

# QUALITY ASSURANCE

A Homebrew adventure for 5<sup>th</sup> and 6<sup>th</sup> level characters in  
the Starfinder Roleplaying Game.

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## GM RESOURCES

Quality Assurance makes use of the Starfinder Core Rulebook and Starfinder Alien Archive, published by Paizo Inc. This adventure assumes the GM has access to these sourcebooks. One optional path of the adventure assumes access to Paizo Inc.'s "Starfinder Armory", though this section is not necessary to enjoy the adventure.

## SCENARIO TAGS

Scenario tags are a helpful guide rule provided by Paizo Inc, used to provide additional information about an adventure's contents. For more information on scenario tags see Chapter 1 of the Starfinder Society Roleplaying Guild Guide. This adventure can be described as using the **Vehicle** scenario tag.

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## Adventure

Atlas-1 is a Professor of Drift/Hyperspace mechanics, as well as a Starfinder Society agent who specialises in Digital and Physical Infiltration, Starship Combat, and First Contact situations. He has been a long time advocate for the advancement of the Starfinder Society's private weaponry and starship fleet.

On a mission for the society Atlas-1 encountered, and rendered inoperative, an illegal Assembly Ooze. Before documenting the mission, Atlas-1 stole a small container full of the inoperative nanobots and suspension gel. It was his intention to improve the stability of the programming of the nanobots, and use them to generate large numbers of assets for the Society.

On a completely separate mission to the vast, Atlas-1's scans of the consistency of the drift found a slight anomaly that would normally indicate a planet were it near the impact of a star. However, this adjustment was alone, with no stars or fellow impacts around it. Atlas-1 marked the location with the intention of returning to examine it later.

The anomaly proved to be a rogue planetoid with two moons. Atlas-1 privately designated this planet "Forticoli" and spent several months of off time studying the planet. It was here that he began testing new nanobot programming; discarding failed attempts into the magma and extracting materials with which to reattempt from the resulting slag.

It took 2000 iterations before Atlas-1 believed the nanobots were stable enough not to cause unintended harm or replicate beyond limits he established. At this point, Atlas-1 had been considering a very specific application of the nanobots, beyond simple industry.

The 5528'th iteration is the first Atlas-1 feels confident is ready for testing. Attempting to incorporate the nanobots into armor proved likely to be fatal to the wearer. Inserting them into a cheap service robot caused programming clashes and eventually disintegrated the robot.

It was at this point Atlas-1 decided to do something more irrational than anything yet. He broke into the "Golden Vault", Headquarters of Abadarcop, to steal one of their security robots. The nanobots both damaged and repaired the robot constantly, but it was the most stable result so far. With Abadarcop security bearing down on him, he fled the scene.

The android now searches for a group of mercenaries willing to fight the robot to test the functionality of the nanobots. All the while knowing that Abadarcop is hunting for any sign of the thief.

## Adventure Summary

An android 'Weapons researcher' approaches the PCs about a job. Claiming he possesses a private weapons technology he would like covertly tested, which he offers to pay the PCs a large bounty for helping with. The android, Atlas-1, takes the PCs to a lone volcanic planet in the vast.

On the journey, the PCs 'secretly' break into the cargo hold and examine a strange robot, vehicle and container of gel within. Though they don't get long, as Atlas-1 is aware of their intrusion and simply times himself to permit them reasonable time with which to inspect their own mission.

Upon arrival at the planet, Atlas-1 fires the robot at the planets surface, to hide its exact location from the PCs, before landing on one of the few 'safe' places on the surface.

Equipped with their environmental seals and Atlas-1's All-terrain transport, the PCs set out to locate and combat the testing robot. But the android has been keeping secrets, and the PCs know it. What capabilities await them, and who is this other starship setting down on the planet?

## Forticoli

Rogue Hell

**Diameter:** x1/3; **Mass:** x1/50; **Gravity:** x1/3; **Location:** The Vast; **Atmosphere:** Thick, Toxic, and Corrosive; **Day:** 13 hours; **Year:** None

Forticoli is a rogue planetoid (planet that is orbiting no stars) with two moons and a tense atmosphere. The planets atmosphere is heavy, thick, and suffocating with no oxygen or even water vapour present. The crust is a hyper active tectonic battleground, with islands forming on oceans of thick acidic magma, only to be ripped apart as they collide with each other and are pulled both in and out of the oceans by the tidal forces of the two moons.

There is currently no means to extrapolate which star system Forticoli was ejected from, or indeed how long ago it occurred. It was discovered by Atlas-1 because of the slight effect all planets exert on the Drift. The android has explored the planets surface several times, though maps of the area are considered useless given the constant tectonic instability.

The toxic gases of Forticoli are antithetical to most forms of life. The main gas composition is: 42% Hydrogen Chloride, 21% Propene, 12% Ethyl Alcohol, 6% Sulfuric Oxide, and trace amounts of Flourine, Carbon Dioxide, Ozone, Chlorine and Benzene.

