

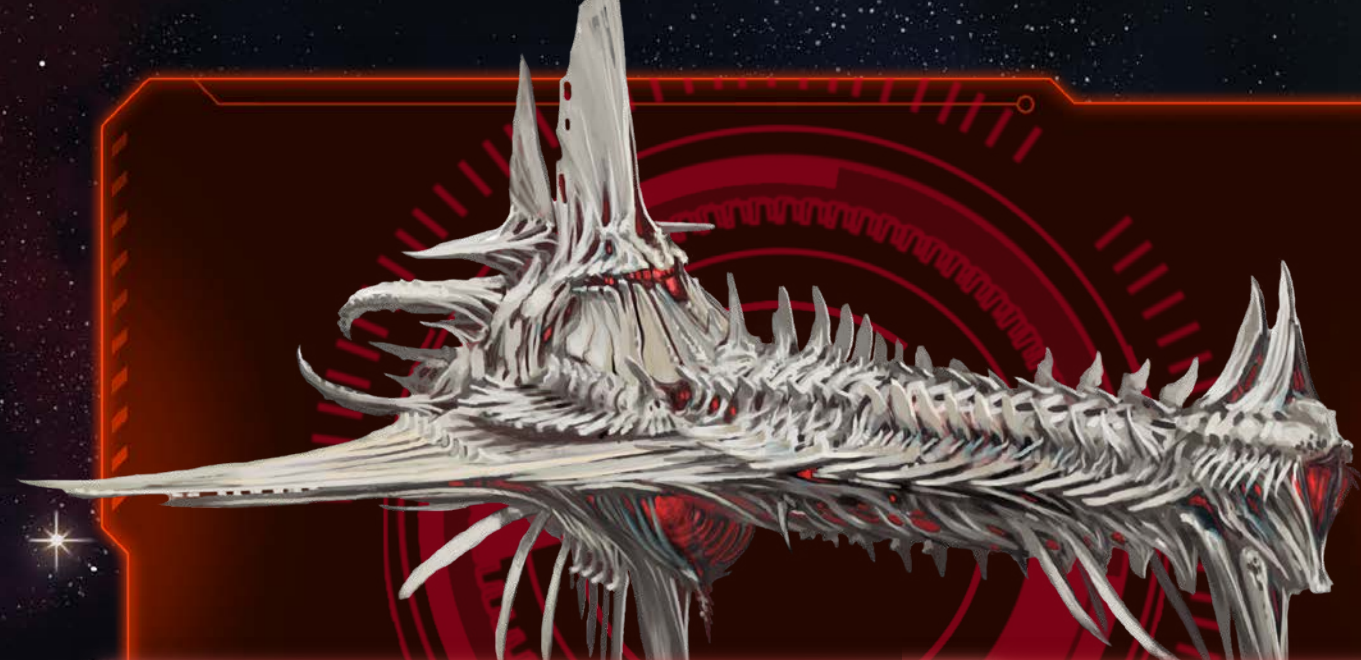
STARFINDER



DEAD SUNS
ADVENTURE PATH

**EMPIRE
OF BONES**

OWEN K.C. STEPHENS



BLACKWIND ANNIHILATOR

TIER 20

Supercolossal ultranought*

Speed 4; **Maneuverability** clumsy (turn 4); **Drift** 1

AC 28; **TL** 28

HP 1,050; **DT** 20; **CT** 210

Shields heavy 280 (forward 70, port 70, starboard 70, aft 70)

Attack (Forward) mass driver (2d6×10), ultra plasma cannon* (9d6×10)

Attack (Port) mass driver (2d6×10), negative-energy cannon** (5d8), quantum missile launcher (2d8×10)

Attack (Starboard) mass driver (2d6×10), negative-energy cannon** (5d8), quantum missile launcher (2d8×10)

Attack (Turret) gravity cannon (2d6×10), negative-energy cannon** (5d8), negative-energy cannon** (5d8)

Power Core Heavy Titan* (950 PCU); **Drift Engine** Signal Basic; **Systems** basic long-range sensors, crew quarters (common), mk 6 armor, mk 7 defenses, mk 10 mononode computer, mk 10 network nodes* (3), slime-patch system^{AA}; **Expansion Bays** cargo holds (35), hangar bays (24 Medium ships), arcane laboratory, arcane mortuary**, escape pods, general science lab, sealed environment chamber, tech workshop

Modifiers +10 to any 4 checks per round, +2 Computers, -1 Piloting; **Complement** 3,000 (minimum 250, maximum 5,000)

CREW

Captain Diplomacy +34 (20 ranks), Engineering +30 (20 ranks), gunnery +26, Intimidate +34 (20 ranks), Piloting +30 (20 ranks)

Engineer (5 officers, 150 crew each) Engineering +34 (20 ranks)

Gunners (10 officers, 150 crew each) gunnery +31

Pilot (1 officer, 150 crew) Piloting +34 (20 ranks)

Science Officer (4 officers, 150 crew each) Computers +34 (20 ranks)

* For more information, see "Ships of the Line" on pages 44–47.

** For more information, see "Ships of the Corpse Fleet" on pages 48–53.

Only a few Blackwind Annihilators exist, and their origins are lost in the Gap. These mighty ultranoughts were already in orbit around Eox, fully armed and operational, when the first bone sages realized they had no memories of their previous centuries. The *Cruel Perdition* participated in the Magefire Assault; the damage it sustained from Absalom Station's defenders took several decades to repair, but it is now back online. *Heart's Decay* was lost during one of the major early battles in the war between the Pact Worlds and the Veskarium. Shortly after Eox signed the Absalom Pact, the then-captain of the *Empire of Bones* mutinied against his admiral, taking the vessel and most of its support ships to form the rebellious Corpse Fleet. In the years since then, Blackwind Engineering began construction on a new Annihilator, but has since left the vessel unfinished in its shipyards due to a lack of potential buyers.

A Blackwind Annihilator is often used as a flagship for its navy and is always assigned at least a small flotilla of other capital ships and smaller support craft. The ultranought is rarely risked in battles with large enemy armadas, instead being used as a blunt instrument to crush smaller fleets. When not employed as a weapon, it is often kept in reserve to protect major outposts and shipyards or to act as a mobile headquarters for task forces undertaking special missions.

STARFINDER

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ON THE COVER



Leading the Corpse Fleet armada that's attempting to take control of the Stellar Degenerator, Admiral Serovox is a powerful, terrifying necrovill illustrated by artist David Alvarez.



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This book refers to several other Starfinder products, 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 paizo.com/sfrd.



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EMPIRE OF BONES

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As the Stellar Degenerator is revealed, a massive Corpse Fleet armada arrives! The heroes must sneak onto the fleet's flagship, the *Empire of Bones*, to enact an audacious plan to destroy both the ultranought and the superweapon.

PART 2: MASS GRAVES 7

Once on board the *Empire of Bones*, the heroes can discover a map of the ultranought and a way to elude the ship's security.

PART 3: IN THE MARROW 20

To reach the bridge, the PCs race through the massive of the *Empire of Bones* in a grav-train while hunted by undead.

PART 4: DEAD TO RIGHTS 28

The heroes face off against the admiral of the entire armada in an effort to take command of the ultranought and pilot it onto a collision course with the Stellar Degenerator—hopefully escaping the ensuing destruction!

ADVANCEMENT TRACK

"Empire of Bones" is designed for four characters.

11

The PCs begin this adventure at 11th level.

12

The PCs should be 12th level before they reach the command section.

13

The PCs should be 13th level by the end of the adventure.

ADVENTURE BACKGROUND

The Corpse Fleet was formed when a large portion of the Eoxian navy went rogue after the signing of the Absalom Pact several centuries ago. Since then, those undead have gathered their strength and searched for a way to both destroy all living things within the Pact Worlds system and reclaim what they consider their home world. Fate dropped such an opportunity into their laps when a derelict mining ship called the *Acreon* appeared outside of Absalom Station, towing a strange rock found in the Drift. The Corpse Fleet was already interested in the *Acreon*, as it secretly carried a double agent attempting to return to Eox (see *Starfinder Adventure Path #1: Incident at Absalom Station*), so the undead navy's officers were quite interested when a group of Starfinders—the PCs—became famous for broadcasting their exploration of the asteroid. Undying Admiral Shathrava placed one of his best necrovites, Admiral Serovox, in charge of keeping an eye on these developments in case they yielded fruit.

Serovox was curious to see the Starfinders travel to Castrovel and clash with the Cult of the Devourer (see *Starfinder Adventure Path #2: Temple of the Twelve*), whose agents were following scraps of truth in an ancient doomsday prophecy. As the cultists transmitted the information they discovered to their comrades, Serovox saw a chance to outmaneuver the PCs. The admiral sent a force to the cultists' Diaspora base, but it arrived too late to stop the followers of the Star-Eater from disappearing into the Vast. However, the undead agents were able to discover where the cultists went and why: they had traveled to a distant uncharted star system called Nejeor on the trail of an ancient superweapon called the Stellar Degenerator.

This was more than the Corpse Fleet could have hoped for. As Serovox contacted their superior, the agents—under the command of jiang-shi vampire Captain Zeera Vesh—retreated to their secret hiding place on Eox. Unfortunately, the group of Starfinders tracked down Captain Vesh and her agents, wiped them out, and obtained the Cult of the Devourer's information for themselves (see *Starfinder Adventure Path #3: Splintered Worlds*). As is standard procedure for hidden Corpse Fleet enclaves on Eox, the captain's files held no mention of Admiral Serovox or their ultimate plans. The admiral chose not to retaliate against the Starfinders, instead directing other agents to place a tracking device on the PCs' starship before it left Eox. Serovox also sent a single, speedy Corpse Fleet craft to do the same to the Cult of the Devourer vessel as it reached the Nejeor system. Although the Corpse Fleet craft and its pilot were destroyed in the process, it was successful in its mission. Serovox decided to remain in the shadows and let the two groups uncover the Stellar

Degenerator and weaken each other in the process—which they appear to have done admirably.

Admiral Serovox's plan is about to come to fruition. If the admiral can gain control of the ancient superweapon, it will mean a terrible death for all living creatures of the Pact Worlds.

PART 1 CLOSE TO THE BONE

By the end of the previous adventure, "The Thirteenth Gate," the PCs have defeated the sect of the Cult of the Devourer known as the Desperate Hunger, placing the Stellar Degenerator out of the cult's reach—but they haven't won yet. No sooner did they open the demiplane containing the superweapon than a Corpse Fleet armada appeared to lay claim to the Gate of Twelve Suns.

The arrival of the armada headed by the *Empire of Bones* has brought the ancient kishalee defenses of the Nejeor system back to life. While smaller ships such as the PCs' vessel lack sufficiently powerful energy signatures for the megastructure to register them as threats, the Corpse Fleet flagship and its accompanying escorts aren't so lucky. Previously undetected capital weapons have emerged from beneath the surface of the Gate of Twelve Suns' controller moons, and the system is now filled with laser fire and destructive pulses of gravity from the cosmic strings at the center of each. The Corpse Fleet armada is currently occupied with trying to destroy those defenses without otherwise damaging the controller moons, so it can safely enter the demiplane to claim the Stellar Degenerator.

A DARING PLAN

From their position within the control center on Gate 1's controller moon, the PCs can get an idea of the chaos that awaits them outside. The many displays around them flash with multiple warnings, detailing a massive contingent of hostile ships that emit unusual energy signatures. A PC who succeeds at a DC 20 Computers or Culture check recognizes that these vessels are Eoxian in design—strange amalgamations of magic and technology that appear to be made out of bone and are open to the void of space. There are dozens of them in various shapes and sizes, but all are built for war, indicating that they are from the rogue navy known as the Corpse Fleet. In addition, they are accompanied by a flagship that is at least 6 miles long, possibly larger than any starship the PCs have ever seen! Additional information about this type of ship, a Supercolossal ultranought, can be found in *Ships of the Line* starting on page 45.

It should be obvious to the heroes that they are heavily outgunned (though a PC can deduce as much with a

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successful DC 10 Wisdom check if necessary). However, the nearby computers also indicate the activation of a number of automated defenses placed all around the Nejeor system, which are keeping the Corpse Fleet at bay for the time being. A PC who succeeds at a DC 20 Computers check or DC 15 Profession (soldier) check realizes that the Corpse Fleet might be distracted enough by this barrage that the PCs aren't completely doomed.

While it is possible to stealthily escape the fray long enough to enter the Drift and escape, that would leave the Stellar Degenerator in the hands of the Corpse Fleet, who would have no compunctions against using the superweapon on the Pact Worlds' sun and beyond. Hopefully, the PCs remember the promise to destroy the Stellar Degenerator that they made to the artificial intelligence Osteth in the previous adventure and won't try to flee.

However, there is a way for the PCs to kill two birds with one stone. By infiltrating and seizing control of the flagship, the *Empire of Bones*, they can steer it into the portal to collide with the Stellar Degenerator and destroy both. If the PCs don't come up with this plan on their own, a PC who succeeds at a DC 24 Computers check or DC 18 Profession (soldier) check while studying the displays realizes this opportunity.

Even if the PCs' immediate reaction is to hide, seek a better tactical position, or try to come up with another plan, they will have to go back to their starship sooner or later if they are ever going to leave the controller moon. Corpse Fleet troops are waiting for them there, and they may even assault the controller moon's control center (see **Event 1** below).

THE STELLAR DEGENERATOR

Now that the superweapon's demiplane is opened, the PCs might want to get a look at the thing they have been chasing after all this time. They can't see it by stepping outside and looking up at the sky, but they can pull up a digital display of the superweapon on the control center's computers.

Over a dozen miles long, the Stellar Degenerator is an enormous conical vessel with a series of ridges running along its circumference in a continuous spiral. Though it appears to have been carved from a single titanic block of stone, various antennae, capital weapons, and control structures jut from its exterior. A dish-like device—an energy collector—protrudes from the vessel's tip. Its engines and weapons are dormant, but the Stellar Degenerator nevertheless emanates a powerful energy signature. Even though it is still on the other side of a planar portal, the superweapon practically hums with destructive potential.

The PCs may want to search for the location on the Stellar Degenerator from which the Drift Rock was removed. A PC can find the damaged spot with a successful DC 30 Computers or Perception check while using the control center's computers: a chunk about 300 feet wide has been neatly carved from one of the aftward ridges, amid a handful of hatches that look like docking bays.

EVENT 1: DEATH COMES CALLING (CR 13)

Thanks to the tracking device placed aboard the PCs' starship, Serovox is aware of where they have landed. While the rest of the armada is dispersing around the Gate of Twelve Suns to deal with its defense, the admiral sent a Blackwind Sepulcher (*Starfinder Core Rulebook* 307) and a squad of undead marines to the controller moon. These troops have orders to find the PCs, kill them, and return their bodies to the *Empire of Bones*.

If the PCs have discovered and destroyed the tracking device, routine scans still inform the Corpse Fleet armada that a starship landed on the controller moon. In this case, the marines' orders are still to track down the vessel's owners, destroy them, and bring their corpses back for undead fodder.

Most likely, the PCs left their starship on the landing pad half a mile from the control center (see Gate 1 on page 11 of *Starfinder Adventure Path #5: The Thirteenth Gate*). The Sepulcher has cleared a separate landing spot in the jungle a few hundred feet away using laser fire, and the marines have disembarked.

This event can take place anywhere you see fit. If the PCs take a long time scanning the skies from within the control center, the marines eventually find the control center and storm in. The PCs might spot the ship landing as they traverse the jungle and decide to ambush the Corpse Fleet troops. The marines could attempt to create an ambush of their own just at the edges of the clearing that contain the landing pad. Alter the staging details as you require to suit your campaign and the temperament of your players.

Creatures: The eight corpsefolk who arrived on the Sepulcher aren't concerned with exploring the entirety of the controller moon, only carrying out their orders, which are to kill any living creatures they come across.

CORPSEFOLK MARINES (8)

CR 7

XP 3,200 each

Corpsefolk soldier (see page 56)

NE Medium undead

Init +9; **Senses** darkvision 60 ft.; **Perception** +14

DEFENSE **HP 126 EACH**

EAC 19; **KAC** 22

Fort +9; **Ref** +7; **Will** +8

DR 5/magic; **Immunities** undead immunities

OFFENSE

Speed 20 ft.

Melee LFD pulse gauntlet +14 (2d6+9 B & So; critical knockdown)

Ranged dual acid dart rifle +17 (2d8+8 A & P; critical corrode 2d4) or

flash grenade II +14 (explode [10 ft., blinded 1d4 rounds, DC 15])

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

TACTICS

During Combat These marines are experienced combatants who take cover if possible, use flash grenades early on to blind foes, and focus their attacks on any foe who seems particularly vulnerable or more effective than the others.

Morale These marines are dedicated to the cause of the Corpse Fleet and fight until they are destroyed.

STATISTICS

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

Skills Athletics +19, Intimidate +14, Piloting +14

Other Abilities unliving

Languages Common, Eoxian

Gear elite defiance series, dual acid dart rifle with 48 darts, LFD pulse gauntlet with 2 batteries (20 charges each), flash grenades II (2)

Development: Serovox is expecting to hear back from the corpsefolk marines every few hours and sends down reinforcements if they don't report in. Once the PCs defeat the corpsefolk marines, they have only a short period of time before more Blackwind Sepulchers (each filled with increasing numbers of Corpse Fleet marines) begin landing on the controller moon.

If the PCs didn't spot it while landing, they can find the marines' Sepulcher by scouring the nearby jungle for 30 minutes, or in half that time if a PC succeeds at a DC 32 Perception check. There is one cybernetic zombie (*Starfinder Alien Archive* 114) on board the Blackwind Sepulcher, wired into the controls. Thanks to a mechanism known as a command bolt, the zombie can't take actions unless it receives orders with the proper command code from the *Empire of Bones*. The other crew members must contact their commander to receive permission to lift off. The zombie makes no effort to defend itself (and the PCs shouldn't receive XP for defeating it if they destroy it).

The PCs may want to take the Blackwind Sepulcher for themselves after dealing with the corpsefolk marines and the controlled cybernetic zombie. The vessel's computer system is secured, but it can be hacked with a series of checks. A PC must succeed at a DC 29 Computers check to unlock each crew role; if the vessel is subsequently powered down, those roles become inaccessible until the PCs succeed at additional checks to unlock them again. With a successful DC 49 Computers check, the character gains root access to the Blackwind Sepulcher's computers, allowing the PCs to use all crew roles without restriction. If the cybernetic zombie is still intact, a successful casting of *control undead* or a similar spell can force it to turn over control to the PCs, which has the same effect as gaining root access.

