting unless otherwise noted.

Vadak's key card opens the front door into area **B1**, but the keypad on the sliding door and the back door to the warehouse (**B2**) don't accept the card. Trying the card more than once on a non-accepting reader sets off a flashing light in the warehouse that alerts the enemies there. For any of the doors in the facility, rewiring the keypad to open the door requires a successful DC 25 Engineering check. Reprogramming the pad with a new code requires a successful DC 25 Computers check. Failing either check sets off the alarm light in area **B2**.

B1. FRONT OFFICE

This chilly lobby is dingy and outdated, with cracking chairs and a flickering view screen playing a trivid loop of storage services the business provides. Two doors in the north wall both bear keypad locks and large signs that read "Warning: Extreme Cold Beyond This Point" in several languages.

The ceiling is only 12 feet high. Doors leading to area **B2** are locked like the warehouse door outside. A code is written on a scrap of paper taped under the desk (Perception DC 20 to find). This code, used on a keypad, opens any door in the facility.

Legitimate business is arranged in this office. A computer terminal on the desk has laughable security (DC 17 Computers to access). It contains only legal business documents, non-

ikeshti employee records, and a background image of two verthani men embracing with Stellacuna as a backdrop.

B2. WAREHOUSE (CR 5)

The warehouse's environmental systems create an air curtain to minimize the heat that leaks in when any doors are opened. The cold here is hazardous. See the Hazards section.

The ceiling of this frigid room is 20 feet high. Crates and gas canisters are arranged in orderly stacks and on racks five feet tall. Stairs to either side of the room lead halfway up the walls to railed platforms that sport large, humming machinery. Along the north wall of the warehouse is a smaller room with a lower ceiling, its roof forming another sort of platform here.

Any PC trained in Engineering or an appropriate Profession skill recognizes the machinery as refrigeration units.

Creatures: Big Tola, a vesk Bloodshots member, and three other Bloodshots thugs work here, waiting to ambush anyone who shows up. If the alarm light has lit, the thugs hide in various parts of the warehouse. Tola lurks in her office (**B4**). They wait for intruders to poke around. In this event, any PC who fails a DC 18 Perception check is surprised when the Bloodshots attack.

TOLATORA "BIG TOLA" SUGILOV

CR 3

XP 800

Female vesk envoy

NE Medium humanoid (vesk)

Init +2; **Senses** low-light vision; **Perception** +8

DEFENSE

HP 35

EAC 15; KAC 16

Fort +2; **Ref** +4; **Will** +6; +2 vs. fear

OFFENSE

Speed 30 ft.

Melee unarmed strike +8 (1d3+4 B)

Ranged tactical semi-auto pistol +8 (1d6+2 P)

Offensive Abilities natural weapons

TACTICS

During Combat Tola hangs back and pushes the thugs with her improvisations. She avoids being near pressurized gas canisters (see the Hazards section). If the situation becomes dicey, she shoots a canister herself.

Morale Tola is loyal to Mama Throsh but unwilling to die. If the thugs go down and Tola has fewer than 17 Hit Points, she flees. Barring that, especially if she has fewer than 10 Hit Points, Tola surrenders.

STATISTICS

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

Skills Athletics +8, Bluff +13, Intimidate +13, Sense Motive +13

Languages Akitonian, Common, Vesk

Other Abilities armor savant, envoy improvisations (get 'em, inspiring boost [10 SP])

Gear graphite carbon skin (thermal regulator; see the

sidebar), tactical semi-auto pistol with 27 small arm rounds, *mk 1 serums of healing* (2), Cryo-Generics manager key card, Meltdown key card, credstick (250 credits)

BLOODSHOTS THUGS (4)

CR 1/2

XP 200 each

HP 13 each (see page 5)

TACTICS

During Combat The Bloodshots take cover behind containers and shoot their enemies. These thugs know about the unstable canisters, but they lack the awareness to avoid those hazards at all times. They avoid shooting any canisters themselves until Tola does.



BIG TOLA

Morale The thugs are afraid of Big Tola and stop fighting only if she's unconscious or she concedes the fight.

STATISTICS

Gear second skin (thermal regulator; see the sidebar)

Hazards: The warehouse interior is -25° F, (extreme cold; *Core Rulebook* 400). Two refrigeration units on the platforms maintain the temperature. They can be destroyed (hardness 10, HP 75) or deactivated (Engineering DC 25, or automatically with Big Tola's key card). One deactivated unit causes the temperature to rise to -5° F after 1 minute. Deactivating both raises the temperature to 30° F after 1 minute. With only one unit on, the warehouse temperature rises to well above freezing over the next 8 hours. Without either unit, after 4 hours the whole building becomes as hot as it is outdoors in Corona.

In addition, several canisters of pressurized gas are stored in the warehouse, noted with red coloration on the map. PCs can see these vessels plainly, but deducing what they might do if breached requires a successful DC 20 Physical Science check. If a pressurized canister (AC 15) takes any damage, it explodes (15-ft.-radius spread; 2d6 B & C and staggered 1 round; Reflex DC 15 half and no staggered effect).

Treasure: Most goods stored in the warehouse are mundane chemicals or food. If the PCs search for 10 minutes or more, a character who succeeds at a DC 25 Perception check discovers a crate labeled "Coffee Beans." With a DC 15 Culture check, a PC realizes whole coffee beans aren't commonly refrigerated or frozen. The box contains 10 doses of hyperleaf.

Tola's key card opens all locks in the Cryo-Generics facility.

Development: If captured, Big Tola is willing to talk in return for her life and, because the PCs spared her, her attitude is unfriendly rather than hostile. A PC who succeeds at a DC 24 Diplomacy check persuades Tola to talk, as does a character who succeeds at a DC 19 Intimidate check. If the PCs fail these checks, Tola hems and haws and makes up entertaining lies.

Mama Throsh adopted Big Tola into the Bloodshots a few years ago as extra muscle. The vesk also made a good warehouse manager. She knows very little about the DCI heist, but she can reveal a few facts, such as that the Bloodshots use Cryo-Generics as a front for smuggling and other rent-a-crime operations. She knows Mama Throsh lives and works at the Meltdown. If asked about the data heist, Tola knows only that an ifrit woman in stylish clothes under clearweave armor used Tola's office during that time. Tola didn't ask why.

In any case, Tola asks to be released. She also begs the PCs to go easy on Mama Throsh, who is "isn't bad, like me, just doing what she can to make ends meet for us." If the PCs treat Tola well (without resorting to Intimidate checks) and say they'll go easy on Mama Throsh, Big Tola points them to the drug stash detailed in the Treasure section as a "gift between friends who understand one another." Tola reveals the trap on the Meltdown's front door only if she is certain of the PCs' kindness. She otherwise conceals the trap. If the PC succeeded at an Intimidate check to get her to talk by 5 or more, Tola reveals the stash as a way to mollify her

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antagonists, but in this case, she's even more emphatic about the PCs going easy on Mama Throsh.

Making the Bloodshots thugs talk requires a successful DC 16 Intimidate check or a DC 26 Diplomacy check to change the target's attitude from hostile. The thugs can reveal only the location of the Meltdown and the name of their leader. Throsh didn't tell them she has trapped the Meltdown's door—see area **C**. In addition, Tola told them about the ifrit visitor, but the ikeshtis know no details. They take cues from Big Tola, and they try to back her up. They're very bad at shoring up her lies, though, and her tall tales might make them giggle.

Big Tola's key card to the Meltdown is another clue to lead the PCs onward. If the PCs pursue that evidence by looking up the Meltdown on the infosphere, they find information similar to that in the Wrapping Up the Break-In section on page 10.

B3. RESTROOM

This restroom has a mild temperature and facilities for multiple simultaneous users.

The temperature in this area is not hazardous.

B4. TOLA'S OFFICE

The door is locked. Windows form part of the southern wall, but the panels are frosted to be translucent.

Balmy in comparison to the warehouse, but still cool, this office has a long desk with a computer terminal and an oversized but aging executive chair. Behind the desk is a view screen playing a trivid of Cryo-Generics' services in a silent loop. To the east is a kitchenette, and to the west is an area with a couch and low table. A clear-doored refrigerator nearby holds a multitude of beverages. Doors stand to the east and west.

The temperature in this room is just below 40° F.

The computer contains notable information. Hacking it seems easy (Computers DC 17), but doing so uncovers a convincing fake shell (Core Rulebook 217) with innocuous business records. Those records do link the legitimate business of Cryo-Generics to the Meltdown's lawful operations, however. The last activity shown on the terminal occurred yesterday—a brief log of payments the company received and then transferred to a bank.

Charrel recently upgraded Tola's system to a tier 3 computer with security I protocols; recognizing the fake shell requires a successful DC 31 Computers check, and gaining access beyond it requires a successful DC 26 Computers check. Within the real data structure, the computer contains thorough records of Cryo-Generics' business dealings, including smuggling ledgers and gang-related security procedures, such as when to send non-gang employees home.

A large data transfer was logged at the time of the DCI heist. That data isn't on the computer. With a successful DC 31 Computers check, though, a PC who searches further in these

THERMAL REGULATOR

Common industrial safety rigs on the Burning Archipelago, *thermal regulators* maintain comfortable working conditions in severe environments. One version interfaces with armor to keep a wearer comfortable without rapidly depleting environmental protections. Another form is a unit that can be worn without taking up an armor upgrade slot.

THERMAL REGULATOR

ARMOR
UPGRADE

| HYBRID ITEM | PRICE 150 | LEVEL 1 |
|---------------|----------------|---------|
| ARMOR SLOTS 1 | ARMOR TYPE ANY | BULK L |

While activated, a *thermal regulator* reduces the severity of dangerous temperatures by two steps for its wearer. For example, severe cold becomes comfortable, while extreme cold is reduced to cold. A *thermal regulator* can be set to protect its wearer from cold or heat, but not both simultaneously. The regulator consumes the attached armor's environmental protections, but at one-quarter the rate of having protections fully activated.

THERMAL REGULATOR

LEVEL 1

| HYBRID ITEM | PRICE 150 | BULK L |
|-------------|-----------|--------|
|-------------|-----------|--------|

A *thermal regulator* unit works like a *thermal regulator* armor upgrade. However, the unit is a harness you wear with temperature regulating fluid and a belt-supported pump and power unit. The harness and belt unit can be worn under armor, but they have an independent power source. A *thermal regulator* unit can use any sort of battery, and the unit has a usage of 1 per hour or a fraction thereof.

logs uncovers a payment for "Thermal Regulator Maintenance" that had its date changed to match financial logs accessible in the fake shell. That payment came from the Eos Athletics Club.

A PC who searches for the club on the infosphere finds it and learns that, despite being a newer building, it was caught in a massive solar-shield failure a few years ago during which numerous guests and employees perished. Once a popular location, especially for Sarenrae's faithful, the club is located on Corona's rim, looking out onto solar plasma.

Public records, which require a successful DC 25 Computers check to find due to Corona's chaotic public works, show the Eos Athletics Club building officially belongs to a mercantile consortium called the Malikah Group. This organization bought the building a short time after it burned, despite rumors that the place is haunted or cursed. The Malikah Group has no public face on the Burning Archipelago, although it owns real estate in various bubbles of the city. Speculation on the infosphere holds that efreet own the company, which is only a few years old.

Treasure: The refrigerator contains a variety of drinks, about half of them intoxicants. Stashed in the bottom are numerous packs of meat snacks imported from the Veskarium. A drawer



B. CRYO-GENERICs

at the bottom of the cabinet contains an engineering specialty toolkit for working on environmental systems.

Story Award: The first time the PCs learn of the Eos Athletics Club, award them 800 XP.

B5. PRIVATE LAVATORY

This washroom has a toilet, sink, standing cabinet, and shower. It's warm inside.

Treasure: The cabinet contains towels and toiletries, as well as a basic medkit and an evenfire unit (Armory 103).

C. THE MELTDOWN

When the PCs approach the Meltdown, a scrapyard on the outskirts of the Brass Bazaar, read or paraphrase the following.

Smoke and chemical fumes fill the air with their reek and sting the eyes, but do nothing to deter the vermin scouring the trash-lined streets. A stained, gray concrete bunker looms over the surrounding buildings—a garage called Slick's Vehicle Repair, a grooming shop named Ronda's Hair and Scale, and a grungy kiosk with a sign that reads, "Sun Meat!" The bunker has "The Meltdown" written in block letters in peeling paint on each side. The Meltdown is a little over 20 feet tall, with a large outcropping to the northeast bulging from the main building 10 feet from the ground and rising 5 feet above the rest of the roof.



C. THE MELTDOWN 1 SQUARE = 5 FEET

PCs can gain some insight talking to the neighbors. The chattiest is Kojen Hackhands, who owns Sun Meat! He's a dark-skinned dwarf who sells broiled vat-grown protein cubes with spicy sauce he lights on fire. He calls this snack "sun meat" with an open smile. PCs who befriend any locals, including Kojen, find no one likes Mama Throsh or her brood. These neighbors won't mourn the gang's loss, warn Throsh, or summon authorities. They also mention the secret door (see below).

Thick concrete walls and steel doors protect the Meltdown. Transparent aluminum panels in the roof allow light into the yard (areas **C2** and **C3**), while light panels illuminate the inner rooms, providing normal light throughout the complex. Ikeshtis rarely come or go by the front door, instead climbing to reach a secret door on the east wall leading to area **C4**. The door requires a successful DC 30 Perception check to spot from the outside and a successful DC 25 Athletics check to climb to.

Story Award: If the PCs learn about the secret door while outside, award them 400 XP.

C1. ENTRANCE (CR 3)

Massive doors, twenty feet wide and nearly as tall, provide an imposing entrance to the building, but a normal door nearby is carefully painted with "Meltdown: Recycling. Trespassers will be shot!" A sliding panel in the door is positioned to reveal the word "Closed." A comm and card-reading panel next to the door has a flashing red light, indicating it's offline.

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The smaller door is locked (Engineering DC 25), and the key card reader is deactivated, so Big Tola's key card doesn't work (trying to use it sets off the trap). The larger doors are barred. It takes a successful DC 30 Strength check to open them from the outside, or DC 20 when unbarred. Doing so creates a racket that can be heard across the area, alerting Mama Throsh and her pet to intruders.

Trap: Mama Throsh has rigged a battery to the door. She's confident she won't hurt Bloodshots, because they come and go via the secret door, and she told Tola about the trap. The trap discharges if anyone inserts tools into the lock, touches the key card reader or comm, or attempts to force the door.

JOLTING DOOR TRAP

CR 3

XP 800

Type technological; **Perception** DC 24; **Disable** Engineering DC 19 (short the battery)

Trigger touch; **Reset** manual

Effect electricity (6d6 E); Reflex DC 14 half; alarm sounds

C2. SHOP

Shelves and tables display a chaotic mix of gently used parts.

This area contains salvaged components.

Treasure: A PC who succeeds at a DC 20 Engineering or Physical Science check while searching the parts finds 4 bulk of components that can be sold for 800 credits. The PC also finds a broken targeting computer that can be repaired with 4 hours of work and a successful DC 20 Engineering check.

C3. JUNKYARD (CR 3 OR 5)

Barrels, broken vehicles, starship components, and garbage form three piles in this junkyard. A massive, open-pit foundry occupies the north wall. To the northeast, a raised office complex overlooks the work floor, with a rusting ladder that leads 10 feet up to a balcony and unmarked door.

The piles here stand 8 feet tall. They are unsteady, requiring a successful DC 12 Athletics check to climb. On a failed check, the pile shifts, dumping the climber on the ground prone. If the check fails by 5 or more, the fall deals 1d6 bludgeoning damage.

A PC who succeeds at a DC 15 Engineering check can tell the foundry collects solar energy and heat from the surrounding area to charge a plasma-based furnace. After a 24-hour charging period and a 1-hour warm-

up cycle, it can be activated for up to 4 hours. It can melt most materials, using nanotech and magnetic fields to separate distinct elements and form them into raw ingots or sheets. A character who's familiar with criminals or who succeeds at a DC 20 Culture check realizes the Bloodshots probably find it useful for disposing of evidence.

Creature: Mama Throsh keeps an Akitonian gashmaw, a type of dromaeosaurid known for the overlarge mouth that bisects its head and its ability to run up cliffs on Akiton, to watch the yard. Named Kato, this guard beast rests in the trash pile in the northeast corner of the yard, near where it's normally chained while the ikeshtis work or buyers shop.

KATO, AKITONIAN GASHMAW

CR 3

XP 800

Variant dromaeosaurid (*Starfinder Alien Archive* 2 38)

N Medium animal

Init +3; **Senses** blindsense (scent) 60 ft., low-light vision;

Perception +8

DEFENSE

EAC 13; **KAC** 15

Fort +6; **Ref** +7; **Will** +2

Resistances cold 5

Weaknesses vulnerability to acid

OFFENSE

Speed 30 ft., climb 10 ft.

Melee talons +11 (1d6+5 S; critical bleed 1d6) or bite +11 (1d6+5 P)

Offensive Abilities pounce

TACTICS

Before Combat Kato trots toward intruders and regards them. He chirps and pauses. PCs who hesitate to attack and then fail a DC 15 Sense

KATO

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Motive or Survival check are surprised when he charges.
Morale If reduced to 9 or fewer Hit Points, Kato runs to hide.

STATISTICS

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

Skills Acrobatics +8, Stealth +13

SPECIAL ABILITIES

Pounce (Ex) When Kato charges, he can also make a full attack.

Development: Kato's calls alert Mama Throsh. If you decide the PCs can handle a CR 5 fight, she joins the battle during the third round, yelling, "Don't you hurt mama's baby!" See area **C4** for her stats. Otherwise, she prepares for intruders inside **C4** or, better yet, **C6**.

C4. BUNKHOUSE (CR 4)

Bunks line the northern walls, near a round table with a few chairs. Two computer workstations sit in the southeast corner. Three doors lead out to the west, just south of a kitchenette unit.

Sehvash and Vadak use the workstations to hack, to forge credentials, and to reset vehicle registrations. Each terminal has their names on various files, and the computers aren't locked, so the PCs can learn who the devices belong to.

The door to **C6** is locked. See that area. The secret door to the east requires only a successful DC 15 Perception check to notice from this side.

Creature: Mama Throsh works in this office during daytime hours. Otherwise, she's found in area **C6**.

MAMA THROSH

CR 4

XP 1,200

Female ikeshti mechanic (*Starfinder Alien Archive 64*)

CN Medium humanoid (ikeshti)

Init +3; Perception +10

DEFENSE

EAC 16; KAC 17

Fort +5; Ref +5; Will +5

Resistances fire 5

HP 45

OFFENSE

Speed 30 ft., climb 15 ft.

Melee tactical dueling sword +8 (1d6+3 S)

Ranged thunderstrike sonic pistol +10 (1d8+2 So; critical deafen)

Offensive Abilities overcharge, overload, squirt blood, target tracking

TACTICS

During Combat Mama Throsh hates melee and prioritizes targets attempting to reach her. She fires on anyone climbing to the balcony first.

Morale If reduced to fewer than 10 Hit Points, Throsh surrenders, offering to tell what she knows in exchange for her life and freedom.

STATISTICS

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

Skills Bluff +10, Computers +15, Engineering +15, Sense Motive +10

Languages Akitonian, Common
Other Abilities artificial intelligence (exocortex), custom rig (brain augmentation), mechanic tricks (neural shunt)

Gear vesk brigandine II^{AR} (mk 1 thermal capacitor, radiation buffer), tactical dueling sword, thunderstrike sonic pistol with 2 batteries (20 charges each), Meltdown key card, credstick (400 credits)

Augmentations custom rig with a standard datajack

SPECIAL ABILITIES

Squirt Blood (Ex) See page 6 (+10 ranged).

Treasure: The ikeshtis keep personal effects in rolling footlockers under the bunks. They have a large collection of physical games in one of the containers. Another box holds snack food equivalent to twelve weeks of field rations but tastier.

Development: Mama Throsh chose the Meltdown's cooler interior to lay her first clutch of eggs. The previous owner, Charik Lupradur, found her in her brooding state and gave her the space she needed, later adopting her and her young as a surrogate grandpa. Charik taught Throsh and her brood to run his chop shop. When he died, he left the "family business" to Throsh. If the PCs ask about her background, she can impart this information.

Throsh can also answer the following questions, in an accent betraying her Akitonian origins.

Why did you rob the DCI? "C'mon, eh? Good scrap. Also, Jalusann paid us good to do the job. Place her transponder. Transfer data. No idea what that data was, though. Old girl plays it close, ya?"

Who is Jalusann? "She leads the Brass Dragons. Ifrit."

Who are the Brass Dragons? "A gang! Maybe twenty? Live in the old Eos Club. Fancy uniforms, good tech. Big bads, ya? Bigger than Mama Throsh and her little ones."

What's the Eos Club? "Eos? Old gym out on the rim. Lotta folk died there a few years back. Shield went down. You need directions, ya? You visit, you prepare for big heat, eh?"



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PCs can gather information on the Brass Dragons using the Diplomacy skill. Use the following table to determine what they learn based on the result of the check. A PC learns information for any DC the check result equals or exceeds.

| RESULT | RUMOR |
|--------|--|
| 17+ | "Brass Dragons? Those are the mercenaries that caused big trouble in Asanatown, right? I thought most of them got the book thrown at them over that. Some even got the boot, I heard—permanent exile. Maybe the rest are still lying low in Corona." |
| 20+ | "I've heard folks use that name while buying supplies. They trade in weapons or platinum, which we don't see around here much except from efreeti merchants." |
| 25+ | "Yeah, they're regulars around the Bazaar. Always asking about politics and such. You can get word to them through the right channels, but if you want to do business with them, you got to go to the old Eos Athletics Club. I wouldn't, though. That place is cursed. The dead still linger there." |
| 30+ | "I know plenty! The Brass Dragons are behind that riot in Asanatown, and they're gonna conquer the whole Archipelago for the fire types, mark me. I got a secret code off one of them while he was drunk! Now, I just need to figure out what it does." (This "secret code" is the elevator access code for area D10.) |

EOS ATHLETICS CLUB

Jalusann found the Eos Athletics Club on her first scouting mission to Corona. She recognized it as an ideal headquarters. Rumors of restless spirits within the ruin turned out to be true, but the mercenaries destroyed most of them with military efficiency, along with a few squatters, before the group moved in. The Brass Dragons kept the area secure, killing or driving off interlopers and sowing rumors to shore up the club's bad reputation. For a time, they worked through intermediaries. They have begun active campaigns only recently.