### Mechanical effects

A character on Forticoli experiences the following effects:

- Immune to the "Burn" condition.
- Most sources of Fire damage do an extra 1 point of damage per damage die.
- If a creature or object with an oxygen canister (such as on a space suit but not environmental protections) would be subjected to the "Burn" condition, the oxygen canister instead explodes, dealing 4d6+4 fire damage within an area of 45ft. This damage already includes the bonus for fire damage.
- Unless under environmental protections, any creature that breathes takes 2d6 Acid and 2d6 Fire damage (not boosted) every minute and cannot rest to recover stamina until they return to normal atmosphere.
- Every hour, a creature with environmental protections (or doesn't need to breathe) must make a DC 15 fortitude save (+1 for each prior save) or become sickened until they return to normal atmospheric conditions. A creature which needs to breathe, has no access to Oxygen, and no environmental protections instead follows the rules for Suffocation (See the Starfinder Core Rulebook Chapter 11, "Suffocation and Drowning")

### Forticoli Magma

Due to the mineral and gas composition of Forticoli, its magma carries with it a devastating environmental hazard atop the dangers of the planet itself; Any creature with environmental protections, within 5 feet of any square of Forticoli magma must make a reflex save or take 1 point of acid damage each round (the creature is entitled to a new save each round, and the effect ends if they leave the area). If the acid damage taken by a character in this fashion, equals or exceeds the level of their armor, the armors environmental protections cease working. Any Acid resistance or immunity from armor upgrades negates this damage.

### Life Bubble

The spell "Life Bubble" would seem to bypass a large number of the negative effects of the atmosphere of the planet Forticoli. The easy way to deal with this is to consider any creature under the protection of a Life Bubble spell as not needing to breathe (like an android). This makes them immune to the 2d6 Acid/2d6 Fire damage atmospheric effect, and the suffocation effect of having no protections. However, the spell does not protect against temperatures above 140F and so does not protect against any of the pure fire effects.

## Adaptation

This quick adventure is designed for characters of level 5 or 6. As such, the players should already be at least somewhat familiar with the rules of the Starfinder Roleplaying Game. While this adventure is designed with Starfinder official lore, it is in no way endorsed or supported by Paizo Inc (The company that makes the Starfinder Roleplaying game). The only official Starfinder lore included in this adventure are;

The Starfinder Society; A group of freelance soldiers and explorers, interested in helping as much as they can.

Abadarcorp; A religious/industrial corporation.

Drift: "Hyperspace".

The inclusion of this lore is not a requirement on your part as a GM, and they can easily be translated to any setting specific analogue.

## Getting Started

It is up to you, as the Gamemaster, to hook your players into the adventure. The easiest means is likely that Atlas-1 contacts them by private message, offering a 'lucrative job, discretion required'. If your players are less mercinarily inclined, other approaches should work. Atlas-1 is a renowned pilot and university lecturer, he may contact a particularly scholarly PC, requesting assistance. Or reach out to a fellow pilot for a race, and offer the job after the race.

The location of the briefing has been kept deliberately vague, so you may insert any form of location you desire. Quiet parks and obnoxiously loud raves work equally well.

Whatever the situation may be, once the PCs reach the meeting area, read or paraphrase the following.

---

**When you arrive at the agreed meeting place, your eye is caught by an armored Android at a table nearby. He simply glances your way before cocking his head for you to approach while he continues to tap away at his data pad. "Sit if you want, but this won't take long."**

**He pauses, watching you as if judging you for whether you sit or not before continuing. "As I said, it's an easy enough task. I have a device I need tested in combat. I could of course simply unload it onto a pirate ship and let it run amok. But there is little information a bunch of angry or dead people are willing to give for scientific study."**

**"The weapon is integrated into a combat robot. I will transport you to and from a private test location. You will be paid upon our return. Now! I don't have a lot of time to spare. I assume you have some questions before you'll be willing to decide."**

---

Atlas-1 is willing to entertain some questions. If the PCs have not specifically stated they'll accept the job, Atlas-1 responds to questions marked with [\*] with "Are you going to take the job or not?"

**How much is the pay?** "I have 4085 credits set aside for each of you. If any of you die, what is done with their share is up to the others."

**What's this weapon?[\*]** "For the sake of the testing, I cannot tell you as it may grant an unfair advantage. First deployment of a new weapon should always be a surprise."

**Why can't we do the test here?** "You don't even know what I want tested. It could be a new form of grenade or a starship energy turret converted for humanoid use. You really think this is a reasonable place for any kind of weapons test?"

**How long will this take?** "My ship can travel to the location in 2 days. So, 4 days round trip. Yes, I do have food set aside for you."

**"Crew Expendable?"** "I am aware of my own reputation, and yes I admit that there is every chance one or more of you could perish in the test. However, I will be certain to remote shut down the robot if only one of you is left. I will need someone to debrief of course."

**Will you give us a prototype of the weapon afterwards?** "No. This is a proof of concept before I move to full incorporated testing."

If the PCs agree to the job, Atlas-1 says "Excellent, we leave in six hours. Any more questions?" At this point he willingly answers [\*] questions properly.

## Culture

The PCs may also make a Culture check to learn more about Atlas-1. (Ace Pilots can use their Theme Knowledge for this check. And any PC who already knows Atlas-1's name gains a +10 bonus to the roll)

20+: Atlas-1 is a well known Starfinder Society agent, Pilot, and University Lecturer. He's been part of the background for many of the society's more publicised events. Several months ago, someone within the Starfinder Society began leaking Atlas-1's mission reports.

25+: In an interview, Atlas-1 was quoted as saying "All that matters is completing the mission. Crew Expendable." in response to the question; How do you approach missions for the society.

30+: Among pilots, Atlas-1 is known to be capable to almost assume control of any starship he is placed at the helm of. Showing absolutely no effort in controlling all but the largest vessels. In the scientific field he's been known to obsess over the practical applications of theoretical models. Pushing for technology to be developed to make use of new theories.

### Our Starship!

The PCs may be in possession of their own starship and want to use it to travel to the location. In this case, Atlas-1 informs the PCs that his vessel has a tier 5 Drift engine. He believes this is likely more useful than whatever they have available. If the PCs insist, allow them to make a DC 33 Diplomacy check. If successful, Atlas-1 agrees, though he will have to transport all the requisite material from his ship to theirs before take off.