While in space on board the Sepulcher, the PCs must use the environmental protections provided by their armor, as the

Corpse Fleet vessel has no pressurized atmosphere, unlike starships built for living crews.

EVENT 2: NOT LONG FOR THIS WORLD (CR 13)

As soon as the PCs use a starship to lift off from the controller moon, the conflict between the Corpse Fleet armada and the automated defenses of the Gate of Twelve Suns becomes obvious. Read or paraphrase the following.

The surrounding space is constantly illuminated by flaring beams of energy that lash out from the system's controller moons, and gouts of incandescent flame pulled from the suns by gravitational pulses. The ancient weapons are wildly inaccurate and fire haphazardly, often fading out before reaching their targets or detonating in apparently empty space, but even so, the Corpse Fleet armada is beginning to



CORPSEFOLK
MARINE

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show signs of extensive damage. The largest of the Corpse Fleet vessels is enormous—bigger than many space stations. It is surrounded by explosions and debris, both from its own hull and from the escort ships that were destroyed protecting it, forming a cloud that blocks most efforts to get a clear image of its exact shape. However, blasts from the massive ship's powerful weapons clearly mark it as the most effective member of the armada.

In order to deal with the threat of the ancient kishalee weapons spread around the Gate of Twelve Suns, Serovox has dispatched the armada's ships across the entire megastructure. With so many smaller vessels and the drifting debris interfering with the *Empire of Bones*'s sensor ranges, the PCs can attempt to quickly scan it with a Computers check using their shipboard sensors without drawing direct attention; the result of this check determines how much of the following information about the *Empire of Bones* the PCs learn. Only one PC can attempt a single check before the starship combat starts (see below), after which they have to deal with the ultranought's countermeasures, using the normal rules for the scan science officer action.

Result Information

- 20+** This massive vessel is the *Empire of Bones*, and it is bigger than even a Colossal starship. It is practically bristling with capital weapons. Like most Corpse Fleet starships, it doesn't contain any atmosphere.
- 25+** The many explosions of the ongoing battle are partially clouding the *Empire of Bones*'s sensors, and many of its weapons are trained on the ancient kishalee defenses. It might be possible to slip in closer to the vessel and board it without those on board noticing. A Medium or smaller starship that landed on the *Empire of Bones*'s hull could remain undetected for an extended period of time.
- 30+** The *Empire of Bones* has several hangar bays along its length, one of which is currently launching a small squadron of fighters. This leaves a wide-open entryway protected by a minor force field that keeps out small space debris. A Small or smaller starship can be landed in that bay. Alternatively, a person could slip into the bay via a space walk along the flagship's exterior.

Starship Combat: Once they have launched from the controller moon, the PCs are 30 hexes from the *Empire of Bones* (you can use *Starfinder Flip-Mat: Basic Starfield* to track this distance). The only other ships currently near the *Empire of Bones* are four Crypt Wardens spaced roughly evenly in the space between the PCs and the *Empire of Bones* (with one directly between the PCs' ship and the ultranought). It's important to note the PCs don't have to destroy all the Crypt

Wardens, just get past them intact enough to either land on the *Empire of Bones*'s outer hull (then take a space walk to enter the ship through its open hangar bay) or fly their vessel into the hangar directly.

If the PCs are using their own starship, this is a straightforward starship battle. The *Empire of Bones* neither participates in the combat nor moves from its initial hex (though its stat block appears on the inside front cover if needed), as Serovox is totally unconcerned about the risk the PCs pose to the flagship and the ultranought is busy dealing with the system's ancient defenses. However, the four Crypt Wardens try their best to obliterate the PCs.

If the PCs instead commandeered the Blackwind Sepulcher and piloted it off the controller moon, they should ideally be relying on subterfuge rather than firepower, as that vessel is of a much lower tier than their own starship. There is a high chance that the four Crypt Wardens could easily destroy the Sepulcher if they all attacked at once. Without the proper codes and countersigns to communicate with other Corpse Fleet ships, the PCs must use the new crew actions presented below (applicable only in this single, unique circumstance) to convince the ships between them and the *Empire of Bones* to allow them to pass rather than attack. Flying a Sepulcher at its speed across the 30 hexes takes 4 turns. As the PCs do this, the four Crypt Wardens patrol the intervening space, moving at their normal speeds. At the end of each helm phase, the PCs must answer a "challenge" communication from a different Crypt Warden. The character in the captain role can take the garbled communication action to respond without arousing suspicion (or the player in the pilot role can attempt a similar action, though at a significant disadvantage), while the players in other roles can take special actions to assist.

Regardless of which ship they use or whether the PCs trigger starship combat, if they manage to fly to a hex adjacent to the *Empire of Bones* and no other vessels are within 3 hexes at the end of the helm phase, the armada assumes the PCs' starship was destroyed, since the idea of invading the *Empire of Bones* is too unorthodox and bold for any of the undead to have considered it as a possibility. The PCs can then either land on the hull exterior or enter the hangar as described in the beginning of Part 2.

CAPTAIN ACTION: GARBLED COMMUNICATION

You can transmit an intentionally garbled communication that appears to be a legitimate Corpse Fleet identification. With a successful DC 25 Bluff check, you convincingly answer the Crypt Warden who has just issued a challenge to you. If you fail this check, the Crypt Warden moves within 10 hexes of your ship and attempts to scan it during the next helm phase; if the Crypt Warden succeeds, your science officer must successfully dampen the life signs aboard your ship during this helm phase (see below) or the Crypt Warden attacks. If you fail this Bluff check by 5 or more, the Crypt Warden attacks.

ENGINEER ACTION: FAKE GLITCH

You can fake a glitch in one of your systems, such as communications or sensors, to prevent the nearby Corpse Fleet ships from insisting on direct communication. If you succeed at a DC 20 Engineering check, you grant a +2 circumstance bonus to the Bluff check attempted for the garbled communication action until the next engineering phase.

GUNNER ACTION: COVER FIRE

You can use the Blackwind Sepulcher's weapons to provide cover fire for other Corpse Fleet ships, appearing to attempt to protect them from the Gate of Twelve Suns' defenses. If you succeed at a gunnery check against AC 25, your captain can roll the Bluff check of her next garbled communication action twice and use the better result. Alternatively, if a Crypt Warden is attacking you, with a successful check you convince that ship to cease hostilities and issue a new challenge. In this case, the captain must succeed at a garbled communication action with a -5 penalty to the Bluff check before the next gunnery phase or the Crypt Warden renews its hostilities. The Crypt Wardens can be tricked into ceasing their hostilities only once. The benefits of multiple gunners taking this action don't stack, but one gunner can grant the captain a reroll while another gunner can trick the Crypt Wardens into ceasing hostilities.

PILOT ACTION: FLY CASUAL

You emulate the flight pattern of the armada's ships, neither exposing your ship to too much scrutiny nor showing any sign of attempting to avoid it. If you succeed at a DC 24 Piloting check, you grant a +4 circumstance bonus to the Bluff check for the garbled communication action until the start of the next helm phase. Alternatively, you can attempt a DC 30 Piloting check in place of the garbled communication captain's action, with the same possible results.

SCIENCE OFFICER ACTION: DAMPEN LIFE SIGNS

If you succeed at a DC 24 Computers check, you can dampen the life signs of yourself and any other living creatures aboard your ship. This prevents successful scans from Corpse Fleet ships from detecting life signs on a ship that should either have an all-undead crew or should have called in with a prisoner count. If a Corpse Fleet ship successfully scans your ship and detects life signs, it immediately attacks.

CRYPT WARDENS (4)

TIER 7

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HP 170 each

Development: Assuming the PCs reach the *Empire of Bones* quietly, hid their approach using the surrounding battle, or destroyed the Crypt Wardens, they can enter area **A1** (see the map on page 10) with no resistance. If their ship is reduced to 0 Hull Points, the Corpse Fleet assumes the PCs have been killed,

STARSHIP COMBAT AGAINST THE FLAGSHIP

It's possible the players may decide they want to engage in direct combat with the *Empire of Bones* or try to take over another ship (such as an *Omenbringer*, though none are currently nearby) and use it to directly attack the ultranought. Any such plan is likely to fail given the massive firepower of the *Empire of Bones*, which would be immediately turned on the PCs if they attacked it directly. Efforts to solve the threat of the Corpse Fleet armada through means other than boarding the *Empire of Bones* and taking control of it are beyond the scope of this adventure.

and a Barrow Dirgesinger (see page 50) is sent out to recover their corpses and bring them aboard the *Empire of Bones* to be turned into loyal undead. In such a case, the PCs have a chance to ambush the crew of the Dirgesinger (eight corpsefolk marines; see page 4), hijack the recovery freighter, land it in area **A1** with no further trouble, and continue their mission.

Story Award: If the PCs reach the *Empire of Bones*, either through straightforward starship combat or by tricking and eluding the Crypt Wardens, award them 25,600 XP.

PART 2: MASS GRAVES

Whether they land a ship directly in the open fighter bay or, more likely, attach a ship to the hull and use the environmental protections of their armor to reach the bay on foot, the PCs enter the *Empire of Bones* in an area known as "hangar country." This is part of the primary launch and recovery decks (see the map on the inside back cover), one of the regions of the ship that primarily serves to launch, recover, repair, and store smaller starships.

If the PCs are going to take control of the *Empire of Bones*, they must find information about the layout of the ship and how to get to its bridge. For security reasons, the only place in hangar country where such information is available is the local security post (area **A8**). The maps of hangar country the PCs can access from most computers in the area don't detail every room; some rooms (areas **A5**, **A6**, **A7**, and **A8**) are marked simply as "secure sites" with a note that access to such sites requires approval from the section security officer, Commander Malakar. See page 17 for more details about the area's chief of security.

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By checking these secure sites (areas **A5**, **A6**, **A7**, and **A8**), the PCs can eventually find the security post, but the computers there contain countermeasures that are likely too powerful for the PCs to hack without some kind of advantage. Each of the secure sites includes an emergency security key (see the sidebar on page 15) that aids in attempts to access the computer at the security post. With enough emergency security keys, as well as the body of the officer in charge of hangar country's security, the PCs should be able to access a map of the starship's interior and plot a path from their location to the command section.

Additionally, the PCs might be able to take advantage of Malakar's own plans for advancement, which are entirely unrelated to the Corpse Fleet's effort to acquire the Stellar Degenerator or the PCs' desire to stop them. Malakar hates the captain of the *Empire of Bones*, a vesk mohrg (see page 59) named Ghurd Nashal. Nashal fought for the Veskarium during its clashes with the Pact Worlds and in the Silent War that followed, and he was responsible for destroying thousands of the undead defending Eox. Though Nashal's transformation into a mohrg has made him a loyal member of the Corpse Fleet, Malakar still considers him an enemy of Eox and is jealous of his rapid rise through the ranks. She has been slowly formulating a plan to overthrow Captain Nashal and offer herself to Admiral Serovox as a more reliable replacement. Her plans result in her not reporting the PCs when she first becomes aware of their presence, and her existing breaches into the ship's security systems may prove useful to the PCs (see What is Project Tombstone? on page 19).

FEATURES OF THE EMPIRE OF BONES

Unless otherwise stated, all of the locations within the *Empire of Bones* have the following traits.

Atmosphere and Gravity: The entirety of the ship is devoid of atmosphere. Members of the undead crew don't need to breathe and therefore see no point in wasting time or resources keeping the ship filled with oxygen. The comm units used by the crew transmit broadcasts that directly vibrate their flesh or bone, and the environmental protections of their armor keep them from being damaged by the cold or lack of pressure. However, the *Empire of Bones* has normal gravity, maintained by technomagical devices in the ship's engineering decks. The grav-trains that run the length and breadth of the ultranought sometimes defy this gravity, thanks to fields produced by their tracks.

Lighting: Dull red illumination strips run along the ceilings and floors of most corridors and chambers of the ship, resulting in dim light throughout all areas.

Security: A concealed security camera (Perception DC 35 to notice, Engineering DC 25 to disable) is located in every corner of every room and hallway across most of the *Empire of Bones*. The general description of each area features a description of who monitors these security feeds, as well

as their responses to intruders and any other security precautions in place.

EVENT 3: SECURITY PATROL (CR 11)

In addition to the undead crew, the *Empire of Bones* has several patrols of sentry-class security robots that can be directed from local security stations or given commands from the cybercontrol room (area **C2**) in the command section of the ship. When the PCs first arrive on the ship, there is a single patrol of four sentry-class robots in hangar country. You can have the party encounter the patrol anytime the PCs stay too long in an area after making a lot of noise (such as a fight), or you can use the robots to encourage the PCs into action if the pace of the game slows too much. If the original patrol is destroyed, a new patrol arrives within an hour; it first checks the location of the previous patrol's last report and then (unless it receives other orders) moves methodically through the remainder of hangar country, seeking out intruders.

Creatures: These sentry-class security robots are based on models of other security robots employed throughout the Pact Worlds, but with macabre Corpse Fleet modifications. Each robot's head looks like a metallic humanoid skull, and its plastic exterior has been shaped to appear skeletal.

SENTRY-CLASS SECURITY ROBOTS (4) CR 7

XP 3,200 each

N Medium construct (technological)

Init +5; **Senses** darkvision 60 ft., low-light vision;

Perception +19

DEFENSE HP 105 EACH
EAC 19; **KAC** 21

Fort +7; **Ref** +7; **Will** +4

Defensive Abilities integrated weapons; **Immunities** construct immunities

Weaknesses vulnerable to critical hits, vulnerable to electricity

OFFENSE

Speed 40 ft.

Melee slam +15 (2d6+11 B; critical knockdown)

Ranged integrated static arc rifle +18 (1d12+7 E; critical arc 1d6)

TACTICS

During Combat Sentry-class robots are programmed to avoid melee combat if they can. Instead, they normally take cover and spread their attacks among as many foes as they can target. If melee combat is unavoidable, a single robot attempts to be the primary melee target and fights defensively in hopes of lasting long enough for its allies to take out one or more ranged attackers.

Morale Sentry-class robots fight until destroyed.

STATISTICS

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

Skills Acrobatics +14, Athletics +14

Languages Eoxian

Other Abilities unliving

Gear static arc rifle with 2 high-capacity batteries (40 charges each), personal comm unit

SPECIAL ABILITIES

Integrated Weapons (Ex) A security robot's ranged weapon is integrated into its frame and can't be disarmed.

Overload Attack (Ex) Once per day as a swift action, a sentry-class security robot can overcharge its integrated static arc rifle. This gives the robot's next ranged attack with the rifle a +2 circumstance bonus to the attack roll and a bonus to damage equal to its CR (7 for most sentry-class security robots). On a critical hit, the overcharged attack's arc critical hit effect deals an additional 1d6 electricity damage.

A. HANGAR COUNTRY

When the PCs arrive, hangar country is mostly devoid of crew, as all the fighters normally kept in the hangar bay are out on long-range patrol to protect the Corpse Fleet armada. The highest-ranking officer in the area is the section security chief, Commander Malakar, but the commander has little to do with the area's day-to-day affairs. Those are mostly handled by cybernetic zombies, which receive orders directly from cybercontrol (area **C2**) in the ship's command section.

Attempts to scan the *Empire of Bones* using the sensors of a starship in the hangar bay or to pick up internal communications using a comm unit or similar device fail, though either effort does detect weak signals from a distress beacon broadcasting within the ultranought; this signal isn't strong enough to be received from the outside of the *Empire of Bones*. With a successful DC 18 Computers check, a PC can use a comm unit to track the distress beacon to area **A6**.

Use the Hangar Country map on page 10 for this area. Unless otherwise stated, all of the locations within hangar country have the following traits.

Ceilings, Doors, and Walls: The ceilings are 20 feet high, and the doors are thick steel doors (hardness 30, HP 125, break DC 35). The walls are standard starship interior walls (hardness 30, HP 1,440 per 10-foot-by-10-foot section, break DC 45).

Security: Malakar monitors hangar country's security cameras from area **A8**; she uses her Computers skill to oppose any Stealth checks the PCs might attempt to avoid being noticed anywhere within line of sight of a camera. However, she doesn't trigger any alarms if she notices the PCs, instead observing them and trusting in her own ability to deal with them if necessary. In addition, security robots patrol the area (see **Event 3**).

A1. HANGAR BAY (CR 11)

Dull red lights illuminate this massive chamber. A heavy crane arm dangles from tracks on the ceiling, and empty racks for small fighter ships line the fore and aft walls. A nearly invisible force field covers the gaping hole in the

starboard end of the room, while two large doors exit to the port. In addition, there is a large window to the port looking into an enclosed room. The floor holds a dozen iris hatches, each fifteen feet in diameter. Most of the hatches are closed, but one toward the fore end of the bay is open.

This is one of the *Empire of Bones*'s hangar bays, though all the Barrow Boneshard starships normally housed on the wall-mounted racks here are out fighting the battle against the Gate of Twelve Suns' defenses. The bay also houses 12 threnody-class assault aircraft within the iris hatches on the floor. These airborne vehicles can launch from or return to the hangar bay when the *Empire of Bones* skirts the upper atmosphere of a planet. The aircraft are normally used to support ground troops from other Corpse Fleet vessels on planetary raids.

The crane is used to lift starships from the wall racks to prepare them for launch and to return them after missions. It is controlled from area **A2**, and it can be used as a large makeshift weapon (see page 11).

The room marked **A1a** is a ready room containing a row of narrow chairs running its length. Each chair is only 2 feet wide, and they are crammed tightly together, as the undead neither twitch nor adjust themselves while waiting, and they never tire. Cybernetic zombie pilots and corpsefolk marines typically sit here prior to being deployed in aircraft and fighters. Cables dangle from the ceiling above each chair, with a few small lights and a computer display next to each cable, intended to be hooked up to each soldier to relay messages and orders to their comm units prior to departure; this is a one-way communication only. The display above each seat shows the status of the undead creature hooked up to it, and since the room is currently unused (nearly all the pilots but marines have recently been deployed), the readouts are all blank.

Creature: When the PCs first enter the hangar bay, a platform within the one open hatch in the floor bears a threnody-class assault aircraft piloted by a corpsefolk marine assigned to perform routine maintenance on the vehicles. The marine is startled by the PCs' appearance and immediately attacks. While the marine can't use the aircraft's maneuverability or speed to good effect within the hangar bay, the vehicle is still heavily armed and armored. Despite being designed for use in an atmosphere, the aircraft can function in the vacuum of the hangar bay.