Brass Dragons troops here are trained to resist interrogation. Only Jaluann and her quartermaster, Dosc, know specifics about the company's true aims or employers. The rest know only that the company is on a long-term trouble-sowing mission. And the pay and benefits are very, very good.

Finding the Eos Athletics Club is easy. If the PCs haven't discovered its location, any friendly Corona residents, possibly including the Sirocco bravos or Practical Prestine, can point the way. Most locals have no idea the club is inhabited. They tell the same story of the building's history, when the solar shield nearby failed and bathed the area in heat and radiation, killing countless people in the club and nearby establishments.

PART 3:
DRAGONS' LAIR

By now, the PCs have learned the Brass Dragons hired the Bloodshots. The mercenaries lair in the Eos Athletics Club. To retrieve the DCI's data and learn why the heist happened, the PCs must raid this stronghold.



D. EOS CLUB SURFACE LEVEL

The upper level of the Eos Athletics Club housed customer-facing services. The Brass Dragons added subtle upgrades, posted guards at the access point to the lower level, and prepared the pool for their thoquas. Jalusann hopes the site's disarray and reputation continue to keep locals away.

The building is made of thick concrete, and most of the ceilings within are 15 feet high. Skylights and windows provide normal light on this level.

D1. WATCH POINT (CR 4)

As the PCs approach the club, read or paraphrase the following.

The Eos Athletics Club is a scorched, sun-bleached building that stands between two equally charred, ruined apartment buildings. Some of it is one story tall, but the east half has a dome that peaks above two stories. Graffiti and faded or burned posters cover the street-facing wall, and smaller placards on the warped double door proclaim, "Do Not Enter; Building Unsafe." The smell of burned stone hangs in the air.

The double door is unlocked.

Creature: Jalusann brought a brass-colored glass serpent adapted to the Plane of Fire with her. The commander raised the serpent, and it's loyal to her.

MONCHULLA

XP 1,200

CR 4

Variant juvenile glass serpent (*Starfinder Alien Archive 2* 64)

NE Huge magical beast (extraplanar, fire)

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

HP 50

DEFENSE

EAC 15; **KAC** 19

Fort +8; **Ref** +8; **Will** +3

Defensive Abilities ravenous invisibility; **Immunities** fire, radiation

Weaknesses vulnerable to cold

OFFENSE

Speed 60 ft., climb 30 ft., swim 30 ft.

Melee tentacle +13 (1d6+9 S plus swallow whole)

Multiattack 3 tentacles +7 (1d4+9 S plus swallow whole)

Space 15 ft.; **Reach** 25 ft.

Offensive Abilities swallow whole (1d6+4 A, EAC 14, KAC 14, 13 HP)

TACTICS

Before Combat Monchulla is invisible and resting on the low roof above the double door as it watches for trespassers. It attacks anyone who tries to enter **D2** and follows anyone who reconnoiters the building, attacking those who fail to meet Brass Dragons outside **D11** or enter quickly there using the lock code. Monchulla recognizes members of the Brass Dragons and hesitates to assault anyone dressed like them, becoming visible in order to examine them. Monchulla makes its first appearance, whether to attack or confront, by dropping from above to surprise its prey.

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During Combat Monchulla focuses on one or two victims. If it swallows prey, it doesn't chase anyone who flees.

Morale When reduced to fewer than 10 Hit Points, Monchulla retreats to the outer roof of the club building facing the sun. If pursued there, it fights until slain.

STATISTICS

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

Skills Athletics +10 (+18 to climb or swim), Stealth +10, Survival +10

Other Abilities no breath

SPECIAL ABILITIES

Ravenous Invisibility (Ex) Monchulla can become invisible as part of any other action. Each time Monchulla damages a creature while invisible, the serpent must attempt a DC 14 Will save. If it fails, this ability is suspended and Monchulla becomes visible for 1 round, though it can turn invisible again during its next turn. Monchulla cannot turn invisible using this ability for 1 week after it swallows a creature, while its meal is completely digested. If the swallowed creature escapes or is otherwise removed, Monchulla can use this ability again immediately. While invisible, Monchulla can resume being visible as part of any other action.

D2. RECEPTION (CR 4)

A charred desk and chair furnish this reception area. Trash and peeled paint clutter the floor. A double door exits the building to the south, while another beyond the desk leads west. To the north, a warped door hangs loosely in its frame.

A PC who succeeds at a DC 12 Engineering or Physical Science check notices the steel double door to area **D4** looks newer than other doors here. Opening the physical lock on that door requires a successful DC 25 Engineering check.

Creature: A battered-looking security robot stands beyond the desk. When aware of the PCs, it says, "This building is unsafe! Please exit immediately!"

The Brass Dragons refitted this robot to look decrepit and encourage opponents to underestimate it. It takes a successful DC 21 Engineering check to realize the "damage" is superficial and no vital systems are exposed or nonfunctional. If intruders fail to leave within 2 rounds, the robot attacks.

PATROL-CLASS SECURITY ROBOT

CR 4

XP 1,200

HP 52 (Starfinder Alien Archive 94)

OFFENSE

Ranged integrated tactical arc emitter +13 (1d4+4 E) or screamer grenade I +13 (explode [15 ft., 1d10 So and deafened 1d4 minutes, DC 13])

TACTICS

During Combat The robot throws a grenade. It then takes cover behind the desk and shoots with lethal force. It uses

DRAWING OUT THE DRAGON

PCs might try to goad Commander Jalusann into facing them directly, but it's hard to coax the risk-averse leader out of her defensive position. More practically, an immediate confrontation with Jalusann could deny the PCs the XP needed to reach 5th level by the adventure's end.

If PCs continue to provoke her, Jalusann institutes a counter strategy. She starts by recruiting another Corona gang, such as the Sirocco, to attack the PCs. If the situation grows dire, Jalusann turns to a more direct assassin, such as a sarcesian sniper (Alien Archive 98).

The next step in Jalusann's plan was to set off a few explosions and sow rumors that these attacks were the work of remnants of or sympathizers with the Sunrise Collective from *Starfinder Adventure Path #13: Fire Starters*, with the intent to exacerbate existing tensions from the failed coup in Asanatown. However, Jalusann is willing to frame the PCs for these bombings instead, releasing recordings of their assaults on "local businesses" such as Cryo-Generics. Once authorities target the PCs, she considers her work to be done. In using this approach, however, allow the PCs to learn about the bombing targets, disable the explosives, and clear their names.

Should the PCs remain a thorn in her side, Jalusann ultimately leads ambushes against them, using her remaining forces. Still, she prefers to pick off her enemies from range while her troops engage in close combat.

If you opt to use this cat-and-mouse approach, keep in mind rewards the PCs might miss and ensure that you provide comparable challenges and rewards.

another grenade when severely damaged, including itself in the area if doing so allows it to target more foes.

Morale The robot is programmed to fight until destroyed.

STATISTICS

Gear tactical arc emitter with 2 batteries (20 charges each), screamer grenades I (2)

Development: The screamer grenades warn creatures on this level of an attack. Two detonations indicate the robot is likely to have been defeated, so foes on this level prepare for intruders.

D3. BREAK ROOM

Cabinets and counters line this room. It also has a sink and a small table with two scorched chairs. Several tall drink cans sit on the table.

The drink cans, which have recent "brewed on" dates, are Pit Brew, a bitter alcoholic beverage. Any PC who succeeds at a DC 20 Culture or Mysticism check knows this sulfur-flavored drink is made in Corona and popular among fire-loving creatures.

D11

D5

D3

D10

D6

D4

D2

e

D8

D1

D9

D7

D. EOS CLUB SURFACE LEVEL

1 SQUARE = 5 FEET

A PC who examines the cans and succeeds at a DC 15 Perception check notices paper stuffed into one. It's a checklist, in Ignan, that includes tasks such as "upgrade locks," "refit bot," and "reset code: 6262-." The number, its last digit smudged by liquid, is the code to access the elevator in area **D10**.

Treasure: A dusty medkit forgotten in a cabinet contains six medpatches, two purple nanite hypopens (Armory 106), and 2 doses of tier 1 stimulant (Armory 133).

D4. GYM (CR 3)

The north wall of this massive, high-ceilinged room is a polarized window, looking out on roiling solar plasma. Scorched workout equipment is shoved against walls and into corners. A double door exits east while a tall archway opens west to a tiled area. In the southwest wall is a door that reads, "Facilities." The ground here is covered in burned and gnarled padded flooring.

This gym, 20 feet high, housed most of Eos's equipment and used reconfigurable tech to facilitate various anatomies.

Creature: During daytime hours, a steam mephit named Kerschu keeps watch here. At night, he's in area **D7**. Kerschu squatted here for years until the Brass Dragons arrived. He gave the mercs information that helped them retake Eos. Instead of killing the mephit, Jalusann locked him into an explosive collar, conscripting him as a guard. Kerschu knows

the collar can detonate if he removes it or leaves the club, or if Jalusann triggers it remotely with her personal comm unit or computer. This collar is a frag grenade II that deals maximum damage to a wearer as if it were a successful coup de grace attack (Core Rulebook 248; Fortitude DC 14 to avoid death).

KERSCHU

CR 3

XP 800

Male steam mephit (see page 57)

N Small outsider (extraplanar, fire, water)

Init +4; Senses darkvision 60 ft.; Perception +8

DEFENSE

HP 40

EAC 14; KAC 16

Fort +5; Ref +7; Will +2

Defensive Abilities fast healing 2, insubstantial form;

DR 5/magic; **Immunities** fire

Weaknesses vulnerable to cold

OFFENSE

Speed 30 ft., fly 40 ft. (Ex, average)

Melee claws +12 (1d6+4 S)

Offensive Abilities breath weapon (15-ft. cone, 2d6 F, DC 12, usable every 4 rounds)

Spell-Like Abilities (CL 3rd)

At will—energy ray (fire only)

TACTICS

Before Combat If Kerschu hears battle in other areas, he hides and prepares to ambush intruders.

How do we get below? "Magic box in cooking place drop down there. Soldiers fix it up. Me not know how it work. Many sorries." Kerschu hasn't been in the basement since the Brass Dragons moved in, but he knows they live down there.

Is there any more security up here? "Soldiers in cooking place. Metal man watch front. Fire worms in pool. Jalusann feed them people, like gray-face lady. Poor gray-face lady." (See the Treasure section in area D5)

Do you know where we can find a siccative actuator? (See D8 and the elevator machinery there.) "What that?"

It helps make things cold. "Cold? Cold place here. Still cold. Kerschu hate. Maybe it have your act... atua... maybe it have your thingie."

Story Award: If the PCs gain useful information from Kerschu but leave him alive, award them 800 XP as if they defeated him in combat.



KERSCHU

During Combat Kerschu fights desperately to keep strangers away and Jalusann happy. He prefers to use his enemies as soft cover or stay aloft and out of reach.

Morale If reduced to fewer than 20 Hit Points, Kerschu begs for his life. He can be enticed into explaining his situation (see the Development section).

STATISTICS

Str +0; Dex +4; Con +0, Int -2; Wis +0; Cha +2

Skills Acrobatics +8, Bluff +8, Stealth +13

Languages Common, Ignan

SPECIAL ABILITIES

Fast Healing (Su) Kerschu's fast healing functions only while he is in scalding steam or boiling water.

Insubstantial Form (Su) As a standard action, Kerschu can transform himself partially into warm steam. While in this form, Kerschu benefits from his fast healing, as well as a 20% miss chance against attacks and effects targeting him directly. In addition, Kerschu takes only half damage from area effects. Returning to normal form requires a move action. Kerschu can remain in this form for 9 rounds per day, but these rounds need not be consecutive.

Development: The PCs can coax Kerschu to talk. During combat, it takes a successful DC 19 Intimidate check to bully him into listening. After he's wounded, though, this DC becomes 17, or the PCs can cease hostilities and use Diplomacy (DC 21). PCs who offer to free Kerschu from the collar gain a +4 circumstance bonus to this Diplomacy check.

Removing the collar requires Commander Jalusann's key or a successful DC 30 Engineering check. Failing this check by 5 or more detonates the collar. Those who remove the collar improve Kerschu's initial attitude of unfriendly (scared of them and of Jalusann's punishment) to friendly.

With 1 minute of tinkering and a successful DC 21 Engineering check, the removed collar functions as a frag grenade II. Failure by 5 or more causes the collar to detonate.

Kerschu has the following information.

Who are you? "Kerschu is me. Live here."

What does that collar do? "Boooooom." Kerschu gestures upward and outward, then feigns dying.

How can we get that collar off? "Jalusann has key. She say it 'plode me neck if me play with or try to leave here."

Why did you attack us? "Me home. Must defend. For me and Jalusann. She 'plode neck if me don't. Many pains!" He paws feebly at the collar on his neck.

What about Jalusann? "She made of fire, maybe, but she like ice! Come here a while back. Kill others. Collar Kerschu."

Where is Jalusann? "She below, in old poisoned halls. Poison no more, me think. Once kill peoples. Now many peoples there. Not dead."

What about her guards? "Mean soldiers in cooking place kick Kerschu. Kerschu stay out. Hide when they come check doors and metal man. Maybe you go find them? Kick them, too?"

D5. POOL (CR 4)

The soaring ceiling of this tiled room meets the massive, transparent north wall. A swimming pool, 40 feet long, has been filled in with gravel. Arches to the northwest and northeast lead out, as does a smaller door to the southwest and a double door in the south wall.

Brass Dragons filled the dried-up pool with gravel to accommodate the creatures that live here. The pool's south end is 3 feet deep, but the north end is 10 feet deep.

Creatures: Two thoquas dwell in the pool. The worms helped bore into Corona's substructure at Jalusann's command (using her *mindlink circlet*). They surface if they sense vibrations, attacking anyone unaccompanied by Brass Dragons.

THOQUAS (2)

CR 2

XP 600 each

HP 25 each (see page 61)

Treasure: The Brass Dragons throw bodies to the thoquas, which enjoy consuming the minerals therein despite having no need to eat. Any PC who succeeds at a DC 20 Perception check notices armor partially buried among burned bones in the pool's southern end, despite the fact that the remains match the soot-covered gravel. (Grant a +4 circumstance bonus to this check if Kerschu told the PCs about the poor gray-face lady.) This ruined vesk overplate has an integrated *glove of storing* the mercs overlooked. The glove contains a personal comm unit.

Development: The personal comm unit belonged to a half-orc investigator named Seven Fingers Malley. Hacking the unit requires a successful DC 17 Computers check. The device opens to a notebook app, including a list of apartment complexes in Verdeon and given names, with one of them, Trey, highlighted. Much of the memory holds holographic images, the most numerous of which show Seven and a halfling man holding hands, sharing food, and kissing. Notes identify the man as Balto Darkheels, Seven's partner. Balto and Seven lived separately in Verdeon, but his number is in her list of favorite contacts.

If the PCs track Balto down, he's horrified to hear of his lover's fate. He feared the worst when she went missing investigating the recent trouble in Asanatown. Balto thanks the PCs for giving him closure. If they give him the comm unit, he pays them 1,000 credits, the down payment from Seven's last job. If asked about the name list, Balto replies, bleakly, that the couple had been in the process of adopting a half-orc infant. With Seven's fate confirmed, he inhales to gather his resolve and announces that he plans to move forward with the adoption if he can.

D6. LOUNGE (CR 0, 4, OR 5)

A massive floor-to-ceiling window looks north into the sun's churning plasma. Burned tables and chairs, some overturned, clutter the floor, with eating utensils scattered in the debris.

The most serviceable table stands upright in the room's center, surrounded by four chairs. A similar table stands in the northwest corner with two chairs. Black charring mars the south wall, accenting a few silhouettes of humanoid figures in defensive poses. A tall and broad archway leads east, and a double door stands in the southwest corner.

The Brass Dragons use this area as a debriefing room to meet with the various gangs and informants they use.

Creatures: Normally this chamber is empty, but if the PCs skipped their encounter with either Mama Throsh in area **C4** or Big Tola in area **B2**, the criminal is waiting here to meet with Jalusann and beg for help. Whichever woman is present, she brought three Bloodshots thugs with her. These gang members have no desire to become involved in fighting the Brass Dragons' enemies, so if they heard battles in other rooms, they set up a defensive position here. When the PCs enter, however, the gang recognizes the group from reports of the museum heist, and barrages the PCs with accusations before attacking.

BIG TOLA

CR 3

XP 800

HP 35 (see page 15)

MAMA THROSH

CR 4

XP 1,200

HP 45 (see page 20)

BLOODSHOTS THUGS (3)

CR 1/2

XP 200 each

HP 13 each (see page 5)

D7. LOCKER ROOM

This clean room has banks of numbered lockers, some with damaged doors, and a long counter with several sinks. The floor has anchors that, perhaps, benches were once bolted to. A double door closes off an area to the east.

The PCs might notice this area isn't heat-damaged like much of the rest of the facility. Someone skilled in Engineering or Physical Science guesses the intervening walls protected the unisex locker room from the solar blast, but likely not the radiation. This protection left the area largely undamaged, though time and careless inhabitants have done harm over the years, including breaking open all the lockers. Showers beyond the eastern doors have running water and sonic cleaning mechanisms.

Creature: Kerschu (see area **D4**) keeps this room clean. He nests in the showers here during nighttime hours.

KERSCHU

CR 3

XP 800

Male steam mephit (see page 24)

HP 40

Treasure: A false bottom in locker 77 still contains a *mk 1 null-space chamber* with 1,500 UPBs inside, the score of a clever robbery ruined by the shield failure. Finding this loot without insight from the haunt in area **D9** requires 1 hour of searching and a successful DC 25 Perception check.

D8. STORAGE

The steel door into area **D10** is locked with a physical lock (Engineering DC 25 to open). PCs who have explored the club thus far easily recognize the door as new.

Shelves line the walls of this hall and a small adjoining room. Tumbled containers of ruined sundries for running the club are still scattered here and there. The room has three exits, as well as a metallic hatch on the west wall still labeled "Elevator Maintenance" in bubbling paint. The exit door to the west is steel and newer than the others.

The magnetic lift machinery for the elevator (marked with a lowercase "e" on the map) in area **D10** is housed behind the access hatch here. If the PCs can't crack the digital lock and don't find the elevator code in area **D3**, they can attempt a DC 30 Engineering check from this storage area to hot-wire the elevator. If the attempt fails, the PC realizes the job would be a lot easier with a forced reset caused by replacing the elevator's siccataite actuator, a specialized heat-sink technology. With a successful DC 15 Physical Science or relevant Profession check, a PC surmises other systems in the club might have actuators.

The elevator machinery contains one siccataite actuator. Removing it requires a successful DC 20 Engineering check and 5 minutes of work. Forcing an elevator reset by replacing the actuator with a different one decreases the DC of the Engineering check to hot-wire the elevator to 25.

Treasure: A siccataite actuator's coil has a small amount of cold siccataite in it, making the device worth 100 credits.

D9. FRIGIDARIUM (CR 4)

This tiled room is cool and clean, showing few signs of damage. A shallow pool of luminous blue fluid covers half the area. On the west wall is a metal hatch labeled "Maintenance" in fresh-looking paint.

Any PC who succeeds at a DC 20 Mysticism check realizes this chamber is what some creatures from the Plane of Fire call a frigidarium. The fluid is cold. It's as refreshing to fiery patrons, such as ifrits, as a hot spring might be to humans.

Cooling machinery for the frigidarium still functions. Normally, it keeps the pool at 40° F, but the liquid is supernaturally cold thanks to a haunt. Anyone touching

the fluid while the haunt remains in the room takes 1 cold damage. A creature immersed in the fluid takes 1d8 cold damage immediately and each time it ends its turn in the fluid.

Haunt: Some patrons, here and in the locker room, were spared the full blast when the solar shield failed. They were instead bathed in lethal radiation. Many came here to soothe the burning pain, only to die. This suffering created psychic resonance that threatened trespassers in Eos for years thereafter. After destroying undead in the rest of club, Brass Dragons isolated the phenomenon to this chamber. Read or paraphrase the following after the PCs have been here for a few rounds.

The temperature drops simultaneously with a rise of agonized cries, accompanied by whispering voices filled with despair.

RADIATING PAIN HAUNT

CR 4

XP 1,200

Type magical; **Perception** Mysticism DC 26; **Disable** remove affliction (DC 21) or remove radioactivity (DC 17) to destroy

Trigger location; **Reset** 10 minutes; **Bypass** Mysticism DC 21 to suppress for 1 round; lesser remove condition suppresses for 1 round/level; remove condition suppresses for 1 minute/level, greater remove condition suppresses for 10 minutes/level

Effect curse (nauseated by searing pain as if exposed to severe radiation for 1 minute); compulsion (a nauseated creature is compelled to immerse itself in the frigidarium fluid to ease imaginary pain, taking 1d8 cold damage immediately and each time the creature ends its turn in the fluid); Will DC 15 negates, and a creature can attempt a new saving throw each time it takes cold damage from the fluid; multiple targets (all living creatures in the room)



Someone who listens to the whispering voices as the haunt begins can attempt a Perception check. The DC of this check is 20 if the haunt has affected the listener, or 15 if the listener is unaffected. A PC who succeeds makes out someone saying, in Common, "Guess we're dead. So much for our haul in 77."

Treasure: Housed behind the maintenance hatch is the pool's cooling and pump system. This system relies on three siccative actuators (100 credits each). Each can be removed with a successful DC 20 Engineering check and 5 minutes of work.