## Spying on the Mission

If the PCs are taking their own ship. Read or paraphrase the following when Atlas-1 is loading his things onto the ship.

---

**The android arrives an hour before departure with a loading robot and three large objects under what appear to be tarps woven between hexagon wire. Sounds of electrical sparking can be heard from the middle-sized object.**

**While the robot busies itself loading the android's equipment, he strides into your ship and straight to the helm. After a moment of coding, he looks at the nearest of you. "Just a small script to automate the journey and then erase all logs regarding travel to and from the site once a certain distance from it.**

---

If the PCs are taking their own ship, the journey takes 5d6 days(divided by the drift rating of their ship).

Once the ship is en route, Atlas-1 either retires to his quarters to mark assignments(if on his ship) or spends several days locked in the cargo hold with his equipment, tinkering with something, only coming out to each and sleep.

In either case, at some point, Atlas-1 mentions to the PCs that “My belongings in that cargo hold are private. I don’t want to catch any of you in there.” A DC 20 Sense Motive check reveals this is actually a dare. The Android wants the PCs to break into the cargo hold and inspect the contents therein. He would consider them inept or of low interest if they did not at least attempt it. Regardless what the PCs do, Atlas-1 checks on the cargo hold every 30 minutes.

**Trap:** The door to the Cargo hold possesses a trap. This is what Atlas-1 spends several days configuring on the PCs ship, though it is automatically present on his own. If the trap triggers, it shows no sign of having done so but sends a silent alarm to Atlas-1. The android then begins a 12 minute timer, at the end of which he enters the Cargo hold and ushers the PCs out with a smirk.

#### SILENT ALARM TRAP

CR 5

XP 1,600

**Type** Technological; **Perception** DC 27; **Disable** Engineering DC 22 (block transmission)

**Trigger** event(open door); **Reset** automatic

**Effect** Silent alarm broadcast to Atlas-1

### Inside the Cargo Hold

Once inside the cargo hold, the PCs find three things; a metal crate full of canisters, a modified All-terrain transport, and a robot.

Inform the players that they may attempt any of the following skill checks on any of the items; Perception, Engineering, Physical Sciences, or Culture. But each such check take 4 minutes. They may choose to spend an additional 2 minutes on the check to gain a +2 to the check, and may be aided.

Do not inform the players of their exact time limit(12 minutes if they did not disarm the trap, or roughly 20 minutes if they did) but do remind them that there is a time limit.

The DCs are dependent on the item being examined, and the skill being used. For every 5 the players beat the DC, they gain an additional success. For each success, randomly determine one piece of information from that items list of information. The PCs can retry a check in an attempt to get more successes and therefore more information. However, any check in progress(e.g. because the PCs decided to add too many minutes for the bonus’) when Atlas-1 arrives, automatically fail.

The information is intended to suit regardless which skill is used to achieve it.

#### Cargo Hold DCs

	Robot	Crate	Transport
Perception	22	25	25
Engineering	20	22	22
Mysticism	25	20	22
Physical Science	22	22	20

## Robot

1. The robot's construction, colouration and some additional markings seem to imply it belongs to Abadarcorp
2. The robot's power supply is strangely unstable. It looks like any input of energy could cause an explosion.
3. The robot is clearly designed for non lethal combat. Likely to subdue large crowds despite being no bigger than a human. Several blades have been welded onto its arms, the work looks quite recent.
4. A strange glowing ball near the power core appears to respond to radio frequencies. It may be possible to disable the orb, and possibly the power core, by remote.
5. Several bullet holes can be found on the back of the robot, indicating it was fired on recently.
6. The robots neck, elbows, and chest spark occasionally from strange devices that have been hooked into the power network.

## Crate

1. Amidst the collection of random containers are 3 Mk2 serums of Healing
2. Many of these containers simply hold thousands of UPBs. Each container is marked with how many it contains.
3. A small device, it appears to be a radio alarm, is sitting among the containers. It does not appear to be active.
4. Three containers hold a strange blueish gel of unknown origin. It does not move when the container is tilted, and cannot be scooped out.
5. Three of the containers are actually oxygen tanks, each with 12 hours worth of breathable air.
6. The bottom of the container is covered with a strange plastic-like slag, which has taken strange wavelike shapes that could cut your hand if touched. It's as if the crate had previously been exposed to extreme heat on only one side.

## Transport

1. The vehicle is a heavily modified All-terrain transport, designed to accommodate heavier armor.
2. The material used in its construction seems to imply an intent to resist extreme heat or corrosion.
3. The modifications look quite capable of working equally well in all forms of gravity with the exception of none.
4. A slight sheen over the surface of the vehicle is reminiscent of starship shields.
5. The engine contains a thermal battery, intended to convert ambient heat to mechanical energy in addition to a conventional battery.
6. The pattern used to decorate the vehicle; Cyan coloured hexagons with black edging, actually contains the silhouettes of various starship designs on random hexagons.

When Atlas-1 next speaks to the PCs, he immediately recognises if they are in possession of any of the UPB or gel containers and demands them back. He however allows the PCs to keep the oxygen containers and the healing serums, stating that he intended to give them to them anyway.

If the PCs did not take the oxygen containers or healing serums, Atlas-1 does not offer them up.

If pressed about it, Atlas-1 will admit that the robot was stolen from Abadarcorp. It has been modified for the test. After Atlas-1 has expelled the PCs from the cargo hold, or commented on their taking the items without his



knowledge (which impresses him, granting the PCs involved a +2 bonus on Charisma based skill checks toward Atlas-1 in future, with the exception of Intimidate).

