

The Starfinder logo is positioned at the top center of the page. It features the word "STARFINDER" in a bold, orange, sans-serif font with a blue outline. The logo is set against a dark blue background that resembles a stylized, futuristic structure with glowing blue lines.

STARFINDER

The background of the entire page is a dark, atmospheric image of a futuristic tunnel. The tunnel has a hexagonal cross-section and is lined with glowing red lights. The perspective is looking down the length of the tunnel, which recedes into the distance. The lighting is dim, with the primary light sources being the red lights on the walls and a bright light at the far end of the tunnel.

THE SECRETS OF THE ROUGHAROU

A STARFINDER ADVENTURE FOR FOUR LEVEL 1 CHARACTERS

by Elye Alexander

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Summary: The PCs are hired by a frontier planet's government to investigate a drifting starship. Once on board, they discover multiple factions battling for control and must resolve the situation before a would-be hijacker sets off the ship's nuclear weapons.

Hook: In an out-of-the-way corner of the Vast lies Gwyltir, a frontier world known for its lush jungles, tantalum mines, and biotech black markets. The planet is governed by the Sovereign Council, a freewheeling political entity which contracts out most of its services, including planetary security. Passing through the Gwyltiri System and in need of work, the PCs have been hired by the Council to investigate a drifting freighter in high orbit. The PCs can use their own starship or one can be provided by the Council (if so, it is the equivalent of a Kevolari Venture (*Core Rulebook*)).

The PCs are told that the freighter in question has been lingering for more than a day after initially contacting the Port of Yelsei to request landing privileges. This was done by an automated identifier module, a simple AI device commonly used in this part of the Vast by ships with small crews. The AI provided the basic information necessary and the request was granted, but since then the ship has remained in orbit and failed to respond to further hails, though the AI continues to transmit as if nothing is amiss. A scanner operator at Yelsei claimed to have picked up a faint distress signal underneath the module's transmissions, but it was not repeated.

The PCs are able to approach the ship, a light freighter called the *Rougarou*, without incident. Scans reveal it to be intact and without discernible damage, simply drifting. There is no response to any attempts to communicate. The Sovereign Council provided the PCs with an override unit that allows them to open the *Rougarou*'s cargo airlock once their ship has docked against it. The adventure begins with the hiss of the airlock opening as the PCs prepare to board and find out what the strange ship holds.

Setup: This adventure uses the Outer Rim Freighter build of the Medium Interior Bundle from the Dwarven Forge Starforged Gamefound campaign, with one adjustment: the door between areas I and J on the map should be relocated to the far end of the corridor at the entrance to the cargo hold. When the PCs arrive on the *Rougarou*, all the doorways are shut except the door to the Fabrication Lab (Area C on the map).

GM Background Notes: The crew of the *Rougarou*, a rough-and-tumble smuggling outfit of three—Captain Ott (Human male), first mate/engineer Kandia (Human female), and bodyguard/grunt Drylvag (Vesk male)— was hired to transport two loads of contraband to Gwyltir by two different criminal clients. The primary cargo is a load of supposedly defective robotics (actually fully functional, and therefore worth far more than they were purchased for). The secondary cargo consists of three large crates that supposedly contain illegal wildlife. But unbeknownst to Ott and his crew, the crates were actually created as a Trojan horse scheme by a team of thieves who'd gotten wind of the other deal and planned to take over the *Rougarou* and steal both the ship and its load of robotics.

Two of the three crates did indeed hold illegal creatures: two malnourished Ksariks, dangerous tentacle-faced quadrupeds easily capable of killing an ordinary humanoid. But the third crate held three members of the thieves' team: Rocherech, the leader, a male Shirren solarian; Jovar, a male halfling technomancer; and Dzindin, a female Skittermander pilot. Furthermore, one of the two Ksariks was implanted with a mind control device. The plan was for the thieves to wait until the ship arrived at Gwyltir, then emerge and use the mind-controlled ksarik to kill the crew. Rocherech and his cronies would then crash-land the ship and make off with the cargo, leaving the other Ksarik behind as the supposed cause of the crew's demise; a crony, waiting planetside, would be ready and waiting to buy the ship cheap as salvage after bribing the local authorities.

At first the scheme worked perfectly: the thieves slipped out of the crate just as it arrived in orbit, released the first ksarik, and got the drop on Drylvag who was quickly killed. Then they set up an identifier module rigged to override the ship's normal communication equipment and went to take over the bridge. Jovar (controlling the Ksarik) and Rocherech managed to take out Captain Ott, but Kandia evaded them and barricaded herself in the captain's cabin, where she was able to trigger the *Rougarou*'s emergency kill switch, leaving the ship largely inoperable.

Then, at the critical moment, the batteries failed in Jovar's remote, and the Ksarik, released from mind control, immediately pounced on the halfling and tore out his throat. Rocherech and Dzindin fled, and the Ksarik returned to the hold and freed the second of its kind from its crate. Over the next several hours the two creatures and the two thieves played a game of cat-and-mouse through the ship; but eventually Rocherech managed to bait and lock the unmodified Ksarik in the cargo hold and trap the implanted creature on the bridge. Dzindin, meanwhile, locked herself in the Weapons Helm chamber; she has told her boss that Kandia has jammed the door and weapon controls, and she can't get out, but she's "working on it;" in fact, she has full control of the door, but has decided to abandon Rocherech for now and wait and see who comes out on top, hoping to talk her way out of the situation and at least not get killed when the dust settles. Without his technomancer or pilot, and with the bridge occupied by an angry Ksarik, Rocherech is unable to wrest control of the ship from Kandia.