Development: The Brass Dragons are aware of the haunt, so they don't check here for intruders. It's a good place to rest if the PCs manage to destroy the haunt.

D10. KITCHEN (CR 4)

A scorched bar takes up the north portion of this room, while the rest is given over to a messy kitchen. Two sets of doors exit north, while an elevator and a sturdy steel door lead east.

Plenty of obvious evidence exists that the equipment here saw frequent use until recently.

Creatures: Five Brass Dragons members are stationed here, guarding the elevator accessing the lower base.

SULI SOLDIERS (2)

CR 1

XP 400 each

HP 20 each (see page 58)

OFFENSE

Speed 40 ft.

Melee longsword +8 (1d8+4 S)

Ranged autotarget rifle +6 (1d6+1 P)

TACTICS

Before Combat If forewarned, such as by noise in the other parts of the building, the troops remain at their post but take defensive positions.

During Combat The sulis are likely to empty their clips with automatic fire on multiple enemies in a choke point or use full attack to shoot at least two intruders. They then close for melee combat.

Morale The soldiers refuse to surrender this strategic entry to their base. They fight to the death.

STATISTICS

Gear second skin, autotarget rifle with 20 longarm rounds, longsword, medpatch, credstick (75 credits)

BRASS DRAGONS MERCENARIES (3)

CR 1/2

XP 200 each

Ifrit soldier (Starfinder Adventure Path #13: Fire Starters 60)

N Medium outsider (native)

Init +3; **Senses** darkvision 60 ft.; **Perception** +4

DEFENSE

EAC 11; KAC 13

Fort +2; Ref +2; Will +2

Resistances fire 5

HP 11 EACH

OFFENSE

Speed 30 ft.

Melee longsword +5 (1d8+1 S)

Ranged azimuth laser rifle +6 (1d8 F; critical burn 1d6)

Offensive Abilities fighting styles (sharpshoot), fire affinity, sniper's aim

Spell-Like Abilities (CL 1st)

1/day—overheat (DC 10)

TACTICS

Before Combat As per the suli soldiers.

During Combat While the sulis engage foes in melee, these ifrits take cover and shoot from the rear. They use *overheat* to hit multiple enemies, and are willing to hit allies and rely on those allies' resistances.

Morale As per the suli soldiers.

STATISTICS

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

Skills Acrobatics +9, Athletics +4, Intimidate +4

Languages Common, Ignan

Gear second skin, azimuth laser rifle with 1 battery (20 charges), longsword, credstick (50 credits)

SPECIAL ABILITIES

Fire Affinity (Su) Once per day, an ifrit making an attack that deals fire damage can roll a single attack roll twice and use the higher result.

Development: The Brass Dragons here know the elevator code, which can be forced from any of them with a successful DC 20 Intimidate check.

The elevator (marked with a lowercase "e" on the map) that descends to the level below is protected with a computerized lock (code 62621). Bypassing it without the code requires a successful DC 20 Computers or Engineering check to first discern the alarm and then disable it. A subsequent successful DC 30 Computers or Engineering check calls the elevator. The DC of this second check is only 20 for someone who has the partial code from area **D3**. A PC who knows the partial code can try all ten possible codes (using 0-9 as the last digit) without setting off the alarm. If all else fails, PCs can cut or blast their way through the steel doors and the elevator's steel flooring (hardness 20, HP 60) and descend the 20-foot shaft manually.

The elevator has a security camera (marked with a "c" on the map) which the PCs might notice. Jalusann also receives a notification every time the elevator goes to and departs from the surface level. See the Security section on the next page.

D11. LOADING DOCK AND STORAGE

A loading dock leads to a steel double door.

Brass Dragons and their contacts use the double door of the loading dock (area **D11a**) to enter the basement level of the Eos Club. The panels of the loading dock door are steel. They and the electronic lock holding them closed are new and hard to

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overcome (Computers or Engineering DC 30) without a security code, such as the one Mama Throsh provided if she was spared. A character who succeeds at a DC 15 Engineering or Physical Science check discerns the newness of these building elements.

PCs who come from the inside readily realize the newness of the double-door exit. The door can be opened easily from within. Inside the storage area, the PCs see the following scene.

A layer of dust lines the floor along the walls, but the central area has been walked enough to be less dusty. Containers have been stacked in the north corners. Labels indicate these hold provisions, including food, water, and intoxicating beverages. To the south, a warped double door of composite material leads deeper into the building.

The supplies here, about 30 bulk worth, could feed a dozen humanoids for months. Most of the supplies are heavily spiced, flavored with sulfur, or otherwise suited to very unusual tastes.

E. EOS CLUB BASEMENT

Eos relied upon machinery, pumps, and administrative spaces housed below the main club. These systems escaped the fiery destruction visited upon the upper level, but not the radiation.

FEATURES

The maintenance level has a few common features. Its steel doors are unlocked except where noted otherwise. Ceilings are about 12 feet high. Severe heat, averaging 120° F (Core Rulebook 402), pervades the area. The Brass Dragons find the temperature comfortable, but by design it threatens any non-elemental "visitors." Industrial lights illuminate the entire basement with a normal level of light, though Jalusann has reset most of them to shed red light.

The thoquas (from area **D5**) helped modify the level for the Brass Dragons, closing off easy access to **E9**, carving new tunnels, and connecting the basement to Corona's utility tunnels. A PC who succeeds at a DC 15 Mysticism check can tell something intensely hot and smaller than the striated tunnels created the tunnels by burrowing. Those who have encountered the thoquas can guess the tunnels are these creatures' doing. Without such evidence, deducing the presence of the thoquas requires succeeding on the Mysticism check by 3 or more.

Tunnel access allows Brass Dragons to come and go in secret, emerging from various points around Corona. In addition, Dosc, the quartermaster in area **E2**, can resupply without dragging containers through the upper level of the "abandoned" club.

SECURITY

Upper levels of Eos were left less secure to minimize the Brass Dragons' footprint, but the basement is different. An alarm alerts Jalusann in area **E9** whenever the elevator, marked "e," activates. When this alarm goes off, Jalusann looks at the view provided by a camera in the elevator a moment later. If she sees intruders, she puts the mercenaries in area **E8** on alert via

her personal comm unit and activates the sentry guns in area **E1**. This section assumes Jalusann knows the PCs are coming.

Jalusann has multiple security cameras on this level, each indicated by a **c** symbol. These devices are bulging, reddish-black domes attached to a wall or ceiling. Identifying one for the first time requires a successful DC 23 Perception check followed by a successful DC 15 Engineering check. Spotting a camera once the PCs know what they look like requires only a DC 18 Perception check. Each camera has AC 10, hardness 5, and 5 Hit Points. A camera can be disabled with a successful DC 20 Computers or Engineering check.

E1. STAGING ROOM (CR 4)

The earthy stink of hot concrete fills this stark room. Overhead, a bare red bulb illuminates the area. A steel door labeled "Supply" stands closed to the north. Controls blink softly next to the elevator doors. A short weapon rack squats to the southeast.

Jalusann addresses soldiers here before sending them on missions. Acoustics allow anyone standing in the semicircular southern alcove to be heard clearly in the rest of the room.

Hazards: Automated sentry guns stand in the northwest corner and southwest section near the alcove. They're trained on the elevator. As the PCs exit the elevator, the guns open fire. Any PC who fails the initial Perception check against the guns is surprised when the guns attack. Each gun has EAC 13, KAC 15, hardness 5, and 20 Hit Points. Their Fortitude save bonus is +5, and their bonus to Reflex and Will saves is +1.

SENTRY GUNS (2)

CR 2

XP 600 each

Type technological; **Perception** DC 23; **Disable** Engineering

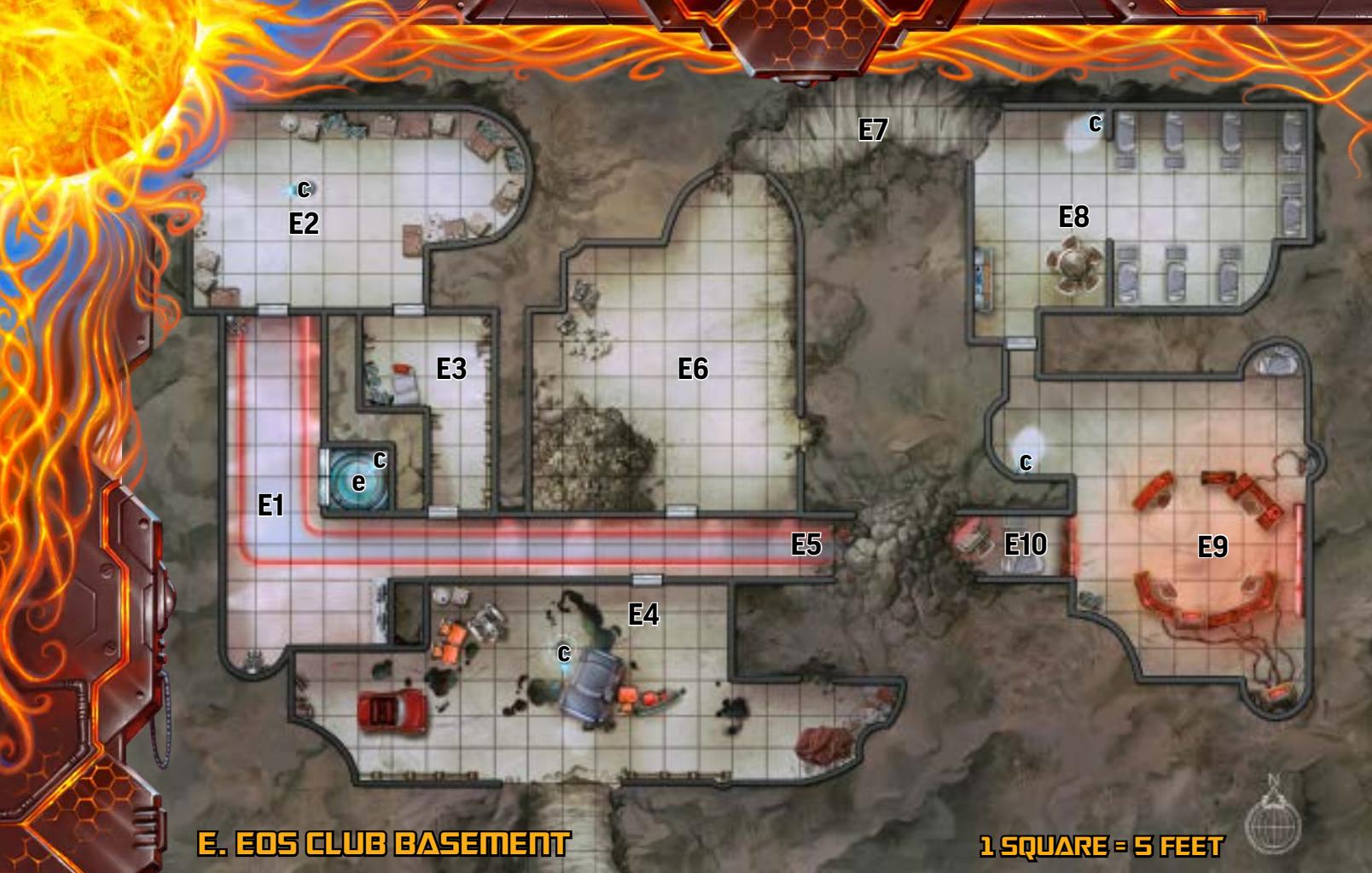
DC 18 to disable tracking sensors

Trigger location; **Init** +7; **Reset** 1 attack per round for 10 rounds, then manual (reload)**Effect** automatic fire +8 ranged (30-ft. cone, 1d6+2 P)

Treasure: The weapon rack contains items in need of minor repairs or cleaning, including three autotarget rifles, a tactical Diasporan rifle (Alien Archive 99) with a sniper scope (Armory 61), two longswords, and two uniclamps (Armory 61).

Development: Quartermaster Dosc (area **E2**) hears the sentry guns go off. He reacts as described in his tactics. Rungga, the salamander in **E4**, doesn't hear due to her music. However, if the PCs head in her direction and Jalusann can see them through her cameras, the commander warns Rungga through the salamander's personal comm unit. The salamander also reacts as described in her tactics.

After the sentry guns are defeated, any PC who succeeds at a DC 15 Perception check hears the beat of the music coming from area **E4**. The DC is 10 in the hall outside area **E3**, and no check is necessary once PCs are within 20 feet of area **E4**.



E. EOS CLUB BASEMENT

1 SQUARE = 5 FEET

E2. SUPPLY DEPOT (CR 5)

A security camera is installed on the ceiling here. This camera observes this area and the western utility-tunnel approach.

Shipping crates and open bins line the walls here. Two doors, one to the south and one in the southeast corner, provide exits. Another is to the west, where a hole large enough to walk through has been melted through the concrete wall, revealing a tunnel beyond. A metallic smell emanates from it.

By military habit, the Brass Dragons' established their supply depot removed from the rest of the base on the off chance of a stray detonation. A military expert viewing the depot might recognize this general strategy with a successful DC 10 Wisdom or appropriate Profession check.

Creatures: Quartermaster Dosc, an acquisitive azer, keeps track of the resources here. He has a Small fire-adapted earth elemental he calls Chunk as a helper and gofer. (Because of its dual nature, this earth elemental has no earth mastery ability.)

Dosc wears pauldrons with the Brass Dragons logo on them, but these are obvious additions to his black-and-red carbon skin armor. Although he knows nothing of the scope of Khaim's plans, or even exactly who Khaim is, the quartermaster was assigned to this mission from among the general's forces. Therefore, he wears an *allegiance collar*—see the sidebar on page 16 of *Starfinder Adventure Path #13: Fire Starters* for how this device works.

QUARTERMASTER DOSC

CR 4

XP 1,200

Male azer mystic (*Starfinder Adventure Path #13: Fire Starters* 55)

LE Medium outsider (extraplanar, fire)

Init +0; Senses darkvision 60 ft.; Perception +8

HP 43

DEFENSE

EAC 13; KAC 14

Fort +2; Ref +2; Will +6

Immunities fire; SR 15

Weaknesses vulnerable to cold

OFFENSE

Speed 30 ft.

Melee sledge +7 (1d8+1 B; critical burn 1d4)

Ranged thunderstrike sonic pistol +7 (1d8 So; critical deafen)

Offensive Abilities elemental fire

Mystic Spell-Like Abilities (CL 4th)

At will—*mindlink*

Mystic Spells Known (CL 4th)

2nd (3/day)—*force blast* (DC 17), *mind thrust* (DC 17)

1st (6/day)—*command* (DC 16), *detect thoughts* (DC 16),

reflecting armor (DC 16)

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

Connection empathy

TACTICS

Before Combat If Dosc has warning, he casts *reflecting armor* on himself. He then lurks in the western tunnel,

ordering Chunk to stand in the middle of the room and confront intruders.

During Combat Dosc attempts to cause great damage as quickly as possible, but he encourages PCs to surrender. He says, "The commander has use for sensible people."

Morale Loyal to Khaim and the Brass Dragons,

Dosc dies trying to defeat intruders here if he must. If he suspects he'll be captured, he activates his *allegiance collar*. The computer in area **E9** monitors his biometrics. It sends an activation code to the collar automatically if Dosc is knocked unconscious during violence.

STATISTICS

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

Skills Bluff +8, Diplomacy +8, Mysticism +13, Profession (quartermaster) +8, Sense Motive +13

Languages Common, Ignan, Terran

Other Abilities empathy, greater mindlink

Gear graphite carbon skin, sledge^{AR}, thunderstrike sonic pistol with 1 battery (20 charges), *allegiance collar*, sentry-gun control, keys (for doors and cases in **E3**), credstick (400 credits)

SPECIAL ABILITIES

Elemental Fire (Su) Dosc can cause any weapon he wields to deal half its damage as fire damage, becoming lethal and non-archaic if it is not already. If the weapon already deals two damage types, this effect replaces one with fire. In addition, Dosc can grant weapons he wields the burn 1d4 critical hit effect. If the weapon has any other critical hit effects, Dosc chooses only one to apply on a critical hit.

CHUNK

CR 1

XP 400

Variant earth elemental (*Starfinder Alien Archive 46*)

N Small outsider (earth, elemental, extraplanar)

Init +2; Senses blindsense (vibration) 60 ft., darkvision 60 ft.; Perception +5

DEFENSE

HP 20

EAC 12; KAC 13

Fort +5; **Ref** +3; **Will** +1

Immunities elemental immunities, fire

OFFENSE

Speed 20 ft., burrow 20 ft.

Melee slam +9 (1d6+5 B)

TACTICS

During Combat Chunk follows Dosc's commands. Absent any orders, the elemental attacks aggressively, keeping melee

CORONA UTILITY TUNNELS

The Brass Dragons use the tunnels beneath Corona to move about unseen, and the mercenaries plan on using the tunnels more to fulfill their goals. The unusual metallic composite material making up Corona's substructure is time consuming to burrow through, making new tunnels difficult to create. Few creatures use this network, and no one the PCs talk to suspects it connects to the Eos Club. Therefore, it's unlikely the PCs learn of the tunnels as an alternative entrance point. However, if the players think to use such an approach, you can move encounters from the club level to similar utility tunnels without losing adventure content.

attackers away from its master.

Morale Chunk flees from the Eos Club and into the utility tunnels if reduced to 5 or fewer Hit Points.

STATISTICS

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

Skills Acrobatics +5, Athletics +5

Feats Mobility, Spring Attack

Languages Terran

Other Abilities earth glide

Treasure: Most of the crates here contain emergency rations, provisions that are less shelf stable (like those in area **D11**), and other basic necessities. Other crates contain seven industrial backpacks, five sets of flight suit stationwear with local gang insignias, and a set of lashunta ringwear I bearing the symbol of the Sunrise Collective, the extremists PCs faced in "Fire Starters."

The only obvious valuables in the supply depot are a case of 10 batteries, 5 high-capacity batteries, and 250 longarm rounds. One crate contains four explosive charges, each equivalent to frag grenades II, and a detonator.

Development: The maintenance tunnel the western hole connects to runs south before curving east and eventually providing access to area **E4**.

E3. WORKS

Both doors here are locked. Opening either lock without Dosc's or Jalusann's key requires a successful DC 30 Engineering check.

Machinery and pipework make up most of the walls in this hot room. In one corner, near a couple small cases, is an orderly pallet with an ornate cushion atop it.

Thanks to active machinery, this room is filled with severe heat. The pallet is too small to be a bed. Dosc uses it to meditate.

Treasure: The cushion on the pallet is made of woven metallic fiber. It's a curiosity worth 15 credits.

Each case here is locked (Engineering DC 30 to open), but Dosc's key unlocks them. One crate contains 20 platinum trade bars (50 credits each, 1 bulk total). These trade bars lack seals that identify the issuing entity, which any PC who succeeds at a DC 15 Culture check notices. The other crate holds 48 scheelite gems, varying widely in color but worth 10 credits each.

E4. MOTOR POOL (CR 4)

A camera installed on the ceiling observes the room and the southern approach from the utility tunnels.

The Brass Dragons' mechanic, a young salamander named Rungga, is resident here. She loves music. Her drone, Iggi, blares thumping techno/found-sound mixes by her favorite artists, Mutilatrix and Clang Clang You're Dead (Culture DC 20 to identify), while she's awake. Anyone approaching within 20 feet of this room can hear the bass beats, at the very least, if not the music.

Dark, iridescent stains mar the floor of this chamber. A utility vehicle is parked in the center of the space, flanked by tool kits, diagnostic equipment, and spare parts. An alcove to the west contains a smaller, sportier vehicle, its engine hoisted above the body by a length of black chain. To the east, another alcove holds an assortment of cushions and personal effects arranged like a nest. A steel door exits north. To the south, a hole large enough to accommodate the vehicles here has been bored through the wall and into tunnels beyond.

Loud music imposes a -4 circumstance penalty to Perception checks to hear inside the garage.

The mercs brought a disassembled utility vehicle and a high-performance vehicle with them. The performance cruiser is still being restored. See the Treasure section for details.

The tunnel to the south connects with the same tunnel as the supply depot (area E2). It eventually connects to a maintenance gate leading to the surface streets of Corona.

Creature: Rungga is as much a warrior as a technician.

RUNGGA, BRASS DRAGONS MECHANIC CR 4

XP 1,200

Young female salamander mechanic (see page 60)

NE Medium outsider (extraplanar, fire)

Init +1; Senses darkvision 60 ft.; **Perception** +10

DEFENSE **HP 45**

EAC 16; KAC 17

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

DR 5/magic; **Immunities** fire

Weaknesses vulnerable to cold

OFFENSE

Speed 20 ft.

Melee battle staff multitool +10 (1d4+5 B, P, or S; critical knockdown) or tail slap +10 (1d6+4 B & F plus grab; critical burn 1d4)

Ranged thunderstrike sonic pistol +10 (1d8 So; critical deafen)

Space 5 ft.; **Reach** 5 ft. (10 ft. with tail)

Offensive Abilities elemental fire, overload

TACTICS

Before Combat With forewarning, Rungga orders Iggi

behind the utility cruiser. She hides near the performance cruiser. They surprise any PC who enters and fails a DC 20 Perception check.

During Combat Rungga prefers melee combat. Iggi helps her flank and distracts foes.

Morale If Iggi is rendered inactive and Rungga has fewer than 10 Hit Points left, she flees into the tunnels.

STATISTICS

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

Skills Computers +15, Engineering +15, Stealth +10

Languages Common, Ignan

Other Abilities artificial intelligence (drone named Iggi), custom rig (battle staff multitool), mechanic tricks (overclocking, repair drone)

Gear freebooter armor I, battle staff multitool (see page 60) with 1 battery (20 charges), thunderstrike sonic pistol with 1 battery (20 charges), credstick (200 credits)

SPECIAL ABILITIES

Elemental Fire (Su) See page 60.