If the PCs didn't enter the cargo hold, Atlas-1 does not offer any of the items or information they could have gathered. He presented them the opportunity to research an unknown mission, and in his mind they failed the opportunity.

## Locating AU5528-3

When the ship arrives at Forticoli, Atlas-1 sets up a stable orbit as he loads the robot into an escape pod and fires it down to the surface. Before lowering the ship out of orbit, he asks the PCs if they would like to scan the planet.

### Scan

Atlas-1's ship grants a +4 bonus on this computers check. If the PCs are using their own ship, use its bonus from sensors instead. No check is required to notice that this is a lone planet, with no local star or other neighbouring astral phenomena. A character with the Spacefarer theme can apply their Theme Knowledge to this check, even though it is not to recall knowledge.

15+: The planet appears to have low gravity, in addition to two moons that are pulling on it gravitationally. There is a high likelihood of tectonic stress.

20+: The atmosphere is composed of: 42% Hydrogen Chloride, 21% Propene, 12% Ethyl Alcohol, 6% Sulfuric Oxide, and trace amounts of Flourine, Carbon Dioxide, Ozone, Chlorine and Benzene. Exposure without environmental seals is likely to be deadly.

25+: The atmosphere is so thick that it is likely to cause pain even with the use of environmental protection.

30+: The planets surface is highly unstable, large sections of land move constantly. Large oceans of magma separate the few islands one is able to travel on. Even these islands fracture or grow at alarming rates.

35+: The heat and gaseous composition of the magma is dangerous to even the most advanced technology. Prolonged occupation of the area near magma outcroppings are likely to cause serious issues for environmental protections.

Once the PCs have completed their scan, or chosen not to do so, read or paraphrase the following.

---

**The android takes the helm, entering coordinates and slowly beginning the ships descent into the atmosphere. The thick atmosphere and heavy winds buffet the ship but he doesn't seem to react, instead turning his attention to you. "The designation of the robot you are to find and defeat is AU5528-3. You can simply call it Gause if you prefer. It contains a tracking beacon you can follow. I didn't want you to engage with it near the ship in case of damage to the ship in your fight."**

**The Landscape outside is a hellish wasteland, volcanic fissures split the ground and shards of rock like giant stone daggers erupt from the ground. Only the molten rock surging between the cracks and flowing out of holes in walls provide any light. "You can, or should I say, 'should' take my All-terrain transport from the cargo hold. I understand if it gets damaged, but I want it returned in one piece. Or the cost to replace it is coming out of your rewards." The ship nestles down on a sturdy feeling rocky outcropping and the android smiles. "Happy hunting."**

If the PCs did not gain the DC 35 scan information, Atlas-1 mentions they should “try to avoid the magma.” and if they did not gain the DC 20 scan information, he warns “Best to use your environmental seals. It’s not a friendly place.”

See the section on Forticoli at the beginning of this adventure for information on what exposure to the atmosphere will do to PCs without environmental protection.

In order to track the beacon to UA5528-3, the PCs need to make a Physical Science check. Their total indicates how long it takes them to locate and reach UA5528-3.

10+ = 4 hours.

20+ = 3 hours.

30+ = 2 hours.

40+ = 1 hour.

Make sure to have the PCs roll their fortitude saves for each hour of searching.

Additionally, for each half hour of searching, have one of the PCs roll a DC 15 survival check to avoid a hazard.

If the PCs fail this check by fewer than 5, the PC driving the transport may attempt a DC 25 piloting check to avoid the hazard as they suddenly notice it upon reaching the hazard.

Each time the PCs fail to Orienteer by 5 or more, or the driver fails the last minute dodge, randomly select one of the following events:

1. A flowing ‘river’ of magma is pouring into itself in a giant serpent coiling in the sky due to the low gravity. A large blob of magma falls out of the river and strikes the transport. The transport takes 2d8 damage. And all PCs within it must make a DC 18 reflex save or take 2d8+2 fire damage and 2d6 acid damage as they’re splashed with magma.
2. The ground begins to rip in half as a giant crevice forms beneath the transport, but the PCs manage to move out of the way before falling in. This hour counts as 2 for increasing the DC against being sickened.
3. A blast of toxic wind rushes over the transport. The PCs must make a DC 10 reflex save or take 1 point of Acid damage. This damage counts toward the magma damaging environmental protections.
4. The transport grinds against a sharp rocky outcropping, taking 4d6 damage.