The result is an evolving standoff: Kandia remains trapped in the captain's quarters, refusing to give in to Rocherech's threats and using her engineering skills to remotely jury-rig improvised weapons to use against him. Rocherech, meanwhile, has found the access point to the ship's nuclear missiles and is warning that he will blow up the ship (though this would be hard to accomplish without access to the weapons helm). He has also managed to contact his accomplice on Gwyltir, the human mercenary Torill Tawg, who has commandeered a small fighter craft and is now heading for the *Rougarou*. This is the situation when the PCs arrive.

THE STORY UNFOLDS

The challenge level of this adventure is largely governed by how the GM plays the various creatures aboard the ship. Because the enemies are fairly dangerous but will generally be engaged one at a time, the threat they pose will depend heavily on whether the PCs have an opportunity to team up effectively against each of them. If the heroes are able to dictate the terms of the combat, they may neutralize their foes fairly quickly, whereas if the enemy is able to catch them off guard and isolate them the PCs could easily be killed. Ideally the GM will strike a balance that provides an exciting challenge without being overwhelming. Judicious use of healing serums stashed around the ship, in the places noted below or elsewhere, can help the heroes survive if the rolls go against them.

Rocherech, a cunning schemer and deadly fighter, is likely to be the PCs' primary antagonist. He'll do whatever it takes to bluff, kill, or sneak his way out of this hijacking gone bad, preferably getting away with as much loot as he's still able to grab. He's not suicidal, however, and will surrender when pushed to the brink, though he'll never stop looking for a chance to get away. If he speaks to the PCs, he will likely claim that he is the ship's captain and Kandia is the hijacker who has shut him out of all the *Rougarou*'s key areas.

The Ksariks are also dangerous foes. The one in the hold, wounded and starving, will attack relentlessly. The second one, with the defunct mind-control implant, might be reasoned with, however. The modifications that have been made to it have given it the capacity to speak, and now that it has exacted revenge on Jovar, who implanted the device in its head, its primary desire is simply to be free. In particular, if the PCs offer to help remove the implant, it may agree to a truce; alternately, if things have gone too smoothly for the heroes prior to meeting it, the creature can provide a climactic battle for final control of the ship. The creature's intelligence is roughly that of an ape.

The remaining two characters on board, Kandia and Dzindin, can be played in whatever way best serves the story, as possible allies or additional adversaries.

Kandia is a hard-bitten smuggler but not a casual killer like Rocherech; she doesn't shy away from crime but would prefer to be left to make her shady living in peace. She is now desperate, and fighting mad; she would rather die than turn over her ship and cargo to hijackers. She will be deeply suspicious of anyone who contacts her, after Rocherech's various attempts to threaten and deceive her; but she did manage to send out a brief distress signal so she's also aware that help may arrive at some point.

How she reacts to the PCs will very much depend on how they interact with her (and whether Rocherech or Dzindin is able to mislead them about each other). If the heroes succeed in rescuing her and the ship, she may express her gratitude with the offer of cheap (or free) contraband of considerable value.

Dzindin is an unscrupulous and unpredictable opportunist without her kind's usual helpful streak, but not without a certain charm. She is equally likely to assist her boss Rocherech or throw in her lot with the PCs, or simply remain hidden until found; her actions should depend on what will make the story most interesting—a sudden ambush from behind when the heroes think they're winning, unexpected aid when things are looking grim, or some private scheme of her own to complicate the situation. Rocherech knows where she is (in Area H); Kandia is unaware of her existence.

Finally, Torill Tawg and her fighter craft create a final twist and last-minute threat just when the PCs may think they've gotten things under control. Tawg is a greedy daredevil who's confident she can bully the crew of the supposedly disabled *Rougarou* into surrender. If the PCs manage to restore its combat capabilities and show some fight, however, she may turn tail and run rather than face down a more powerful ship. Tawg is piloting a BMC Mauler (*Core Rulebook*). Unless Rocherech or perhaps Dzindin has threatened or warned the PCs about her approach, they will likely first learn of her presence either from the *Rougarou*'s proximity alert or when Tawg herself hails them, fires a shot across their bow, or even targets them with an attack to show she means business. The GM should time her arrival so that the PCs have a chance to restore the *Rougarou*'s combat capabilities under the pressure of the approaching threat. Note that, because Tawg's ship is a two-seater, she can potentially take Rocherech or Dzindin aboard (but not both).