IGGI

CR –

N Medium construct (technological)

Senses darkvision 60 ft., low-light vision; **Perception** +12

DEFENSE **HP 25**

EAC 13; KAC 15

Fort +4; **Ref** +3; **Will** +1; +4 vs. effects that dictate actions

DR 1/–; **Immunities** construct immunities

OFFENSE

Speed 30 ft.

Melee longsword +10 (1d8+2 S)

Ranged static arc pistol +8 (1d6+3 E, critical arc 2)

STATISTICS

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

Skills Athletics +12

Languages Ignan

Other Abilities mods (hardened AI), reduced actions (Alien Archive 138)

Treasure: Any PC trained in Engineering realizes the tools here make up an Engineering specialty tool kit for vehicles.

Both vehicles parked here could be appropriated. The utility vehicle is similar to a police cruiser (Core Rulebook 229), but it carries the pilot plus three passengers, with no dedicated space for prisoners. Its biometric starter can be hacked and reprogrammed with a successful DC 23 Computers check. The performance cruiser (see the sidebar)

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NEW VEHICLE

The performance cruiser is a versatile and responsive hover vehicle often employed by racers.

PERFORMANCE CRUISER

LEVEL 3

PRICE 4,320

Large land and air vehicle (10 ft. wide, 10 feet wide, 4 ft. high)

Speed 30 ft., full 650 ft., 90 mph (fly and hover)

EAC 14; **KAC** 15; **Cover** improved cover

HP 20 (10); **Hardness** 5

Attack (Collision) 5d4 (DC 12)

Modifiers +2 Piloting, -3 attack (-5 at full speed)

Systems autocontrol, planetary comm unit; **Passengers** 1

SPECIAL ABILITIES

Overthruster (Ex) An active overthruster increases the bonus to Piloting checks to +4 for the Keep Pace and Speed Up actions, but decreases that modifier to a -2 penalty for all other Piloting checks.

needs three successful DC 20 Engineering checks to repair, each check requiring 8 hours of work. Its biometric starter hasn't been programmed.

Three cushions in Rungga's nest are like Dosc's in **E3**. They're worth 15 credits each.

E5. COLLAPSE

Rubble, fused in places as if by intense heat, blocks the hall.

Jalusann needed the hardwired network connections in area **E9** for her command center, but she found the main hallway and short stairs leading directly there to be a security risk. She ordered the thoqua to collapse the stairway and fuse the rubble into a wall. Any PC who succeeds at a DC 15 Engineering or appropriate Profession (such as mining) check can tell the collapse was controlled and purposeful, the rock intentionally fused. Removing this rubble would take days of hard labor with the right tools.

E6. PUMP ROOM (CR 0 OR CR 4)

Rubble and gravel fill the southwest corner of this chamber of pipes and disassembled mechanisms, extending from the floor to a partially collapsed ceiling. An electronic console sits to the northwest, and another device, like a stool, sits next to it. Hundreds of scorches and blast marks, one quite large, mar the east wall. The room smells of dust, ozone, and harsh chemicals. A tunnel has been melted through a curved wall to the north, while a steel door opens to the south.

This room houses machinery and piping for the club above. Most devices are inactive and missing parts. The mercs use the area as a target range, which any PC can guess after examining damage to the eastern wall. In the northwest corner is a holographic projector that generates moving targets that look like various creatures. Next to it is a portable toilet that uses intense heat to render waste into inert ash.

The collapsed ceiling leads to the pool in area **D5**.

Thoqua there can and do use this "opening," as can any creature that has a burrow speed.

Creatures: If the PCs failed to dispatch the thoqua in **D5**, the worms burst from the rubble here to attack.

THOQUAS (2) CR 2

XP 600

HP 25 each (see page 61)

E7. BOREHOLE (CR 1)

The sides of this irregular tunnel are melted with rounded striations of fused rock, concrete, rebar, and pipes. It slopes down to the east.



Before collapsing area **E5**, the thoquas bored this new entrance as a choke point in the base layout.

Hazard: This tunnel contains an alarm system separate from the camera network. The alarm relies on a thermal sensor, triggering if anything with a body temperature below that of the suli and ifrit mercs, which includes most common sapient species, moves through the tunnel. The alarm detonates a hybrid EMP to overload protective technology.

FLASH-FRY ALARM CR 1

XP 400

Type hybrid; **Perception** DC 21; **Disable** Engineering DC 16 (disable thermal sensor) or Mysticism DC 14 (to spoof the thermal sensor for 1 round)

Trigger proximity (thermal sensor, 15 ft.); **Reset** none

Effect audible alarm; technological environmental

protections shut down for 1 hour (Reflex DC 12 negates; Engineering DC 16 to repair with 10 minutes of work)

Development: The alarm alerts the mercs in area **E8**, who prepare to fire down the tunnel at intruders. They remain in this state of high alert for 30 minutes.

E8. BARRACKS (CR 4)

A camera on the east wall in the first part of the double room watches the approach from area **E7**.

Two rooms connected by a broad archway have been converted into living quarters, with a table and kitchenette to the west and eight double bunk beds and footlockers to the east. A crude tunnel opens to the west, while a closed steel door stands in the south.

This room can accommodate mercenaries who stay in the Eos Athletics Club plus a few visitors. The kitchenette has an induction hot plate, microwave, water supply, and sink. A portable cabinet holds utensils, along with food and spices labeled in Ignan.

Creatures: Having been alerted to intruders after Jalusann spotted the PCs on the security cameras, the mercs here are prepared to defend this room. They fight to the death.

SULI SOLDIERS (2) CR 1

XP 400 each

HP 20 each (see page 59)

BRASS DRAGONS MERCENARIES (3) CR 1/2

XP 200 each

HP 11 each (see page 28)

Treasure: Each footlocker contains street clothes, basic maintenance tools for weapons and armor, and various personal effects. One contains an ornate self-heating pot (*Armory* 131) made of brass and lapis lazuli (worth 350 credits).

Development: Several other Brass Dragons are out in the Archipelago on various missions. At your discretion, they can be recalled to reinforce the base if the PCs retreat.

E9. COMMAND CENTER (CR 7)

A security camera is set into the wall south of the door. This door has a prominent physical lock, but it isn't locked.

Maps, photographs, and scraps of local publications wallpaper the perimeter of this massive chamber, broken up by a massive bank of view screens mounted on the east wall and a heavy curtain showing the Brass Dragons symbol hung on the west wall. An island of computer stations and desks separates the room into a clear operational space.

The central banks of machinery and computers—Jalusann's command center—are connected to a nearby utility junction to hack into the local infospheres, gather data, and coordinate operations. These hardened consoles can be used for cover without risk of serious damage to the computer modules within.

The bed and locker in the northeast corner, not visible from the entrance, belong to Charrel, Jalusann's tech specialist.

Creatures: Jalusann makes her stand here alongside Charrel. Each woman has a very different reaction to this confrontation.

Jalusann is prideful. She sees every success as proof she earned her station, and that the jeers of her family members were unfounded. In her failures, their mockery rings true. Therefore, the PCs' interference in Asanatown and here infuriates her. If the PCs defeated Rej Vierna in "Fire Starters," Jalusann mentions that she intends to make them pay for that.

Charrel is out of her depth. Although she likes the idea of mercenary work, she is not a hardened warrior. She's a geek who's too daring and morally flexible for her own good. Fighting the PCs is more "excitement" than she wanted from what she expected to be a technical and political gig.

COMMANDER MEIJI JALUSANN CR 6

XP 2,400

Female ifrit soldier (*Starfinder Adventure Path #13: Fire Starters* 60)

LE Medium outsider (native)

Init +5; **Senses** darkvision 60 ft.; **Perception** +13

DEFENSE **HP** 90

EAC 18; **KAC** 20

Fort +8; **Ref** +6; **Will** +9

Resistances electricity 5, fire 5

OFFENSE

Speed 30 ft.

Melee yellow star solar brand +13 (1d8+8 E & F; critical wound)

Ranged red star plasma rifle +16 (1d10+6 E & F; critical burn

1d4) or

cryo grenade I +16 (explode [10 ft., 1d8 C and staggered, DC 14])

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DRAGONS' LAIR

MERCHANTS OF THE BRASS BAZAAR

TOURING THE ARCHIPELAGO

ALIEN ARCHIVES

CODEX OF WORLDS

Offensive Abilities fighting styles (hit-and-run), fire affinity, gear boosts (melee striker), nimble fusillade

Spell-Like Abilities (CL 6th)

1/day—overheat (DC 15)

TACTICS

Before Combat Once aware of combat in **E8**, Jalusann takes cover in the command center and watches the security monitors. She hides to get the drop on the PCs, and she surprises anyone who fails a DC 23 Perception check.

During Combat Jalusann opens with a cryo grenade and then uses her feats to seize opportunities. She shoots when she has a good grouping for her rifle's line. When melee is ideal, she holds her rifle in one hand while using her solar brand. She can then disengage with nimble fusillade or with Spring Attack, relying on Mobility to keep her safe.

Morale Jalusann is tenacious and won't abandon Charrel, but the commander is also practical. However, if Charrel falls and Jalusann has fewer than 15 Hit Points, she uses her spell ampoule of invisibility to escape. See Concluding the Adventure on page 36 if she succeeds. Her allegiance collar assures her silence if she's captured.

STATISTICS

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

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

Feats Mobility, Opening Volley, Shot on the Run, Spring Attack

Languages Auran, Aquan, Common, Ignan, Infernal, Terran

Gear freebooter armor II (mk 1 electrostatic field), red star plasma rifle with 2 high-capacity batteries (40 charges each), yellow star solar brand^{AR} with 1 high-capacity battery (40 charges), cryo grenades I (2), allegiance collar, mk 1 mindlink circlet, mk 2 serum of healing, spell ampoule of invisibility, holographic sashimono^{AR} (Brass Dragons insignia), gold hoop earrings (4, 25 credits each), credstick (600 credits), keys (to Kerschu's collar and doors in areas **D4**, **D10**, **E3**, and **E9**)

SPECIAL ABILITIES

Fire Affinity (Su) See the Brass Dragons merc on page 28.

CHARREL, BRASS DRAGONS HACKER

CR 3

XP 800

Female ifrit technomancer (as per Jalusann)

CN Medium outsider (native)

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

DEFENSE

EAC 13; KAC 14

Fort +2; Ref +4; Will +6

Resistances fire 5

HP 32

OFFENSE

Speed 30 ft.

Melee red star plasma lash +5 (1d4+3 E & F; critical knockdown)

Ranged electrocellular plasma claw +7 (1d4+3 E & F)

Offensive Abilities fire affinity

Spell-Like Abilities (CL 3rd)

1/day—overheat (DC 16)

Technomancer Spells Known (CL 3rd)

3/day—grease (DC 16), supercharge weapon

At will—ghost sound (DC 15), mending

TACTICS

Before Combat Charrel casts grease to coat the doorway alcove and northwest corner of the room, then joins Jalusann behind the consoles. She surprises anyone who fails a DC 18 Perception check.

During Combat Charrel moves to the farthest corner from the door and shoots or casts spells. The technomancer casts supercharge weapon on Jalusann's armaments and casts grease to make combatants drop weapons. She also casts ghost sound to distract PCs with the noise of approaching reinforcements.

Morale Charrel is afraid of Jalusann, and if she's alive, Charrel won't flee. If Jalusann falls, Charrel runs for it. She might try to retrieve Jalusann's spell ampoule of invisibility.

STATISTICS

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

Skills Computers +13, Life Science +8, Mysticism +13, Stealth +8

Languages Aklo, Auran, Common, Ignan, Terran

Other Abilities magic hack (energize spell), spell cache (datapad)

Gear clearweave I^{AR}, electrocellular plasma claw^{AR} with 1 battery (20 charges), red star plasma lash^{AR} with 1 battery (20 charges), 1 battery (for energize spell or extra ammo), datapad (Armory 100; see the Treasure section)

SPECIAL ABILITIES

Fire Affinity (Su) See the Brass Dragons merc on page 28.

Treasure: Charrel has a mk 1 computer idol (Armory 120) in the command center. It's a bobble-headed depiction of Strawberry Machine Cake's guitarist, Mimimetal, who is a human woman with dark skin, black hair in pompoms, a black haori over her pink-and-black knee-length dress, and a rose-pink guitar.

Charrel's footlocker contains clothing, hygiene implements, and personal effects. Her datapad is a tier 2 hardened computer (Computers DC 21 to hack) that has a control module for the larger computer here (see the Development section). However, the datapad can't be used to access data beyond the larger computer's firewall. Charrel's personal files are in the datapad, including an eclectic mix of personal research on technology, hybrid tech, and biotech (such as the plasma claw), though of a level a hobby researcher might keep. The pad also holds a huge music collection and can be used as a specialty hacking kit.

Hanging from a brass rod, the curtain concealing area **E10** is made of a fine fireproof composite (250 credits, 1 bulk). Anyone who examines the curtain discovers the alcove behind it.

Development: The Brass Dragon's computer is a tier 4 hardened machine with a fake shell, lockout (1 day, activates on the third failed access attempt), and a secure data module

behind a firewall. Accessing the system requires a successful DC 34 Computers check. If the hacker fails this Computers check by 5 or less, the fake shell activates, which makes the computer seem like it's only a monitor for sifting news about and communications among various Burning Archipelago factions, including the DCI, the Sunrise Collective and other lashunta militias in Asanatown, and a few Corona gangs, such as the Bloodshots and the Sirocco. This tricky shell exposes part of the computer's actual function and contains a huge amount of legitimate but unimportant data, so a hacker takes a -4 penalty to Computers checks to bypass it.

If the PCs can't crack the computer, they have a couple options. Although Charrel doesn't know about General Khaim or the Brass Dragons' true aims, if captured, she can be coerced into accessing the computer (Intimidate DC 19 or Diplomacy DC 24 with a starting attitude of unfriendly). The technomancer tries to bargain for her freedom, and PCs improve her attitude to indifferent (Diplomacy DC 19) if they agree to such terms. Somewhat gullible, Charrel is likely to believe them if they lie (Bluff DC 14). If Charrel can't or won't help, DCI technicians can gain access after 1d4 days of work. This process takes longer than it might otherwise because of the lockout feature.

Once the fake shell has been bypassed, gaining access to the operational data module behind the firewall requires a successful DC 31 Computers check. The entirety of the lost DCI data is stored within this module. What's more, some data has been cross-referenced and corroborated with scouting reports from an unnamed source, labeling several anomalies that might be structures or solar phenomena previously unknown to the DCI. This additional data suggests some power, with extensive forces and in league with Jalusann's mercenaries, is actively scouting within the sun. The related communication logs have been mostly wiped, but the most recent, a broadcast to an unidentified starship soon after the museum heist, remains. This message, from Jalusann, reads, "DCI data secured. Comparison to our sources indicates operational merit."

Secondary information on this module includes more details on Jalusann's actions, such as the trouble in Asanatown and her collaboration with the Bloodshots. These files are quite forthright. They contain plans to radicalize lone lashunta malcontents and then blame them for orchestrated attacks in various areas of the Burning Archipelago. The thoquas were meant to be employed to penetrate secure locations and plant explosives to trigger additional unrest. Jalusann also suspects Dosc is a minder, reporting back to their "mutual employer" on her actions, although she calls the azer "a slave." The files also contain communication logs from Dosc to an unidentified receiver, but no actual messages.

E10. COMMANDER'S QUARTERS

Secluded behind a heavy curtain are small but comfortable quarters, complete with a bed, footlocker, and portable toilet, as well as a rough desk holding an assortment of books.

Jalusann's footlocker contains only mundane clothing, grooming tools, and the like. The toilet is a technological device like the one in E6. Her desk holds the valuables.

Treasure: Seven books here are made of fireproof materials, including metal. All are written in Ignan. Most are older tomes on the history, politics, and rivalries of genie families within the City of Brass on the Plane of Fire. One newer book details the Jalusann family, telling of their fall and hinting at Meiji's background. Each book is worth 50 credits to anyone interested in the culture and history of genies or the Plane of Fire.

The newest and largest book, stylistically illustrated, made of paperlike composite, and titled *Burning Ascendance of the Malikah*, stands out. Part holy text and part military history, this book tells the story of the Malikah, an efreeti with divine blood who built a legion and conquered an empire on the Plane of Fire. The tome tells of her frustration at her inability to ascend to true divinity, a glory that should be her birthright. The book names no other prominent planar being, so who this Malikah might be or if the story is apocryphal is unclear. (It's up to you whether a PC trained in Mysticism has heard rumors about the Malikah, but such lore is obscure.) If the PCs learned about the company that owns Eos, they've heard the name before. Regardless, this lavish book is worth 150 credits.

CONCLUDING THE ADVENTURE

With the Brass Dragons broken, the Bloodshots and others in the mercenary league's employ have no further reason to attack the DCI. The organization's data can be recovered from Jalusann's computer. While this data hints at a larger military operation, nothing directly confirms such speculation. The PCs have to learn more to grasp the scope of the threat to the Burning Archipelago.

DCI REWARDS

The actions of the PCs further solidify their reputation with the DCI. Nib, on behalf of the DCI, happily pays the 2,000 credits promised for retrieval of the stolen data. She also invites the PCs for a dinner at her favorite ysoki restaurant, the White Rat, in Stellacuna. There, she treats them (and if you like, Taeress from "Fire Starters") to the finest Akitonian cuisine and spirits. Over the richly spiced meal of grain, yams, and fermented insect meat, Nib offers a toast, as follows.

"Twice now, you've gone above and beyond in assisting the institute, not to mention this fine-looking person before you. You've demonstrated all the cunning of Grandmother Rat and the strength of Round Papa. The DCI—nah, the entire Archipelago—needs more like you. Cheers!"

After a pause, and with a wink, Nib goes on.

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"You're clever enough to know that I'm about to ask you for more. I want you to work for the DCI, full time. We can provide you with resources, pay, and lab space for any research itches you need to scratch. We're still combing through the data you retrieved, but I have to tell you, it's much more than we lost. I think, and I'm not alone, that we'll need you again soon."

"And we have a name now... Noma. It's a place, down there in the solar flames. Somewhere to go. Maybe a deep culture! I'd be a poor employer indeed if I didn't offer you lot the chance to be the first living souls to see it."

"Now, we just have to figure out how to get you there!"

Nib has little more to share. DCI scientists still need to make calculations based on the retrieved data to plot Noma's location. The lack of a vessel that can go that deep into the sun is another issue.

WHAT IF JALUSANN ESCAPES?

Jalusann's primary goal after her escape is to report to her superiors. If she succeeds, her efreeti employers believe she failed by virtue of her mortal blood, which they make plain, grating on Jalusann's sensitivities. However, Jalusann shares what she knows of the PCs' personalities, as well as what tactics and equipment they rely on. General Khaim's forces take advantage of these facts, allowing you to change their actions based on what Jalusann teaches them. At the very least, this information allows minions of General Khaim to identify the PCs and target them if need be.

Jalusann might also return to exact revenge. The ifrit's pride doesn't let her rest. She gathers the remaining Brass Dragons in Corona, then takes time to rebuild her forces and construct an elaborate plan to take the PCs down. Her normal tactics rely on turning enemies against one another, so she could convert the PCs' rivals or other foes into unwitting minions.

CORONA FALLOUT

Corona won't be the same after the PCs' triumph. The heroes' actions have tipped the balance of power in the bubble city.

Remaining members of the Bloodshots go into hiding. Their encounters with the PCs left them unable to retain their territory even if Mama Throsh survived. At your discretion, the PCs might be able to acquire the gang's holdings. An investment of only 1,000 credits to cover civil paperwork is all such a takeover requires, since the civic authorities want to put the unlawful goings on in the past and move forward.

The Eos Athletics Club ends up in legal limbo, since no one from the Malikah Group shows up to prove ownership and dispute the criminal activity that took place there. PCs might also be able to claim this site. The club needs thousands of credits in repair work to return to its former glory. Otherwise, surviving creatures there might retain the club as a lair.

If Jalusann perished, some Brass Dragons remain active in the Archipelago while others join General Khaim's legion. His forces have already targeted Noma. The PCs see the results and make their own discoveries there in *Starfinder Adventure Path #15: Sun Divers!*



MERCHANTS OF THE BRASS BAZAAR

"It was my first time in the bazaar, and phew! You could cook a kebab in that air. To the left and right, there were all these stores selling all sorts of fancy wares, and the streets filled with all kinds of folk. Above, I could tell the heat was leakin' through the roof. I'd nearly gone and fainted when suddenly I felt a rush of cooling energy. There she was: the Grandmaster herself, holding out a refreshing drink just for little ol' me! Maybe that heat and the radiation were getting to me, but I could swear in that moment that I had found paradise."

—Grits, former Akitonian tourist, current Corona resident

SOLDIERS
OF BRASSPART 1:
DEEP CUTPART 2:
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CAULDRONPART 3:
DRAGONS'
LAIRMERCHANTS
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THE
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The Brass Bazaar at the center of Corona is a chaotic riot of floating platforms that bob up and down in the heat and radiation leaking through the bubble city's weak top and bottom. Connected by a series of stationary streets, enclosed tunnels, and attached bridges that move with them, these platforms hold a variety of stores and restaurants, all of which do a brisk business despite the bubble's dangers.

ERZHAM'S ARMAMENTS

Many of the merchants of the Brass Bazaar are efreet, genies who hail from the Plane of Fire. Despite their intimidating appearance—the genies have red skin and black horns, and their eyes are alight with smoldering flame—the efreet nonetheless tend to their booths with proud diligence, minding their storefronts as they deal in gear and wares common throughout the Pact Worlds. A few high-ranking efreet in the bazaar deal in specialty goods. One of the best-known is **Erzham** (LE male efreeti; *Starfinder Adventure Path #13: Fire Starters* 59), owner of the Erzham's Armaments. Erzham is an abnormally large efreeti, towering over just about every other merchant in the Brass Bazaar. His intimidating physical features coupled with his arrogant and unapproachable attitude tend to drive away potential customers, but those who know what Erzham's store has to offer are determined to purchase his wares—immensely powerful and unconventional weaponry.