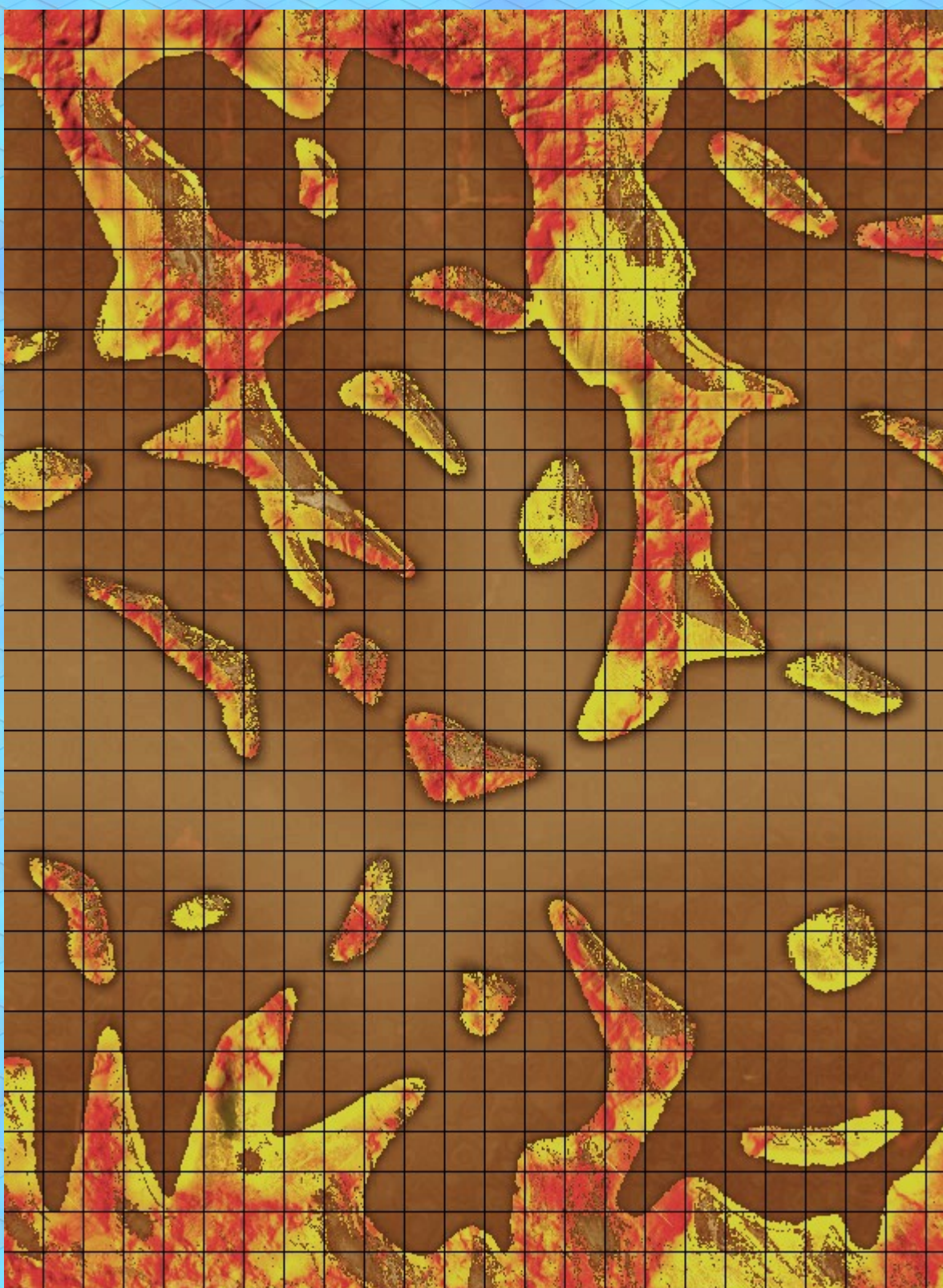
All damage dealt to the Transport due to failed checks bypasses hardness. Do not allow the PCs to encounter option 3 more than once. If it would occur again, simply use option 2.

If the PCs encountered option 3, and anyone took the acid damage, allow the PCs to make a DC 23 Engineering check to realise the effect of this damage and the danger of encountering it again. The PCs can determine the mechanical effect of not having environmental protections with a successful DC 19 Medicine or DC 24 Physical Sciences check.

Once the players reach UA5528-3, move onto the section “Test Begun”.

## Test Begun

You arrive to see the robot standing on a large chunk of rock surrounded by a flow of molten rock. Its head is tilted to the side, with sparks of electricity flashing from the exposed side. Its body moves in sharp, difficult movements as it turns to face you. Slowly, a bluish gel oozes out of the mouth and down the arm. The gel oozes over the welded blade, before easing back to reveal no blade remaining. The gel destroys the robot's hand in the same fashion, leaving the very obvious muzzle of an energy weapon in its place. The gel seems to absorb back into the robot as it raises its arm to fire.



*If you own the Pathfinder "Wasteland" flip mat by Paizo Inc; the side without the building works here.*

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The battlefield is broken and semi-flooded by a river of molten rock. Au5528-3 starts near the centre of the map, standing on rock with magma flows around it. The PCs enter from one of the long edges of the map.

**Transport:** Atlas-1's All-Terrain Transport can move easily through the magma without taking any damage. But stopping in the molten rock does cause it to take 5d6 damage at the end of the turn. Any PCs in the transport during any round where it crosses the magma must make the reflex saving through as normal against the acid effect of the magma on Forticoli. A PC starting their turn in the transport while at least 2 squares of the Transport are adjacent to the magma must also make this saving throw.

**Hazard:** As mentioned previously, the magma of Forticoli is both incredibly hot and terrifyingly acidic. Any PC that begins their turn adjacent to a square containing magma must make a DC 10 Reflex save or take 1 point of Acid damage. This Acid damage is tracked specifically as if that PC takes enough of this special acid damage to equal or exceed the level of their armor, the armor's environmental seals stop working. A PC who moves through or stops in a square of magma takes 3d6 Acid damage and 3d6+3 Fire damage without a save, and must make a Reflex save against the aforementioned Acid effect.

**Low Gravity:** Forticoli is considered a "Low Gravity" planet. This means that AU5528-3 and the PCs can jump three times as high and far as normal, and thrown weapons have three times their normal range increment. If a character attempts to Jump the magma, they must clear all magma squares and not end their turn in a square adjacent to magma in order to not risk taking any damage from the hazard.



*Illustration 1: AU5528-3*

Au5528-3 is a CR 6 version of the Security Robot from Paizo's "Alien Archive" for the Starfinder Roleplaying game with added abilities. Its statistics have been recreated on page 17, with modification, Paizo does not support this document or any of the work contained within.