THE SHIP'S STRUCTURE

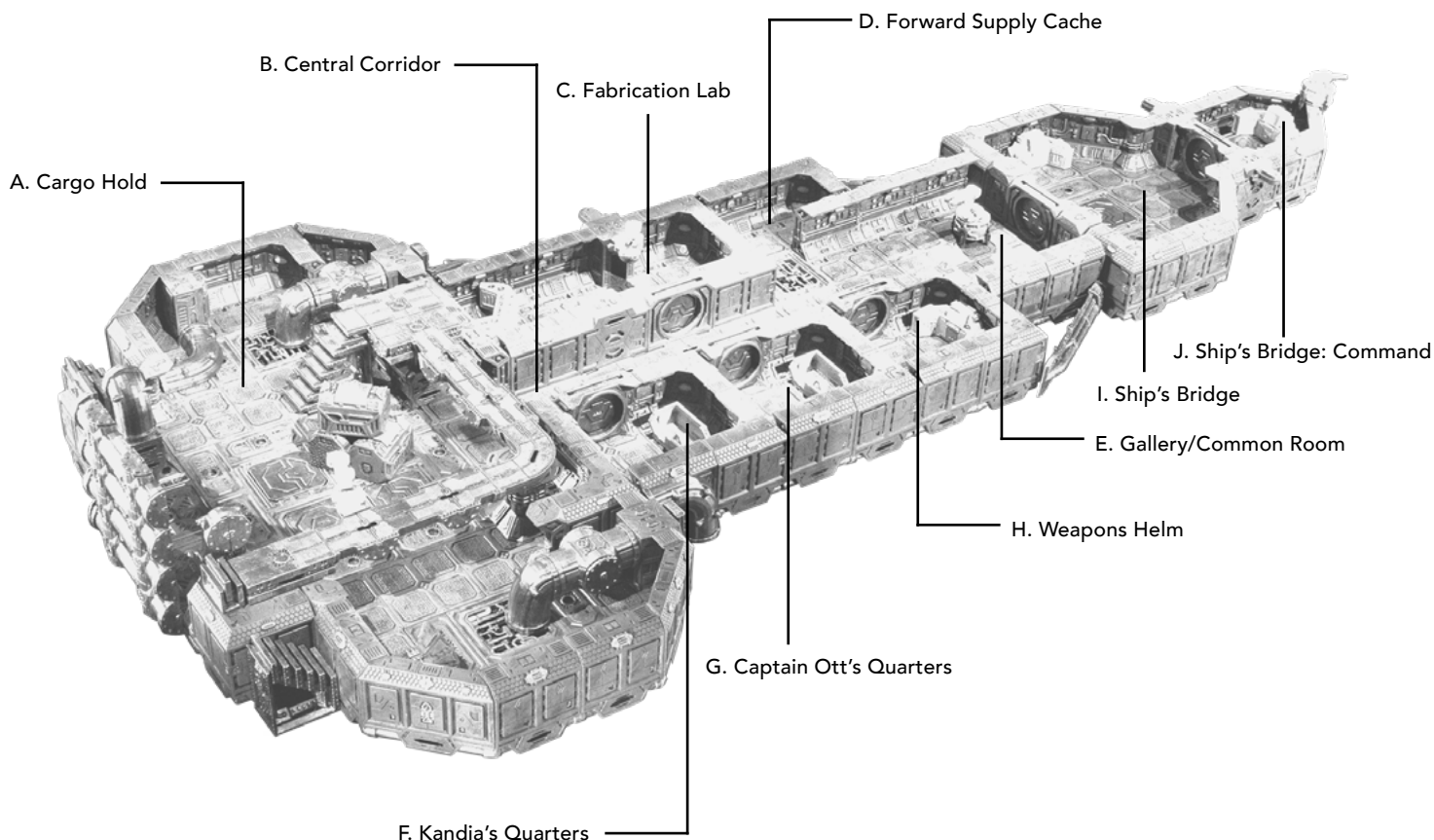
The *Rougarou*'s stats are provided at the end of the adventure.

The ship is sturdily built, with metal alloy walls and floors, so small arms combat on board is unlikely to cause major damage. Nonetheless, on a natural roll of 1 a missed attack might have consequences: an electric arc from a broken cable, a jet of steam or puff of smoke, a sudden triggering of fire suppression systems. If the weapon in question is pointed toward an important piece of equipment—in particular, the controls on the bridge or weapons helm—the GM might consider imposing a critical damage condition on one of the ship's systems.

All doors on the freighter have the following characteristics: Hardness 18, Hit points 30, Break DC 25. Some of them, as noted, have been frozen shut or open by Kandia (who can release them at will). Locked or frozen doors can be opened with a successful DC 20 Engineering check to pick the lock, plus a DC 14 Strength check to manually lift the door, or by a DC 20 Computers check to override controls.

The following notes detail each section of the *Rougarou* and its notable features, corresponding to the provided map of the ship.

MAP OF THE ROUGAROU



AREA A. CARGO HOLD

Description: Beyond the airlock lies a large, dimly lit cargo bay cluttered with crates and containers. No crew or other creatures are immediately visible. A suit of cargo lifter power armor stands near the port-side wall, its harness empty. A faint buzz and slow flicker suggest budget backup lighting; the hum of the engines in standby is barely discernible. The Rougarou appears to be powered down to the bare minimum necessary for life support.

GM Notes: This large area where the PCs first arrive holds many clues to what has befallen on the Rougarou, as well as one immediate threat: the malnourished ksarik hiding in the lower hold beneath one of the central trapdoors. The ksarik will emerge and attack anyone who comes within five feet of the trapdoor, likely with the advantage of surprise unless the approaching individual was specifically observing the trapdoor (a DC 16 Perception check reveals that it is slightly ajar). The creature is wounded, ravenous, and likely to fight until slain, though an exceptional effort on the part of the PCs might convince it to back off or surrender. The creature can be identified and its general condition discerned via a successful DC 14 Life Science check.