Rumors hold that Erzham entered the Material Plane through the Far Portal, the mysterious opening to the Plane of Fire located on the opposite side of the sun from the Burning Archipelago, but none can confirm these suspicions, and Erzham is notoriously tight-lipped about whether the rumors true. The efreeti seems to be unable to return to his native plane for unknown reasons, but he denies this, stating that he resides in the Burning Archipelago of his own volition.

Over the years, Erzham has adapted to life in the Pact Worlds system by becoming a manufacturer of highly desirable weaponry. His creations garner attention of mercenaries and soldiers from across the Pact Worlds looking to harness the unique firepower his weapons grant that traditional arms manufacturers cannot replicate. Crafted with metals harvested from the sun and infused with elemental power, Erzham's armaments unleash unnaturally intense heat, lashes of molten metal, and massive waves of flame.

SOLAR FLARE GRENADES (HYBRID GRENADES)

| GRENADES | LEVEL | PRICE | RANGE | CAPACITY | BULK | SPECIAL |
|-------------------------|-------|--------|--------|----------|------|--|
| Solar flare grenade I | 3 | 280 | 20 ft. | Drawn | L | Explode (1d10 E & F, 20 ft.; see text) |
| Solar flare grenade II | 6 | 725 | 20 ft. | Drawn | L | Explode (2d10 E & F, 20 ft.; see text) |
| Solar flare grenade III | 9 | 2,450 | 20 ft. | Drawn | L | Explode (3d10 E & F, 20 ft.; see text) |
| Solar flare grenade IV | 12 | 6,500 | 20 ft. | Drawn | L | Explode (4d10 E & F, 20 ft.; see text) |
| Solar flare grenade V | 15 | 20,100 | 20 ft. | Drawn | L | Explode (5d10 E & F, 20 ft.; see text) |

Erzham's shop is a relatively simple and archaic-looking stone building. Standing out from many of the other storefronts in the bazaar for its anachronistic appearance, the store attracts some customers based solely on the novelty of shopping at a store seemingly from another time. Erzham refuses to remodel, preferring simplicity over the glitz of modern architecture.

SOLAR FLARE GRENADE

In his time in the Burning Archipelago, Erzham has learned to infuse the technology of the Pact Worlds with the fiery power of his Elemental Plane home. Mercenaries from across the system travel to the sun to purchase his weaponry, one of the most popular examples being the solar flare grenade.

Crafted using strange metals ejected by the sun and infused with magic from the Plane of Fire, solar flare grenades unleash the power of a star. When a solar flare grenade explodes, it sends out a lash of plasma. Creatures within the grenade's area take the listed electricity and fire damage; each creature that succeeds at a Reflex save takes half damage. In addition, a solar flare grenade also sends out an electromagnetic pulse following the plasma wave. Within the same area, all technological objects that use charges, technological objects that do not use charges but are powered by electricity, and constructs with the technological subtype must each attempt a Fortitude saving throw. If a technological object with charges fails the save, it loses a number of charges equal to the grenade's mark. If a technological object that is powered by electrical means other than charge fails the save, its functions are suppressed for a number of rounds according to the grenade's type (see below). If a construct with the technological subtype fails the save, it is staggered for a number of rounds according to the grenade's type (see below); such a construct can attempt an additional Fortitude save at the end of each round to shrug off the effect.

- ➊ Solar Flare Grenade I: 1 round.
- ➋ Solar Flare Grenade II: 1 round.
- ➌ Solar Flare Grenade III: 2 rounds.
- ➍ Solar Flare Grenade IV: 2 rounds.
- ➎ Solar Flare Grenade V: 3 rounds.

FREE PILOTS' CLUB

Toward the back of the Brass Bazaar is a seemingly out-of-place hangar-warehouse. Rusting and disorganized, this hangar is the Free Pilots' Club, founded by the legendary racer **Flash** (CN female ysoki technomancer).

Flash grew up in Asanatown wanting to be a pilot. She pursued her dream by hiring on with a Sarenite company to fly a sunskimmer, which was a natural fit for the thrill-seeking ysoki. To break up the “monotony” of being a glorified tour guide for visitors to the sun, Flash began exploring the Burning Archipelago for new outlets for her recklessness and soon happened upon the encycle racing ring in Chroma. She signed up immediately. Soon, Flash developed the reputation for being the best and most entertaining encycle pilot, earning her a fiercely loyal fan base, not just on the sun but across the Pact Worlds.

However, as she became older and her eyesight began to fade, Flash recognized that her wildest days had to come to an end—or at least tapered off. To scratch her itch for vehicles and piloting, she used her ample winnings to build a large warehouse in the Brass Bazaar. Named the Free Pilots’ Club, Flash houses encycles, sunskimmers, and all other sorts of vehicles in her hangar, performing maintenance and offering lessons to any who enter. She occasionally takes visitors on

sunskimmer tours, although many regret the decision when the gleeful ysoki does barrel rolls and loops while boldly riding the unpredictable solar winds.

The Free Pilots’ Club is a disorganized and cluttered space, filled with vehicles and spare vehicle parts, datapads containing vehicle-maintenance manuals and racing magazines, and keepsakes from Flash’s days as a prolific pilot and racer. In addition to lessons and vehicle repairs, Flash also offers gear for freewheeling pilots, mostly enhancing their ability to survive reckless behavior.

PILOT GEAR

Flash offers a variety of gear that she has used to great effect as a pilot. Although much of the gear seems kitbashed or improvised, Flash assures customers that her offerings are of top-of-the-line quality.

PILOT'S HELMET

LEVEL 3

MAGIC ITEM (WORN)

PRICE 1,200

BULK L

This floppy leather helmet is equipped with large goggles that enhance a pilot’s acuity. While you are wearing a pilot’s helmet, if an enemy vehicle ahead of yours successfully uses the trick pilot action, you can immediately attempt a Perception check with a +4 insight bonus opposed by the result of the opposing vehicle’s skill check to perform the trick pilot action. If you succeed, the penalty imposed by the opposing vehicle’s trick pilot action is reduced by 1.

LEVEL 8

MAGIC ITEM (WORN)

PRICE 8,400

BULK L

These bare-knuckle leather gloves are designed for those looking to pull off wild vehicle maneuvers. While you are wearing these gloves, when you take the double maneuver full action, you can commit to taking both actions and specify both actions before you roll the check for the first. If you do, you reduce the penalty to either check by 2 (minimum 0).

THE GRANDMASTER'S KITCHEN

At the main gates of the Brass Bazaar is a pristine circular building, with a single window encircling the entire property to show off the interior. Within, the magically cooled seating area accommodates a diversity of species, with high and low stools, benches, and open areas to accommodate larger creatures. Fire elementals and efreet diligently serve customers various types of café food. In the center of it all is the state-of-the-art kitchen that is open for patrons to view. This establishment is the Grandmaster’s Kitchen, home of the grandmaster of the Brass Bazaar: **Luthyx** (LN female wyrm solar dragon⁴²), who has dwelled on and around the Pact Worlds’ sun since before the Gap.

Like many older dragons, Luthyx has perfected the ability to change her shape. In her human form, Luthyx is a stocky woman with short, dark hair streaked with silver. Her dark

FLASH

SOLDIERS OF BRASS

PART 1:
DEEP CUTPART 2:
CORONA CAULDRONPART 3:
DRAGONS' LAIR

MERCHANTS OF THE BRASS BAZAAR

TOURING THE ARCHIPELAGO

ALIEN ARCHIVES

CODEX OF WORLDS

eyes reflect a bit of her draconic ferocity, and she looks stern most of the time. Although she has a large staff, she can often be found in the kitchen, working alongside her employees. She has been known to offer first-time visitors a free sample of some of her wares, and sometimes Luthyx even offers to act as a tour guide for lucky patrons when the Grandmaster's Kitchen is in a rare lull.

In addition to handling her duties as the grandmaster of the Brass Bazaar, Luthyx is also one of the most renowned chefs in the Pact Worlds. Though she is capable of preparing just about any meal, her culinary offerings are of a humbler bent than one might expect, with café foods such as sweet ruthig-milk toast, buns stuffed with meat or mashed beans, porridges made from a variety of grains sourced from the Greenbelts, and sweet and savory doughnuts taking a variety of shapes. Luthyx crafts these foods with impeccable technique and an unerring drive for perfection, and food critics of the Pact Worlds recognize the simple masterpieces created at the Grandmaster's Kitchen, heaping award after award upon Luthyx. It is in this area that Luthyx's inherent solar dragon pride comes out, and she openly displays all the awards in a large glass case in the restaurant.

Although she was once as self-important and self-aggrandizing as her draconic kin, Luthyx has softened somewhat over the years, and now visitors and merchants alike view her as the benevolent but tough leader of the bazaar. Although not a governing official in the sun's government, Luthyx is nonetheless a champion of the community, petitioning the senate on matters concerning the bazaar. Merchants in the bazaar rely on Luthyx to help resolve internal conflicts and come up with solutions that work for all involved parties, relying on her fair and impartial judgment.

Although she is almost always busy tending to her restaurant and the bazaar as a whole, Luthyx is nonetheless a fearsome defender of the Burning Archipelago and the sun when needed. She can assume her solar dragon form and pass through the weak points at the top and bottom of Corona, allowing her to tend to matters all over the sun, even diving into its fiery depths when needed.

THE GRANDMASTER'S KITCHEN MENU

Luthyx tends to stick to simpler foods at her restaurant, although she is happy to hear tales of cuisine from all corners of the universe and incorporates aspects of other cultures' culinary traditions when they inspire her to do so. All meals at the Grandmaster's Kitchen are considered good-quality meals and as such cost 5 credits each. In addition, Luthyx offers a variety of magical drinks. She frequently offers these for free to first-time visitors to the Brass Bazaar, who might be ill prepared for the increased heat and radiation compared to the rest of the Burning Archipelago. These drinks function as serums (Starfinder Core Rulebook 225).

FLAME MELON JUICE

MAGIC ITEM

LEVEL 2

PRICE 480

BULK L

Flame melons are grown in many hot climates throughout the Pact Worlds, including the so-called "jungle boxes" that orbit the sun. When a flame melon is properly juiced and mixed with a secret blend of spices known only to Luthyx, it creates this curative serum. The next time you take a full night's rest after drinking a glass of *flame melon juice*, you recover an additional 5 Hit Points. Drinking multiple servings of *flame melon juice* in one day doesn't provide you with any additional benefits.

RUTHIG MILK TEA

MAGIC ITEM

LEVEL 3

PRICE 220

BULK L

This iced beverage is made of imported ruthig milk mixed with sugar and tea. For 1 hour after you drink *ruthig milk tea*, you are not affected by areas of low radiation. In addition, during this time you can roll twice on your Fortitude saving throw to avoid contracting radiation sickness and take the better result. Drinking multiple servings of *ruthig milk tea* increases the duration, but the effects do not stack.

SUN BEAN ICE

MAGIC ITEM

LEVEL 1

PRICE 80

BULK L

Sun bean ice features an engineered species of sweet bean that many consider to be a "native" crop of the sun. For 1 hour after you drink *sun bean ice*, you treat hot environments as if they were one step lower (very hot to normal, severe heat to very hot, and extreme heat to severe heat). This has no effect on heat exposure due to direct contact, such as by touching lava or boiling water. During this duration, you do not suffer from heatstroke if you take damage from heat exposure, and if you are already suffering from heatstroke when you drink a *sun bean ice*, you can immediately attempt a DC 15 Fortitude saving throw to end the heatstroke. Drinking multiple servings of *sun bean ice* increases the duration, but the effects do not stack.

LUSTROUS COUTURE

The walls of this clothing shop are mostly made of glass with the occasional inset prism. Not only does the constant light of the sun refract into shimmering patterns through the glass; it is also filtered through the prisms to form dancing rainbows across the store's displays of dresses, slacks, shirts, and other apparel. The effect can be both beautiful and disorienting for those not used to the barrage of light and colors.

Lustrous Couture sells some of the finest fashions in the Pact Worlds. Owned and operated by **Josimal Mikah** (CG male suli; see page 58), a lifelong devotee of style, the store has been featured on dozens of lists detailing the most in vogue businesses found on several worlds' infospheres. As such, Lustrous Couture is always busy, and Josimal now must receive new customers on an appointment basis.

only. The current waiting list is over a hundred names long, meaning a wait of several months. Those who have achieved recent fame or wealth might be able to be fast-tracked to the top of the list, as long as Josimal considers the new customer to be worthy of his attention.

Recent rumors note that Josimal is in trouble with one of the more ruthless crime families that operates several of the casinos of Verdeon's pleasure domes. The gossip differs on the exact details of his predicament, however. Some believe Josimal incurred massive amounts of debt playing a high-stakes card game called skimmer, and now the criminals are threatening to take over his business as payment. Others say that Josimal and a son of the crime family's head have begun a torrid courtship that has attracted dangerous amounts of media attention to the crime family, threatening to expose some of their criminal activities. No matter the cause, it is clear to those who know Josimal that he has been distracted lately. If an interested party could investigate, discover the source of his problems, and find a solution, they would likely earn the suli's unending gratitude.

Lustrous Couture's wares change almost on a daily basis, as the tumultuous world of fashion is always in flux. Josimal doesn't create the clothes he sells, though he does spend hours combing through samples of all the latest styles, purchasing those he believes are the epitome of fashion and selling them at a large markup. These clothes come from all across the galaxy, and having their designs featured in a Lustrous Couture display has catapulted more than one creator to instant stardom.

Lustrous Couture doesn't simply sell clothes, though. Each one of Josimal's customers receives the suli's personal attention as he takes their measurements, determines what styles would be the most flattering, and offers tips on how to improve their complexions and hairstyles to complement the clothes they buy. Those who take Josimal's advice claim that it has changed their lives for the better.

CRYSTALLINE ATTIRE

While most of Lustrous Couture's wares are mundane, though expensive, versions of everyday and formal clothing, Josimal has recently begun selling the following magical pieces of attire. He claims that they are created by a race of arachnid humanoids in the Vast who are descended from Plane of Earth creatures and who can spin silk made of the purest crystal. Josimal keeps these pieces under lock and key.

RADIANT ENSEMBLE

MAGIC ITEM (WORN) **PRICE** 3,200 **BULK** 1

This fashionable set of clothing is sold as a fancy dress, a classy suit, or similar cultural garb. It appears to be crafted from shimmering crystal, and functions as a set of formal clothing (*Starfinder Core Rulebook* 230). A *radiant ensemble* seems to simultaneously shine (increasing the light level by one step in a 10-foot radius) and cause light to bend around

it (granting a +2 circumstance bonus to saving throws against spells and effects that cause the blinded or dazzled condition). Three times per day, you can cause the radiant ensemble to give off a brilliant flash of light as a standard action. When you do so, each creature within 10 feet of you is blinded for 1d4 rounds, unless they succeed at a Reflex saving throw (DC = 10 + half your level + your key ability score modifier), in which case they are merely dazzled for 1 round.

SHATTERCOAT

LEVEL 8

MAGIC ITEM (WORN)

PRICE 9,000

BULK L

Mirrored shards of glass are sewn into the cloth of this long overcoat at regular intervals. Once per day as a standard action, you can cause the shards to jut outward at deadly angles for 1 minute. During that time, each time you are struck with a creature's natural weapon or unarmed strike, that creature takes 2d6 slashing damage. The creature can attempt a Reflex saving throw or half damage. In addition, once per day, if you are struck with a critical hit from a creature's natural weapon or unarmed strike, you can cause the shards to fly from the coat as a reaction, dealing 8d6 slashing damage to every creature in a 10-foot-radius burst (Reflex save half). The DC for either Reflex save is equal to 10 + half your level + your key ability score modifier. After doing so, you can't use the coat's other protective ability for 24 hours.

MONASTERY OF STELLAR AMPLIFICATION

Solarians of the Pact Worlds often travel to the Burning Archipelago as a form of pilgrimage to their nearest star. One such mystical warrior, **Keraan Qal Hadar** (NG male kasatha mechanic/solarian), traveled to the sun after studying at the *Idari*'s Pradulex Monastery. The latest in a proud line of solarians, Keraan came to the sun in hopes of discovering a way to stand out from his incredibly successful solarian siblings. After several decades of intense study, he felt he couldn't develop any further through traditional training methods. Keraan instead focused on studying technology, intent on figuring out ways to augment his solarian powers.

After many years of trial and error and consulting with unnamed technological experts on the sun, Keraan developed technologies capable of interfacing with the power of the stars. He opened a store in the Brass Bazaar called the Monastery of Stellar Amplification, where he eagerly sells his creations to anyone who will give him even a second of their time. The store is small, with bizarre and unsafe-looking devices hanging from a rack behind the counter. Keraan eagerly shows off the capabilities of his inventions, sometimes with unintended, eyebrow-singeing effects. In a cramped room in the back of his store, Keraan tinkers with new technologies that can interact with his stellar mote, and he has been known to install augmentations there from time to time.

SOLAR OVERLOAD CONDUIT

Keraan designed this circuit to amplify the stellar power of solarians. Keraan had his own solar overload conduit installed by a surgeon in Stellacuna, and with practice, he has learned how to install the augmentation into others.

SOLAR OVERLOAD CONDUIT

SYSTEM
Skin

AUGMENTATION CYBERNETICS

| MODEL | LEVEL | PRICE |
|-------|-------|---------|
| Mk 1 | 5 | 2,640 |
| Mk 2 | 10 | 16,800 |
| Mk 3 | 15 | 120,000 |

This augmentation takes the form of constellations connected with circuitry patterns, either on your palms (if you manifest a solar weapon) or on a large patch of your skin (if you manifest solar armor). Engineered with fanatical devotion to unlocking the potential of stars, solar overload conduits can grant solarians means to amplify their powers.

If you are a solarian with a solar weapon and you have a solarian weapon crystal in your mote, when you hit a target with your solar weapon but do not score a critical hit, as a reaction you can overload your weapon crystal and apply your weapon crystal's critical hit effect (if any) to the attack (do not roll your damage twice). You can use this ability a number of times per day equal to the solar overload conduit's mark, but each time you do so, you immediately become unattuned.

If you are a solarian with solar armor, when you take Hit Point damage from a creature within 100 feet of you, as a reaction you can dismiss your solar armor and send it as an arc of solar energy at the attacking creature, dealing an amount of fire damage equal to the damage dealt to you at the time you discharged your solar armor. The maximum damage you can reflect in this way is equal to 10 times the solar overload conduit's mark. You can use this ability a number of times per day equal to the solar overload conduit's mark, but when you do so, you immediately become unattuned.

THE OTHER

Although the Brass Bazaar is crammed with brash merchants loudly proclaiming the quality and necessity of their wares, one of the most highly sought-after dealers in the market is also one of the most aloof and mysterious. On seemingly random dates and locations, the Other appears in the bazaar, appearing almost like a mirage in Corona's heat.

The Other first began appearing in the Brass Bazaar shortly after the market's establishment. Although many of the merchants reported the shady character to Luthyx, the

solar dragon found that customers of the Other reported no malicious behavior. The solar dragon has taken no action against the Other, other than to keep a close eye on the mysterious being.

The Other is of unknown species, although the being appears to be a humanoid of some sort clad in a jet-black space suit, face hidden behind an opaque helmet. When the Other comes to the bazaar, they do so without being detected at any entrances; whether they teleport, move invisibly, or simply manifest in reality at the location is anybody's guess. Even when the Other does appear, they seem to flicker in and out of existence without any discernible pattern; parts of their body either disappear or become distorted before reappearing as normal. Rumors abound about the Other. Some believe this being to be an interplanar traveler of some kind, while more believe them to be a puppet of some unseen force. Some doubters claim the Other is only a figment of people's imagination, but the mysterious reality-bending items that have been purchased from the Other support that the being is indeed real. There have been reports of select buyers receiving strange blank metal business cards from the Other that spontaneously display dates and times corresponding to the entity's appearances in the bazaar, but those rumored to have such cards have been silent on the issue.



PHASE TWIN GENERATOR

On each of its most recent visits to the bazaar, the Other has been seen offering phase twin generators for sale. Although these items are still incredibly rare, there has been a modest uptick in their sightings outside of the Burning Archipelago.

PHASE TWIN GENERATOR

LEVEL 13

MAGIC ITEM PRICE 52,000 BULK 1

A *phase twin generator* is a pistol-like device composed of ever-shifting components that appear as black crystalline prisms laced with light-blue lines. As a standard action, you can make a ranged attack with the *phase twin generator* (which counts as a small arm) against a living creature, targeting EAC, with a range increment of 30 feet. If the attack hits, the *phase twin generator* generates a ghostly, incorporeal version of the target, known as a phase twin, in a space adjacent to you (if there is no such space available, the *phase twin generator* does not generate the phase twin). The phase twin has all the statistics of the creature it was generated from, except it has the incorporeal special ability, it is mindless, it has no speeds except for a land speed of 5 feet, and it has Hit Points equal to one-quarter of the target's maximum Hit Points. The phase twin acts on the initiative

count of the creature it was generated from, and it cannot take any actions other than one move action to move its speed per turn, which it uses to move toward the creature it was generated from, if possible. Whenever the phase twin takes damage from an effect that does not also damage the target creature, the target creature also takes that amount of damage as force damage. A phase twin lasts either for 10 rounds or until the target creature dies, whichever comes first, after which it dissipates. A *phase twin generator* can generate a phase twin only once per day, and a creature can be affected by only one *phase twin generator* per day.



BERDAC ZEIZERER

THE ROBOATELIER

The anacites of Aballon venerate the sun for a variety of reasons. Some believe that the sun is the origin of the First Ones, the legendary and mysterious beings who created the anacites in an era long lost to time. Others simply value the sun as a power source that allows them to function at maximum efficiency, while some go even further and worship the sun as their source of life. For all these reasons, anacites are prevalent in the Burning Archipelago. One such anacite, **Greeting-27** (NG agender anacite ambassador^{AA2}), has set up shop in the Brass Bazaar, offering amusing robotic creations at the Roboatelier.