## Strangers

Let the PCs take a short break here to relax and Roleplay if desired. If they want to take a 10 minute break(provided none of them have taken damage from losing their environmental protection in this atmosphere.) Environmental Seals can be patched if they are currently ruined, though doing so requires a DC 28 Engineering check and lasts for 30 minutes.

When the PCs are preparing to leave, read or paraphrase the following.

---

**The androids voice blares to life in your comms units. "-ing atmosphere. How can I scan but not communicate. Oh, you can hear me now it seems."**

**"During the test I picked up another starship landing on the planet. They're not far from your location and it appears the scanner is showing another vehicle. I will deal with the starship. Don't let whoever it is that's coming to you get AU5528-3."**

---

Shortly after this, two vehicles arrive and stop around the All-terrain transport. One stops directly in front, one directly behind, preventing the Transport from moving. Each vehicle looks heavily damaged and so do the people inside. Each vehicle contains 4 people, a driver and three passengers. The Passengers of both vehicles step out, all aiming firearms at the PCs. Even the drivers are aiming at the PCs, though they do not exit the vehicles.

The group are dressed in reinforced space suits and sporting heavy weapons. The 'visitors' attempt to communicate with the PCs by yelling but are unintelligible. One round later, another vehicle arrives and stops as close as possible to UA5528-3. Three more step out of the new vehicle and attempt to seize UA5528-3 and relocate it into the vehicle. If this occurs, all the strangers re-enter the vehicles and speed off in the direction they came from.

The Players will believe this to either be a Combat or role play encounter. If they treat it as a role play encounter, the strangers load up AU5528-3 and leave, move to "The Chase".

If the players treat it as a combat encounter, the strangers will fight to defend themselves but their ultimate goal is to get AU5528-3 into one of the vehicles. Anyone carrying AU5528-3 is incapable of attacking and must do a full action to move their move speed. The drivers of the strangers vehicles will attempt to reposition the vehicles to better ensure their goal. If the PCs defeat the strangers, move to "Chaseless Resolution", if instead the Strangers succeed in obtaining AU5528-3 and escaping, move to "The Chase"

Randomly choose three Strangers to be drivers. If the PCs manage to loot any of the dead Strangers, they immediately recognise the markings on the armor under the space suit as being mercenaries hired by Abadarcorp.

The Strangers statistics can be found on page 19, use options contained in {} for vesk strangers, and those contained in [] for kasatha strangers. Any information not included in brackets of any form are the same for both Vesk and Kasatha strangers

## The Chase

This section of the adventure uses the Vehicle chase rules in Chapter 8 of the Starfinder Roleplaying Game Core Rulebook.

The PCs make chase as the Strangers retreat across the surface of Forticoli's hell scape back to their ship.

The vehicles in this chase are as follows:

The chase is 15 zones long. Unless the Players waste time trying to decide whether or not to follow the Strangers or looting the corpses of the strangers, they start in the same zone as the strangers. If they do deliberate or loot, start the strangers one zone ahead. The following are specific zones of interest:

Zones 3 & 8: After the last vehicle enters the area, the ground tremors ominously, causing all characters in all vehicles to be Off-Target for 1 round.

Zone 9-11: Ozone cloud. While in these zones, all characters must make a DC 15(+2 per previous save) Fortitude save each turn. All characters that fail are fatigued and off target for 2 zones after they leave the area. Additionally, all characters are considered to be carrying Oxygen tanks(See Forticoli mechanics near the beginning of this adventure).

Zone 12: After the first round that a vehicle is in Zone 12, the ground shakes and splits open. The vehicles in Zone 12 at this point immediately move to zone 14 the next time they advance, having taken a shortcut. Vehicles not in Zone 12 at this point must, upon entering, either advance as normal through Zone 13, or the Pilot can make a DC 30 Piloting check to jump the gorge and take the shortcut.

Goals: The PCs lose the chase if at any point, the Strangers vehicle containing AU5528-3 is at least 4 zones ahead of them(This is an exception to the standard chase rules). Or, the PCs lose the chase if at any point all active Strangers vehicles are at least 2 zones away from them. If Atlas-1's All-Terrain Transport is reduced to 0 hp at any point, it continues to be able to drive but the PCs automatically lose the chase and advance to the Chase Resolution.

The PCs can win the chase by either destroying the Stranger's vehicle that contains AU5528-3, OR by boarding that vehicle during the chase, stealing AU5528-3 back and then achieving one of the previous 'lose' conditions, or by destroying all three strangers vehicles(even if the PCs stole back AU5528-3)

The PCs can, if they want, instead attempt to rest, rather than chase the Strangers. If they do so, Atlas-1 contacts them after sufficient time has passed for them to heal and recover stamina. He requests they continue to the Strangers ship, where he is currently waiting. Move to "Chase Resolution"

## Conclusion

Given the large number of options the players have, the adventure can end in several distinct ways. These ways have been categorised into two main categories; Chase and Chaseless, determined by whether or not the PCs completed the vehicle chase sequence.

### Chase Resolution

If the PCs win the previous chase, Atlas-1 contacts them to tell them he'll pick them up at the Strangers ship. Upon arrival, they find the ship they arrived on parked beside a smouldering starship husk. Any Strangers vehicles that survived the chase are also here and have likewise been destroyed.

If the PCs lost the previous chase however, they arrive to find the Strangers vehicles that survived arranged as a blockade, with a smouldering starship husk behind them. The Starship the PCs arrived in is hovering several kilometres off the surface, simply waiting. The surviving strangers have set up a security perimeter and intend to fight to the last.