Initially, none of the other entities on board the freighter will be aware of the PCs' arrival. Rocherech will hear any loud noises in the cargo hold, however, and he will come to investigate, peering through a small one-way peephole in the door between the hold and the central corridor.

What he decides to do will depend on his assessment of the situation (and the GM's assessment of what will best serve the story): he may prepare a trap or ambush, but will more likely approach them warily and try to mislead them about the current situation. He's a smooth talker and will adapt his story in whatever way seems best to convince the PCs. If he does try to deceive them, he will do so with the intent of catching them off-guard, perhaps releasing the second ksarik from the bridge to attack them, or simply stalling for time until Tawg arrives. In any case, he won't allow the PCs a chance to talk to Kandia before he has interacted with them.

Odds are, however, that the PCs will get at least a short while to look around the hold either before or after the ksarik attacks, before they encounter Rocherech. Notable features include the following:

1. Three large crates near the port side, each broken open in a different way. These were the ones prepared by the thieves; all have attached manifests identifying the contents as "vegetable matter." The first, opened neatly, holds a miniature living compartment with seats for three (two of small size). The second, torn open with force, appears to have held a single large creature shackled within, with rudimentary life support. The third has a similar interior but appears to have been partially dissolved. DC 15 Engineering or Physical Science checks indicate that the first was secretly designed to be opened from within; the second was torn open using the cargo lifter; and the third was damaged by some kind of biologically derived acid.
2. A large suit of cargo lifter power armor standing near the three opened crates. It is prominently labeled as defective, but is actually fully functional.
3. Several other crates labeled as containing defective robotics and other electronic equipment. One of these, containing batteries, has been pried open and a large battery removed; the thieves used this to power up the cargo lifter.
4. Trapdoors in the middle of the floor lead down to additional cargo chambers, each 10'x10'x10.' They are unlocked and empty (except for the one where the ksarik hides).
5. The body of Drylvag, the vesk, lying face-down behind the large vertical pipe on the starboard side. (He is partly visible as an indistinct shape to anyone standing at the airlock door.) A successful DC 15 medical check reveals that he has been mauled to death by a tentacled creature (though this will be already be obvious to any PC who has already encountered the lurking ksarik). Under Drylvag is his azimuth laser rifle, intact but down to four charges. Investigation will reveal burn marks in multiple places around the hold, as he fired wildly when the ksarik attacked.
6. Drylvag's hammock is slung in the forward starboard corner of the hold; built into the wall nearby is a small locker with his personal belongings, including a personal comm unit, gear clamp, and two medpatches. Optionally, particularly if the PCs have sustained heavy damage from the Ksarik, the GM may choose to place a MK 1 healing serum here as well. A successful DC 18 Intelligence check is required to open the lock, or it can be broken open with a DC 22 Strength (Athletics) check or 10 points of damage. A PC who turns on Drylvag's comm can potentially contact Kandia, though she may not respond; she will assume that anyone other than the vesk who has control of his comm has killed her friend and is in league with Rocherech. (If the PCs talk to her, however, what they say may influence later interactions, even if she doesn't answer immediately.)
7. The robotic lifting arm on the central catwalk can be operated either from the unit itself, or remotely using controls on the support column beneath the bend in the catwalk. It can drop a cable with an electromagnetic hitch capable of lifting 2 tons. It could conceivably be used offensively as a melee weapon with a reach of 15' from its anchor point and the unwieldy property, dealing 1d6 B damage.

8. The door that leads from the hold into Area B is locked shut from the far side but not frozen. A small tentacle (torn from the face of the second ksarik) protrudes from beneath it, another clue that there's a second one of the creatures somewhere in the ship. A DC 15 Perception check is required to spot the one-way peephole in the middle of the door (usable only from the other side). Because this door was hastily jammed by Rocherech and the tentacle prevented it from sealing properly, it is easier to open by raw strength than the rest of the doors (DC 18). There is a fire extinguisher hung to the left of the door.
9. The hold also functions as the engine room, and the large structures of the ship's two engines are visible at either side of the space. This may be relevant if the PCs or their opponents decide to further tinker with or sabotage the ship. Also, the thieves' AI identifier module, a small nondescript metal box, is patched into the ship's power core near the port engine; a PC who examines the engine directly will notice it on a successful DC 14 Perception check and can identify it with a DC 12 Piloting check or a DC 16 Computers or Engineering check.
10. An intercom system, audible throughout the ship but only intermittently functional, gives Rocherech a way of talking to Kandia and/or the PCs. While the PCs are in the hold, at the GM's discretion, they may hear a broken-off message as Rocherech threatens the ship's first mate:

"[static]...last time. I've got the nukes now and I'll blow this ship rather than let this drag out forever. You have ten minutes to think about... [static]."

This is largely an empty threat (see below, in the notes to Area D) and Kandia guesses that it is, but the PCs will have no way to judge whether or not it's true and it should add to their sense of urgency.

Access points to the intercom are located throughout the ship, including at all the control consoles and beside every door. A successful DC 10 Computers or Engineering check is required to get the intercom to function for a short time; it will cut out regularly as the system glitches.

AREA B: CENTRAL CORRIDOR

Description: A long corridor, ten feet wide, stretches from the cargo bay door toward the bow of the ship. There is one open doorway on the port side and three closed doors on the starboard, the central one opposite the open doorway. At the corridor's far end it opens into a wider chamber.