CORPSEFOLK MARINE

CR 7

XP 3,200

HP 126 (see page 4)

TACTICS

During Combat The marine focuses the aircraft's strafing guns on any character who seems to be attempting a retreat. If the aircraft is destroyed, the marine continues to fight using his acid dart rifle, keeping behind the cover of the wreck if possible.

Morale The marine fights until destroyed.

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A. HANGAR-COUNTRY

1 square = 5 feet

FORE
←

A1

A2

A1a

A4

A3

A5

A6

A8

A7

THRENODY-CLASS ASSAULT FIGHTER

LEVEL 1

PRICE 62,000

Large air vehicle (5 ft. wide, 10 ft. long, 6 ft. high)

Speed 60 ft., full 1,100 ft., 130 mph (hover)

EAC 24; **KAC** 26; **Cover** total cover

HP 150 (75); **Hardness** 10

Attack (Collision) 10d10 B (DC 18)

Attack heavy reaction cannon (3d10 P)

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

Systems autocontrol, planetary comm unit

Development: Since the command crew of the *Empire of Bones* are currently too busy trying to destroy the ancient defenses of the Gate of Twelve Suns, no one immediately reacts to any warnings or alarms set off by the PCs fighting the assault aircraft and its pilot. However, Malakar is fully aware of the PCs' presence, and 10 to 15 minutes after the fight, she directs the patrol of security robots (see **Event 3**) to investigate the disturbance in the hangar bay. Malakar is less interested in capturing or killing the PCs than she is in assessing their capabilities.

Story Award: If the PCs survive the attacks of the threnody-class assault aircraft (either by destroying it or killing its pilot), grant them an additional 9,600 XP.

A2. FLIGHT CONTROL ROOM (CR 12)

This long, narrow room is crowded with controls, monitors, and readouts that cover the walls and even the ceiling. Colored lights blink and flash adjacent to numerous switches and keypads. The starboard wall has a single, long window that looks out onto the hangar bay, and doors exit to the fore and aft.

This is the flight control room associated with the nearby hangar bay. There are eight stations here, usually overseen by cybernetic zombies that are wired directly to the command center, but it is not fully staffed at the moment (see *Creatures* below).

The many controls in this room function as a single tier 4 computer with a security I upgrade module. This system is used to track vehicles that have been launched from this hangar bay, send them information from the *Empire of Bones*'s sensors or orders from its command staff, store maintenance records, and so on. A quick glance at the displays shows that the eight Barrow Boneshards that launched from this bay are currently skirmishing their way across the Gate of Twelve Suns.

A PC can access the controls with a successful DC 30 Computers check to hack the system, but the consoles here are designed to track the fighters stored in this bay, and they don't have access to local security or provide maps of the interior of the *Empire of Bones*. Once the PCs access

the computer's basic functions, however, the PCs can see a message has been logged regarding their intrusion into the hangar bay, but as of yet, there's no ship-wide alert to their presence. The PCs can also download a local map of hangar country to their own datapads, but much of the map (areas **A5**, **A6**, **A7**, and **A8**) shows no information beyond describing these areas as "secure sites." Any effort to learn what the secure sites are, get a broader map of the interior of the *Empire of Bones*, or learn about any personnel other than the undead pilots currently out on patrol results in an error message that such information is not available on this system, and that such requests must be presented to the section security officer at the section security post.

A PC who succeeds at a DC 15 Culture check or appropriate Profession check (such as Profession [mercenary]) can determine that the section security post is most likely to be one of the secure sites listed on the map, and that the other secure sites are likely areas with valuable or fragile equipment or personnel but aren't directly necessary for the cybernetic zombies to perform their fighter-monitoring duties. Such a check also reveals that not having a full map of the *Empire of Bones* on minor computer systems is a security precaution. This arrangement is fairly common in strict military groups and paranoid mercenary organizations. Since the rank-and-file crew members don't need the full details of every section of the ship, such information is available only on a need-to-know basis. Any senior officer or security officer at a security post is likely to have access to more complete ship records.

The crane in the hangar bay (area **A1**) is controlled from this area, and the windows give a good view of the bay. The controls for the crane are unsecured, meaning anyone can use it without first having to hack the computers here. As a full action, a character can use the crane to make an attack against a single target within the hangar bay. Though the crane physically smashes its target, the fact that it is being controlled remotely necessitates a ranged attack roll to use properly. Characters using the crane to attack must be proficient with either advanced melee weapons or powered armor to avoid taking a -4 penalty to the attack roll. The crane deals 8d6 bludgeoning damage on a successful attack, though Weapon Specialization doesn't apply to this damage. In addition, the crane has the knockdown critical hit effect and grants a +4 circumstance bonus when used to attempt a grapple combat maneuver.

Creatures: Two cybernetic zombies (*Starfinder Alien Archive* 114) are physically wired into the control panels here. They normally operate the crane and handle communications to arrange for starships and vehicles to enter and leave the hangar bay, but their actions are controlled by orders from cybercontrol (area **C2**). As the *Empire of Bones*'s senior officers are currently busy, the zombies take no actions on their own, even if attacked, unless they are disconnected from their control panels. This occurs automatically if a zombie is moved more than 5 feet from its original position, and there

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is a 25% chance that a kinetic attack that damages a zombie disconnects it. A disconnected cybernetic zombie attacks any non-undead in the room.

A PC who succeeds at a DC 28 Medicine or Physical Science check determines that the cybernetic zombies are wired to receive commands through the cables from the consoles in the control panels (and are incapable of any actions without receiving a properly coded command). A PC who then succeeds at a DC 28 Computers, Engineering, or Mysticism check can determine that the process of issuing such commands is as much magical as it is technological, and, as no commands are currently being given, there's no way to hack or emulate the signals without either more examples of the system (see area **A7**) or several days spent tearing apart the panels and analyzing their components.

Trap: The doors into the flight control room have sensors built into the frames that check for the presence of life energy. One round after the sensors detect a living creature passing through one of the doors, a death-ray projector bathes everything within the areas marked on the map with lethal necromantic rays. Of course, since the entirety of the *Empire of Bones*'s crew consists of undead, the trap doesn't deal any damage to them even if they set it off accidentally.

DEATH RAY TRAP

CR 12

XP 19,200

Type hybrid; **Perception** DC 38; **Disable** Engineering DC 33 (disconnect ray projector) or **Mysticism** DC 33 (remove necromantic focus)

Trigger location; **Reset** 5 minutes

Effect death ray (9d8 negative energy [death effect], affects only living creatures); **Fortitude** DC 21 half; multiple targets (all targets in marked areas)

Story Award: The pair of cybernetic zombies is not a significant threat to the PCs, even if they are unhooked from their control panels. Barring unusual circumstances, the PCs should receive no experience for defeating them.

A3. GRAVEL PIT (CR 11)

The double door leading into this room has an electronic lock. A PC can disable the lock with a successful DC 30 Engineering check, or fool the lock into thinking an authorized user has given it a command to open with a successful DC 35 Computers check. If the PCs fail these checks three times or a character fails one check by 5 or more, a silent alarm triggers in the security post (area **A8**). Malakar takes note of the alarm, but she still doesn't notify her superiors.

The floor of this chamber is covered in gravel, which stretches from wall to wall and is heaped in small hills and shallow hollows. The walls are scored and covered in small dents, and large sections are slightly discolored in what appear to be spray patterns, but they seem structurally

sound. The area is thick with dust. To the left of the entrance is a metal cabinet with a large handle.

As the flagship of a major Corpse Fleet armada, the *Empire of Bones* sometimes has to mine planetoids and uninhabited worlds for the raw materials to make spare parts and munitions for itself and other ships in the armada, allowing it to perform long-range missions without needing to regularly return to a base to resupply. For this purpose, the crew maintains several of these gravel pits throughout the primary launch and recovery decks as holding pens for large, wormlike burrowing creatures called surnochs that function as living drills and can be loaded onto secure shuttles and transported to where they are needed. In addition, a surnoch's digestive system turns most types of rock into shimmering alloys that the officers use to decorate their quarters.

The apparent floor here is pulverized rock and is difficult terrain. The gravel is 30 feet deep, going down to the chamber's actual sunken metal floor.

Creatures: The two surnochs kept in this pit aren't well fed or cared for. Each has been fitted with a neural implant that helps the crew keep the creatures docile when they are being moved. This implant allows a crew member with an associated program in her comm unit to control a surnoch to a limited degree, similar to the effect of a *command* spell; this function is used primarily when forcing the creatures into shuttles to be transported to a planetoid's surface or returning after mining operations are complete. There are no crew members with this program currently in hangar country. Though the surnochs don't need to breathe, they are fitted with collars that provide them protection from the vacuum's lack of pressure (see *Treasure* below). The surnochs attack the PCs as soon as they enter the room.

SURNOCHS (2)

CR 9

XP 6,400 each

HP 145 each (*Starfinder Alien Archive* 108)

TACTICS

During Combat The surnochs are maddened by their long captivity and constant hunger. They attack immediately when a PC steps into the room, bursting up from the gravel. The surnochs follow the PCs into the corridor if possible, attacking any foe within reach of their bite attacks.

Morale The surnochs fight until killed.

Treasure: Since the surnochs are considered too valuable to kill unless absolutely necessary, the cabinet near the double door contains a *merciful venomous paragon semi-auto pistol* (with 16 small arm rounds), 3 doses of tier 3 sedatives (used to sedate a surnoch if it becomes unruly), and 3 doses of sprayflesh (in case a surnoch is injured in an accident). Each surnoch's atmosphere collar provides protection similar to the environmental protections of a suit of armor, lasting for 15 days when fully charged. A PC

can alter an atmosphere collar with a successful DC 32 Engineering check so that it functions as a gray force field armor upgrade (and can be sold as such).

A4. SLIME CELL (CR 11)

The door leading into this room has an electronic lock. A PC can disable the lock with a successful DC 30 Engineering check, or fool the lock into thinking an authorized user has given it a command to open with a successful DC 35 Computers check. If the PCs fail these checks three times or a character fails one check by 5 or more, a silent alarm triggers in the security post (area A8). Malakar takes note of the alarm, but she still doesn't notify her superiors.

The ceiling, walls, and floor of this room are covered in heavy armored plates that show scratches and signs of scoring. Many of the plates seem newer and appear to have been bolted directly over damaged plates without removing the old coverings. Twisted, wrecked pieces of junk are piled up in the corners and where the walls meet the floor. Several pipes run through the room near the ceiling, with numerous valves along their lengths.

This cell is part of the *Empire of Bones*'s slime-patch system (*Starfinder Alien Archive* 101), an automated repair system designed to use material gathered from scavenger slimes to patch sections of the ship damaged in combat. The pipes and valves are used both to suck pieces of scavenger slime up to where the reservoir of slime patch material is kept and to dump useless junk into the room to "feed" the scavenger slimes.

Creatures: Two scavenger slimes are kept here. Over the years, they have cobbled together enough pieces of the broken technology dumped into this chamber to form workable weapons. Under normal operations, the door is kept secure, leaving the slimes to serve purely as a source of material for the ultranought's slime patch system. Once the door is opened, the scavenger slimes attack—not out of anger, but purely out of an instinctive desire to absorb and alter any technology the PCs might be wearing.

SCAVENGER SLIMES (2)

CR 9

XP 6,400 each

HP 145 each (*Starfinder Alien Archive* 100)

DEFENSE

Resistances cold 10

OFFENSE

Ranged LFD screamer +21 (2d10+9 So; critical deafen [DC 18]) or

hailstorm-class zero rifle +21 (2d8+9 C; critical staggered [DC 16]) or

snub scattergun +21 (1d12+9 B)

TACTICS

During Combat A scavenger slime attempts to target

multiple foes in the blast from its LFD screamer or its snub scattergun if possible. Otherwise it attacks the nearest target that doesn't have cover with its hailstorm-class zero rifle. The scavenger slimes do not consider each other targets when making these decisions, but neither do they make any effort to avoid catching one another in the area of their weapons if multiple other targets are in that area.

Morale The scavenger slimes fight until killed.

Treasure: The LFD screamer, hailstorm-class zero rifle, and snub scattergun from each scavenger slime can be removed and used normally with a successful DC 25 Engineering check for each weapon.

A5. SUFFOCATION CHAMBER (CR 10)

The door leading into this room has an electronic lock. A PC can disable the lock with a successful DC 30 Engineering check, or fool the lock into thinking an authorized user has given it a command to open with a successful DC 35 Computers check. If the PCs fail these checks three times or a character fails one check by 5 or more, a silent alarm triggers in the security post (area A8). Malakar takes note of the alarm, but she still doesn't notify her superiors.

A metal podium with numerous controls on it stands in the center of this room. Padded, vertical beds with numerous straps and restraints fill the room, most with numerous stains and small tears in their padding. Each bed sits beneath a bright spotlight from the ceiling, which illuminates the room brightly. Four large vents are visible in the ceiling.

Unlike most of the rest of the *Empire of Bones*, this chamber is specifically designed to sustain an atmosphere when the door is closed. The podium in the center of the room controls the vents and tanks in the room's ceiling, which can create, maintain, and summarily remove nearly any atmosphere. The podium also allows for minute adjustments to the composition and density of an atmosphere once it's established. As a standard action, a character at the podium can begin the process of creating nearly any form of atmosphere (normal, thick, thin, or even toxic; *Core Rulebook* 395), return the room to a state of vacuum, or alter the gravity in the chamber (anywhere from zero gravity to strong gravity; *Starfinder Core Rulebook* 401). When atmosphere begins pumping into the room, the door automatically closes and locks. It takes 1d4 minutes for atmospheric conditions to be established, removed, or substantially changed.

The room's emergency security key (see the sidebar on page 15) is kept in a compartment within the control podium.

If the room contains a normal or thick atmosphere and the door is forced or hacked open (see above), the air within the chamber rushes out into the corridor. Characters in the

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corridor within 10 feet of the door must succeed at a DC 20 Reflex save or be knocked prone by this rush of air.

The room is generally used as an interrogation chamber for living captives, but it can also be used as part of a ritual to suffocate living prisoners and turn them into common nihilis.

Creature: Lieutenant Kreth, a powerful nihilis who was once a drow, is an information-extraction expert and this chamber's primary user. He is skilled at using its ability to pump out air out of the chamber slowly both as a form of torture and as a way to create more nihilis loyal to the Corpse Fleet to bolster the crew's numbers.

KRETH

CR 10

XP 9,600

Male drow nihilis (*Starfinder Alien Archive* 42, 82)

NE Medium undead

Init +5; **Senses** darkvision 60 ft.; **Perception** +19

Aura gravity well (5 ft., DC 19)

DEFENSE

HP 165

EAC 23; **KAC** 24

Fort +12; **Ref** +12; **Will** +11

Immunities undead immunities

OFFENSE

Speed 30 ft., climb 20 ft.

Melee comet hammer +22 (4d6+18 B)

Ranged elite semi-auto pistol +19
(3d6+13 P)

Offensive Abilities decompression
gaze (15 ft., DC 19, 2d8+8 B)

TACTICS

Before Combat If the PCs set off the alarm as they try to enter the room, Kreth readies an action to activate the room's atmosphere controls to pump a toxic atmosphere (this functions as ungol dust poison; *Starfinder Core Rulebook* 419) into the chamber as soon as one or more characters enter.

During Combat Kreth does his best to remain within 15 feet of as many foes as possible in order to expose them to his decompression gaze. He resorts to using his pistol only if necessary, in which case he seeks to fire from cover (especially if doing so forces foes to move within range of his gaze in order to strike back at him).

Morale Kreth seeks to escape if reduced to 55 or fewer Hit Points, moving to area **A8** to inform Commander Malakar of the boarders and work with her to eliminate them. If escape seems impossible, Kreth fights until destroyed.

STATISTICS

Str +8; **Dex** +5; **Con** —; **Int** +3; **Wis** +0; **Cha** +1

Skills Athletics +24 (+32 to climb), Computers +19, Intimidate +19

Other Abilities unliving

Languages Common, Eoxian

Gear freebooter armor III, comet hammer with 2 batteries (20 charges each), elite semi-auto pistol with 16 small arm rounds, personal comm unit

Development: A PC who succeeds at a DC 25 Engineering check while examining the podium finds that it can be used as an environmental recharging station for armor (*Starfinder Core Rulebook* 198).

A6. BRIG (CR 12)

The double door leading into this room has an electronic lock. A PC can disable the lock with a successful DC 30 Engineering check, or fool the lock into thinking an authorized user has given it a command to open with a successful DC 35 Computers check. If the PCs fail these checks three times or a character fails one check by 5 or more, a silent alarm triggers in the security post (area **A8**). Malakar takes note of the alarm, but she still doesn't notify her superiors.

This room is brighter than most of the ship, with crisp white light flooding down from the entire ceiling. A series of four barred cells runs the length of the aft wall, each with a barred door with a keypad lock. A metal cabinet hangs on the fore wall, behind a small metal desk with a computer terminal and a metal chair built into it.

This is hangar country's brig, one of a few found throughout the *Empire of Bones*. They rarely see much use, as Corpse Fleet discipline runs toward execution more than imprisonment, but sometimes crew members are put in lockdown if a disagreement escalates to the level of a brawl or if a more serious offense requires investigation before a sentence is passed.

The four cells appear to just be barred cages, but invisible, airtight force fields extend between all of the bars, giving each cell door hardness 35 and 60 Hit Points. Each cell can



KRETH

be opened from the computer built into the desk (see below) or unlocked with a successful DC 32 Engineering check.

The cabinet behind the desk is currently unlocked. This is where the room's emergency security key is stored, but the small slot where it is normally kept is empty, as the marooned ones who have escaped from their cells (see Creatures below) have confiscated the key. If the PCs already have another security key in their possession, they can immediately tell that the empty slot is the exactly the size of a key. The cabinet also contains a makeshift distress beacon (which is emitting the signal the PCs might have picked up when they boarded the *Empire of Bones*; see page 9), as well as some other equipment (see Treasure below).

The secured tier 4 computer in this room is used exclusively to control the cell doors and maintain a list of prisoners (who they are, when they began their incarceration, and when they were removed). A PC who hacks the computer (Computers DC 29) not only can open and close the cell doors but also learns that the cells are supposed to contain "four dwarf-form corporeal undead: names unknown, loyalties unknown" who were imprisoned 6 months ago. There's no note of these prisoners ever being released, even though the cells appear to be empty.

Creatures: Four marooned ones have set up an ambush in this room. They were dwarven crew members of a mining vessel that was surveying asteroids for valuable materials in a system in Near Space. When they found a particularly large vein of adamantine in a large asteroid, their captain stole the metal they mined and then abandoned them to die rather than share the profits for finding such a rich deposit. The *Empire of Bones* later captured and killed the mining ship captain and went to retrieve the adamantine, only to discover the abandoned crew had risen as undead.