Greeting-27 is a typical anacite ambassador model. Although they used to serve as such in the Aballonian embassy in the Burning Archipelago, Greeting-27 has since retired from their diplomatic functions to pursue their true passion: crafting mechanical curios and toys. A skilled roboticist, Greeting-27 leverages their people's inherent technological prowess and uses that skill to craft intricate robotic creations, looking to show organic species that robots aren't just cold machines—they can be fun as well! As Greeting-27 is no longer a member of either Those Who Wait or Those Who Become, they no longer fit into conventional anacite society and therefore have limited contact with Aballon, where they are now looked down upon as a member of the freedom-loving "third caste." However, Greeting-27 has had no regrets about severing ties with the more conforming members of their kind, and they now enjoy their time connecting with the wide variety of people they encounter in the eclectic Brass Bazaar.

Although Greeting-27 is a departure from the typical anacite, their store is very much a reflection of traditional anacite architecture. The smooth, metal shop can appear somewhat cold, despite transparent aluminum windows that allow in plenty of sunlight. The store is lined with shelves containing all sorts of robotic creations: the Robotic Fauna line of clockwork toys, AI-driven puzzle boxes that constantly rearrange themselves into ever more complicated configurations, and solar-powered flowering metallic "plants," just to name a few. Greeting-27 can be found in the store during business hours, where they delight in demonstrating the capabilities of their creations. Their enthusiasm is in stark contrast to their somewhat intimidating appearance, and the disconnect between the two is often a source of amusement, apprehension, fear, or some combination of the three for customers.

ROBOTIC FAUNA

The Robotic Fauna line of animals is composed of a brass-colored metal with coppery latticework that gives these wares a clockwork appearance. The mechakata model below is one of the most popular in the series. Other models include a hovering electrovore, a burrowing surnoch, and a skittering khefak.

SOLDIERS
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MECHAKATA

LEVEL 4

TECHNOLOGICAL ITEM

PRICE 2,000

BULK 6

This lionlike model can let out a tiny roar with a push of a button on its remote control or a computer with an added module that allows you to control it. A mechakata functions as a 1st-level mechanic's combat drone, except it is Small and has no initial mods, no weapon mounts, no feats, and no ability to gain drone mods. Its skill unit is always Athletics. It cannot speak, but it does understand one language (chosen by you at time of purchase). You control it as if you were a 1st-level mechanic. A mechakata has a bite attack that deals 1d4 nonlethal piercing damage, and it is proficient with its bite attack (but it does not gain specialization with its bite attack). In addition, it can carry an item of light bulk or less in its jaws. It cannot make bite attacks while it is holding an item in its mouth.

The mechakata uses a nonreplaceable battery that has 20 charges, and it uses 1 charge per hour it is activated. The mechakata's battery recharges using solar panels, at a rate of 1 charge per 10 minutes the toy spends in an area of at least normal light level.

ZEIZERER OUTPOST

The drow would like nothing more than to spread their influence throughout the Pact Worlds, and nothing can deter their ruthless capitalistic tendencies—not even the brightest place in the star system. However, almost all drow have a deep apprehension of the brightness of the sun, which is why most view the assignment of staffing the Zeizerer Outpost in the Brass Bazaar as a punishment. However, the current proprietor of the outpost, **Berdac Zeizerer** (CE male drow envoy), considers the position a welcome reprieve—far away from the irritating family politics of House Zeizerer on Apostae. Berdac lazily operates the Zeizerer Outpost, selling weapons to just about anyone but not concerning himself with any further effort.

As the Burning Archipelago grew over the past century, House Zeizerer begrudgingly recognized the merits of establishing business there. Although the house moved quickly to buy a space in the Brass Bazaar, finding someone to staff the store took more time. Eventually, Zeizerer leadership decided to send the lowly Berdac to the Burning Archipelago to serve as the proprietor of the store, as the lazy drow showed no potential for combat and lacked the drive needed to become a prominent arms dealer in more desirable locations.

When he is not tending to the Zeizerer Outpost, Berdac can most often be found at the pleasure domes of Verdeon, gambling at the casinos and relaxing at the spas, often while high on transdimensional pesh. He plays fast and loose with his family's money, and is well known throughout the pleasure domes for both his irresponsibility and his membership in House Zeizerer. As a result, many of the minor crime families who run the domes lavish Berdac with special treatment and gifts when he comes to visit, hoping

to gain favor with such a prestigious arms-dealing family. Berdac, for the most part, is oblivious to the machinations of the crime families of Verdeon, instead simply enjoying the luxuries through a pesh haze. However, his interactions in the pleasure domes have not gone unnoticed by the government of the Burning Archipelago, and officials are monitoring those dealings in the hope of possibly turning Berdac against his criminal allies.

The Zeizerer Outpost retains the ominous stylings of drow architecture. The store's sleek shelves are stocked with all sorts of weaponry, as expected for a store belonging to some of the most notorious arms dealers in the system. However, Berdac doesn't typically put much effort into maintaining appearances, so the weapons are often disorganized and not grouped in any discernible pattern. When notified about a visit from a representative of House Zeizerer, Berdac grudgingly puts in the time to ensure things are presentable, but only at the last minute.

HOUSE ZEIZERER CYBERNETICS

House Zeizerer has developed several augmentations, one of which helps to overcome light sensitivity. Berdac Zeizerer always has his lightvision shades active, for both practical and fashion purposes. Some other drow houses frown on House Zeizerer selling these augmentations to non-drow, but so far their complaints have had no effect.

LIGHTVISION SHADES

SYSTEM
Eyes

AUGMENTATION CYBERNETICS

PRICE 500

LEVEL 2

This augmentation is a pair of sunglasses (your choice of style when you purchase them) that are integrated into your head. You can extend or retract these lenses as a swift action. While you have the lightvision shades active, you treat light levels of normal light and brighter as if they were areas of dim light. In addition, while the shades are active, you gain a +4 circumstance bonus to saving throws against effects that inflict the blinded or dazzled condition.

LIMMING PALM

SYSTEM
Hand

AUGMENTATION CYBERNETICS

PRICE 6,300

LEVEL 7

By injecting a colony of glowing nanites into the skin of one of your palms, you gain the ability to thwart stealthy foes. As a standard action, you can touch a creature (usually requiring a melee attack against EAC) to transfer some of your glowing nanites to it. For the next 5 minutes, the affected creature glows softly; it takes a -20 penalty to Stealth checks and is unable to benefit from the concealment usually provided by darkness. If the affected creature turns invisible while it is glowing, any others within line of sight of it are aware of its location. Once you use your limning palm, you can't use it again until you've rested for 10 minutes to regain Stamina Points.



TOURING THE ARCHIPELAGO

"I like to imagine how they felt, those first Sarenites to come here. The sun—the very embodiment of their sacred goddess—opened a path for them to travel into its dangerous photosphere without bursting into flames. They came through the very same tunnel that you used to enter, to what we now call Dawnshore. Imagine their astonishment as they beheld this entire protected city, and the connections to all the others! Sarenrae had certainly provided to them—to all of us—a miracle: a livable home within the sun!"

—Radiant Cathedral tour guide

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SAFETY FIRST

Visiting the Burning Archipelago is a once-in-a-lifetime experience. Prepare yourself for heart-stopping voyages through the Archipelago's tunnels, unbelievable views of the sun, and amenities to rival the finest in the galaxy. Whether you're looking for something to relax you while visiting on business or you're traveling for pure pleasure, your experiences here will stay with you forever!

There is no other settlement quite like the Burning Archipelago. Remnants of some earlier civilization, the protective force bubbles that enclose the cities of the Archipelago keep everyone safe from the sun's dangers, and tethers of energy keep the bubbles from drifting off in the sun's churning, superheated plasma. Humans outnumber any other single group in the Burning Archipelago, though they aren't the majority of the population. Efreet and other creatures of fire are naturally quite common, and the android, ysoki, and lashunta populations are sizable. Visitors of all species arrive in the Burning Archipelago, whether to pay respects to the sacred Sarenite site, to see the scientific marvels of the bubble domes, to attend some of the best parties in the Pact Worlds, or simply to experience what life is like in this oasis within the most inhospitable surroundings imaginable.

WHAT TO EXPECT

Forewarned is forearmed: this is not the destination for credit-pinchers. Expect food, lodgings, and other amenities to cost about two to three times as much as they would on Castrovel or Absalom Station. The Burning Archipelago must import almost everything, and those costs add up. That being said, this guide aims to tell you about some of the lower-cost, off-the-beaten-path options that not every tourist tries.

Travel into the Burning Archipelago is often delayed, as the agents at Sunrise Station are quite thorough. Expect to wait within your starship for 1 to 3 hours for processing before the Sunrise agents authorize you to enter the single tunnel into Dawnshore. The entrance interview isn't too extensive; be prepared to explain what you're doing in the Burning Archipelago and where you'll be staying. If you're there for business, the agents may want to see some documentation, and ships carrying substantial cargo will get searched. In the event you'll be traveling to the Burning Archipelago frequently, you can apply for expedited processing—be sure to ask at Sunrise Station!

Your sense of time will get extremely distorted during your visit. There's no sunrise or sunset when you're on the sun itself, so there is no external reference for night and day. The residents of the Burning Archipelago keep to a 25-hour-day schedule, but without any darkness, most visitors and even many residents have difficulty sleeping. You can find both magical and chemical sleep aids for sale in most shops. If you stay indoors, many of the buildings have set dark hours to provide an artificial sense of night and day.

The integrity of the bubbles has one notable exception: Corona. For some reason, only this bubble is weak enough to allow minor amounts of heat and radiation to leak in to its central area. We must thus strongly warn against trying to visit the Brass Bazaar unless you have protection from or immunity to these effects. If the purpose of your visit is to procure something unusual from the Bazaar, quite a few efreet are available to serve as your agent in such matters, typically charging a 10 percent finder's fee.

An important word of warning for lashunta readers: most lashuntas staying in the Burning Archipelago for any period of time experience very odd effects, best described as a sense of impending doom, with specific visions of something rising up from the center of the sun to engulf the domed cities, breaking through the protective barriers like they were nothing and destroying every living creature within. But don't worry, folks—it's never actually happened! Some lashuntas can withstand this psychic resonance enough to settle here, and there's even a lashunta-populated dome: Asanatown.

GETTING AROUND

Most of the bubbles are the size of small cities, so scooters, taxis, and pedicabs, as well as walking or flying, can get you where you need to go! Getting between bubbles is a little more complicated. One option is to charter a sunskimmer, a small vehicle designed by Sarenite engineers to run on the energy of solar winds. Sunskimmer travel usually costs about 50 credits per trip. These vehicles aren't available for sale, as the Sarenites are extremely secretive about this proprietary technology. Don't think you can delve the depths of the sun in one of these either; they're rated only to go a few miles outside the bubbles. If you're looking for a deal on a sunskimmer ride, head to a little bar called Aurora next to the hangars at the top of the Radiant Cathedral. The pilots hang out there, and if you buy them a few drinks, you might find someone willing to work under the table.

Another much more economical option is to buy a ticket for one of the linecrawlers, which traverse the tethers between the bubbles. Try to avoid commute hours: the linecrawlers sell out, and there's certainly no standing room on these ferries! Linecrawler fare runs from 2 to 6 credits, depending on time of day and starting and ending destinations. If you're staying for a while, you can buy a

1-month unlimited pass for 60 credits at a kiosk outside the Archipelago Senate Chambers.

SUNSKIMMER

LEVEL 7

PRICE 16,500

Huge air vehicle (10 ft. wide, 20 ft. long, 7 ft. high)

Speed 20 ft., full 550 ft., 60 mph (fly)

EAC 17; KAC 18; Cover total cover

HP 90 (45); Hardness 8

Attack (Collision) 7d10 (DC 13)

Modifiers -1 Piloting, -3 attack (-6 at full speed)

Systems planetary comm unit; **Passengers** 7

SPECIAL ABILITIES

Solar Powered (Ex) Sunskimmers draw energy from solar winds and do not require fuel while being operated on the sun.

Sun Protection (Ex) Passengers in a sunskimmer are protected from the heat and radiation of the sun. The windows become opaque while the vehicle travels between bubbles, and navigation is performed via a computer panel. The windows become transparent while the vehicle is traveling inside a bubble.

DESCRIPTION

Sunskimmers are rounded on the top with a pair of fins that hang down and force propulsion engines on one end.

LINECRAWLER

LEVEL 10

PRICE 62,000

Colossal air vehicle (50 ft. wide, 70 ft. long, 50 ft. high)

Speed 10 ft., full 450 ft., 50 mph (fly)

EAC 23; KAC 24; Cover total cover

HP 150 (75); Hardness 11

Attack (Collision) 12d10 (DC 11)

Modifiers -4 Piloting, -3 attack (-6 at full speed)

Systems autopilot (Piloting +24), planetary comm unit;

Passengers 150

SPECIAL ABILITIES

Sun Protection (Ex) Passengers in a linecrawler are protected from the heat and radiation of the sun. The windows become opaque while the vehicle travels between bubbles, and navigation is performed via a computer panel. The windows become transparent while the vehicle is traveling inside a bubble.

Tethered (Ex) Linecrawlers are attached to the tethers between Archipelago bubbles and cannot veer from these routes.

DESCRIPTION

Linecrawlers are massive ferries with basic seating for their many passengers and multiple entrances and exits.

THE BUBBLES

The Burning Archipelago has seven major bubbles and quite a few smaller ones. Dawnshore is the heart of the Burning Archipelago. The most metropolitan of the bubble-cities, it hosts many visitors and is your entry point to this fascinating world. More specifically, the Dawnshore Spaceport is among the few places in the Archipelago where standard spaceships can land. The Spaceport itself isn't much to look at, but you'll probably be adjusting the appearance of the sun; the polarized and filtered light can take some getting used to! Consider bringing your own helmets or glasses with polarized filters to block all the light coming in from outside the bubble. Such equipment is available at the Spaceport, but you'll pay a premium compared to what

you'll pay at home. Hold your handbags close while you're here; unfortunately, pickpockets and con artists target naive new visitors. If you get

lost or aren't sure where to go, look for Sarenites in white robes with wide yellow ribbons around their necks. These are the Sunbeamers, volunteers there to welcome you to the community and answer any questions that you have. Even if you've done your research, they have the most up-to-date information on local news, like if the linecrawler union is on strike! Sunbeamers are also stationed at major tourist destinations all over the Burning Archipelago, so don't be afraid to go to them with any questions.

After Dawnshore, most tourists head to Verdeon, and it's no surprise why. The beautiful floating gardens give you the sense of being in a paradise realm, and the pleasure domes offer luxury and entertainment not available anywhere else.

SUNSKIMMER

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Don't let anyone tell you that the Burning Archipelago is only for stodgy Sarenites—Verdeon is the place to party! Your next destination in your tour of the Burning Archipelago is Chroma. This is the spot for adrenaline junkies: all kinds of sports venues fill this bubble, which is jointly operated by the surrounding cities. Another small bubble is completely devoted to the Shadeless Precinct, a monastery that trains solarians in what must be the ultimate location to attune yourself to photons. The bubble known as Scintillatrix is small, but noted for being populated by Desnans, making it the only bubble without a majority Sarenite population.

While perhaps less exciting than Verdeon or Chroma, Stellacuna is worth including in any tour of the Burning Archipelago. The brainiest bubble by far, Stellacuna is home to Solar University, a prestigious and highly competitive institute specializing in astrophysics and planar studies. Asanatown is likely of interest only to lashunta visitors. As mentioned, most lashuntas experience serious psychic distress while on the sun, so being among others going through the same challenges can be a welcome respite. However, given that everyone here is going through intense premonitions of doom, they can be understandably less than welcoming to non-lashunta outsiders.

Substantially more industrial, Fireside boasts its namesake Fireside Foundry, owned by Automatrix Robotics of Aballon, as well as the enormous AbadarCorp Hypermarket. Don't expect to spend your credits at this market, though, unless you're supplying a business. The Hypermarket is almost entirely wholesale, and patrons generally buy units in the thousands. The other major trade bubble is Corona, dominated by the Brass Bazaar. Though this amazing market can sometimes be dangerous due to the bubble's weak protection, it can be worth the risk to those looking for items not be found anywhere else in the Pact Worlds.

OUTSIDE THE BUBBLES

While most visitors to the Burning Archipelago must stay within the protective bubbles, guests from the Plane of Fire and other extremely hot locations can travel outside—into the sun itself. Efreet maintain a Pact Worlds embassy outside the bubble-cities in a metallic station reminiscent of the City of Brass, kept in the same position relative to the Burning Archipelago by thrusters. Guests of the Plane of Fire are always welcome to stay here, and others who can withstand the heat and radiation sometimes spend a few days in the embassy's facilities. There are far fewer attractions here for tourists though, so most visitors who are not on direct business with the embassy prefer to stay in the bubbles, where there is more to do.

Efreet and other fire creatures are the only ones who can visit the sun's native creatures, who live deep within its center. Many believe that these societies are responsible for building the Archipelago's protective bubbles, but no efreet have confirmed this.

There are also multiple research stations in orbit around the corona with residential teams of scientists sponsored by the Sarenite Church, but these aren't usually accessible to the public.

CUISINE

The food on the Burning Archipelago is top notch. Cuisine near the Senate Chambers in Dawnshore is generally upscale, taking advantage of the easiest access to imported gourmet ingredients. While many of the restaurants will feel familiar to visitors from the rest of the Pact Worlds, some of the restaurants go for more experimental cuisine.

Any food grown in the Burning Archipelago comes from the greenbelts of Verdeon, leading this bubble to have some of the greatest restaurants in the whole city cluster, as they have the easiest access to fresh ingredients. Vegetarians especially will delight in some of the produce-oriented restaurants in Verdeon, as even familiar fruits and vegetables take on new flavors when grown with this much sunlight. If you walk around the Greenbelts, a horticulturist might even let you taste fruit from right off the tree; we promise that you've never had cherries like these! The Burning Archipelago has virtually no food exports, so the only place you'll ever taste some of these unique varietals is right here. In stark contrast, the pleasure domes of Verdeon sell much more decadent food. Enormous steaks, rich desserts, and endless buffets feed gamblers, partiers, and enthusiasts alike. If you need to recover after overindulging, the spas offer juice and other refreshing items.

If you're heading out to the Shadeless Precinct, the monastery serves meals available for guests to purchase, but nothing particularly exciting. If you're traveling here from Verdeon, consider packing a picnic lunch!

Though Fireside is geared more toward industry than tourism, some of the finest restaurants in the Pact Worlds are here in this bubble, serving wealthy corporate officials and their guests. Conflagration, at the top of the NatuReal Solar Bureau, is not to be missed, and the views are second to none. Don't try to get a last-minute reservation, though; unless you're a guest of a member, there's a months-long background check and approval process to get in. Yes, the security really is that tight. Not everyone in Fireside is wealthy, though, so this is a great spot for low-cost food options as well. Workers crowd bars after their shifts for a beer and a veggie burger, watching live sports feeds from Chroma and cheering for their favorite teams and stars.

Stellacuna has its fair share of restaurants. Many surround the campus, and you'll find both upscale cuisine to serve to distinguished guests of the university and faster meal options catering to the student population. The campus has a meal hall, but it's rather overpriced for nonstudents.

Asanatown serves only very traditional lashunta cuisine, or at least, as traditional as the community can get with imported ingredients. While many lashuntas complain that

nothing tastes right beyond Castrovel, this may also be due to the general unhappiness of lashuntas living on the sun.

Corona has a constantly rotating scene of pop-up restaurants and food stands. Thanks to the dangers of its weaker force bubble, law enforcement has less of a presence here, and many foods technically outlawed in the Pact Worlds can be found for sale here after being smuggled in, from renkroda ribs to drug-laced desserts.

If you really want to eat like a local, check out some of the sidewalk stands found all throughout the bubble-cities. While the turnover of stands is high, you'll see a lot of similar foods at many of them. Many locals eat primarily vegetarian diets, if for no other reason than to keep expenses down. Vegetable skewers, sandwiches, deep-fried fruits, and other easy meals to eat on the go feed most residents. The decadent and meat-filled meals of Verdeon pleasure domes, for example, are really more for visiting tourists.

SIGHTSEEING

You can tour some of the sights of the Burning Archipelago on your own, but some attractions really require a local to show you around, whether because of danger or in order to get the full experience.

No visit is complete without touring the Radiant Cathedral, a beautiful place of worship with a stained-glass spire stretching high above the city. This structure is almost untouched from when the original Sarenites found it. A team of clergy hold services to the Dawnflower daily, but nonbelievers are welcome to tour the facility. Tours are given in Common, Castrovelian, and Ignan every day, and the cathedral staff can arrange a tour in another language if you call ahead. The views from the top of the spire are absolutely unparalleled anywhere in the Pact Worlds.

The Floating Gardens of Verdeon live up to their name; various platforms with an astonishing variety of flora move about throughout the Verdeon bubble. The Xenowardens plan and maintain the Gardens, and they offer several tours. If you have the time to spare, the long tour by helicopter brings you to 10 different platforms, but plan ahead as this excursion takes almost 6 hours. If your interest in nature doesn't extend quite that long, a half-hour walking tour of a single platform

might be more your speed. The tour guides are quite strict though: no wandering away! The full tour costs 7 credits, and a tour of a single platform costs 1 credit. You can purchase a punch card for 8 credits that lets you take 10 platform tours at your leisure, across different days.

If walking isn't your speed, head out to the Shadeless Precinct. Once a week, the students of the Shadeless Precinct put on a demonstration for visitors, showcasing the techniques taught by **Haddu Keer Nivianna** (NG male kasatha solarian). They rotate the polarizers in the floors slightly to allow sunlight in for the demonstration, though not to the extent that the solarians do during their study—that level of brightness would blind most of us!

If you are headed to Asanatown—or simply determined to see every Sarenite church—it's worth visiting the Church of the Burning Mother. It doesn't have formal scheduled tours like the Radiant Cathedral does, but the structure is still lovely, with three small spires that define the local landscape. For a small donation (a couple of credits are sufficient), a priest or volunteer will show you around.