GM Notes: This corridor is the site of Rocherech's standoff with Kandia; it is where the Shirren hijacker is initially located when the PCs arrive on the ship, though he may have moved—either to go meet them or to retreat out of sight—by the time they arrive here.

An inspection of the central door on the right, to Area G, will reveal minor signs of damage, both from Rocherech attempting to force it open, and from the improvised laser weapon in Area C firing at him. Anyone who stops to look at the door, however, will immediately come under fire from the laser (see below). The door to Area C has been frozen open by Kandia, while the doors to the two crew compartments (Areas F and G) have been frozen shut. The door to Area H is also locked shut, though Dzindin retains control of its operation from inside.

AREA C: FABRICATION LAB

Description: *Beyond the open doorway lies a typical freighter fabrication workshop. There are signs of a struggle: blood both red and alien-green spatter the floor, and a small body lies in the aft starboard corner. An automated laser-welding arm swivels to point directly at the doorway.*

GM Notes: This lab was used by the crew for various engineering tasks. Working remotely from her holdout in Area G across the corridor, Kandia has hacked the laser welding arm to function as a weapon to protect the door she hides behind. The arm will pivot and fire once per round at anyone who comes within view of its sensors (essentially, anywhere in the lab, or in the corridor directly outside the lab door); it makes a ranged attack at +4 to hit, dealing 1d4 F damage. It can be disabled with a successful DC 18 Computers check at its primary control terminal within the lab, or by attacking it directly (it has KAC 10, EAC 10, Hardness 5, 9 Hit points, and vulnerability to electric damage). Alternately, it can be shut off using Kandia's rigged up controls in Area G. It is impossible to examine the lab or its contents carefully while the laser weapon is active.

The room also contains the mauled remains of Jovar, the halfling technomancer, and the broken remnants of the remote he was using to control the ksarik. A successful DC 15 Medicine check reveals the cause of Jovar's death (again, obvious if the PCs have met one of the ksariks), while a DC 18 Medicine, Computer or Engineering check indicates that the remote is part of a black market mind control device.

Once the laser has been neutralized, anyone trained in engineering can potentially use the lab to quickly fabricate or repair simple items, at the GM's discretion.

AREA D: FORWARD SUPPLY CACHE

Description: *A large niche holds shelves full of supplies. Piled crates create a small barricade, obscuring the back of the space.*

GM Notes: This is a storage area for smaller cargo items as well as the crew's living supplies. Among the stores found here is a case of fine Castrovellian wine, a large flashlight, a set of binders, and a charge cloak folded in a waterproof bag. At the GM's discretion there may also be a Mk 1 healing serum. There were also a half dozen smoke grenades that Rocherech has taken (the empty box remains); he may use them in a bid to distract or escape the PCs. Rocherech has piled up the small reinforced storage crates here in such a way that he can hide behind them, and will have improved cover against anyone approaching from Areas B or E if he chooses to lurk here. At the entrance to this area, a section of the floor has been removed, revealing pipes and cables and, beneath them, the long cylinder of one of the ship's tactical nuclear missiles. Rocherech has been tinkering with the missile,

improvising an explosive to set it off. Without access to the bridge or the weapons helm to arm the missile, he can only create a conventional explosion, but he may threaten full nuclear destruction if it serves his purposes. If he does set off the bomb (using a small hand-held remote), it will deal 2d10+2 damage to the ship's hull; anyone within twenty feet of the hatch when the explosion is triggered must make a DC 28 Reflex save, taking 1d8 E damage on a failure or half as much on a success. An actual nuclear explosion will deal 10d10 +10 damage to the hull; anyone not separated from the site of the explosion by a door must make a DC 20 Reflex save, suffering 4d8 +4 E damage on a failure or half as much on a success. Because this would likely be catastrophic to the heroes, the GM should be very cautious about allowing this to occur.

Also worth noting is that the panel of cables can be lifted to reveal a small space alongside the missile storage—just enough room for a single human- (or shirren-) sized creature to hide. Rocherech is aware of this possible hide-out. A PC examining the area will notice the panel hinges with a successful DC 18 Perception check.

AREA E: GALLEY/COMMON ROOM

Description: *The central corridor widens out into a larger chamber which has the look of a ship's common room. A closed blast door seals the doorway at the forward end. Near one far corner a robotic arm perches on a four-legged base, swiveling slowly back and forth. Nearer at hand, an opening on the port side appears to provide access to a storage area of some kind. Part of the floor at the entrance to this area has been removed, revealing pipes and cables.*

GM Notes: This space serves as the common room, galley, and emergency med station for the ship. Food prep and storage and fold-out benches in the walls provide dining facilities. A Racteon Industries Myrios multi-function robot stands in the midst of this space. Under normal circumstances, the limited-AI robot assisted with minor repairs, and medical and cleaning tasks. But Kandia has hacked it, trying to turn it into another remote weapon with limited success. She is receiving intermittent, grainy footage from its optical sensors, and occasionally manages to override its safety protocols long enough to get it to fire a single laser blast before it resets to safe mode (she may target anyone who comes into view, depending on her assessment of the PCs, but she will preferentially go after Rocherech); treat this as a ranged attack with +2 to hit, dealing 1d4 F damage. At the GM's discretion, Kandia may at some point succeed in making the robot move (at a slow shuffle, 5 feet per turn) and/or make basic melee attacks. A PC with direct access to the robot can wrest control of it from Kandia with a successful DC 18 Computer check and might be able to similarly adapt it as a crude weapon or direct it in some other useful way. It can lift and carry up to 100 pounds. It can also function as an advanced medkit.