However, the marooned ones weren't yet ready to join the Corpse Fleet, and thus were locked in this brig. With their natural knack for engineering, they took advantage of the chaos of the battle and successfully escaped their cells, but they have yet to explore outside of the brig. Instead, acting largely on undead instinct, they fashioned a kind of distress beacon. After hiding it in the cabinet, they filched the security key and pried up some of the floor plates to conceal themselves. They assume their beacon will bring more victims, perhaps even some with access to a ship that will allow the undead to escape the *Empire of Bones*. When the PCs enter the room and discover the beacon, the marooned ones spring out to attack 1 round later. They can automatically detect the PCs' footfalls unless the PCs are attempting Stealth checks, in which case the marooned ones gain a +5 circumstance bonus to their opposed Perception checks to notice them. A PC who succeeds at a DC 31 Perception check can act during the surprise round.

Malakar is aware of this partial escape, but she is content to allow the PCs to handle this problem or let the marooned ones handle the problem of the PCs. Either way, she knows

EMERGENCY SECURITY KEYS

Hangar country's emergency security keys are digital storage devices the same size and general appearance of humanoid finger bones. Each key has, at one end, a micro plug that can be inserted into any of the computers onboard the *Empire of Bones*, datajack augmentations, or handheld computers such as datapads. While an emergency security key is essentially a tier 0 computer, it can't be directly hacked unless it is plugged in. When plugged in, a key attempts a handshake protocol with the device, looking for the receiving program that exists only in the *Empire of Bones*'s security terminals. If it connects, the key transmits encoded information to that receiving program, helping the user gain access to sensitive information on the terminal. The information can't be copied or altered, and any attempt to do so initiates a countermeasure that erases that information unless the user succeeds at a DC 32 Computers check.

she can sweep in with a contingent of marines to finish off any survivors, if necessary.

MAROOINED ONES (4)

CR 8

XP 4,800 each

HP 115 each (*Starfinder Alien Archive* 76)

TACTICS

During Combat Each marooned one remains prone and either begins firing (benefiting from cover due to being in the floor) or attempts to grab an adjacent target. The marooned ones each make only a single attempt to grapple a foe, and if that fails, they then use their knives to stab adjacent foes or shoot their semi-auto pistols at those who are farther away.

Morale The marooned ones fight until destroyed.

STATISTICS

Languages Common, Dwarf

Treasure: The gear the marooned ones had on them when the *Empire of Bones* found them was taken and stored in the cabinet behind the desk, but other than retrieving their pistols and knives and grabbing the security key when they planted the phony distress beacon, the marooned ones have ignored it. The cabinet contains a *serum of enhancement* (commando), a grappler, 100 feet of adamantine cable, an advanced medkit, and a pouch of nine plasma sapphires (magic jewels worth 1,500 credits each, which all shine with the light equal to a beacon without using any power source). A tenth jewel appears to be a slightly brighter plasma sapphire, but it is actually a naturally occurring *standard photon crystal*.

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A7. SENSOR SUITE (CR —)

This room is dark. Only a few lit buttons and displays pierce the blackness, illuminating no more than the rough shape of the area. Panels of computer screens, bundled data cables, and digital readout displays line the walls, with more than a dozen chairs arrayed in front of them. The constant chatter of beeps and clicks accompanies the data streaming across every readout.

This area contains the terminals and readouts of one of the *Empire of Bones's* sensor suites, which are overseen by cybernetic zombies wired directly to the command center (see *Creatures* below). The monitors show the information about the space around the ship, including the details gathered by the ship's sensors about other vessels. All the terminals here are connected to a tier 7 computer with a security III upgrade module. It is possible to hack a terminal (so long as it is not occupied by a cybernetic zombie) with a successful DC 44 Computers check. This is likely too difficult for the PCs, but they gain the same access and information as if they took control of one of the cybernetic zombies (see *Creatures* below) if they manage to succeed.

A PC who succeeds at a DC 30 Perception check discovers a small hatch in the floor in the center of the chamber, which contains this room's emergency security key.

Creatures: In each of the 16 chairs sits a cybernetic zombie (*Starfinder Alien Archive* 114). They are wired into the control panels in a similar way as the cybernetic zombies in area **A2**, but unlike those undead, these zombies are active—constantly receiving commands through the cables from the consoles in the control panels, tapping on their displays, and sending information gained from the sensor array back through the same links. However, they don't attack the PCs or make any effort to defend themselves if attacked unless they are disconnected from their control panels. A zombie disconnects automatically if moved more than 5 feet from its original position, and there is a 25% chance that a kinetic attack damaging a zombie disconnects it. A disconnected cybernetic zombie attacks any non-undead in the room.

The PCs can hack into the flow of information between a single cybernetic zombie and the source of its commands with one successful DC 33 check in each of Computers, Engineering, and Mysticism (they can be attempted by a single character or by multiple characters working in tandem). If successful, the PCs learn that the cybernetic zombies are managed from cybercontrol (area **C2**) in the ship's command section, though this doesn't reveal the specific location of cybercontrol on the ship. Combined with access to the records in area **A8**, this information should be enough to deduce that cybernetic zombies function as interfaces for many of the ship's systems.

Once the PCs have taken over a cybernetic zombie, they can examine the specific orders it receives and the information it returns. This allows a PC trained in Computers to observe

the space around the *Empire of Bones* with its sensors (the armada is still engaged in destroying defense systems on the Gate of Twelve Suns controller moons) and analyze how the ship's officers are using the cybernetic zombies. Even a cursory analysis is enough to understand the mindless cybernetic zombies are controlled by a command link used by someone in the ship's science officer role. This officer remotely controls the dozens of cybernetic zombies all across the ship in order to perform science officer actions in starship combat.

In addition, successfully hacking a cybernetic zombie reveals much about the way the computers aboard the *Empire of Bones* are organized, granting a +2 circumstance bonus to future Computer checks to hack the ultranought's computer systems.

Hacking into a single cybernetic zombie doesn't have much impact on the *Empire of Bones*, however. While it's possible to feed false information into the sensor control system, doing so creates a single outlier in the stream of reports from other cybernetic zombies here and those in other sensor suites in other sections of the ship. The system is designed to survive a failure of dozens of cybernetic zombies without creating a problem by comparing the majority of reports and weeding out those that don't match the majority. Even if this entire sensor suite was taken over (requiring a combination of successful Computers, Engineering, and Mysticism checks for each cybernetic zombie), the *Empire of Bones's* crew are canny enough to simply write off the one set of clashing reports.

Development: A PC who succeeds at a DC 25 Engineering check realizes that one of the many power cables attached to each cybernetic zombie can also be used to recharge batteries and power cells, much in the same way as a recharging station (*Starfinder Core Rulebook* 234). The power cable must first be disconnected from the cybernetic zombie to be used in such a way; doing so disconnects the zombie from its control panel.

Story Award: If the PCs successfully hack an empty terminal or a cybernetic zombie and learn about the existence of cybercontrol (area **C2**) and the command link that controls the ship's cybernetic zombie crew, grant them 12,800 XP. However, the cybernetic zombies themselves aren't a significant threat to the PCs, even if they are unhooked from their control panels, so barring unusual circumstances, the PCs should receive no experience for defeating them. If you choose to award XP for defeating all the cybernetic zombies, omit the above story award.

A8. SECURITY POST (CR 11)

The door leading into this room has an electronic lock. A PC can disable the lock with a successful DC 30 Engineering check, or fool the lock into thinking an authorized user has given it a command to open with a successful DC 35 Computers check. If a PC fails the Engineering check by 5 or more or the Computers check by any amount, a silent alarm



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triggers within the room. Commander Malakar then prepares as noted in her tactics (see Creature below).

This room has only a single door in the aft wall. A small dais in the center of the room is raised up a few feet, and pillars line the walls. Each pillar supports a display, all of which show collections of video streams of hallways, hangar bays, rooms, and other locations within this section of the *Empire of Bones*.

This is the security post for hangar country, designed to be a place from which the entire area can be monitored. It also serves as a remote backup for many of the functions of the brig (see area **A6**). It is staffed by the local section security officer (see Creature below), who is usually the highest-ranking Corpse Fleet officer assigned to the area. Unless the PCs come directly to this room from the hangar bay or have some way to avoid hangar country's security cameras, many of the monitors are replaying previous encounters they had in the area.

The central dais holds the main security console, from which all cameras and alarms in hangar country can be monitored and controlled. See Hacking the Security Console on page 18 for information on how the PCs can gain information from this terminal.

Creature: Commander Malakar is a truly ancient undead; her history stretches back to a time long before the Gap,

when bullet-firing pistols were the cutting edge of military technology and Eox had no intention of allying itself with any other planet in what is now the Pact Worlds. She considers the current ruling bone sages of Eox to have betrayed their undead citizens and sees the Corpse Fleet as the true keepers of the destiny of the unliving. Yet while Eox's signing of the Absalom Pact angered her, she sees it as a temporary political aberration and still values the planet as the home world of the greatest undead in the galaxy. As a result, she mistrusts any creature that has ever been an enemy of Eox, including the captain of the *Empire of Bones*, Ghurd Nashal, who in life was a vesk warrior who fought against the Pact Worlds before and during the Silent War. By contrast, Malakar is loyal to Admiral Serovox (or at least sees the necrovite as a great and rising power who will lead the undead under their command to glory). Malakar has been working for some time to arrange for Nashal to be either destroyed or disgraced in a spectacular fashion that would cause Serovox to demote (and possibly execute) the captain.

Malakar has created two viruses and has laboriously inserted them into the ship's security systems (see Hacking the Security Console on page 18), but she has been waiting for the perfect opportunity to fully activate them. She sees the PCs' intrusion into hangar country as that opportunity and therefore has yet to alert her superiors to the party's presence. She hopes to either capture them alive and release them onto the section of the ship that would do the most

damage to Nashal's reputation, or kill them and turn them into undead loyal to her and Lieutenant Kreth (see page 14), who shares her disdain for Nashal, if not her drive to destroy the mohrg captain.

During the first few rounds of direct combat, Malakar quickly realizes that the PCs are the most worthy opponents she has faced in decades. In addition to her tactics presented below, she openly discusses the PCs' strengths and weaknesses as she sees them (especially if she has already observed them in combat via the security cameras). As she does her best to kill them, Malakar promises the PCs that she will hold places of honor for them aboard what she calls "her ship" as a reward for giving her quite a workout. A PC who succeeds at a DC 30 Perception check or a DC 22 check of an appropriate Profession skill (such as mercenary or soldier) can tell that the insignia of her uniform definitely aren't grand enough for her to be the captain of the *Empire of Bones*. If confronted about this, Malakar doesn't elaborate on her statements, noting only that "she has plans in motion" and that the PCs are a big part of them. However, Malakar isn't foolish enough to believe any claim by the PCs that they might be willing to work with her before she has a chance to finish them off.

MALAKAR

CR 11

XP 12,800

Female human pale stranger (see page 60)

HP 170

STATISTICS

Skills Acrobatics +25, Athletics +25, Computers +20, Engineering +20, Stealth +24

Gear elite semi-auto pistols (4), frag grenade IV, stickybomb grenade III, ultrathin longsword, detonators (2), emergency security key, system-wide comm unit

TACTICS

Before Combat Unless the PCs arrive at the security post directly after infiltrating the hangar, Malakar has been aware of their presence for some time. She sets up both her grenades to detonate in the area just inside the door to the security post. If the PCs attempt to sneak up to the door, Malakar can spot them through her cameras with a successful Perception check opposed by their Stealth check. If she knows exactly when they are coming (such as if the

silent alarm is triggered by their attempt to breach the security post's door), Malakar takes cover behind the security console.

During Combat If Malakar has set up her explosives, she triggers the stickybomb grenade by pushing the button on her remote detonator (no action) as soon as at least two targets are in the area or if a foe wielding a melee weapon moves towards her; she hopes to block the doorway with entangled foes. She triggers the frag grenade in the same way as soon as she can catch at least two PCs in the area. If a PC notices any explosives Malakar has not yet triggered, Malakar detonates them rather than allow anyone to attempt to disarm them. Otherwise, she fires at foes who seem to give their allies tactical advice or support, including envoys. If a foe gets adjacent to her, she takes a guarded step to move away and makes a stranger's shot as a standard action.

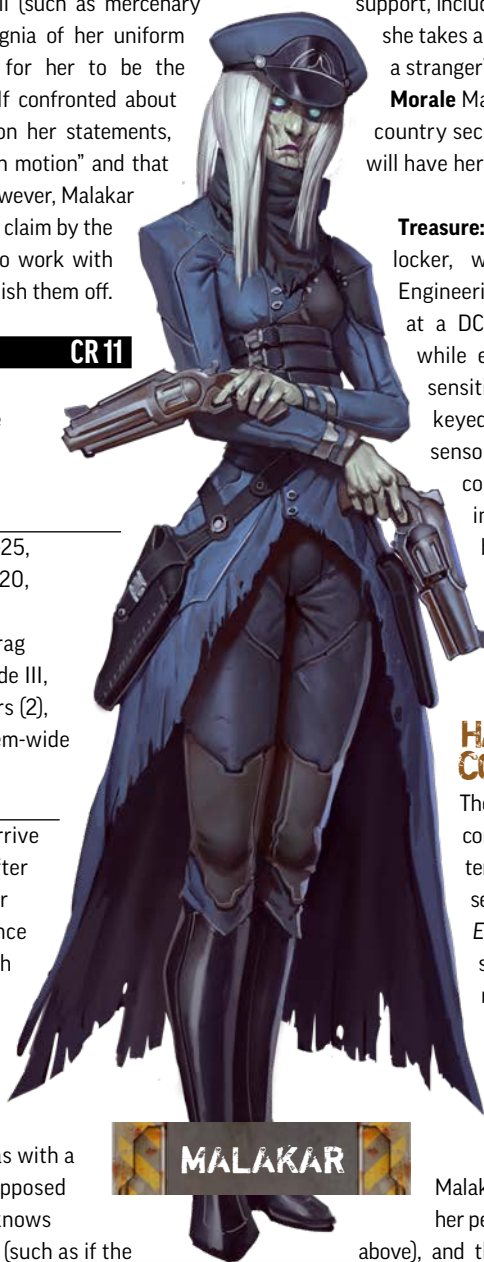
Morale Malakar knows if she loses the hangar country security post to living invaders, Serovox will have her destroyed. She fights to the end.

Treasure: The central pillar contains a sealed locker, which requires a successful DC 28 Engineering check to unlock. A PC who succeeds at a DC 22 Computers or Engineering check while examining the locker notices a touch-sensitive biometric sensor that is probably keyed to Malakar. Touching her hand to the sensor, even after she's become an inanimate corpse, opens the locker. The locker includes two batteries, two high-capacity batteries, two super-capacity batteries, one ultra-capacity battery, 90 small arm rounds, 100 longarm and sniper rounds, 60 heavy rounds, and 25 scattergun shells.

HACKING THE SECURITY CONSOLE

The security console is not a stand-alone computer, but is rather a keyboard and terminal designed to access the heavily secured tier 10 computer running the *Empire of Bones*'s security systems. A successful DC 53 Computers check is required to hack into it for any information. However, on the first failed check, a message on the display asks if this is a security emergency and prompts the user to insert an emergency security key (see the sidebar on page 15).

Malakar has one emergency security key on her person (see the Gear entry of her stat block above), and there are additional emergency security



keys in areas **A5**, **A6**, and **A7**. A PC who succeeds at a DC 22 Computers or Engineering check realizes these emergency security keys can all be used simultaneously, with each one granting a +4 circumstance bonus to Computers checks to hack the security console (these bonuses stack with each other). Additionally, any PC examining the terminal notices a touch-sensitive sensor on it. A PC who then succeeds at another DC 22 Computers or Engineering check determines that this is a biometric lock that must be keyed to Malakar. Placing her hand on the sensor, even after she has become an inanimate corpse, grants an additional +5 circumstance bonus to the Computers check to hack the security terminal.

So long as the PCs are using at least one emergency security key, a single successful Computers check grants access to all the information available from this terminal, and even a failed Computers check provides access to the terminal's basic functions with no negative consequences. However, if the PCs fail more than one Computers check without using at least one emergency security key, two countermeasures trigger. The first is a rank 4 shock grid, which requires each creature within 10 feet of the terminal to succeed at a DC 27 Fortitude save or be stunned for 1 round. The second time this countermeasure is triggered, it deals 14d6 electricity damage (Reflex DC 27 half) to each creature within 10 feet of the terminal. The second set of defenses is a feedback countermeasure, which triggers if a PC fails the Computers check by 5 or more, infecting every device used in the attempt with a virus that imposes a -5 penalty to all subsequent skill checks using that device. This virus can be removed from a device with a successful DC 30 Computers check. Both countermeasures are described on page 217 of the *Starfinder Core Rulebook*.

Once the PCs access to the security console, they can gain a great deal of information including basic information about the layout of the ship and Malakar's own plans. Answers to questions the PCs likely have are listed below. Activating any ship-wide security protocols requires an additional successful DC 53 Computers check to bypass the firewall protecting those protocols; neither the emergency security keys nor the biometric sensor grant their bonuses to this check. Any major changes (such as introducing a new virus into the system) made on this terminal don't affect the ship as a whole for a while, as it takes weeks for such changes to propagate through the ship's numerous computer systems. Malakar spent over a year subtly introducing her viruses to the system, and her efforts affect only the ship's security systems.

What can we learn about this ship? The *Empire of Bones* is a unique ultranought: a massive warship larger than battleships, carriers, and even dreadnoughts. It is one of the flagships of the Corpse Fleet and leads its own armada of vessels. You can show the players the ship's stat block (see the inside front cover), though they can't access any of the ship's systems from this terminal.

How can we take control of the *Empire of Bones*? Though crews throughout the ship are required for the vessel to function, all orders come from the command and control decks (see the *Empire of Bones* map on the inside back cover). While it might be possible to remotely hack some of those stations to control a single thruster or one sensor array, operating the entire ship requires taking control of the bridge (area **C4**) and cybercontrol (area **C2**) in the command section.

If the PCs haven't already learned how the cybernetic zombies in area **A7** are controlled, they can do so here. Additional information from the security terminal indicates that the command link from cybercontrol governs both the sensors and the engineering crews (functioning as the engineer and science officer roles). A different, related system on the bridge governs the gunnery and navigational crews (functioning as the pilot and gunnery roles). Controlling both the command link and the bridge systems allows an individual to act in the captain role.