Scintillatrix is unbelievably gorgeous and makes for a peaceful stop after the bustle of Dawnshore or Verdeon. The constellations projected on the interior of the structure remind you of the simple fact that the sun is but one star of many. Even lashuntas have reported a temporary reprieve from sensations of doom while here. (Unfortunately, the sensations return, even during an extended stay in Scintillatrix.) Scintillatrix offers regular tours in several languages, as well as a guided lecture about the constellations projected within. You can sit for this presentation, making it a great choice after several days of walking around.

Though the tours are nominally free, it's customary to make a donation of a few credits to the church of Desna.

If you're interested in feats of engineering, the administration of the Lucent Shipyards offers a free "hard-hat" tour of the facilities. Make sure to wear armor or protective clothing; you'd hate to have to sit out while the rest of your group gets to see where starships are made! The Sanjaval Museum of Space Flight is also free and has exhibits ranging from pre-Drift technologies to the latest breakthroughs. This bubble is entirely



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industrial without much else to offer tourists, but it's an easy trip from Verdeon or Chroma.

NIGHTLIFE AND SPORTS

The fun literally never stops in Verdeon with no real difference between day and night, leading to a perpetual party in the Pleasure Domes. About two dozen enclosed domes within this bubble-city are dedicated purely to recreation and entertainment. Relax in luxurious spas with hot tubs warmed directly by sunlight, or try to win big in high-stakes casinos. The Vestran Gaming Complex offers high-end simulators, including a sunskimmer sim that you'll swear has you genuinely diving into the sun's depths. Mind-altering substances of all kinds are available any time of day. Dance parties fill clubs, with dozens of rooms that each feature a different kind of music, and most of the biggest acts in the Burning Archipelago play here—though rumor has it Abysshead refuses to play this venue unless the sunlight can be blocked to a greater degree. One particular club, Solder, serves primarily androids with truly unusual drinks that we can't recommend for any non-androids.

Chroma is the place to be for death-defying excitement and nail-biting sports. A zero-gravity racing track encircles the entire structure along the inside surface of the bubble. A few of the drivers will take passengers on a loop around the racing track when there's not a race, but this is pricey, typically around 75 credits. Floating platforms allow spectators an astoundingly close view of the action. And be sure to buy a ticket for the Dazzle Dome, an exciting wrestling game where each participant is cloaked in layers of illusion magic. These tickets are worth buying ahead of time; the stadium sells out fast! You can also catch these events from one of the many local bars that air them live. Quite frankly, you'll probably have a better view than the folks who are seeing it in person.

Although the students in Stellacuna are brilliant, that doesn't mean they don't like to have fun. This area boasts quite a few hotels, though they can book up completely during the admissions season, so beware. Given the student population, the nearby bars offer cheap drinks and pub games. While students are selected for their academic prowess rather than their athleticism, several notable campus sports are worth watching, including pixie polo, a game played in a zero-gravity chamber. Another competition involves seeing who can stare into the sunlight the longest after using a device built by engineering students to temporarily weaken a small section of the force bubble, allowing more sunlight through. You might see the prevalent fliers around campus warning students about the dangers of this game, known colloquially as Flash, as it typically leads students to seek treatment for eye injuries.

While Dawnshore may seem stuffy at first glance, there's nightlife here, too. One of the most popular late-night hot spots, Luster, features live music and a rotating group

of dancers. There's a two-drink minimum but no cover charge. If you're willing to travel beyond the downtown area, a charming ysoki family—the Kezeets—operates a club called Rays. You might have to crouch if you're not ysoki-sized yourself, but the cheerful service, live Akitonian music, and reasonable prices make this a popular destination for visitors of many species.

Fireside might not seem like the place for nightlife, but it's the home of the chic Glint Club, where the wealthy residents of the NatuReal tower go for cocktails and conversation. It can be very hard to get in if you're not on the list, and make sure to dress to the nines. It's also quite expensive, as you might imagine—craft cocktails start at 15 credits!

ARTS AND CULTURE

Predictably, the highest density of museums and theaters is in Stellacuna. Student groups frequently put on theater and musical performances, and Solar University curates several museums on campus. The current artist-in-residence, **Mashirta Miranio** (N female human technomancer), has an exhibit of stained-glass sculptures that reach 20 to 30 feet high. She says that nowhere else in the Pact Worlds has light pure enough to display the intricate sculptures. The university's faculty often give public lectures appropriate for a general audience, so be sure to check the university's infosphere site for what's happening while you're here! You might learn a few things about solar physics.

Stellacuna is also home to other institutes of learning. The researchers at Sun Atlas work hard to map both the exterior and interior of the sun as best they can without direct experience. While the scientists of the Deep Cultures Institute are interested in hearing about any ancient civilization that might have inhabited the sun's interior, they are certain that life still thrives within the sun, and that these beings must possess great power and wisdom. Once a year, the Deep Cultures Institute challenges Sun Atlas to a public debate, but Sun Atlas has so far refused, claiming that participation would add legitimacy to the Deep Cultures Institute's theories. The Temple of the First Ones in Corona takes a more reverent approach toward anything discovered within the sun, but its leaders don't debate the DCI either.

While the clubs in Verdeon are known for wild and crazy parties, the Lightpaint Lounge instead hosts interactive art shows and experimental theater. The exhibits have featured floor-to-ceiling holoscreens, living "statues" holding poses for hours on end, monologues and plays with a great deal of audience interaction, and, on one notable occasion, an entire room nearly filled with packing peanuts that guests were invited to swim through. No matter what, these exhibits are never boring.

Dawnshore also boasts several theaters, where shows often take a distinctly political bent. The Axiom hosts speeches, interviews, and debates, often at a subsidized cost if a political party wants a larger audience to come



see the show. The Radiant Cathedral choir performs during services and also puts on an impressive concert once a week, though its rehearsals are open so you can go listen in for free. Morningsong Hall, distinctive for the rainbow-colored rings around the building, hosts the Dawnshore Symphony Orchestra. The rings are specifically designed for acoustics, and it's said that every seat in the house gets a perfect performance.

SPECIFIC RECOMMENDATIONS

Our travelogue writers have spent weeks out in the field to bring you the most up-to-date information about places to stay and eat in the Burning Archipelago.

HOTELS

Nearly every sapient species needs a place to sleep or, at the very least, a room in which they can place their luggage while they go about the daily business of vacationing! Below are our top hotel recommendations.

DAYSPRING HOTEL

Bubble: Dawnshore; **Price per Night:** 18 credits

This is the closest hotel to the Senate Chambers, and many famous visitors to the Burning Archipelago stay here.

FLOATING PALACE

Bubble: Verdeon; **Price per Night:** 12 credits

Rock gently to sleep in this charming hotel in one of the floating platforms of the Verdeon Floating Gardens. Your view changes constantly, letting you see all parts of what has to be the most beautiful bubble in the Archipelago. While the Xenowardens don't run the hotel, they do work with it, and hotel guests can take the Greenbelt tours for free.

GLIMMER SUITES

Bubble: Verdeon; **Price per Night:** 20 credits

Glimmer Suites presents the utmost in luxury. Nestled in the very center of the pleasure domes, this upscale hotel offers easy access to the finest entertainment on the sun. It includes its own casino and spa, available only to hotel guests.

INCANDESCE INN

Bubble: Stellacuna; **Price per Night:** 5-10 credits (seasonal)

This is one of the most economical options in the Burning Archipelago when it's not admissions season. Located in the neighborhood right next to Solar University, the inn provides easy access to bars, cafes, and shops.

LANTERNLIGHT

Bubble: Fireside; **Price per Night:** 40 credits

Surprisingly, the most expensive hotel in the Burning Archipelago is actually in the industrial bubble of Fireside. Wealthy merchants stay here for business, as do potential employees getting wined and dined.

STELLAR INN

Bubble: Dawnshore; **Price per Night:** 3 credits

This minimal-service hotel is one of the few spots to offer efficiencies. Located directly next to the Spaceport, many of the guests are starship pilots, mechanics, and crew with a few days to spend here between arrival and departure.

TEMPLE HOUSE

Bubble: Corona; **Price per Night:** 2 credits

Located outside the Temple of the First Ones and adjacent to the Brass Bazaar, Temple House caters mainly to visiting anacites. As such, the "rooms" are nothing more than closet-sized chambers where the robotic beings can power down for a few hours.

RESTAURANTS

Even if you don't need to eat to survive, you'll want to try out at least a few of the following restaurants.

AUDABE

Bubble: Dawnshore; **Average Cost:** 8 credits

The closest restaurant to the Archipelago Senate Chambers, Audabe is a destination to rub shoulders with the political elite as much as for the fine dining. Serving Golarion-Castrovelian fusion, proprietor **Ara Nortier** (CN female human mechanic) developed an unusual oven that uses concentrated sunlight for extremely high-temperature cooking.

CONFLAGRATION

Bubble: Fireside; **Average Cost:** 12 credits

This luxury restaurant at the top of the NatuReal Solar Bureau tower has the best view in all of the Archipelago. Don't try to walk in; reservations involve a background check, as security is tight. Owned by the flamboyant **Hirli** (N female efreeti; Starfinder Adventure Path #13: Fire Starters 59), Conflagration offers some of the spiciest meals in the Pact Worlds.

CONSTELLATIONS

Bubble: Scintillatrix; **Average Cost:** 5 credits

This favorite restaurant among Desnans features decor inspired by Elysium and serves simple but elegant cuisine. The lights are kept low, with small, twinkling lights in the ceiling mapping out constellations. In attendance in the restaurant every night, owner **Alwiniath Eltrie Fibbinki** (CG nonbinary gnome) visits every table, indulging in conversation as lively as the cuisine.

DAWNFLOWER'S BOUNTY

Bubble: Verdeon; **Average Cost:** 4 credits

This completely vegetarian, garden-to-table restaurant serves the freshest ingredients you'll see in the Burning Archipelago, often serving produce picked only hours before by proprietor **Markitsa Selendira** (NG female half-elf) or other gardeners in her employ. You can order delivery from Dawnflower's Bounty to any of the spas in the pleasure domes.

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EFFULGENCE

Bubble: Dawnshore; **Average Cost:** 10 credits

Effulgence features precise concoctions from head chef **Utility 105** (N agender android), who is so particular about ingredients that their business partner, **Utility 72** (N agender android envoy), opened a second restaurant called Refulgence to serve the remainder at half price. Most eaters can't detect any difference in quality between the two locations, so Refulgence is often busier than the original location.

FALLOUT KITCHEN

Bubble: Dawnshore; **Average Cost:** 4 credits

This tiny stall on the edges of Dawnshore is run by **Drolizod Blastshield** (CN female vesk soldier), who claims that all of the food on the small menu is cooked solely by solar radiation. A former member of the Veskarium military, Drolizod states that thanks to her knowledge of radiation-based weaponry, all of her meals are safe to consume.

PHLOGISTON

Bubble: Stellacuna; **Average Cost:** 6 credits

Serving the university's elite, Plogiston's chef, **Redox** (N female ysoki technomancer), uses molecular gastronomy to create daring and almost unrecognizable dishes. A former chemist for the Fireside Foundry, Redox has made it her goal to make physicists have to ask, "How did you do that?"

PRECINCT CAFETERIA

Bubble: Shadeless Precinct; **Average Cost:** 1 credit

This cafeteria serves the solarians training here but is open to visitors. As expected from the monastic tradition, the food isn't terribly exciting: expect a grain dish served with a few vegetables and possibly a fruit garnish. On the bright side (as though there were any other side in the Burning Archipelago), this is probably the least expensive restaurant in the Burning Archipelago. Patrons are watched over by **Dorsokom Nye Pazaki** (N male kasatha), who acts as manager and scout for guests who might exhibit hidden solarian powers.

PYRE BREWING

Bubble: Chroma; **Average Cost:** 3 credits

Vee Narson (CN male halfling mechanic), a dropout of Solar University, put his mechanical talents toward designing a water-conserving brewing method appropriate for the Archipelago's climate. Alongside enjoying the brewery's craft beers, patrons can buy sandwiches and fried vegetables and watch wrestling matches on large holoscreens. Pyre distributes beer all over the Burning Archipelago.

SHIFFORT'S

Bubble: Stellacuna; **Average Cost:** 2 credits

This café is popular among Solar University students, and it never closes. Its signature dishes are three varieties of a

secret mixture of vegetables and meat baked in a triangular crust. Since owner **Schly Shiffort** (NE male human) refuses to reveal exactly what goes into his dishes, students engage in rampant speculation that does nothing to curb demand.

VIGNETTE

Bubble: Verdeon; **Average Cost:** 8 credits

This elegant buffet features delicacies from all over the Pact Worlds, curated by proprietor **Carleezel Atanisch** (LG female human). The restaurant is kept much darker than most buildings in the Archipelago. Each wall has a local gravity field installed, so seating encompasses not only the floor but also the walls.





ALIEN ARCHIVES

"Mephits can be pests, but they can be useful, too. You have to know how to coerce them. Most are like children. They don't like being ordered around; they want to have fun, you know? So make what you want them to do seem like it's what they want to do, make it like a game, or ensure the reward is worth the work. Then you can turn them from annoyances into useful minions. Treat them well, make their existence enjoyable, and they'll do just about anything for you. Otherwise, you have to watch them all the time, because they will find a way to amuse themselves at your expense."

—Sitah Noh, janni proprietor of Mephit Messengers

GENIE, JANNI

CR
4XP
1,200SOLDIERS
OF BRASS

N Medium outsider (native)
Init +6; Senses darkvision 60 ft.; Perception +10

DEFENSE**EAC** 16; **KAC** 17**Fort** +5; **Ref** +7; **Will** +3**Resistances** acid 5, cold 5, electricity 5, fire 5**OFFENSE****Speed** 30 ft., fly 20 ft. (Su, perfect)**Melee** tactical dueling sword +11 (1d6+3 S)**Ranged** tactical semi-auto pistol +10 (1d6+3 P)**Spell-Like Abilities** (CL 4th)1/day—*ethereal jaunt* (for 1 hour)3/day—*invisibility* (self only), *plane shift* (willing targets to Astral Plane, Material Plane, or Elemental Planes only)**STATISTICS****Str** +3; **Dex** +2; **Con** +1; **Int** +2; **Wis** +2; **Cha** +1**Skills** Acrobatics +10 (+18 to fly), Culture +15, Engineering +10, Mysticism +10, Sense Motive +15, Stealth +10**Languages** Common, 2 additional languages (usually elemental or planar); speak with animals, telepathy 100 ft.**Other Abilities** create sustenance, elemental endurance**Gear** casual stationwear, tactical dueling sword, tactical semi-auto pistol with 27 small-arm rounds**ECOLOGY****Environment** any**Organization** solitary, pair, or company (3-6)**SPECIAL ABILITIES**

Create Sustenance (Su) Once per day as a standard action, a janni can create enough plain but nutritious food and water to sustain 12 Medium creatures for a day in normal environmental conditions. The food disappears after 24 hours if uneaten, but the water remains.

Elemental Endurance (Ex) A janni can remain on an Elemental Plane for 48 hours. Each hour it remains on such a plane thereafter, it takes 1 damage that can't be reduced in any way until it returns to the Material Plane. This endurance resets after the janni remains on the Material Plane for 24 hours.

Speak with Animals (Su) A janni can communicate with animals and use language-dependent effects, such as telepathy, on them.

With their nature split across the four elements, jann (singular janni) bear the closest resemblance to humanoids. Capable of visiting any Elemental Plane but incapable of surviving there longer than a couple of days, jann are nomadic and natural traders, ferrying goods and people among the Elemental Planes and the Material Plane. Jann magic is less potent than that of other genies, but the focus on interplanar travel allows jann to be creative in its application.

Though composed and gregarious, jann can be suspicious of others' motivations. They are prideful, like most genies, and are quick to anger if they feel insulted. Jann also have a tradition of hospitality. They rarely turn away a creature in need, especially when that need is something as simple as shelter or sustenance. However, most jann expect reciprocation for their kindness.

A janni stands about 6 feet tall and weighs around 180 pounds.

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MEPHIT

CR
3

XP
800



N Small outsider (extraplanar)

Init +4; **Senses** darkvision 60 ft.; **Perception** +8

DEFENSE

EAC 14; KAC 16

HP 40

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

Defensive Abilities fast healing 2; **DR** 5/magic

OFFENSE

Speed 30 ft., fly 40 ft. (Ex, average)

Melee claws +12 (1d6+3 S)

Offensive Abilities breath weapon (15-ft. cone, DC 12, usable every 4 rounds)

STATISTICS

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

Skills Acrobatics +8, Bluff +8, Stealth +13

Languages Common

ECOLOGY

Environment any (Elemental Planes)

Organization solitary, pair, gang (3–6), or mob (7–12)

Mephits arise from the detritus and soul-stuff of the planes, much like elementals, springing forth fully formed without parents. Regardless, some mephits take gendered identities, mimicking other creatures. More willful and often more cruel than elementals, mephits are tricksters, thieves, and bullies. Like most such beings, however, mephits back down when a powerful opponent confronts them.

Working as enforcers or messengers for mightier denizens of the Elemental Planes, especially genies, mephits are common on the Elemental Planes. Most cities on those planes are infested with mephits running errands, scamming visitors, or pestering locals. These creatures also congregate anywhere on the Material Plane where the Elemental Planes bleed over or strong elemental forces occur.

The typical mephit is about 3 feet tall. The creature's weight depends on what it's made of.

To create a mephit, use the stats above and one of the following grafts.

AIR MEPHIT GRAFT

Whimsical and unfocused, air mephits are among the least destructive of their kind.

Traits: Add air subtype; fast healing works only when the mephit is in a windy area; fly speed changes to 60 ft. (Su, perfect); breath weapon deals 2d8 piercing damage; insubstantial form (see below); **Languages:** Auran.

Insubstantial Form (Su): As a standard action, the mephit can transform itself partially into air. While in this form, the mephit always benefits from its fast healing and gains a 20% miss chance against attacks and effects targeting it directly. In addition, the mephit takes only half damage from area effects.

Returning to its normal form requires a move action. The mephit can remain in this form for a number of rounds per day equal to 3 × its CR, but these rounds need not be consecutive.

DUST MEPHIT GRAFT

Formed from fine grit, dust mephits are as obnoxious and persistent as their namesake.

Traits: Add earth subtype; fast healing works only when the mephit is in dusty or dirty areas; fly speed changes to 40 ft. (Su, perfect); breath weapon deals 2d6 slashing damage, and those who fail their saves are sickened for 1d3 rounds from sneezing and coughing; insubstantial form (see below);

Languages: Auran or Terran.

Insubstantial Form (Su): This ability works like the air mephit's ability of the same name, but the dust mephit's form is partially fine, inert dust instead of air.

EARTH MEPHIT GRAFT

Humorless, stoic, and plodding, earth mephits are carved from soft stone and often found serving shaitan genies.

Traits: Add earth subtype; fast healing works only when the mephit is underground; breath weapon deals 2d8 bludgeoning damage; grow (see below); **Languages:** Terran.

Grow (Su): As a standard action, the mephit can grow to Medium size. While in this form, the mephit benefits from its fast healing, and its Strength modifier and melee attack damage both increase by 2. Returning to normal size requires a move action. The mephit can remain in this form for a number of rounds per day equal to 3 × its CR, but these rounds need not be consecutive.

FIRE MEPHIT GRAFT

Volatile and vengeful, fire mephits are made from flame, ash, and smoke.

Traits: Add fire subtype; fast healing works only when the mephit is in contact with fire; immunity to fire and vulnerability to cold; fly speed changes to 40 ft. (Su, average); breath weapon deals 2d8 fire damage; spell-like abilities (caster level equal to CR, high attack bonus) include energy ray (fire only) at will and overheat 1/day; **Languages:** Ignan.

ICE MEPHIT GRAFT

Callous and aloof, ice mephits work at a glacial pace, handling dirty work for their masters.

Traits: Add water subtype; fast healing works only when the mephit is in subzero temperatures; immunity to cold and vulnerability to fire; breath weapon deals 2d8 cold damage; spell-like abilities (caster level equal to CR, high attack bonus) include energy ray (cold only) at will and grease 1/day; **Languages:** Aquan.

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POLLUTION MEPHIT GRAFT

Pollution mephits are slovenly and slothful beings composed of noxious fluids and choking fumes.

Traits: Add earth and water subtypes; fast healing works only when the mephit is in polluted or muddy environments; immunity to acid; breath weapon deals 2d6 acid damage, and those who fail their saves are sickened for 1d3 rounds from the disgusting slurry; spell-like ability (caster level equal to CR, high attack bonus) of *energy ray* (acid only) at will; **Languages:** Aquan or Terran.

RADIATION MEPHIT GRAFT

Mutable and despicable, radiation mephits like poisoning the environment around them.

Traits: Add air and earth subtypes; fast healing works only when the mephit is in irradiated areas; immunity to radiation; resistance to electricity 5 and fire 5; breath weapon deals 2d6 electricity and fire damage, and those who fail their saves are exposed to a dose of low radiation (Core Rulebook 403); spell-like abilities (caster level equal to CR, high attack bonus) include *detect radiation* and *energy ray* (electricity and fire only), both at will; **Languages:** Aquan or Terran.

STEAM MEPHIT GRAFT

Steam mephits are brash beings composed of boiling water and hearts of fire.

Traits: Add fire and water subtypes; fast healing works only when the mephit is in contact with warm or hot steam or boiling water; immunity to fire and vulnerability to cold; breath weapon deals 2d6 fire damage; spell-like ability (caster level equal to CR, high attack bonus) of *energy ray* (fire only) at will; insubstantial form (see below); **Languages:** Aquan or Ignan.

Insubstantial Form (Su): This ability works like the air mephit's ability of the same name, but the mephit's form is partially made of warm steam instead of air.

TECH MEPHIT GRAFT

Tech mephits infuse the four elements into their bodies of lightning and metal.