There's a small amount of ksarik blood on the floor, another hint that a second one of the creatures is somewhere aboard. A PC who examines the area carefully will notice it with a successful DC 12 Perception check.

The door to Area I-J, the bridge, was shut and jammed by Rocherech to trap the second ksarik on the far side. It is held shut by means of a small gadget that Rocherech had carried with him—an item specifically designed for jamming this model of door. The shirren can remove it as a swift action; anyone else can do so as a regular action requiring a DC 10 Strength or Sleight of Hand check. The ksarik on the other side is smart enough to open the door, and it periodically tries to do so; if the gadget is removed the creature may appear suddenly at any time. The door can be locked from the bridge side but not from the common area.

AREA F: KANDIA'S QUARTERS

Description: *This room, which appears unoccupied, is clearly crew quarters. A capsule bed stands at one side. A holoivid player lies askew as if dropped suddenly, still playing an episode of a popular Absalom Station adventure drama.*

GM Notes: This room serves as Kandia's quarters; it contains her clothes, the aforementioned holoivid player (abandoned when she became aware of the hijacking attempt), exercise equipment, engineering manuals, and a fully charged static arc pistol hidden in a compartment in the bed.

AREA G: CAPTAIN OTT'S QUARTERS

Description: *This room is clearly crew quarters. A capsule bed stands at one side; a small panel on the wall holds a large button beside a light that blinks an angry red. Nearby, a small computer terminal holds a screen with slowly scrolling numbers.*

GM Notes: This room, the captain's quarters, is where Kandia is currently holding out. Fearing a deception, and not knowing the number or makeup of the hijacking team, the first mate will initially be reluctant to engage with the PCs, though she will reply if an unfamiliar voice hails her through the door or intercom. She will attack anyone who opens the door without first contacting her; she will first offer a threat—exaggerating her actual capabilities—if the door begins to open, giving the PCs a chance to employ diplomacy. If the heroes bypass this area, she may emerge at some point if she guesses that she can make an effective attempt to retake the ship.

Ott's quarters contain a variety of personal items including clothes, snacks, exercise equipment, navigation manuals, and a chemalyzer. Hidden in a small space in the aft wall (DC 18 Perception check to discover) are three credsticks: one holding 5 credits, one holding 35, and one holding 280. There's also a small flask of high-quality liquor.

The button on the wall is the ship's emergency kill switch. Anyone who knows the password (only Kandia, among those now living) can key it in as an action to restore the ship to normal function. Otherwise, the password can be discovered with a successful DC 20 Intelligence check or overridden with a DC 18 Computers check.

The computer terminal provides access to the ship's computer, by means of which Kandia has been carrying out her various hacks. Anyone with computer training can use it to interpret what she's done, and take control of her improvisations, after one minute of study; however, Kandia can lock it with a password if she chooses; treat this as a similar challenge to the password on the kill switch.

AREA H: WEAPONS HELM

Description: *A large console at the forward wall of this chamber appears to be a gunner's station for controlling the ship's armaments. On the opposite wall is a small projection device of some kind and a rack that appears to hold three doshkos.*

GM Notes: This room contains the primary controls for the ship's weapons: a heavy nuclear missile launcher, coilguns, and a gyrolaser. The weapons can also be operated from the bridge; however, the master controls are here, and they can override bridge control—an unusual layout setup by the Rougarou's deceased gunner, the vesk Drylvag, who was paranoid about retaining control over his weaponry. (A successful DC 10 Computers, Engineering, or Piloting check reveals that this is so.)

The projector on the wall is a "holofighter" melee combat simulator that can project simulated combatants; Drylvag used it for training during downtime. The rack besides it holds two sim-doshkos (nonlethal devices designed to interact with the simulations) as well as one genuine tactical doshko.

The thieves' skittermander pilot, Dzindin, is hiding out in this chamber, plotting her escape and waiting to see whether Rocherech will succeed in overcoming Kandia.

Notably, because she's at the Weapons Helm, Dzindin currently has control over the arming of the ship's heavy nuclear missile launcher, though the kill switch Kandia activated prevents it from being fired. Nonetheless this is a potential danger if she should decide to arm the nukes, since Rocherech's bomb in Area D could trigger a full nuclear explosion if she does so. She has no intention of destroying herself unless she becomes convinced that she's going to die anyway, but she might try to use the threat as a bargaining chip in desperation. At the GM's discretion, Dzindin may restore full function to the weapons helm at any time.

A PC with access to the console here can reactivate the ship's weapons with a successful DC 20 computers check, at which point they can be used from this location for ship-to-ship combat.

AREAS I-J: SHIP'S BRIDGE

Description: *The large chamber at the bow of the ship is obviously the ship's bridge. A command console far forward holds the piloting controls, while a second console on the port side controls the weapons and scanners. The body of a human male is sprawled in the middle of the floor.*

GM Notes: The second ksarik, still somewhat crazed from the device painfully implanted in its head, roves aimlessly about the chamber, occasionally flailing at Captain Ott's body. It will rush to attack anyone who opens the door, though at the GM's discretion this might be forestalled by PC diplomacy. If the heroes try to speak to it through the door, it will respond cajolingly, hoping to be released so it can either renew its attack on its former captors or try to make an escape. A PC who succeeds on a DC 14 Life Science check will correctly interpret the creature's condition and motivations.