How do we reach the command section? On a ship the size of the *Empire of Bones*, there are hundreds of ways to get from one section of the ship to another. However, the fastest and safest route from the primary launch and recovery decks to the command and control decks is travel via grav-train. There are grav-train stations near both hangar country and the command section. See Part 3 on page 20.

Who is in command of the ship? Admiral Serovox (see page 33) commands the entire armada for which the *Empire of Bones* is the flagship, and while they have the power to issue commands to any crew on board, they rarely get involved in the ship's day-to-day operations. Captain Ghurd Nashal (see page 31) is captain of the ship and Commander Malakar's direct superior. The records about both senior officers are limited but provide enough details to empower the PCs to attempt the appropriate skill checks to identify what kind of undead they are. In addition, Nashal's record includes a footnote mentioning something called Project Tombstone that appears to have been added by Malakar and is only on this particular security terminal.

What did Commander Malakar do with those security camera images of us? Searching through the logs of security video available on the terminal, it is clear that at some point, Malakar realized there were intruders in hangar country and periodically spotted them on hidden cameras in the ship's hallways. The log also notes that Malakar chose not to activate any alarms and didn't report the invasion to her superiors in the command section as part of something called Project Tombstone.

What is Project Tombstone? Nothing about Project Tombstone can be found in the main security logs, but if the PCs check Malakar's personal folders (a PC who succeeds at a DC 25 Computers check has this idea, if necessary), they find more information. A quick glance through the files reveals that the commander was working toward some kind of mutiny, and there are extensive notes on how a minor

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threat to the *Empire of Bones* could potentially be used to eliminate, or at least embarrass, "inappropriate members of the command staff." The PCs can easily discover the members of the ship's command staff include Admiral Serovox, Captain Ghurd Nashal, and several other commanders on the same level as Commander Malakar.

Also in the Project Tombstone files are notes on a pair of computer viruses Command Malakar has introduced to the security computers across the entire *Empire of Bones*. One virus is named Wraith 2.0, and prevents the security cameras and security robots on the ship from seeing or recording any creature that is entered into the virus's memory. Malakar planned to use this to aid in her escape from the vessel in case her plans went south. With a successful DC 30 Computers check, the PCs can add their own images into Wraith 2.0's memory, causing the ship's security to ignore them. This doesn't allow them to access secure areas; it only causes the robots and cameras to not react to them.

The other virus is named TombRobber. This program is capable of creating false security alerts anywhere on the ship, and can include in these alerts false security footage of anything in Wraith 2.0's memory. With a successful DC 25 Computers check, the PCs can take control of TombRobber, allowing them to activate it from anywhere on the *Empire of Bones* (using any comm unit, datapad, or similar device). If the PCs need to get a night's sleep, using TombRobber draws enough attention away from their true location to allow them to confidently hole up in an unused room (such as a security closet or maintenance tunnel) long enough to do so, as long as they don't make a great deal of noise or otherwise draw attention to themselves. Each use of TombRobber requires a different emergency security key, giving the PCs a finite number of times they can take one of these breaks.

PART 3: IN THE MARROW

Given the size of the *Empire of Bones*, the main transport system to move from one deck to another (and sometimes from one section to another) involves grav-trains, small multiple-car trams that run throughout the ship on tracks that produce their own gravity. Massive shafts with grav-trains on every wall (each with its own local gravity field) traverse the central spine of the ship, while smaller routes branch off from the major corridors, sometimes even running along the ceilings of large foot-traffic thoroughfares. Grav-trains can change routes at switching points every few hundred feet on most tracks, and grav-train stations are scattered periodically through the ship to allow loading and unloading of cargo and

passengers, as well as adding or removing cars for routine maintenance. The grav-trains usually operate on autopilot along regular preset routes, but an override allows security personnel to take command of a grav-train and determine its route and speed when necessary.

It's a short trip of a few hundred feet from hangar country to the nearest grav-train station. With a map of the interior of the *Empire of Bones*, the PCs should have no difficulty reaching that area, and they can even reasonably find an unused cargo area or maintenance corridor if they need to take a quick break.

B. GRAV-TRAIN STATION

At the fore end of this massive chamber, two shallow channels run from port to starboard, disappearing at both ends into open tunnels. Glowing tracks run along the channels, and a four-car tram sits on the aft set of tracks. A hefty cargo crane can be seen on the fore side of the tracks near the port tunnels, with a pile of crates not far from it. Low walls demarcate a 25-foot-square area in the middle of the room, and five computerized workstations line the interior of the aft wall. A large column descends from the ceiling above the square, reaching to within 10 feet of the floor; it's covered in displays showing arrival and departure times along various routes within the ship. Three rows of hard benches line an area to the starboard of the walled-off area. Two large cargo doors, each 30 feet wide and 30 feet tall, occupy the port and starboard walls. A large metal trapdoor sits in the floor between the walled area and the portside cargo door. An observation post 50 feet from the floor and accessed by a metal ladder is in the port aft corner of the room. Three sets of 20-foot-wide bulkhead doors are evenly spaced along the aft wall; three large Xs have been painted on the floor in front of these doors.

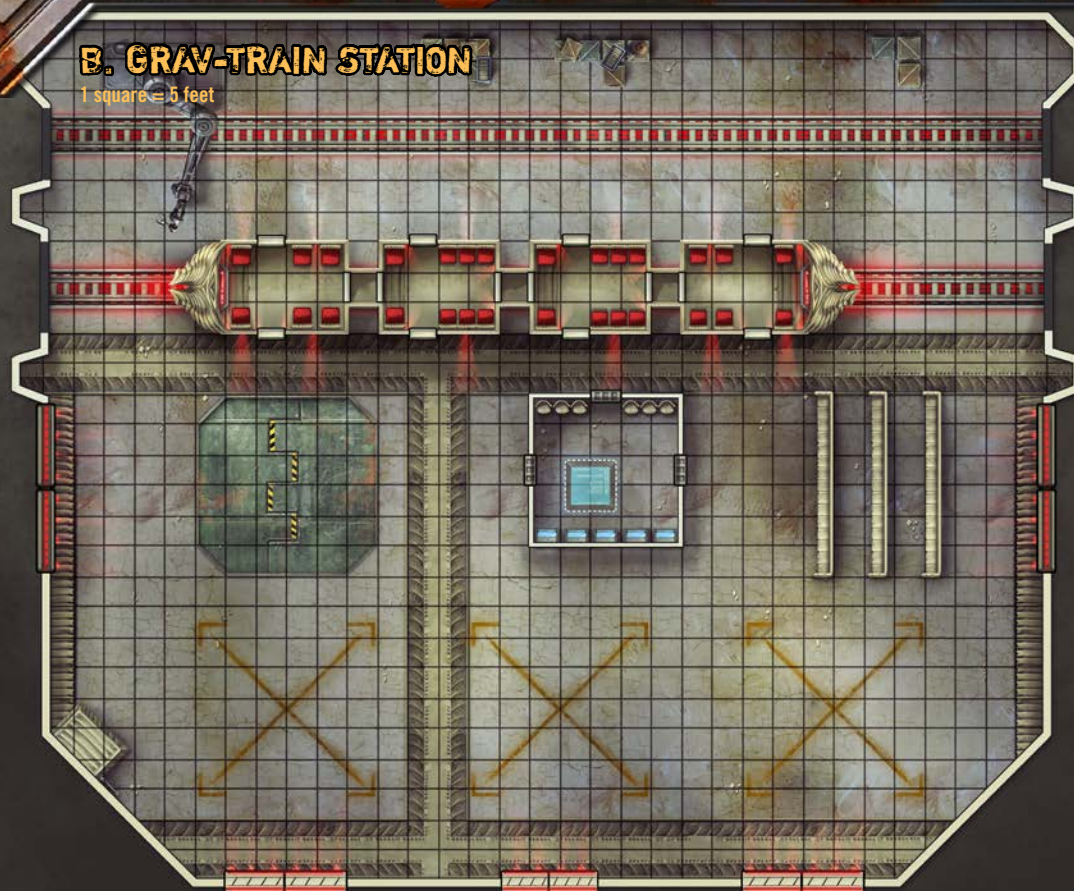
A series of interconnected routes passes through major and minor transit corridors running the length and breadth of the *Empire of Bones*. Generally such corridors are used for priority transit between grav-train stations—usually for cargo, groups of troops, or repair crews—and officers often use them to move about more quickly than going by foot or wheeled cart. The grav-trains generally run on set routes and schedules, but officers and security personnel can override that system to specify a different path.

The crane in the corner operates in the same way as the crane in area **A1**, except it is controlled from a seat on the crane (which is too exposed to offer cover), and can attack only targets within 60 feet of its base. The trapdoor is a secured hatch that leads to a shaft that runs down 60 feet to a storage area (which is sealed off by another metal hatch) that contains currently unused flatbed grav-train cars and maintenance materials. The trapdoor is controlled by a tier 2 computer (Computers DC 21 to hack) built into the floor

B. GRAV-TRAIN STATION

1 square = 5 feet

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adjacent to it. The door is simple enough that opening and closing it is a basic function of the computer, and it takes 2 rounds to fully open. The observation post is 50 feet up, is accessed by a ladder, and gives creatures in it improved cover against attacks from anything at ground level.

The following are standard traits of the grav-train stations and all major grav-train transit corridors. Use the Grav-Train Station map above for the encounters in areas **B1** and **B2**, since the design of such stations within the *Empire of Bones* is standardized.

Ceilings, Doors, and Walls: The ceilings are 60 feet high in the stations and most of the transit corridors, and the doors are thick steel doors (hardness 30, HP 125, break DC 35). The walls are standard starship interior walls (hardness 30, HP 1,440 per 10-foot-by-10-foot section, break DC 45).

Security: The *Empire of Bones*'s concealed security cameras are located every 100 feet along each transit corridor and inside every grav-train car. The grav-train stations are outside of Malakar's assigned area, so different section security officers monitor these feeds. Unless the party is being stealthy or using the Wraith 2.0 virus (see below), a section security officer immediately notices the PCs when they enter a station; use the statistics for Malakar on page 18 if you need that security officer's Perception skill bonus. Unlike Malakar, this security officer is completely loyal to the captain and triggers an alarm that blares throughout the entire *Empire of Bones*. This manifests as a strobing white light in all rooms and corridors and a ship-wide warning broadcast to all crew

comm units to be on alert for intruders. The PCs can listen in on this alert if they have taken a comm unit from a defeated crew member and understand Eoxian.

If the PCs have activated Wraith 2.0, no alarm is triggered until they steal a grav-train. When the security forces notice a grav-train making an unexpected departure, they suspect something is amiss and send a patrol to investigate the hangar country station. Unless the PCs took care to hide the bodies of the undead they encountered there, the patrol reports the apparent attack to their superiors, who eventually get back to the ship's mohrg captain. Nashal assumes the worst—a boarding party—and activates a ship-wide alarm as described above about 20 minutes after the PCs steal the grav-train. However, his broadcast to the crew (which the PCs can listen in on as described above) is given with more passion and contains more details. He explains that the intruders have destroyed valuable personnel, including the long-serving Commander Malakar (which is discovered during a quick sweep of the sections near the hangar country station), and should be considered hostile and extremely dangerous. Nashal gives the order to kill the PCs on sight, and he is able to describe them unless the PCs took steps to erase the footage of themselves found in area **A8**. He also warns all sections of the ship to be on high alert, noting the boarders have been spotted in a grav-train station and their ultimate destination is unknown. He orders extra security forces to all security posts, data centers, engineering decks, armories, and munitions decks. While he

also takes some steps to increase security in the command section (see page 28), he doesn't announce those measures over the comm units.

B1. HANGAR COUNTRY STATION (CR 13)

With the map of the ship they acquired in area A8, the PCs can make their way to this major grav-train station from hangar country without incident, entering through any of the doors in the aft wall. Trying to enter this room through the cargo doors or grav-train tunnels requires going much further afield on this deck, a process likely to involve multiple encounters with security robots and corpsefolk marines.

The grav-train in the station is currently held in place by a set of eight mooring clamps (one on each side of each car), which a PC can notice before entering the train with a successful DC 20 Perception check. If the PCs try to move the grav-train before removing the mooring clamps, the grav-train's computer issues an error message noting that the grav-train can't proceed until station control retracts the mooring clamps attached to it. Without the aid of this message, a PC who succeeds at a DC 20 Culture check identifies the station control area as the point where such mooring clamps would be controlled; releasing the clamps requires a successful DC 25 Computers check to hack the terminal in the station control area. Failing this, the clamps can be removed from one side of one grav-train car as a full action with a successful DC 30 Strength check, or they can be destroyed. Each clamp has hardness 20 and 45 HP, but any area attack or attack against the clamps that misses hits the grav-train car. The PCs must remove or destroy all eight sets of clamps to free the entire grav-train, or they can remove or destroy the clamps from one of the two end cars and then decouple that car from the others with a successful DC 32 Engineering check; doing so means the grav-train they are using in **Event 4** has only one-quarter its total Hit Points.

Once the mooring clamps have been removed or destroyed, the PCs can hack into the grav-train's tier 2 computer with a successful DC 21 Computers check.

Creatures: Normally each grav-train station is staffed with two bone trooper commandos—one in the security post and one wandering the area—and two cybernetic zombies operating the station control terminals. However, the captain prefers to have more security troops on duty when the *Empire of Bones* is engaged in major military operations, so he assigned an additional detachment of two baykoks and two more bone trooper commandos to the station and recalled the cybernetic zombies. One baykok stands on the raised observation post, while the other lounges across one of the benches. The four bone trooper commandos mingle with each other within the station control area.

The crew are on alert due to the battle with the Gate of Twelve Suns' defenses raging outside, and the staff here immediately attack anything that isn't clearly undead. Even if the PCs somehow manage to disguise themselves as undead,

the commandos demand an explanation for their presence without a scheduled transfer while the ship's crew should be at combat stations. They open fire 1 round later unless the PCs somehow convince the undead they have legitimate business. As soon as any of the crew attack, one of bone trooper commandos rushes to one of the workstations and activates an alarm (a move action) that alerts the section security officer (see Development on page 23).

BAYKOKS (2)

CR 9

XP 6,400 each

HP 144 each (see page 55)

TACTICS

During Combat One baykok is in the raised observation post when the PCs arrive, and it stays there to take advantage of the improved cover the position offers for as long as it can attack PCs from the position. This baykok focuses on shooting foes who are hanging back from the front line if possible, using its infused ammunition attacks in the hopes of paralyzing such targets. The other baykok moves to the station control area as soon as combat breaks out. It initially stays with the bone trooper commandos, but it moves to other locations if doing so allows it to hit multiple targets with its dread howl or gives it a chance to devour a soul.

Morale The baykok in the observation post is willing to allow the PCs to escape if leaving the post would be clearly suicidal, assuming (correctly) the captain would want a first-hand report of what the PCs are like and what they are capable of. The second baykok does everything in its power to stop the PCs and fights until it's destroyed.

BONE TROOPER COMMANDOS (4)

CR 7

XP 3,200 each

NE Medium undead

Init +8; Senses darkvision 60 ft.; Perception +14

DEFENSE

HP 126 EACH

EAC 19; KAC 21

Fort +9; Ref +9; Will +11

DR 5/–; Immunities cold, undead immunities

OFFENSE

Speed 30 ft.

Melee standard taclash +17 (1d4+12 S)

Ranged tactical seeker rifle +16 (2d8+9 P) or

flash grenade II +17 (explode [10 ft., blinded 1d4 rounds, DC 15])

TACTICS

During Combat These commandos are experienced combatants who take cover if possible, use flash grenades early in combat to blind foes, and use their taclashes to disarm foes who are using particularly effective weapons. They immediately take cover in the station control area, using its short wall to protect them

from enemy fire. If that position is overrun by PCs, they fall back to take cover behind the individual grav-train cars (shooting through the gaps between the cars). After that, they take cover behind the crates if necessary.

Morale These commandos fight until destroyed.

STATISTICS

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

Skills Acrobatics +14, Athletics +19, Stealth +14

Other Abilities unliving

Languages Common, Eoxian

Gear vesk overplate I, tactical seeker rifle with 32 longarm rounds, standard taclash, flash grenades II (2), personal comm unit

Development: If one of the bone troopers manages to alert the section security officer, a grav-train with four more baykoks arrives to investigate 10 minutes after the fight ends.

EVENT 4: RACE AGAINST DEATH (CR 12)

Once the PCs have control of a grav-train and leave the hangar country station, they need to get to the grav-train station closest to the command section. With Wraith 2.0 active, the PCs are invisible to security cameras, but the grav-train they are in isn't. Eventually, their presence aboard the *Empire of Bones* will be detected because of this, but they have enough time to take a 10-minute rest to regain Stamina Points first if they wish. Soon after, though, a corpsefolk marine and two baykoks in a security tram spot them. A chase ensues! This event uses the vehicle chase rules beginning on page 282 of the *Starfinder Core Rulebook*.

Creatures: One corpsefolk marine pilots the security train, focusing his full attention on keeping pace and, if possible, attacking the PCs' grav-train. The baykok security troops fire their combat rifles at the PCs whenever possible.

CORPSEFOLK MARINE

CR 7

XP 3,200

HP 126 each (see page 4)

TACTICS

Morale If the baykoks are destroyed and the security train becomes broken, the corpsefolk marine gives up pursuit to go report to his superiors.

BAYKOKS (2)

CR 9

XP 6,400 each

HP 144 each (see page 55)

TACTICS

During Combat The baykoks target those PCs making the most effective ranged attacks, or the PC piloting the grav-train if no PCs are successfully shooting at them. If the chase lasts more than 10 turns, the baykoks stop firing at the PCs and instead fire on the grav-train itself, seeking to disable it.

Morale The baykoks pursue the PCs as long as possible.

If their corpsefolk marine pilot is destroyed, one baykok activates the security train's autopilot as a swift action. After that, if their security train becomes broken, the baykoks try to board the PCs' grav-train. If that fails, the baykoks fly to the nearest grav-train station to report to their superiors.

Vehicle Chase: While the grav-trains can run only on the tracks, these tracks pass through nearly every section of the ship—there are miles of transit corridors dedicated to their use, with numerous corridors, intersections, junctions, and switchbacks, making it possible to race against another grav-train and eventually lose it in the maze of transit corridors. The PCs have just left the primary launch and



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COMMANDO

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recovery decks (where hangar country is located) and should be attempting to reach the command and control decks (where the command section is located). The quickest route is to take the vertical major transit corridor in the aft section of the ship, but if they do so, they will need to fight the ellicoths they find at the command section station (area **B2**), as well as the two baykoks and corpsefolk marine chasing them (see Creatures on page 23), which is likely an overwhelming encounter for them.