The PCs can either kill the remainders, or attempt to steal AU5528-3 back. If the PCs steal AU5528-3 from the Strangers, and clear the area within a 50ft radius from the centre of the vehicle blockade; the hovering starship fires its weapons on the location of the Strangers, killing them all before landing.

If only one PC arrives at the Strangers ship because the other PCs have fallen unconscious or have died, Atlas-1 reluctantly fires on the Strangers, destroying AU5528-3. He then lands, and orders the surviving PC to board the ship and relax. Atlas-1 then moves the unconscious/dead PCs onto the ship himself.

### Chaseless Resolution

If the PCs manage to kill all the Strangers, they will quickly learn that the Strangers were sent by Abadarcop. When the PCs contact Atlas-1 to report success, he directs them to the location of the Abadarcop starship. If asked what to do about the bodies, he recommends they simply leave them where they are. The environment would destroy the bodies very quickly.

Once the PCs arrive at the Abadarcop ship, they find it has been demolished by Atlas-1's bombardment.

In either case(Chase or Chaseless), once the PCs have won, and the ship has landed. Atlas-1 exits the ship with a data pad wired up to one of the containers from the crate, typing away as the PCs approach. He congratulates the PCs on a test well done, and a good job defeating the 'Strangers'. He refuses to acknowledge that the 'Strangers'

were in any way related to Abadarcorp. He directs the PCs to load his Transport and AU5528-3 onto the ship as he walks over to the other.

Atlas-1 then pours out a container of blue gel onto a piece of the hull of the ruined ship before walking nonchalantly back to the PCs.

As their ship is taking off, the PCs can see as the mass of blue gel seems to be growing, dissolving a large section of the ruined hull to do so. The atmosphere grows too thick before they see anything specific happen. Curious PCs may make a DC 16 Life Science check to recognise the growing mass of blue gel as an Assembly Ooze, a highly illegal creature with the ability to disassemble or reassemble technology.

Once returned to where they set off from and debriefed as to the weaknesses and strengths of the prototype, Atlas-1 rewards the PCs with 4085 credits each. If the PCs managed to destroy the All-Terrain Transport however, reduce the total reward by 4500credits (reduce each PCs reward by 4500 divided by the number of PCs). If the PCs specifically mention AU5528-3's weaknesses to Force and Electricity, increase their reward by 300 credits each.

# STAT BLOCKS

Atlas-1

CR 12

LN/LE Medium humanoid(android) Operative 12, Technomancer 1

**Init +9; Perception +21**

## DEFENSE

SP 90; HP 81; Res 11

EAC 29; KAC 29

**Fort +5; Ref +13; Will +11; +2 vs disease, mind-affecting effects, poison, and sleep****Defensive Abilities** Improved Evasion, Uncanny Agility

## OFFENSE

**Speed** 50ft.; climb 50ft**Offensive Abilities** trick attack +6d8, debilitating trick**Melee** tactical knife +11(2d4+8)**Ranged** perihelion laser pistol +16(4d4+6 F, Burn 2d4), LFD sonic pistol +16(2d8+6 So, Deafen), elite semi-auto pistol +16(3d6+6 P), or wraith assassin rifle +14(11d6+12 P)

## Spells

At-will – transfer charge, detect magic, energy ray, mending

4/day – supercharge weapon, life bubble

## TACTICS

**During Combat** Atlas-1 does not really want to harm the PCs. If they are insistent on fighting him, he focus' all attacks on one PC until they fall unconscious or back off. When the PC is reduced to 0 HP, he offers to end the fight if the PCs agree. If the PCs do not agree, he repeats on another PC.

**Morale** If Atlas-1 reduces the same PC to 0 HP twice, he threatens to kill them if the PCs do not quit attacking him. If the PCs do continue to attack him, Atlas-1 will kill the 0 HP PC. Atlas-1 fights until reduced to to 12 HP, at which point he activates his holographic clones and flees.

## STATISTICS

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

**Skills** Acrobatics +24, Athletics +20, Bluff +8, Computers +24, Culture +24, Diplomacy +4, Disguise +4, Engineering +24, Intimidate +14, Life Science +23, Medicine +23, Mysticism +12, Perception +21, Physical Science +24, Piloting +26, Profession(Professor) +28, Sense Motive +19, Sleight of Hand +9, Stealth +21, Survival +12.

**Languages** Common, Shirren, Eoxian, Ysoki, Akitonian, Abyssal, Drow, Morlamaw, Celestial, Nchaki, Draconic, Jinsul.

**Other Abilities** Operative's edge +4, specialization(hacker), spell cache, operative's exploits(holographic clone, uncanny mobility, elusive hacker, stalwart, uncanny pilot, improved evasion, improved uncanny mobility), specialization skill mastery, triple attack, control hack

**Feats** Skill Focus(Computers, Engineering, Piloting), Mystic Strike, Weapon Specialization, Sky Jockey, Weapon Focus(Small Arms)

**Gear** Vesk Brigandine IV, mk 2 Force Soles, tactical knife, perihelion laser pistol, LFD sonic pistol, elite semi-auto pistol, wraith assassin rifle, radiation badge, clear spindle, concealed compartments, high gravity environmental clothing, 6 batteries, 60 sniper rifle rounds.