The ship's helm is currently not functional due to the kill switch Kandia triggered (a fact revealed by a successful DC 10 Computers or Engineering check). It can be restored to normal function with a successful DC 20 computers check, or released from the kill switch by cutting a cable in the wall with a successful DC 20 Engineering check.

The high quality scanners (advanced medium-range) located in the bow can be operated by the PCs once the ship has been restored to full function, potentially providing an advantage in dealing with Torill Tawg's attack. Ott was clearly killed by a ksarik, though if he is examined carefully (DC 14 Medicine check) it will be evident that he was also wounded by a laser. On his wrist is a comm unit linked to those of Kandia and Drylvag. Flung into a far corner by the ksarik is Ott's tactical semi-auto pistol. Its magazine has five rounds remaining.

THE RESOLUTION

Once the heroes have gained control of the ship and dealt with the threat of the approaching fighter, they are free to do as they will. The Sovereign Council of Gwyltir will expect a report on what they discovered, and will take custody of any prisoners the PCs choose to give them (the heroes may be asked to testify in any ensuing trial). Rocherech and Dzindin, if captured, will be facing prison time, while Kandia will likely be released on condition that she leaves the system and doesn't return.

If the PCs rescued Kandia, and accepted the ship's cargo from her as a reward (or if Kandia died and they simply salvaged the cargo), they can likely sell it for a profit on Gwyltir, though they may have to answer some tricky questions about where they got it. If Kandia has died, the planetary government will claim the Rougarou as salvage but will give the PCs a finder's fee, unless they suspect that Kandia was slain unjustly by the PCs (in which case the heroes may face a trial of their own).

If the PCs were completely above-board and turned in any survivors (from either faction), they will have earned the enmity of whoever they turned in, with possible future consequences; they will, however, have garnered a reputation with the Council as reliable security contractors and may be offered more work in the future.

CREATURE AND STARSHIP STATS

ROCHERECH

CR 3 XP 800 Shirren Solarian Mercenary Thief
CE medium humanoid (shirren)

Init +3; **Perception** +4

Senses blindsense (antennae) 30 ft.; sense through (vision) while wearing x-ray goggles

DEFENSE

HP 36; **RP** 3

EAC 15 (16 with solarian armor manifested);

KAC 16 (17); (24 (25) vs. combat maneuvers)

Fort +5; **Ref** +2; **Will** +4

OFFENSE

Speed 30 ft.

Melee longsword +5 (1d8+3 S), survival knife +5 (1d4+3 S)

Ranged azimuth laser rifle +4 (1d8 F, crit 1d6 burn), smoke grenade (smoke cloud 1 minute, 20 ft.)

STATISTICS

STR +3; **DEX** +2; **CON** +2; **INT** +1; **WIS** +1; **CHA** +2

Skills Acrobatics +6, Athletics +7, Bluff +7, Diplomacy +5, Intimidate +6, Piloting +3, Profession (Thief) +6, Sense Motive +4, Stealth +7, Survival +4

Languages Common, Shirren, Vesk

SPECIAL ABILITIES

Solarian Stellar Revelations (*Core Rulebook*): Black Hole, Supernova, Gravity Hold

Vicious Onslaught (Ex) Whenever Rocherech deals damage to an opponent with an attack on his first turn in a combat, he gains a +2 circumstance bonus to the next attack roll he makes before the end of his next turn.

GEAR

Carbon skin (graphite) armor with quick release sheath, longsword, survival knife (in quick release sheath), azimuth laser rifle with one spare battery, x-ray visor, 6 smoke grenades, personal comm unit linked to Dzindin's, hand-held remote detonator linked to bomb on the nuclear missile below Area D.

KANDIA

CR 1/2 XP 200 Human Smuggler
CE medium humanoid (human)

Init +2; **Perception** +4

Senses blindsense (antennae) 30 ft.; sense through (vision) while wearing x-ray goggles

DEFENSE

HP 20; **RP** 3

EAC 12; **KAC** 13 (21 vs. combat maneuvers)

Fort +4; **Ref** +1; **Will** +3

OFFENSE

Speed 30 ft.

Melee survival knife +4 (1d4+2 S)

Ranged none; but if she can get to her quarters, she can retrieve her static arc shock pistol which she wields with +4 to hit (1d6 E, crit arc 2)

STATISTICS

STR +2; **DEX** +1; **CON** +1; **INT** +2; **WIS** +2; **CHA** +0

Skills Athletics +4, Bluff +4, Computers +5, Engineering +5, Physical Science +4, Profession (Smuggler) +5, Sense Motive +2, Survival +2

Languages Common, Vesk

GEAR

Stationwear armor (casual), survival knife, engineering toolkit, hacking toolkit, personal comm unit linked to those of her dead crewmates (Ott and Drylvag)

DZINDIN

CR 1/2 XP 200 Female Skittermander Pilot
CN small humanoid (skittermander – *Starfinder Alien Archive*)

Init +5; **Perception** +2
Senses lowlight vision

DEFENSE

HP 12; **RP** 2
EAC 16; **KAC** 17 (25 vs. combat maneuvers)**Fort** +5; **Ref** +2; **Will** +4