However, the PCs can try to escape from the pursuing security train by driving through the smaller tunnels that pass through other sections (see the map on the inside back cover). Each section represents an area of the ship containing dozens of decks that provide for all the various functions of a starship the size of a small city. Each section is essentially adjacent to a few other sections, as well as to the major transit corridor, which offers an express route from any one section to another (except for the areas above the command and control decks, which have only limited grav-train access for security reasons). The sections are big enough that the PCs can stay within a single section for as many zones as they wish (essentially taking tracks in a huge loop within the section). They can move to any adjacent section whenever they advance a zone; if they do, the pilot gains a +2 circumstance bonus to her next Piloting check.

The grav-train the PCs have commandeered is a standard model used to carry small cargo and personnel throughout the *Empire of Bones*. It is durable (it was built for a ship of war, after all) but neither particularly fast nor designed for direct combat. The unarmored windows are large enough that characters within the train gain only partial cover. The security train is designed to maintain security in the transit corridors in case of a boarding action and to find and immobilize runaway grav-trains. It is smaller, faster, and more heavily armored than a typical grav-train, with protected gun ports to allow fire from within its cover, but it isn't able to switch tracks as rapidly. While both vehicles list a collision attack, they can normally collide only with things on the same track or on an intersecting track.

The areas detailed in Chase Environmental Zones on pages 26–27 include examples of active hazards, altered attacks, altered movement, new tricks, or split routes you can present during the chase. You can also use them to create your own chase environmental zones if your PCs want to travel to a section on the map that isn't listed on pages 26–27. You may find it helpful to give this information to your players so they have a sense of what new options they'll have in each section.

The chase begins in the major transit corridor. The security train begins in the same zone as the PCs' grav-train and does everything it can to remain in the same zone. If the PCs manage to escape, they lose their pursuers and can move with relative safety around the *Empire of Bones*. See area **B2** for more information on what happens when the PCs arrive at the command section station on the command and control decks.

If the PCs fail to escape and their train is destroyed or stopped in some manner, they have to confront the baykoks and the corpsefolk marine on foot, likely in one of the grav-train corridors, and then either commandeer the security train or travel by foot until they can obtain a new grav-train at another station.

GRAV-TRAIN

LEVEL 10

PRICE 38,000

Colossal land vehicle (15 ft. wide, 10 ft. tall, 100 ft. long)

Speed 60 ft., full 1,100 ft., 130 mph

EAC 23; **KAC** 24; **Cover** partial cover

HP 150 (75); **Hardness** 15

Attack (Collision) 12d10 B (DC 11)

Modifiers +2 Piloting, –2 attacks (–4 at full speed)

Systems autocontrol; **Passengers** 48

SECURITY TRAIN

LEVEL 8

PRICE 20,000

Huge land vehicle (15 ft. wide, 10 ft. tall, 20 ft. long)

Speed 60 ft., full 1,200 ft., 140 mph

EAC 25; **KAC** 25; **Cover** cover

HP 130 (65); **Hardness** 20

Attack (Collision) 8d10 (DC 14)

Attack grappler (see below)

Modifiers +2 Piloting (for keep pace pilot action only),
–2 attacks (–4 at full speed)

Systems autocontrol, autopilot (Piloting +12)

SPECIAL ABILITIES

Grappler (Ex) The security train's grappler gun can be used only against vehicles the security train is engaged with during a vehicle chase. The grappler targets KAC, but the user doesn't take the security train's normal penalties to attacks. The pilot of a vehicle hit with the grappler takes a –5 penalty when using the break free action.

Story Award: If the PCs successfully evade the security train, award them 3,200 XP, in addition to the experience they gained from defeating the two baykoks and the corpsefolk marine.

B2. COMMAND SECTION STATION (CR 12)

For security reasons, the grav-train system has only a single transfer point into the command and control decks, where the command section is located. Nearly every route to the nerve center of the ship requires invaders to move through this grav-train station, creating a defensible choke point in the event the *Empire of Bones* is boarded. This also allows security forces from anywhere in the ship to use grav-trains to rapidly redeploy to protect the command and control decks. As the stations all have a standardized design, use the Grav-Train Station map on page 21 for this encounter.

The PCs can arrive by the grav-train they commandeered or exit the grav-train prior to reaching the station and enter

from either the port or starboard tunnel. The three aft doors lead to the command and control decks. Since the area is currently on lockdown following Nashal's order to increase ship security (see Security on page 21), all the doors and hatches in or out are sealed and locked (Engineering DC 35 to bypass the security seals).

Creatures: By the time the PCs arrive in this grav-train station, Nashal is certainly aware enemy troops are on board his ship, even though he may not know the details about them (depending on the outcome of their earlier encounters). The captain feels he needs extra security for the command and control decks but doesn't want to redirect troops that he can have scouring the rest of the ship for the intruders. Luckily for the captain, he keeps three ellicoths—massive creatures native to Eox—in a special menagerie on the officer and VIP quarters deck. He believes owning these creatures proves his loyalty to his undead masters and his desire to conquer Eox in the name of the Corpse Fleet. The ellicoths hate Nashal, as he doesn't feed them very often. Nashal has ordered the normal personnel of this station evacuated and has placed his ellicoths here. He (correctly) assumes the ellicoths will attack any living or undead creatures they encounter, making it difficult for the PCs to move through this choke point. While rounding up the ellicoths later will prove troublesome, the captain is willing to handle that inconvenience when the time comes, after the Stellar Degenerator has been secured by the Corpse Fleet. Similar to the surnochs in area A3, the ellicoths are fitted with electronic atmosphere collars.

If the PCs manage to subdue, incapacitate, or somehow befriend the ellicoths, they can hack the computer in the station control area (see area B1) and redirect a cargo grav-train to this station. Only special cargo grav-trains can transport the ellicoths, and only along the widest transit corridors; none of those regularly serve the command and control decks. The ellicoths have to squeeze to fit on a train (which they aren't too happy about). The PCs can send the ellicoths to the *Empire of Bones's* largest shuttle bay on the cargo area deck, which has a dedicated grav-train station. How the PCs proceed from there to get the ellicoths off the ultranought is beyond the scope of this adventure. In any case, the ellicoths can't be cajoled or coerced into the ship's normal corridors in order to reach the command section or any other location.

ELLICOTHS (3)

CR 9

XP 6,400 each

HP 145 each (*Starfinder Alien Archive* 48)

TACTICS

During Combat The ellicoths are rarely fed and are currently starving. Each one tries to use its soul drain ability on a different PC. Once they have fed, each ellicoth focuses on a different PC and tries to impale that PC with its gore attacks. An ellicoth that is reduced to

fewer than half its Hit Points attempts to use its soul drain ability on any nearby target.

Morale The ellicoths are maddened by their long captivity, but not entirely senseless. If an ellicoth is reduced to 30 or fewer Hit Points, it attempts to retreat to a corner of the grav-train station. However, if it is damaged again after doing so (even via collateral damage, such as from a grenade), it becomes enraged and fights to the death.

Development: If the PCs stay in this grav-train station for more than a few minutes after the fight is over, a grav-train arrives with one baykok (see page 55) and five bone trooper commandos (see page 22). These defenders call for backup when they see the PCs, and another such train arrives a few minutes after that fight ends. This cycle repeats endlessly,



ELLICOTH

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CHASE ENVIRONMENTAL ZONES

The following chase environmental zones can be found throughout the Empire of Bones and are used in the **Event 4** vehicle chase.

BATTERIES AND RESERVE POWER CORE

Power Drain (Altered Movement): Corpse Fleet policy is to keep the ship's backup batteries and reserve power core fully charged at all times. This draws power from the grav-train tracks on this deck, imposing a -2 penalty to Piloting checks to speed up.

CARGO AREA

Dislodge Cargo (New Trick, Piloting DC 27): The pilot clips a pile of cargo in a way that causes it to fall on a train behind hers, imposing a -2 penalty on attack rolls and skill checks made by the creatures in the struck train for 1 round. A character can also perform this trick during the combat phase by succeeding at a ranged attack against AC 22 that deals at least 15 damage to the contents of the cargo area.

CREW QUARTERS

Security Troops (Active Hazard): Each round the PCs move through this section, a corpsefolk marine (either standing on a platform as the grav-train hurtles through a station or at a security post within the transit corridors) takes a shot (dual acid dart rifle +17 [2d8+9 A & P; critical corrode 2d4]) at a randomly determined PC.

DRIFT ENGINES

Warped Space-Time (Altered Attacks): Though the *Empire of Bones's* Drift engines aren't currently active, there is still enough reality-warping power coming off of them to make physical ranged attacks more difficult, as bullets and grenades don't travel in their normal trajectories. All ranged attack rolls against KAC take a -2 penalty.

ENGINEERING CONTROL

Fire Control Foam (Active Hazard): Each round the PCs move through this section, a bone trooper engineer (using fire control systems designed to ensure none of the passages through engineering control carry fires from elsewhere in the ship into this crucial area) attempts to cover the PCs' grav-train with fire-retardant foam (ranged attack +12; on a successful attack, for 1d4 rounds all characters within the grav-train treat everything outside the train as having concealment).

MAIN COMPUTER CORE

Fog (Altered Attacks): The massive amount of coolant used to keep the miles of computer banks operational causes fog to

build up in the transit corridors through the main computer core, granting concealment to everyone. Since the grav-trains are on rails and are normally automated, this minor design flaw is not considered a serious issue.

MAIN ENGINES

Drive Through Fire (New Trick, Piloting DC 27): As the *Empire of Bones* takes damage from the Gate of Twelve Suns' defenses, minor fires have broken out in the ship's massive engines. While the grav-trains are being automatically detoured around the fires, a pilot can force her grav-train onto a rail that goes through a burning section. All passengers gain concealment for 1 round, but the grav-train takes 10d10 fire damage. Each creature on board the train takes half that damage but can attempt a DC 21 Reflex saving throw to halve the damage again. Any train behind the grav-train performing this trick must also succeed at this trick (and face the same consequences) or allow the chased grav-train to escape.

MAIN POWER CORE

High-Energy Field (Altered Attacks): The high-energy fields that reach out from the main power core cause all attacks against EAC to take a -2 penalty, but such attacks deal an additional 2d10 damage (of the same energy type).

MAINTENANCE BAYS

Dodge Between Moving Payloads (New Trick): Within the maintenance bays, large vehicles and chunks of machinery that have been brought in for repair are moved along the tracks, including tracks that cross those the PCs are on. A pilot can override the safety systems and get close enough to a large payload on another track that it might hit a grav-train following hers. The pilot chooses the DC of the Piloting check she wants to attempt (representing how close she pilots her grav-train to hitting a payload). If she succeeds, each train behind hers must succeed at a Piloting check with the same DC or be subjected to a single attack (melee attack +21, 10d10 B). If the piloting attempting this trick fails her check by 5 or more, her grav-train is subjected to the attack instead.

MAJOR TRANSIT CORRIDORS

Sudden Track Change (New Trick, Piloting DC 24): A pilot can cause her grav-train to suddenly change tracks to one of the dozens of other routes available. This disengages the grav-trains (if they were engaged), and the other grav-train can't engage the grav-train that switched tracks for 1 round. This otherwise functions as split routes that have no other modifications to them.



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MANEUVERING THRUSTERS

Constant Detours (Altered Movement): Normally grav-trains don't move through the banks of maneuvering thrusters when the *Empire of Bones* is in a combat situation. Because of the danger of superheated gases and exhaust, the grav-tracks through here are constantly being blocked off and the grav-trains rerouted. All Piloting checks to do anything but slow down take a -4 penalty.

PRIMARY, SECONDARY, AND TERTIARY GUN DECKS

Jump the Rails (New Trick, Piloting DC 31): While inertial dampeners reduce the recoil of the massive starship weapons currently firing at the Gate of Twelve Suns' defenses, the recoil is still much stronger on the gun deck than elsewhere on the vessel. By wildly accelerating on a tight turn just as the guns fire, a pilot can derail her grav-train from its tracks. If she succeeds at the Piloting check, the grav-train slides across a deck and reattaches to adjacent tracks, and the pursuing train takes a -4 penalty to Piloting checks for 2 rounds, as it has to seek a junction to follow the new route. If the pilot fails this check, she doesn't get the timing right and her vehicle stays on its current tracks, but if she fails by 5 or more, her grav-train leaps from the tracks at a spot where there are no other tracks to reattach to. Her vehicle then comes to a full stop and the chase ends, allowing any pursuers to catch up.

PRIMARY AND SECONDARY LAUNCH AND RECOVERY DECKS

Duplicate Tracks (Split Routes): All the decks dedicated to launching or recovering fighters and other starships have duplicate tracks on parallel routes behind different bulkheads, to ensure pilots and munitions can always reach the fighters, even if the area is damaged. One route is shorter, granting a +2 bonus to Piloting checks to keep pace or speed up. A second route's tracks are more twisty, granting a +2 bonus to Piloting checks to evade. A third route's lights are malfunctioning, and the constant flickering grants a +2 bonus to Piloting checks to perform a trick.

PRIMARY SENSOR DECKS

No Targeting Systems (Altered Attacks): Within this area, the feedback created by the *Empire of Bones*'s technological and magical sensor systems prevents items and augmentations (such as targeting computers or a mechanic's exocortex) from granting bonuses to attack rolls.

SCIENCE AND NECROMANCY LABS

Negative Energy (Altered Attacks): The years of necromantic research and rituals performed in this section of the ship cause all attacks in these zones that deal bludgeoning, slashing, or piercing damage to deal an additional 1d10 negative energy damage to living targets.

effectively preventing the PCs from resting to regain Stamina Points here.

Treasure: Each ellicoth's atmosphere collar provides protection similar to the environmental protections of a suit of armor, lasting for 15 days when fully charged. A PC can alter an atmosphere collar with a successful DC 32 Engineering check so that it functions as a gray force field armor upgrade (and can be sold as such).

EVENT 5: DEAD AIR

Captain Ghurd Nashal has been monitoring the command section station since he realized that intruders have gained access to his ship. Even if the PCs are hiding themselves from the security cameras using the Wraith 2.0 virus, Nashal can see the violence inflicted on his pet ellicoths. Shortly afterward, the fight in area **B2** concludes, Nashal attempts to communicate with the PCs. He sends a request to parley through the *Empire of Bones*'s specially calibrated comm units. If the PCs have taken any such devices from the undead they have defeated, they can answer easily. If they haven't, they spot a message across all the displays in the command section grav-train station that explains how the PCs can adjust their own comm units to be able to speak with the captain. The PCs don't have to stay in one place if they decide to talk to Nashal; they can begin the trek through the ship's corridors to the command section (area **C**).

Nashal is genuinely interested in talking to the warriors bold enough to attack his miles-long starship from within, and he hopes to trick them into revealing their ultimate goal (though he doesn't expect to succeed). He is also having his science officer, Lieutenant Renzar, attempt to track the PCs if they answer his communication (see below).

The captain begins by asking their names, honestly noting that he would rather know more about such interesting opponents before having them destroyed. If the PCs killed one of more of the ellicoths in area **B2**, Nashal specifically mentions that he would have been willing to allow them to escape with their lives if they simply fled, but now they have angered him by killing his favored pets, as grotesque as they are. This is not true, but Nashal wants to see how they react to the claim.

He goes on to ask what they hope to accomplish, since it's impossible for them to defeat the ship's crew of thousands. He assumes they are attempting sabotage of some kind, but assures them the *Empire of Bones* is now the greatest power in the galaxy and that even if they manage to destroy one cannon or one engine, it will have no significant impact on the ship's fighting power.

During this conversation, Renzar (see page 31) uses the ship's sensors to attempt to triangulate the PCs' position. A PC can detect this attempt with a successful DC 30 Computers check. Shutting off the comm units they are using isn't enough to completely deflect this triangulation. Instead, the PCs can throw Renzar off their trail by succeeding a

Computers check opposed by Renzar's Computers check (she has a total Computers skill bonus of +24). Activating the TombRobber virus gives the PCs a +4 circumstance bonus to this check.

If Renzar successfully locates the PCs (which happens automatically if the PCs don't detect her triangulation attempt), four baykoks (see page 55) arrive at their location within 5 minutes to deal with them. Ten minutes after that, a squad of two baykoks and eight corpsefolk marines (see page 4) travel to that same location. The PCs might not be aware of the approaching threat, unless one of them succeeds at a DC 30 Perception check to hear the first group of baykoks coming. Successful Stealth checks opposed by the baykoks' Perception checks allow the PCs to slip away from their location without a fight. Activating the TombRobber virus isn't enough to avoid this conflict; if the PCs use the program to create a false security report, Nashal sends security forces to both their real location and the false alert, just to be thorough.

Story Award: If the PCs have a conversation with Nashal and either avoid having their location discovered or manage to escape the area before security forces arrive, award them 19,200 XP.



From the command section grav-train station (area **B2**), the PCs have easy access to the command and control decks, which contain most of the central control rooms from which the officers' orders are sent out to the various areas of the gigantic vessel. The most important of these is the command section, which includes the ship's primary bridge and cybercontrol (from which commands are issued to the hordes of cybernetic zombies throughout the *Empire of Bones*). With a map of the interior of the ship, the PCs should have no difficulty reaching the command section, and they can reasonably find an unused cargo area or maintenance corridor if they need to rest (unless they are tracked down by the ghoul Renzar in **Event 5**). The exact distance from the grav-train station to area **C1** of the command section is irrelevant, though it should take the PCs less than 30 minutes to arrive if they hustle through the nondescript and dimly lit corridors.

C. COMMAND SECTION

By the time the PCs reach this area, the *Empire of Bones* has destroyed all the defenses of the Gate of Twelve Suns able to harm the armada. The small amount of damage dealt to the ultranought has been fixed, and most of the



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armada's swifter ships have returned to their carriers for their own repairs. Admiral Serovox is focused on thoroughly scanning the system and the portal to ensure there are no traps or hidden defenses that would pose a major threat before approaching the Stellar Degenerator. While the admiral might be aware of the PCs' presence on the command and control decks, they trust Captain Nashal and his security forces to deal with the intruders. This gives the PCs the opportunity to strike, but they need to be quick, as Serovox is only a short amount of time away from realizing that nothing else is standing in the way of the Corpse Fleet gaining control over the ancient superweapon.

The following are standard traits of the command section.