**AU5528-3****CR 6**

XP 2,400

N Medium construct(technological)

**Init** +5; **Senses** darkvision 60ft., low-light vision; **Perception** +13**DEFENSE****HP** 93**EAC** 18; **KAC** 20**Fort** +6; **Ref** +6; **Will** +3**Defensive Abilities** integrated weapons, regeneration(electricity) 3, shredding shield, active defensive; **Immunities** construct immunities**Weaknesses** vulnerable to critical hits, vulnerable to force**OFFENCE****Speed** 30ft.**Melee** slam +16(1d8+9 B plus assimilatory touch)**Ranged** integrated thunderstrike sonic rifle +18(1d10+6 E)**Offensive Abilities** assimilatory touch**TACTICS****Before Combat** AU5528-3 attempts to position itself to make attacking it in melee as difficult as possible for the PCs.**During Combat** AU5528-3 is programmed to prioritise engaging spellcasters in melee, followed by ranged characters. If it would be too dangerous at a certain point in time to attempt to close with any PCs, AU5528-3 will full attack its targets in order of priority.**Weakness** Atlas-1 and AU5528-3 are unaware of the robots weaknesses and the bypass for its regeneration ability. If hit with an attack that damages its weakness or stops its regeneration, AU5528-3 does not consider the PC that did this damage to be a more serious threat.**Hazards** AU5528-3 attempts to avoid touching the magma, jumping where necessary. It is immune to the exposure effect from being adjacent to magma.**Morale** AU5528-3 is programmed to fight to its defeat, or until only one PC remains standing. If one PC remains, AU5528-3 will automatically shut down with a loud electrical whine. It continues to spark from the neck and elbows.**STATISTICS****Str** +3; **Dex** +5; **Con** -; **Int** +2; **Wis** +0; **Cha** +0**Skills** Acrobatics +13, Computers +13, Intimidate +18**Languages** Common**Other Abilities** unliving**Gear** thunderstrike sonic rifle with 2 batteries(40 charges each)**Assimilatory Touch(Ex):** When AU5528-3 strikes a creature in melee, the target must make a reflex save(DC 14) or reduce the effectiveness of their armor's KAC and EAC by 1d4 each. AU5528-3 gains a bonus to its EAC and KAC equal to the penalty dealt to the target. Multiple uses of this ability do not decrease a targets bonus' beyond that dealt by the first attack, and multiple uses of this ability do not stack on AU5528-3's EAC and KAC. This damage can be repaired by anyone with at least half as many ranks in engineering as the level of the armor, and takes 10 minutes.

**Shredding Shield(Ex):** If AU5528-3 is hit by a vehicle it generates a shield of nanites. The colliding vehicle takes full damage from the collision, instead of half. AU5528-3 is healed an amount of hit points equal to half the damage dealt to the vehicle, as the nanites strip large amounts of the attacking vehicle in order to repair AU5528-3.

**Active Defensive(Ex):** If a grenade passes within 5ft of AU5528-3, a pseudopod of nanites stretches out to envelop it in flight. A grenade thus enveloped is rendered inert and destroyed. The nanites use the technology of the grenade to repair AU5528-3 5hp per level of the grenade. Grenades that detonate outside of 5ft of AU5528-3 without their path taking them within 5 ft of it, still have their normal effect.

**Development** If AU5528-3 dies from magma damage, its top half manages to crawl 10ft onto 'solid' ground before powering down. Else it simply powers down where it stands.

**STRANGERS(6)****CR 1/2**

{Vesk} or {Kasatha}

{LN Medium humanoid(vesk)} or [LN Medium humanoid(kasatha)]

**Init +1; Senses** {low-light vision}; **Perception +4****DEFENSE****HP 13 EACH****EAC** {13}{14}; **KAC 16****Fort +2; Ref +0; Will +2; +2 vs. fear****OFFENSE****Speed 30ft.****Melee** Longsword +8(1d8+{5}[3] S) {or +8 unarmed strike(1d3+5 B)}**Ranged** Azimuth artillery laser +7(1d10+1 F, Burn 1d6)**Offensive Abilities** natural weapons**TACTICS****During Combat** The strangers focus on attempting to get AU5528-3. Though they will fight to defend themselves. Drivers will either provide Harrying Fire or reposition their vehicle to make an easier escape once one of the others has the prize.**Morale** When three of the strangers are killed, one of the drivers will attempt to run over the nearest PC without harming one of their colleagues. Often screaming unintelligibly.**STATISTICS****Str +5; Dex +1; Con +2; Int -3; Wis +1; Cha +0****Skills** Piloting +4, Intimidate +9**Languages** Common, Kasathan, Vesk**Other Abilities** {armor savant}{four-armed, natural grace}**Gear** {golemforged plating I}{Lashunta ringwear I}, space suit, longsword, Azimuth artillery laser, 4 batteries

**Atlas-1's All-Terrain Transport**

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

**Speed** 10ft, full 450ft, 60mph

**EAC** 16; **KAC** 16; **Cover** total cover

**HP** 90(45); **Hardness** 8

**Attack(Collision)** 7d8(DC 12)

**Modifiers** -2 Piloting, -2 attack(-4 at full speed)

**Systems** advanced computer, planetary comm unit, energy shielding; **Passengers** 7

**Advanced computer:** The computer on Atlas-1's All-Terrain Transport has been so thoroughly reprogrammed that it no longer serves as an autopilot. Instead the computer improves the vehicles manoeuvrability and maximum speed.

**Energy shielding:** Atlas-1 has adapted a weak form of starship countermeasures and shielding into this transport, increasing its EAC by 3.

**Strangers Cruiser(3)**

Large land vehicle(10ft. wide, 10ft. long, 4ft. high)

**Speed** 20ft, full 500ft, 55mph

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

**HP** 24(12); **Hardness** 5

**Attack(Collision)** 5d4(DC 11)

**Modifiers** +0 Piloting, -2 attack (-4 at full speed)

**Systems** autocontrol, planetary comm unit; **Passengers** 3