Traits: Fast healing works only when the mephit is in contact with a constant source of electricity or draining 4 charges per round from a battery the mephit is touching; immunity to electricity; breath weapon deals 2d8 electricity damage; spell-like abilities (caster level equal to CR, high attack bonus) include *detect technology* and *energy ray* (electricity only), both at will, and *jolting surge* 1/day; **Languages:** one of Aquan, Auran, Ignan, or Terran.

WATER MEPHIT GRAFT

Practical jokers, water mephits form from brine and foam they can concentrate into acid.

Traits: Add aquatic and water subtype; fast healing works only when the mephit is immersed in water; immunity to acid; add a swim speed of 30 ft.; breath weapon deals 2d8 acid damage; spell-like abilities (caster level equal to CR, high attack bonus) include *energy ray* (acid only) at will and *fog cloud* 1/day; **Languages:** Aquan.



PLANAR SCION, SULI

CR
1

XP
400



Suli soldier

N medium outsider (native)

Init +6; **Senses** low-light vision; **Perception** +5

DEFENSE

EAC 11; KAC 13

Fort +3; **Ref** +5; **Will** +1

Resistances acid 5, cold 5, electricity 5, fire 5

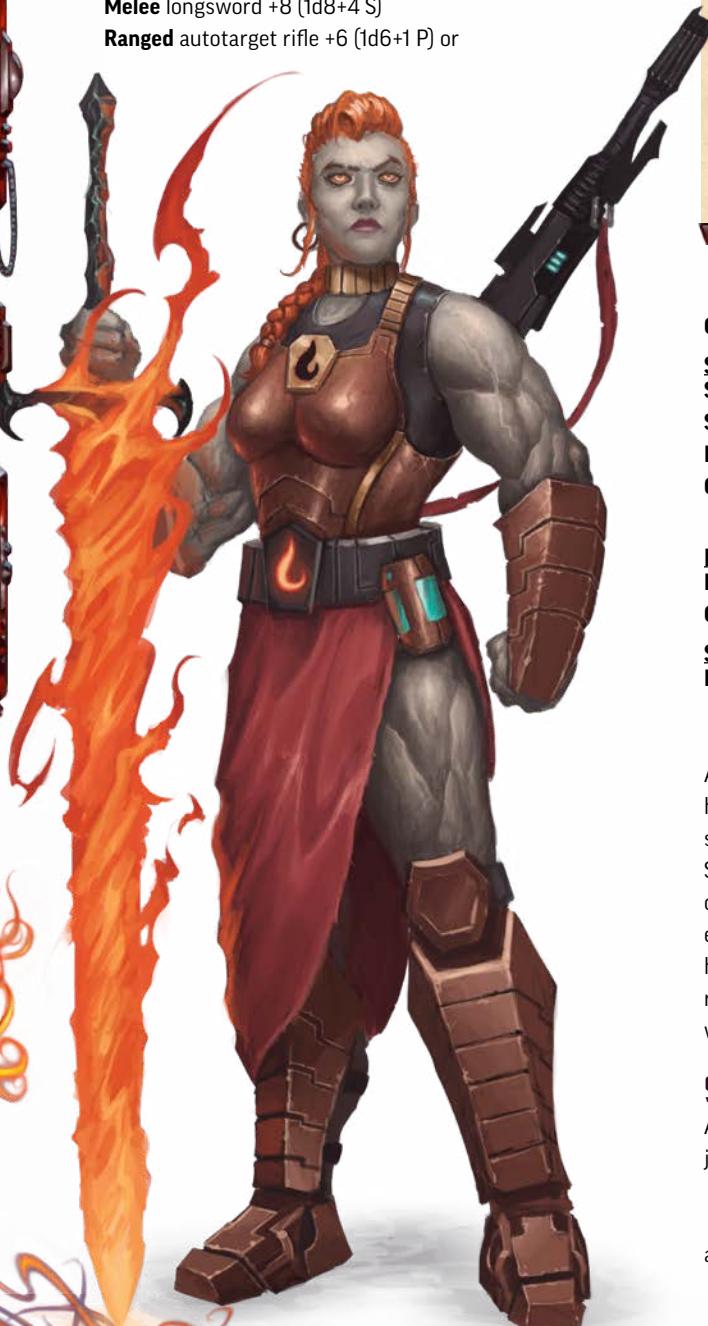
OFFENSE

Speed 40 ft.

Melee longsword +8 (1d8+4 S)

Ranged autotarget rifle +6 (1d6+1 P) or

HP 20



RACIAL TRAITS

Ability Adjustments: +2 Str, +2 Cha, -2 Int

Hit Points: 4

Size and Type: Sulis are Medium outsiders with the native subtype.

Darkvision: Sulis have low-light vision.

Elemental Assault: As a swift action, a suli can cause half the damage dealt by a weapon she wields to be acid, cold, electricity, or fire damage for 1 round. A suli can use this ability on her unarmed strikes, causing them to be neither archaic nor nonlethal while the damage alteration persists. She can use this ability a number of times per day equal to her level or CR.

Elemental Resistance: Their elemental nature grants sulis resistance 5 to acid, cold, electricity, and fire.

frag grenade I +6 (explode [15 ft., 1d6 P, DC 10])

Offensive Abilities elemental assault, fighting style (blitz)

STATISTICS

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

Skills Athletics +10, Medicine +5, Piloting +5

Languages Common, Ignan

Gear flight suit stationwear, autotarget rifle with 30 longarm rounds, longsword, frag grenades I (2)

ECOLOGY

Environment any

Organization single, pair, or squad (3–6)

SPECIAL ABILITIES

Elemental Assault (Su) See the Racial Traits sidebar. This suli soldier can use this ability once per day.

Also called suli-jann, sulis are often the descendants of plane-hopping jann (see page 55) and mortal beings, although some sulis have elemental origins that are more mysterious. Sulis are difficult to recognize by sight, since they resemble ordinary humanoids with, perhaps, an occasional flash of elemental light in their eyes. Most manifest their otherworldly heritage at adolescence. Strong of body and personality, sulis readily survive and assimilate, making them one of the most widespread planar scions.

SULI TEMPLATE GRAFT

A suli has ancestry tracing back to the Elemental Planes or a janni parent.

Required Creature Type and Subtype: Outsider (native).

Traits: Low-light vision; resistance 5 to acid, cold, electricity, and fire; elemental assault (see the Racial Traits sidebar).

Suggested Ability Score Modifiers: Strength, Charisma.

PLANAR SCION, SYLPH

CR
2XP
600

Sylph operative

NG Medium outsider (native)

Init +5; **Senses** darkvision 60 ft.; **Perception** +13**DEFENSE**

HP 23

EAC 13; **KAC** 14**Fort** +1; **Ref** +4; **Will** +5**Defensive abilities** evasion; **Resistances** electricity 5**OFFENSE****Speed** 30 ft.**Melee** tactical baton +6 (1d4+2 B)**Ranged** static arc pistol +8 (1d6+2 E; critical arc 2)**Offensive Abilities** trick attack +1d4**Sylph Spell-Like Abilities** (CL 2nd)

1/day—flight (1st level)

STATISTICS**Str** +0; **Dex** +4;**Con** -1; **Int** +2;**Wis** +0; **Cha** +1**Skills** Acrobatics

+13, Computers +8,

Piloting +13, Stealth +8

Feats Mobility**Languages** Auran,

Celestial, Common

Other Abilities air affinity,

operative exploits (uncanny mobility), specialization (daredevil)

Gear freebooter armor, static arc pistol

with 2 batteries (20 charges each), tactical baton, hacking tool kit

ECOLOGY**Environment** any**Organization** solitary, pair, or gang (3–6)**SPECIAL ABILITIES****Air Affinity (Ex)** See the Racial Traits sidebar.

Sylphs are descendants of species and creatures from the Material Plane that have strong connections to the Plane of Air, such as djinn. They can also arise in areas that have strong influences from the Plane of Air. Though sylphs can pass for other kinds of humanoids, they tend to be slender, and all have complex blue markings swirling across their skin. Sylphs are naturally reserved and they avoid attention.

SYLPH TEMPLATE GRAFT

A sylph has ancestry tracing back to the Plane of Air or its energies, and the wind currents often treat a sylph more kindly than other creatures.

**RACIAL TRAITS****Ability Adjustments:** +2 Dex, +2 Int, -2 Con**Hit Points:** 2**Size and Type:** Sylphs are Medium outsiders with the native subtype.**Air Affinity:** Sylphs have a +2 racial bonus to Acrobatics checks and, if able to fly, maneuverability one step better than normal.**Darkvision:** Sylphs have darkvision with a range of 60 feet.**Electricity Resistance:** Sylphs have electricity resistance 5.**Spell-Like Ability:** Once per day, a sylph can use *flight* (1st level) on herself as a spell-like ability. At 6th level, she can cast the 2nd-level version of the spell, and at 12th level, she cast the 3rd-level version of the spell. Her caster level is equal to her level.**Required Creature Type and Subtype:**

Outsider (native).

Traits: Darkvision 60 ft.; cold resistance 5; spell-like abilities (*flight* [1st level] 1/day, 2nd level at CR 6+, 3rd level at CR 12+); air affinity (see the Racial Traits sidebar).**Suggested Ability Score Modifiers:**
Dexterity, Intelligence.**SOLDIERS
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SALAMANDER

CR
6

XP
2,400



NE Medium outsider (extraplanar, fire)

Init +1; **Senses** darkvision 60 ft.; **Perception** +13

DEFENSE

EAC 18; **KAC** 20

Fort +10; **Ref** +8; **Will** +5

DR 5/magic; **Immunities** fire

Weaknesses vulnerable to cold

OFFENSE

Speed 20 ft.

Melee tactical pike multitool +17 (1d8+9 B, P, or S) or

HP 90

tail slap +17 (1d8+9 B & F plus grab; critical burn 1d6)

Ranged static arc rifle +15 (1d12+6 E; critical arc 1d6)

Space 5 ft.; **Reach** 5 ft. (10 ft. with tail)

Offensive Abilities elemental fire

STATISTICS

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

Skills Engineering +18, Intimidate +13, Stealth +13

Languages Common, Ignan

Gear freebooter armor II, tactical pike multitool with 1 battery (20 charges), static arc rifle with 2 high-capacity batteries (40 charges each)

ECOLOGY

Environment any warm (Plane of Fire)

Organization solitary, pair, or cluster (3–6)

SPECIAL ABILITIES

Elemental Fire (Su) Salamanders can cause any weapon

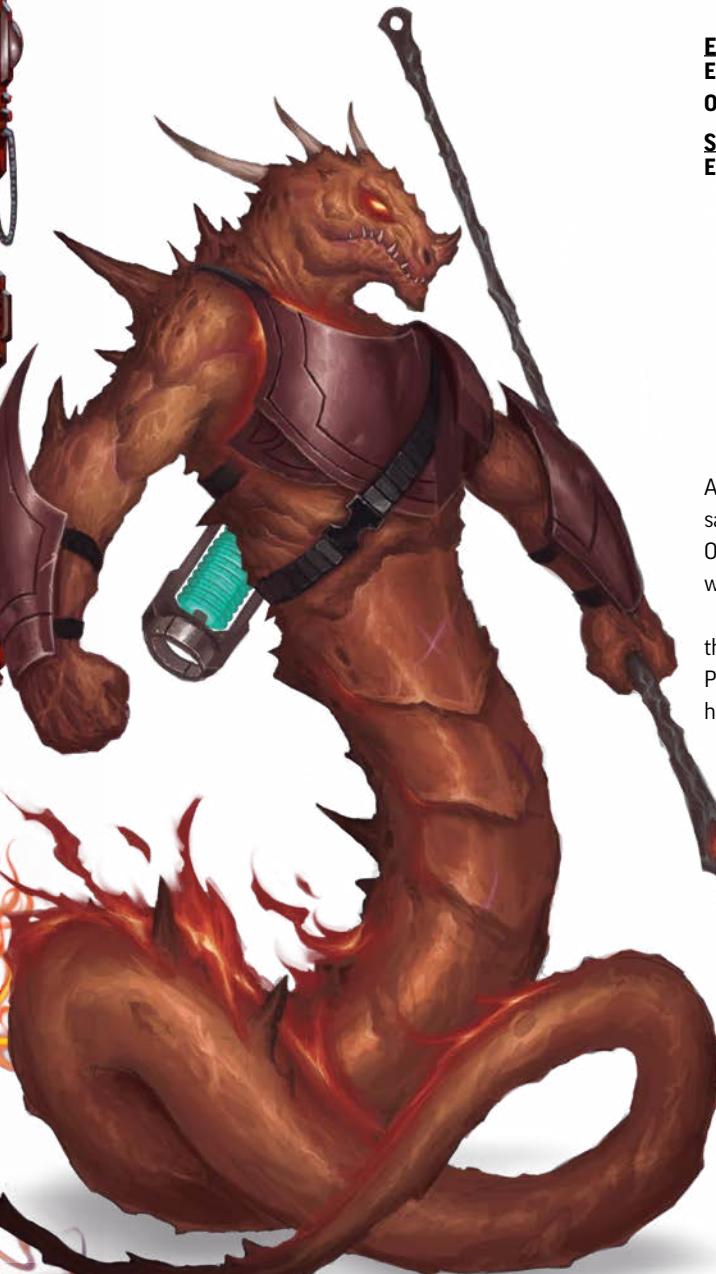
they wield to deal half its damage as fire damage, and to become lethal and non-archaic. If the weapon already deals two damage types, this effect replaces one with fire. In addition, salamanders can grant weapons they wield the burn critical hit effect (1d4, 2d4 at CR 6, 3d4 at CR 11, and 3d4 at CR 16+). If the weapon has any other critical hit effects, the salamander chooses only one to apply on a critical hit.

A warlike and tech-minded species native to the Plane of Fire, salamanders dwell in fortresses along the coasts of that plane. Other creatures, such as efreet, prize them as crafters and warriors. Mercenary salamanders find work across the planes.

Mortal mages call salamanders to the Material Plane for their services. The creatures can also slip into the Material Plane where fire or heat is prevalent. A few geothermic or hothouse worlds have small salamander colonies.

SALAMANDER MULTITOOLS

Salamanders construct nanotech-infused melee weapons they call multitools. Such devices are based on analog melee weapons, but the modification gives them the powered special property (capacity 20, usage 1/day). Heat can't damage these implements. When wielding a multitool, the wielder can choose to deal bludgeoning, piercing, or slashing damage, switching damage types as quickly as they could draw a weapon. As a standard action, a multitool can be reconfigured to function as an engineering tool kit or specialty tool kit. Making an analog melee weapon into a multitool costs 500 credits, or 1,200 credits if the tool includes a specialty tool kit. If unpowered, the weapon still functions as its analog counterpart but imparts none of its multitool capabilities.



THOQQUA

CR
2XP
600SOLDIERS
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N Medium outsider (earth, elemental, extraplanar, fire)
Init +2; **Senses** blindsense (vibration) 60 ft., darkvision 60 ft.; **Perception** +12

DEFENSE **HP** 25**EAC** 13; **KAC** 15**Fort** +6; **Ref** +4; **Will** +1**Defensive Abilities** molten body; **Immunities** elemental immunities, fire**Weaknesses** vulnerable to cold**OFFENSE****Speed** 30 ft., burrow 20 ft.**Melee** slam +11 (1d6+2 P & F; critical burn 1d6)**STATISTICS****Str** +1; **Dex** +2; **Con** +4; **Int** -2; **Wis** +1; **Cha** -2**Skills** Acrobatics +7, Stealth +7**Languages** Ignan (can't speak any language)**Other Abilities** no breath, versatile burrower**ECOLOGY****Environment** any land (Plane of Fire or Plane of Earth)**Organization** solitary or pair**SPECIAL ABILITIES****Molten Body (Su)** Any melee weapon that hits a

thoqua takes 1d4 fire damage, ignoring hardness. If the weapon's wielder fails a DC 11 Reflex save, the weapon also gains the burning condition, dealing 1d4 fire damage that ignores hardness.

Versatile Burrower (Su) Due to its internal heat, a thoqua can burrow through stone and some harder substances at half its normal burrow speed. It can leave a tunnel behind itself, consuming the material it burrows through.

Thoqua are worms of fiery stone, like living lava. A thoqua generates tremendous heat. This heat and the creature's sinuous shape allow a thoqua to burrow through dirt, gravel, and stone, as well as some softer metals and composites. It has a roughly segmented body. Cooler, stony plates form on these segments, with hot flesh between them, to protect the thoqua. A similar material, rigid but superheated due to the worm's internal fire, makes a pointed "beak" the thoqua uses to burrow and attack. Although outsiders such as thoqua

don't need to eat, thoqua consume minerals as they burrow, adding these elements to their rocky shells. A thoqua unable to do so eventually loses a portion of its natural armor (reducing its KAC slightly). Most adult thoqua are 5 feet long and weigh 200 pounds. However, these ageless worms never stop slowly growing so long as they have plenty of minerals to consume.

As fiery in attitude as in body, thoqua are irritable and belligerent, likely to attack if startled or annoyed. They enjoy digging and demolition, and they can grow fond of or attached to other creatures, especially if treated well. Quorlus (*Alien Archive 2* 104) have friendly connections to the worms. Numerous quorlus settlements have thoqua protectors.

Fiery mephits also get along well with thoqua. The species share similarly simple mindsets, and mephits have an intuitive understanding of thoqua's nonverbal communication. It is through mephits, confirmed by telepathy, that other species of the galaxy learned the legends of the thoqua. Titanic thoqua are the mythical progenitors of the species. These servants of the elemental lords, according to lore, helped form the first volcanoes on the young planets of the Material Plane.

The elder thoqua then retired to the worlds' cores to rest for eons, and their heat warms the planets to this day.



CODEX OF WORLDS

TOPHEKI B

Rumored Haven for Damaged Starships

Diameter: $\times 1$; **Mass:** $\times 1-1/4$

Gravity: $\times 1-1/4$

Location: The Vast

Atmosphere: Normal

Day: 33 hours; **Year:** 274 days

Spacefarers need not go deep into the Vast before hearing rumors of Topheki b, a desert planet orbiting a star in a binary system that dangles out a thread of hope to crews whose starships' engines have been critically damaged. Though the Topheki system's location is unknown to the official Pact Worlds governments, savvy pilots always keep an ear cocked for whispers of such emergency berths, for to find one's starship adrift with failing engines and life support systems is an ever-present fear for those traversing the far reaches of deep space. Those pilots who know the planet's location, when asked where they learned of it, always have the same answer: from a chance encounter with an ifrit—a geniekin born from a union between a humanoid and a creature of elemental fire—over drinks in some shady cantina on this or that far-flung space station or world.

When such informed pilots on starships with severe damage who are fortunate enough to be within reach of the Topheki system nurse their vessels into orbit around the desert planet, their ships' scanners detect a single small settlement at the equator. A distress signal or query to the surface for assistance elicits a friendly invitation from the city either to land the damaged vessel or to bring a shuttle

to the surface with the particular engine components that require repair.

Crews of the descending craft observe a barren world of rock and sand, wracked by furious windstorms illuminated with an otherworldly purple hue from hordes of a species of bioluminescent desert beetles swept up into the violent twisters. The tumultuous trip to the surface eases into a smooth ride as soon as the craft enters the protective energy field surrounding the settlement, a 10-mile-wide, tiered depression that resembles a massive arena embedded deep in the bedrock. A party of pleasantly smiling ifrits meets the desperate spacefarers at a landing pad on the city's outer limits.

The inhabitants of Topheki b eagerly divulge to visitors that they are a small colony of like-minded ifrits who came to this world fleeing oppression by the dominant species of their home planet, though they remain politely evasive about that world's name and location. Perceptive visitors might notice that the coloration of the inhabitants' hair is not the yellow and red typical of ifrits but instead curiously matches the violet glow of the planet's indigenous beetles.

Most visitors who have their damaged components repaired by the helpful ifrit engineers claim to have no further problems with them, but a few say that their vessels act up from time to time, and occasionally their thrusters or computer systems flicker with the same purple light as seen on Topheki b. Following up on these claims is difficult, however, as such starships are rumored to have disappeared under mysterious circumstances shortly after noting their complaints.



NEXT MONTH

SUN DIVERS

By Joe Pasini

The heroes have proof of an extant deep-culture site and the coordinates to travel there. What they lack is the technology to do so. A member of the Corona Artifact Divers, daredevils who delve into the sun's atmosphere for thrills and profit, has just what the heroes need. However, this genius diver is in debt to "businesspeople" who have claimed the sun-diving starship to recoup their investments. The characters must go to the bubble of Verdeon, deal with those holding this starship, and take the vessel into the sun. Upon doing so, the heroes find a strange bubble-city called Noma—a breakthrough their employers at the Deep Cultures Institute have long sought—and uncover clues to a greater mystery!

NOMA

By Joe Pasini

Run by an alien artificial intelligence and populated by creatures resembling Aballon's anacites, Noma is a city-sized enigma. Do its multifarious experiments serve a purpose, or

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is it a long-abandoned settlement running far beyond the intentions of its creators? Whatever the case, the heroes have a lot to explore in the first deep-sun site they visit.

CRIMINAL ORGANIZATIONS OF THE GALAXY

By Lacy Pellazar

From seedy dens of iniquity to the highest halls of government, crime exists everywhere throughout the galaxy. Learn about those ruthless and amoral individuals who take their illegal activities to the next level as part of a myriad of criminal organizations.

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Now employees of the Deep Cultures Institute, the heroes are set to investigate what's happening in the sun. Burglars in the DCI museum throw that plan askew by stealing the institute's data. The missing files are compiled and cross-referenced rumors on potential intelligent life inside the Pact Worlds' star, none of them substantiated. Who might want such speculation, and why? Following the robbers' path takes the heroes to the bubble-city of Corona and the infamous, unstable Brass Bazaar, where they learn the thieves weren't the only ones interested in the DCI's guesswork. The heroes must uncover who has the stolen data, find out where it's stored, and extract it. In the process, they discover more than they bargained for!

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