Ceilings, Doors, and Walls: The ceilings are 20 feet high unless otherwise noted, and the doors are thick steel doors (hardness 30, HP 125, break DC 35). The walls are standard starship interior walls (hardness 30, HP 1,440 per 10-foot-by-10-foot section, break DC 45).

Security: The security camera feeds are monitored around the clock on monitors in area **C2** and can be called up on the display in area **C3** with a few simple commands. If the PCs have activated Wraith 2.0, the cameras show only the results of their actions rather than exposing them directly. Otherwise, Captain Ghurd Nashal knows the PCs are in the command section and prepares accordingly.

C1. TROPHY HALL (CR 12)

The double door to this room from the corridor is securely locked (Engineering DC 32 to disable). Any effort to open the door by force (or if a PC fails the Engineering check to disable the lock by 5 or more) sets off a silent alarm in the room, alerting its occupants.

This large room has double doors centered in the fore and aft walls. Two large computer consoles flank the fore door. Ten-foot-wide raised platforms with metal railings run along the port and starboard walls, each with an exit out of the room. Four large display cases made of a clear material stand evenly spaced in the center of the room. Each case contains a different item under a harsh white spotlight: a red-and-gold spear, a humanoid skull and spine, a desiccated severed hand with a gem embedded in the palm, and a spacesuit helmet with swirling red mist within it and blood spattered on the inside of the visor.

This is Serovox's trophy room, where they keep the most precious mementos of their greatest conquests and most noteworthy vanquished foes. Though Nashal is ostensibly in charge of the *Empire of Bones*, he acquiesced to this spectacle of Serovox's victories after the admiral threatened to add the captain's tongue to the collection. The cases are made of inch-thick transparent aluminum (hardness 10, HP 15), and each case's door is locked (Engineering DC 30

to disable). The cases' contents are described in Treasure below.

The double door leading to the bridge is under total lock down on Serovox's orders. A successful DC 40 Engineering check can bypass the lock. Nashal (area **C2**) holds a key card that also opens this door.

Creatures: There are three kurobozus guards in this room, all from a monastic order that has worked with the Corpse Fleet for centuries. These kurobozus were once living ascetics who believed that undeath will eventually consume the entire galaxy before spreading to take over all planes of existence. They underwent torturous rituals to gain their current undead existence and are honored to be guardians of powerful undead such as the captain and admiral. Normally, only one or two kurobozus are present in the command section, but Nashal called others from elsewhere on the ship to guard this area when he learned about the PCs' presence on the *Empire of Bones*.

KUROBOZUS (3) CR 9

XP 6,400 each

HP 135 each (see page 58)

STATISTICS

Gear *spell ampoule of haste, spell ampoule of lesser resistant armor, spell ampoule of see invisibility, personal comm unit*

TACTICS

Before Combat If the PCs set off the door alarm (see above), one kurobozu uses a *spell ampoule of lesser resistant armor* (choosing to gain damage reduction), one uses a *spell ampoule of haste*, and the third uses a *spell ampoule of see invisibility* before the PCs can enter the room. The kurobozu with the damage reduction positions herself to one side of the aft door and readies her black apoxia ability, while the other two take cover behind trophy cases and wait to attack PCs who move farther into the room.

During Combat The kurobozus believe spellcasters are the most powerful creatures in the universe, and they first attack any creature they see casting spells. They switch to attacking anyone who moves to one of the port or starboard doors out of the room. If two of them are destroyed, the remaining kurobozu moves to a computer console near the door to the bridge and signals that the intruders are too powerful for them to stop.

Morale The kurobozus' entire existence is predicated on serving the Corpse Fleet. They fight until they are destroyed.



RUNEWORM

Development: The Corpse Fleet officers in the adjacent rooms ready themselves for battle if they hear fighting in this room or if a kurobozu sets off the alarm (see above). They prefer to let the PCs come to them.

Treasure: The trophy cases contain objects of significant power that were won by Serovox. The *eyes of Rhean* float serenely within the space helmet, the skull and spine are wired together with the *runeworm*, the spear is the *spear of fates*, and the desiccated hand has the *warlord stone* embedded in it.

EYES OF RHEAN LEVEL 13

HYBRID ITEM	PRICE 55,000	BULK L
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Serovox pried this pair of pale sapphire gems from the head of an inevitable they destroyed in a duel. When you hold one of the eyes in one hand, you can control

the other as a spy drone that can't be upgraded. You see what the flying eye sees through the eye you hold. However, if you place the gems over your own eyes, they burrow into your skull and replace two of your eyes (destroying the optic nerves of any additional eyes if you have more than two eyes), functioning as a long-range darkvision capacitors augmentation. You can still send out one eye as a spy drone, during which time the eyes do not grant you darkvision. When the eyes aren't embedded in a skull and aren't in use, a reddish mist slowly coalesces around them.

RUNEWORM LEVEL 12

HYBRID ITEM	PRICE 37,000	BULK -
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Currently interlaced with the skull and spine of one of Serovox's defeated foes, this hybrid item appears to be a 24-inch-long metallic centipede covered in runes. When it is placed near your ear (or a similar orifice), it animates and enters your body. Once inside you, the *runeworm* intertwines with your internal anatomy and releases an arcane virus that rewrites and improves some part of your body's function. It functions as a *mk 2 synergizing symbiote*, which is able to increase an ability score by 4. However, it is so advanced that it can instead upgrade any *mk 2* personal upgrade already in your system to a *mk 3* personal upgrade, increasing the ability score bonus from +4 to +6.

SPEAR OF FATES LEVEL 13

TECHNOLOGICAL ITEM	PRICE 102,300	BULK 2
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This unique weapon belonged to a Knight of Golarion who attempted to kill Serovox a few years before the signing of the Absalom Pact and the creation of the Corpse Fleet. It is a golden spear with a ruby blade and functions as both an inferno flame doshko and a white star plasma caster. It holds one ultra-capacity battery, which powers all uses of the weapon. Switching the weapon from melee functionality to ranged functionality (or vice versa) is a swift action.

WARLORD STONE LEVEL 14

MAGIC ITEM **PRICE** 75,000 **BULK** –

This stone holds the collected memories, philosophies, and tactics of an ancient alien warlord, and is currently set in the palm of its original owner. This *mk 3 ability crystal* can increase any one ability score by 6 if you spend 1 hour communing with the item, as fragments of the ancient alien warlord's psyche flood your mind and body. Its magic is then forever spent.



RENZAR

C2. CYBERCONTROL (CR 14)

Three rows of computer displays take up the center of this room, with additional control panels lining the fore wall. Monitors line the port, starboard, and aft walls, showing various decks and grav-train corridors of the ship's interior and the Gate of Twelve Suns, as well as the position, direction, and possible firing arcs of dozens of armada ships in the system. Heavy doors are set into the fore and starboard walls.

This is the control room for the command link system that sends orders directly to the cybernetic zombies that run many of the systems throughout the ship (such as the ones the PCs encountered in area A7). The rows of terminals function as a tier 10 computer. When used in conjunction with experienced officers and the non-cybernetic zombie crew, this command link system allows the crew of the *Empire of Bones* to operate at an extremely high level of efficiency (represented by the skill checks listed for the starship on the inside front cover). However, even without the assistance of the free-willed crew in key positions, these computers allow a startlingly small number of creatures to operate the ship (as long as the cybernetic zombie crew are still functional).

An authorized user can command the thousands of cybernetic zombies running the various sections of the ship to perform the engineer and science officer roles of the *Empire of Bones*, and to use up to two of the four +10 bonuses available from the ship's computer. Hacking the computers here to gain basic access requires a successful DC 53 Computers check, and a PC must succeed at an additional DC 53 Computers check each time she wants to perform an engineer or science officer action during starship combat. However, with the cybercontrol command key (a small disc-shaped apparatus held by Nashal), the PCs can gain total access to the command link system and perform engineer

and science officer actions as they see fit (once they gain control of the bridge, of course). Access to both the command link system and the bridge's command throne (see area C4) also allows a character to fill the captain role in starship combat.

The fore door leads to the bridge and is currently under total lockdown. A PC can bypass the lock with a successful DC 40 Engineering check. Nashal holds a key card that also opens this door.

Creatures: Currently present is Ghurd Nashal, the ship's captain, who is overseeing the armada's repairs from here while Serovox is on the bridge working to secure the Stellar Degenerator. In life Nashal was a vesk who killed thousands in the war with the Pact Worlds and embraced undeath as a mohrg rather than peace with his former enemies. Lieutenant

Renzar, a ghou science officer and trusted ally of the captain, is also on duty here. As a security measure, two kurobozus are at the captain's side.

KUROBOZUS (2)

CR 9

XP 6,400 each

HP 135 each (see page 58)

TACTICS

Before Combat If given warning, the kurobozus flank the starboard door, ready to pummel any intruders who enter.

During Combat The kurobozus try to keep the PCs from entering this room. If possible, they focus their attacks on anyone who shoots past them to harm the captain.

Morale Loyal to the Corpse Fleet, the kurobozus fight until they are destroyed.

RENZAR

CR 10

XP 9,600

Female elebrian ghou mechanic (*Starfinder Adventure Path #3: Splintered Worlds* 54)

NE Medium undead

Init +8; **Senses** darkvision 60 ft.; **Perception** +24

DEFENSE

HP 150

EAC 23; **KAC** 24

Fort +11; **Ref** +11; **Will** +11

Immunities undead immunities

OFFENSE

Speed 30 ft.

Melee buzzblade dueling sword +18 (2d6+10 S) or bite +18 (2d8+10 P plus ghou fever [DC 15] and paralysis [DC 19])

Ranged yellow star plasma rifle +20 (2d10+10 E & F; critical burn 1d8)

Offensive Abilities override (DC 19), target tracking

TACTICS

Before Combat Lieutenant Renzar positions herself near

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the fore door to get a possible shot at multiple PCs in a line through the starboard door with her plasma rifle.

During Combat Renzar stays out of melee combat as best she can, though she isn't afraid to bite a PC who gets too close to her.

Morale The lieutenant is both loyal to Nashal and fearful of punishment from Serovox if she were to flee from combat. She continues fighting until destroyed.

STATISTICS

Str +0; **Dex** +8; **Con** —; **Int** +5; **Wis** +3; **Cha** +0

Skills Acrobatics +19, Computers +24, Engineering +24, Stealth +19

Other Abilities artificial intelligence (exocortex), expert rig (accelerated datajack), mechanic tricks (improved overcharge), miracle worker 1/day, remote hack (DC 19), unliving

Languages Common, Eoxian

Gear freebooter armor III, buzzblade dueling sword with 1 battery (20 charges), yellow star plasma rifle with 2 high-capacity batteries (40 charges each), personal comm unit

GHURD NASHAL

CR 11

XP 12,800

Male vesk mohrg (see page 59)

CE Medium undead

Init +5; **Senses** darkvision 60 ft.; **Perception** +20

DEFENSE

HP 180

EAC 24; **KAC** 26

Fort +13; **Ref** +13; **Will** +12

Immunities undead immunities

OFFENSE

Speed 30 ft.

Melee slam +23 (2d8+19 B) or

clawed tongue +23 (2d6+19 S plus paralyzing touch [DC 20])

Multiaction clawed tongue +17 (2d6+19 S plus paralyzing touch [DC 20]), 2 slams +17 (2d8+19 B)

Ranged tactical autobeam rifle +20 (5d4+11 F; critical burn 2d4) or

shock grenade III +20 (explode [15 ft., 3d12 E, DC 18])

Offensive Abilities create spawn

TACTICS

Before Combat If Nashal is aware the PCs are hacking the door into cybercontrol, he activates his white force field and takes up a position in the aft end of the room.

During Combat Nashal fires his autobeam rifle at PCs who step through the door. If two or more PCs push past the kuroboz to get into the room, he activates the rifle's automatic fire, unconcerned about whether he catches his allies in the spray. He then drops the rifle to the ground, throws a shock grenade, and enters melee combat. He tries to paralyze as many foes as possible, moving from one enemy to the next.

Morale Nashal is a fearless warrior who would never flee or surrender to invaders on board his ship. He fights until he is destroyed.

STATISTICS

Str +8; **Dex** +5; **Con** —; **Int** +0; **Wis** +0; **Cha** +3

Skills Athletics +25, Engineering +20, Intimidate +20

Other Abilities unliving

Gear advanced iridishell (white force field [15 HP]), shock grenades III (2), tactical autobeam rifle with 1 high-capacity battery (40 charges), bridge key card, cybercontrol command key, system-wide comm unit

G3. READY ROOM

This elegant room has smooth, bone-white walls and red-stained wooden floors. A large table apparently carved from



GHURD NASHAL

a single enormous slab of stone takes up much of the aft section of the room, with a blank computer display hanging from the ceiling nearby. Smaller stone pillars topped with black glass tabletops, each surrounded by several smaller chairs, are scattered throughout the rest of the room. A countertop that runs along the port wall and around the corner along the fore wall holds delicately formed crystal goblets and what appear to be food dispensers.

This is the ship's ready room, a multifunction conference room and lounge for senior officers, and (when desired) a private meditation chamber for the admiral. The chairs are well upholstered and comfortable, and the commissary station is able to produce anything from synthesized blood to foods for the living, in case important guests come on board who enjoy such things. As an area used by different officers and crew shifts, the chamber holds no valuables.

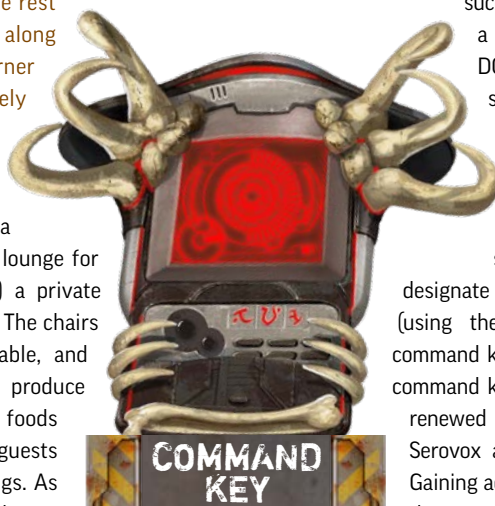
The fore door leads to the bridge and is currently under total lockdown. A PC can bypass the lock with a successful DC 40 Engineering check. Nashal also holds a key card that opens this door.

C4. BRIDGE (CR 15)

A dais in the center of this large room supports an imposing throne-like chair with a computer console just in reach. Five-foot-deep recesses are located to the port and starboard of the dais, and walls of holoprojectors that stretch down from the ceiling surround each. The projectors fill the pits with three-dimensional holograms of the local space, including the Gate of Twelve Suns, the ships of the Corpse Fleet armada, and a massive cone-shaped megastructure sitting in a section of nonstandard space beyond the Gate. Three floor-to-ceiling windows show the stretch of space in front the vessel. Rows of chains sit in front of bank of controls adjacent to the windows and most of the port and starboard walls. Curved walls cut off the port and starboard corners of the fore walls; each has a door set in it. Three more doors are spaced along the aft wall.

This is the main bridge, used to command the *Empire of Bones* and communicate with other Corpse Fleet ships in the armada. The control panels across the front of the room are the primary navigational and gunnery controls (all currently manned by cybernetic zombies), and those on the aft and on the port and starboard walls can be configured to transmit orders to or from any section of the ship.

The impressive chair on the dais is the *Empire of Bones*'s command throne, which was designed to be used by the



ship's captain to give orders and receive information. Serovox recently claimed it as their personal post. It is also a console for the tier 10 computer that handles tactical and navigational duties. Hacking this system to gain basic access requires a successful DC 53 Computers check, and a PC must succeed at an additional DC 53 Computers check each time she wants to perform a gunner or pilot action during starship combat. Since the armada reached the Gate of Twelve Suns, Serovox has tightened security so that only they can designate someone as an authorized user (using their own electroencephalon as a command key similar to Nashal's cybercontrol command key), and such designation must be renewed every 24 hours. Both Nashal and Serovox are permanently authorized users. Gaining access to both the bridge's command throne and the command link system in area C2 allows a character to fill the captain role

in starship combat. Furthermore, once the PCs have gained access to the command throne, an authorized user can direct the cybernetic zombies on the bridge to fill the gunner and pilot roles of the *Empire of Bones* and use up to two of the four +10 bonuses to computer checks available from the ship's computer (see the ship's statistics on the inside front cover).

Areas C4a and C4b are emergency elevator shafts that lead to escape pods, allowing the bridge crew to quickly flee to the secondary launch decks (see the map on the inside back cover).

Creatures: Since arriving at the Gate of Twelve Suns, Serovox has spent nearly all their time on the bridge. They communicated with officers elsewhere in the ship as needed and occasionally withdrew to the ready room (area C3) to meditate, but that all ended when it became clear the PCs were aboard. The admiral is in the command throne when the PCs enter the bridge. There are also two kurobozus here, stationed near the emergency evacuation shaft doors, as well as a hulking mass of undead flesh and metal known as a gatecrasher.

Sixteen cybernetic zombies (*Starfinder Alien Archive* 114) are spaced evenly at the seats in the computer controls around the outside of the room. They have all been wired into the starship for so many years they are no longer capable of any independent action. Even if detached from the consoles or attacked, the cybernetic zombies take no actions other than to continue to operate the controls to the best of their abilities. They are not a threat to the PCs, and the PCs should gain no experience for destroying them.

Serovox is impressed the PCs have made it this far and is happy to tell them so, declaring it proof the heroes are "worthy to join the Corpse Fleet" once their mortal forms

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have been slain. The admiral will gladly banter with the PCs for a bit before a fight begins, and might continue to converse during combat. Serovox is generally very calm and collected, no matter the situation. The following are some questions the PCs might have for Serovox, along with the admiral's responses.

Commander Malakar was planning some kind of mutiny! "Oh, I know all about her plot. Honestly, I was looking forward to the struggle between her and Captain Nashal. A senior officer does need to encourage ambition in subordinates, after all. She was making real progress, too. Ironically, I was going to offer her command of her own ship at the completion of this mission. But I suppose you put an end to all that."

What is your mission? "To eliminate life, of course. Life is the source of all foibles, all weaknesses, and ultimately all conflict. Only the whispered perfection of undeath can be allowed to exist."

How did you find us? "I had a tracker placed on your ship and on the ship of those Devourer buffoons. Though I imagine we would have found you sooner or later, given that you all make so much noise."

Why run the entire ship by direct control from the bridge? Doesn't it make your ship vulnerable to have everything controlled by these cybernetic zombies instead of real crew members? "Would you trust ordinary ghouls to make crucial military decisions? No, of course not! This is the greatest ship in the entire Corpse Fleet, and I prefer having it as close to being under my direct command as possible. Besides, the only way to control this ship is to destroy me and Captain Nashal, and at that point, what do I care what happens?"