OFFENSE

Speed 40 ft.
Melee tactical baton +6 (1d4 -1 B)
Ranged needler pistol +4 (1d4 P + Yathto poison)
Yathto Poison: Type: injury Save: Fortitude DC 12; there is a -3 circumstance penalty to this DC for each dose beyond the first to which the target has been subjected. Track: Constitution Frequency: 1/round Effect: Progression track is Healthy – Weakened – Debilitated; no end state Cure: 2 saves

STATISTICS

STR -1; **DEX** +4; **CON** +0; **INT** +2; **WIS** +0; **CHA** +2
Skills Acrobatics +7, Bluff +4, Computers +4, Diplomacy +4, Piloting +7, Profession (Thief) +2, Stealth +7
Languages Common, Skittermander, Shirren

SPECIAL ABILITIES

Fleet (*Core Rulebook*; included in speed, above):

GEAR

Freebooter Armor 1, tactical baton, needler pistol with six darts loaded with Yathto poison, navigator's toolkit, personal comm unit linked to Rocherech's.

TORILL TAWG

CR 1/2 XP 200 Human Smuggler
CE medium humanoid (human)

Init +3; **Perception** +3

DEFENSE

HP 16; **RP** 1
EAC 13; **KAC** 14 (22 vs. combat maneuvers)
Fort +4; **Ref** +1; **Will** +3

OFFENSE

Speed 30 ft.
Melee survival knife +4 (1d4+2 S)
Ranged azimuth laser pistol +4 to hit (1d6 E, crit arc 2)

STATISTICS

STR +0; **DEX** +2; **CON** +0; **INT** +0; **WIS** +2; **CHA** +1
Skills Bluff +4, Computers +3, Piloting +5
Languages Common

GEAR

Stationwear armor (casual), azimuth laser pistol
Tawg Pilots a BMC Mauler (*Core Rulebook*) equipped with an AI copilot able to take one piloting or gunnery action per round, with a +4 bonus to either.

MALNURISHED KSARIK

These creatures are significantly weaker than typical ksariks (*Alien Archive*) due to the severe malnutrition and other misfortunes they have suffered; they have the following statistics:

CR 2 XP 600

N Large plant

Init +1; **Perception** +10

Senses blindsense (scent) 30 ft., low-light vision

DEFENSE

HP 26; **RP** 1

EAC 15 **KAC** 17

Fort +6; **Ref** +4; **Will** +1

OFFENSE

Speed 40 ft., climb 40 ft.

Melee tentacle +7 (1d6+4 B plus ingested adaptation)

Ranged acid spit +5 (1d4+2 A) or thorn dart +5 (1d6+2 P)

STATISTICS

STR +3; **DEX** +1; **CON** +1; **INT** -3; **WIS** +1; **CHA** -1

Skills Acrobatics +7, Athletics +12 (+20 when climbing), Survival +7

SPECIAL ABILITIES

Acid Spit (Ex): As a standard action once every 1d4 rounds, a ksarik can spit a glob of acid at a target within 60 feet.

Ingested Adaptation (Su): Whenever a ksarik deals damage to a living creature with its tentacles, it siphons off a portion of the target's genetic code and psychic resonance, temporarily reshaping its own physiology and psychology to match its victim's. This grants the ksarik one of the following abilities (provided the target has it) for 1 minute: blindsense (up to 60 feet), blindsight (up to 60 feet), darkvision (up to 60 feet), damage reduction (up to 5/—), resistance to one type of energy damage (up to 20 points), burrow (up to 40 feet), fly (up to 40 feet, with maximum average maneuverability), swim (up to 40 feet), or water breathing. Alternatively, the ksarik can gain the ability to understand (but not speak) up to three languages that the target knows, gain the target's weapon proficiencies (its tentacles can operate two-handed weapons in this state), or change the damage dealt by its acid spit ability to any one energy type dealt by one of the target's supernatural attacks. A ksarik can maintain only one adaptation at a time, and gaining a new adaptation ends the previous one. A ksarik can spend 1 Resolve Point to extend the duration of an ongoing benefit by 8 hours. It can also spend 1 Resolve Point to gain a second adaptation and sustain them both simultaneously.

Thorn Dart (Ex): A ksarik can fire one of its thorns as a ranged attack. The dart has a range of 100 feet.

Speech: The ksarik with the brain implant can speak Common (albeit in slurpy, somewhat garbled voice) as well as any other language it may gain access to via its Ingested Adaptation.

THE ROUGAROU

Medium Transport – Tier 3

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

HP 70; **DT** -; **CT** 15

AC 13 + pilot's skill ranks + mods from stunts

TL 13 + pilot's skill ranks + mods from stunts

Shields Light 70 (forward 20, port 20, starboard 20, aft 10)

Attack (Forward) Heavy Nuclear Missile Launcher (10d8)

Attack (Turret) Linked Coilguns (8d4)

Attack (Aft) Gyrolaser (1d8)

Power Core Arcus Heavy (130 PCU); **Thrusters** M8; **Drift Engine** Signal Basic; **Systems** mk 1 tetranode computer, advanced medium range sensors, crew quarters (common), mk 3 armor, mk 3 defenses; **Expansion Bays** cargo holds (4), fabrication lab

Modifiers (from computer) +1 to any 4 checks per round

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