Why do you talk so much during a fight? "In the end, the brief abnormality of your lives will end, and I'll see to it that such fine specimens as yourselves are converted into potent agents of the Corpse Fleet. Under my command, of course. I find it useful to have a quick word with the fleeting flicker of life a body hasn't released yet in order to determine what form of undeath will best suit it in the eons that follow its last breath."

We will defeat you! "It doesn't matter if you win or lose here. Even if you manage to defeat us, the Corpse Fleet has more ships. More armadas. And all the time in the universe. As long as the Stellar Degenerator exists, the Corpse Fleet will seek to control it. Sooner or later, we will succeed. And then, everything dies once and for all."

KUROBOZUS (2) CR 9

XP 6,400 each

HP 135 each (see page 58)

TACTICS

Before Combat If Serovox seems to be ramping down their discussion with the PCs, the kurobozus move in from their posts in front of the emergency shaft doors.

During Combat Each kurobozu chooses a different PC to focus its attacks on, moving in to make as many unarmed strikes as possible.

Morale Loyal to the Corpse Fleet, the kurobozus fight until they are destroyed.

GATECRASHER CR 10

XP 9,600

HP 198 (see page 57)

TACTICS

Before Combat When it seems like Serovox is finished speaking with the PCs or that the PCs are about to attack, the gatecrasher activates its *haste circuit*. If it doesn't manage this before combat, it takes the time to activate the upgrade only if it needs to do so to reach a PC in a single move action.

During Combat The gatecrasher is willing to get between the admiral and the PCs, especially if that gives it a good line of sight to attack multiple foes with its shock caster. The gatecrasher moves without concern for whether it stays behind cover or exposes itself to enemy fire. If a foe is successfully attacking it from beyond its ability to attack back, it uses its *forcepack* to fly to that foe, even if doing so provokes attacks of opportunity.

Morale The gatecrasher loves combat above all else. It fights until it is destroyed.

SEROVOX CR 13

XP 25,600

Nonbinary elebrian necrovite (*Starfinder Alien Archive* 80)
NE Medium undead

Init +8; **Senses** blindsense (life) 60 ft., darkvision 60 ft.;

Perception +23

Aura fatigue (30 ft., DC 21)

DEFENSE HP 190 RP 5

EAC 29; **KAC** 30

Fort +12; **Ref** +16; **Will** +14

Defensive Abilities fast healing 10, rejuvenation (1d8 days);

DR 5/-; **Immunities** cold, electricity, undead immunities

OFFENSE

Speed 30 ft., fly 60 ft. (Su, average)

Melee red star plasma sword +20 (4d8+13 E & F; critical severe wound [DC 21])

Ranged aurora arc pistol +22 (3d6+13 E; critical arc 2d6)

Offensive Abilities undead mastery

Spells Known (CL 13th)

5th (3/day)—*greater dispel magic*, *wall of force*

4th (4/day)—*corrosive haze* (DC 23), *greater invisibility*,
resistant armor, *rewire flesh* (DC 23)

3rd (at will)—*displacement*, *explosive blast* (DC 22)

TACTICS

Before Combat If the heroes set off alarms or resort to blasting their way through the doors to the bridge, Serovox casts *displacement* on himself.

During Combat Serovox casts *greater invisibility* on himself as soon as combat begins. They then attempt to cut one foe off from her allies with *wall of force*, preferably enclosing that foe with another undead to attack her. They try to dispel ongoing enemy spells that prove troublesome. Whenever invisible, they prefer to fly near the ceiling of the bridge, moving after every attack so their position is impossible to pin down. When reduced to 40 or fewer Hit Points, Serovox becomes irked and begins attacking with their plasma sword.

Morale Serovox is an admiral commanding a whole armada, and the heroes are all that stand between them and a weapon that could mean the end of all life and galaxy-wide ascendancy of all undead. Besides, they hope that the heroes either don't understand the electroencephalon or will find its ability to command the rank-and-file crew of the *Empire of Bones* too useful to destroy it, enabling the admiral to rejuvenate in a few days. The admiral fights until destroyed.

STATISTICS

Str +0; **Dex** +8; **Con** –; **Int** +6; **Wis** +0; **Cha** +4

Skills Bluff +28, Computers +28, Diplomacy +28, Mysticism +28, Sense Motive +28

Other Abilities magic hacks (mental mark, tech countermeasures), unliving

Gear estex suit IV (deflective reinforcement, *mk I spell reflector*), aurora arc pistol with 1 high-capacity battery (40 charges), red star plasma sword with 1 high-capacity battery (40 charges), *electroencephalon command key* (see below), system-wide comm unit

Treasure: The key to Serovox's undead power is their electroencephalon command key, which also functions as a way for the PCs to take control of the *Empire of Bones*. Though no other necrovite can use it as an electroencephalon, the PCs can still sell it to the right buyer as an curiosity of powerful necromantic magic or as an example of Corpse Fleet security measures. However, if the item isn't destroyed, Serovox will rejuvenate 1d8 days after being defeated. The PCs can decide to leave the command key on the bridge to be obliterated when the *Empire of Bones* crashes into the Stellar Degenerator, or they can take it with them to destroy on their own. The item has the normal amount of hardness and Hit Points as an item of its level, so the PCs can destroy it however they see fit.

ELECTROENCEPHALON COMMAND KEY LEVEL 14

HYBRID ITEM	PRICE 75,000	BULK 1
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This is Serovox's electroencephalon (*Starfinder Alien Archive* 81), as well as the command key for the primary computers of the *Empire of Bones*. It grants the wielder authorized access to any computer on the ship and can grant another creature authorized for 24 hours. Additionally, the electroencephalon is tied directly to the engines, sensors, and

weapons of the ship, allowing anyone holding it to feel the ship as an extension of her own body. A creature holding it gains a +10 circumstance bonus to all skill checks attempted as part of starship combat.

EVENT 6: BAD OMENS (CR 15)

Once the PCs have defeated Admiral Serovox and taken control of the command section, they have several hours during which they are in control of the ship. This window of opportunity is their best chance to fly the ship through the Thirteenth Gate and into the Stellar Degenerator. With access to the ship's core computers, the PCs can easily determine that the colossal ultranought will suffer a massive engine failure upon hitting the superweapon, creating an explosion powerful enough to destroy both juggernauts forever (though not powerful enough to destroy the Gate of Twelve Suns itself).

While it isn't a long flight to the Thirteenth Gate from the *Empire of Bones*'s current location, if the PCs leave the ship's bridge too early, the ultranought might be destroyed or knocked off course before impacting with the Stellar Degenerator. Indeed, the two next-largest ships in the Corpse Fleet armada—a pair of Thaumtech Omenbringers (named the *Dusk Blade* and *Orphanmaker*)—move to intercept the *Empire of Bones* as soon as it begins flying toward the portal to the demiplane holding the ancient weapon. The captains of those ships are aware that Serovox was being cautious about approaching the ancient superweapon, and know the admiral would have contacted them if the situation had changed. No amount of diplomacy or trickery can convince them to take any course of action other than attacking the ultranought once it deviates from the admiral's plan. In truth, the captains don't care whether the admiral is still alive or not—if the two Omenbringers destroy the *Empire of Bones*, their captains can take control of the superweapon themselves, to much acclaim.

Starship Combat: The *Empire of Bones* is a tier 20 starship, and with the *electroencephalon command key* and access to cybercontrol, the PCs can control it, but they don't have the skill ranks and bonuses of a typical tier 20 starship crew. At this point, the PCs should be 12th level and have 12 ranks in many of the applicable skills needed for starship combat, but that's still a far cry from the 20 ranks assumed in the *Empire of Bones* stat block on the inside front cover. Even with the massive shields and firepower of the ultranought, with the PCs in charge, it's only as effective as a tier 16 starship. That means the two Omenbringers, each a tier 14 starship, constitute a hard encounter for the PCs. Add to that the lack of familiarity the players have with the *Empire of Bones* and the lack of time to form tactics or plan ahead, and the encounter becomes an epic one.

However, the PCs don't have to destroy the two Omenbringers, just get the *Empire of Bones* past them. The *Empire of Bones* is 36 hexes from the portal to the demiplane containing the Stellar Degenerator (you can use *Starfinder Flip-Mat Basic Starfield* to track this distance). Once the

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ultranought reaches the portal, it is impossible to prevent the vessel's impact with the superweapon. The Omenbringers are between the *Empire of Bones* and the demiplane entrance, with the *Dusk Blade* 10 hexes from the ultranought and the *Orphanmaker* 20 hexes away. If either battleship is destroyed, has critical damage to three systems at once, or loses half its Hull Points, the two vessels flee rather than risk destruction at the hands of the mighty *Empire of Bones*.

DUSK BLADE AND ORPHANMAKER TIER 14

Thaumtech Omenbringers (*Starfinder Core Rulebook* 307)
HP 400 each

EMPIRE OF BONES TIER 20

Blackwind Annihilator (see inside front cover)
HP 1,050

EVENT 7: ABANDON SHIP! (CR 12)

With the Omenbringers destroyed or driven off, there is nothing the remaining ships of the Corpse Fleet armada can do to prevent the *Empire of Bones* from crashing into the Stellar Degenerator, assuring the destruction of both.

Chances are the PCs don't want front row seats to the impact.

Getting far enough away from the *Empire of Bones* to survive the coming explosion requires the PCs to exit in a starship, or at least an escape capsule. They could take the emergency escape elevators from the bridge down to escape pods on the secondary launch decks (located in a hangar close enough in design to the one the PCs entered through that you can use the map of area **A** on page 10 to represent it), or they could rush to take a grav-train back down to the hangar where they left whatever ship they used to get to the *Empire of Bones*.

The PCs should feel like they have only a limited amount of time before it becomes impossible for them to escape alive, but unless they do something foolish like take an hours-long rest, they can make it off the *Empire of Bones* in time. However, the players don't have to know this! You can heighten the sense of danger by describing events in the background as they rush through the ultranought's corridors. Some of these elements could include strobing white lights, displays flashing messages in Eoxian warning of an imminent collision, and subtle changes in gravity as the *Empire of Bones* begins to pass through the portal. Ramp up the intensity of these details as time passes, especially during the few rounds of combat with the security baykoks that try to stop the PCs (see *Creatures* and *Hazard* below).

Creatures: Regardless of what route they choose, the PCs are destined to run into one last line of defenders. While most of the officers and self-willed crew on the ship are too busy looking for their own way off the *Empire of Bones*, nearly all the baykoks from the security force are so dedicated to hunting the PCs that they are willing to die to have a chance to track down the invaders. Since the PCs are most likely hidden

from the security cameras (thanks to the Wraith 2.0 virus), the baykoks have divided up in teams of three to try to cover every likely escape route off the ship. Whether it's in a hangar (use the map for area **A1** on page 10), a grav-train station (use the map for area **B** on page 21), or a random corridor (use *Pathfinder Map Pack: Starship Corridors* to represent such areas), the PCs will run into one team of three before they can make it to their escape method of choice.

BAYKOKS (3) CR 9

XP 6,400 each
HP 144 each (see page 55)

Hazard: As the *Empire of Bones* approaches the threshold of the portal to the demiplane containing the Stellar Degenerator, gravitational anomalies begin engulfing the ultranought. These irregularities counteract the artificial gravity in large swaths of the ship, plunging them into zero-gravity, increasing the gravity to extreme levels, or even reversing the gravity entirely. At the end of each round of combat with the baykoks, roll 1d20. On a result of 11 or higher, the local gravity is altered drastically; roll on the table below to determine how the gravity changes. This new level of gravity remains until another roll changes it. On a result of 10 or higher, add 1 to the next end-of-the-round d20 roll; this increase is cumulative, but resets when gravity next changes.

d%	Gravity
1-20	Extreme Gravity: Each character takes 2d6 nonlethal damage at the beginning of its turn. If the character has 0 Hit Points, this is lethal damage. The effects of high gravity also apply.
21-40	High Gravity: Each character moves at half speed, can jump only half as high or far, and can lift only half as much. The ranges of thrown weapons are halved. A flying creature has its maneuverability worsened by one step (minimum clumsy) and plummets to the ground unless it succeeds at a DC 25 Acrobatics check.
41-60	Low Gravity: Each character can jump three times as high or far and can lift three times as much. The ranges of thrown weapons are tripled.
61-80	Zero Gravity: Characters and unattached objects begin to float slightly off the ground. See page 402 of the <i>Starfinder Core Rulebook</i> for the full rules of zero gravity.
81-100	Reverse Gravity: The gravity reverts to standard level but its direction reverses. Characters and unattached objects fall toward the ceiling (or back down to the floor if gravity reverses a second time). Each non-flying character takes an amount of damage from the fall that depends on the height of the ceiling in the area (1d6 per 10 feet fallen).



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CONCLUDING THE ADVENTURE

Whether they return to their own ship, steal another Corpse Fleet ship, or trust in escape pods to get them away from the *Empire of Bones*, the PCs get barely far enough away to avoid being badly damaged when the ultranought impacts the Stellar Degenerator. The armada ignores them as it rushes to try to either stop the *Empire of Bones* (uselessly, since the two Omenbringers have been destroyed or fled already) or dock with the ultranought in the hopes of regaining command (which might have worked if the undead attempting it had more time).

When the *Empire of Bones* collides with the much larger Stellar Degenerator, for a split second, it appears nothing will happen. Then the ultranought deforms in shape, with rays of black and red energy shooting out of it. The Stellar Degenerator cracks at the point of impact, and then explodes in a prismatic fireball of incandescent plasma. The shock wave of the explosion warps the space around the portal, and then the demiplane tears itself apart, destroying its contents. Those Corpse Fleet ships close to the portal are ripped to pieces as ripples in reality emanate from the catastrophe. Those ships from the armada that survive flee into the Drift over the next few minutes.

How the PCs return to the Pact Worlds depends upon their method of escape. Their own vessel (and most Corpse Fleet starships) have Drift engines, meaning the PCs can get home at their leisure; however, anyone entering Pact Worlds space in a Corpse Fleet ship will have a lot of quick explaining to do to patrolling Steward vessels. If the PCs took an escape pod, they can land it on Gate 1's controller moon. Luckily, the pod has a Drift-capable distress beacon that the heroes can send back to the Pact Worlds with their current coordinates in order to request a rescue. The Starfinder Society sends a vessel to pick them up, which arrives in 5d6 days. Biding their time on the controller moon, the PCs can easily find enough food and water to sustain them, though for the first few days, pieces of debris from the epic space battle above them occasionally rain down. On the plus side, the fallout from the collapse of the demiplane causes shimmering multihued lights to play across the planet's night sky.

Once they make it back to Absalom Station, the PCs are met with praise and relief from anyone who knew the seriousness of their mission. Chiskisk, their contact within Starfinder Society, is particularly interested in hearing the tales of their exploits, and recommends that they write up accounts of their adventures or take their story to the vid-lecture circuit. How much the PCs tell to the galaxy is up to them, but if they are completely forthcoming, they soon find fame as saviors. After all, they put the threat of the Stellar Degenerator to rest once and for all.



CONTINUING THE CAMPAIGN

"THE KISHALEE RULED OVER THE GALAXY MILLENNIA AGO. FEW RUINS COULD SURVIVE FOR SO LONG. OUR OWN CIVILIZATION TOO SHALL FALL, LEAVING BEHIND ONLY CRUMBLING REMAINS. YET, THERE IS ONE GREAT PRESERVER OF HISTORY: SPACE. THE LIGHT WE SEE FROM DISTANT REALMS IS BUT AN ECHO OF DEAD SUNS THAT HAS TRAVELED TRILLIONS OF MILES TO REACH OUR EYES. EVEN IF A SECOND GAP OVERTOOK US AND WIPE AWAY OUR COLLECTIVE KNOWLEDGE, I KNOW THAT CENTURIES FROM NOW, ANOTHER BLAZING FLASH WOULD SHINE IN THE NIGHT SKY, CHRONICLING THE DEEDS OF A BRAVE FEW STARFINDERS WHO DARED TO REDISCOVER OUR GALAXY'S FORGOTTEN PAST AND INSPIRED US TO LOOK TO THE FUTURE."

—LUWAZI ELSEBO, FIRST SEEKER OF THE STARFINDER SOCIETY

The Dead Suns Adventure Path might conclude with the destruction of the Stellar Degenerator and the PCs' escape from the collapsing demiplane, yet the action need not end there. Not only do the PCs' discoveries open up countless new avenues for adventure, but the heroes have also made numerous allies and enemies over the course of the campaign who could easily become ongoing patrons—or antagonists.

Ancient Superweapons: In their generations-long conflict with the sivvs, the kishalee built dozens of laboratories and factories to test new weapons hitherto unknown in the Pact Worlds. When they defeated their rivals, the kishalee gradually decommissioned these sites, moved operations to more resource-rich planets, or even lost control of them in conflicts with other species. Although none of these weapons represent the raw destructive power of the Stellar Degenerator, agents who recover any surviving engineering data are only a few steps away from re-creating another devastating superweapon. To the Corpse Fleet or the Cult of the Devourer, recovering such schematics might represent a worthy consolation prize. Seeking revenge against the PCs, or their patrons or allies, might be the first order of business for these villains thereafter.

In Search of Survivors: As the kishalee civilization declined, far-flung settlements ceased communication with their home system and became physically isolated. The kish of Istamak represent only one of potentially hundreds of surviving lineages, and in partially deteriorated consoles hidden within that floating city, the PCs can piece together the locations of other kishalee colonies. No doubt some of these populations have died out, leaving behind unspoiled caches of kishalee technology that the party might recover. In other places, the kishalee could have adapted to new climates, regressed technologically, or even continued their research to honor the collapsing empire they left behind. Tracking down disparate kishalee sites could keep the PCs busy for decades, particularly if some of these lost societies failed not from attrition but due to the dangerous beings already inhabiting their newfound homes. In addition, as suggested in the Ancient Superweapons section, the PCs might not be the only ones looking for lost kishalee sites. Competitors and enemies might have the same idea.

The Oatia Exodus: The elves who built the Temple of the Twelve left their city of Loskialua behind millennia ago using a ritual they called the Celestial Voyage. Without the benefits of Drift travel, the elves spent untold centuries in transit before arriving in a system less than a light-year from the sacred Gate of Twelve Stars and still live there to this day. After the Thirteenth Gate opens and is destroyed, the Oatia elves send armed researchers to investigate. Signs of the gate's desecration might set these fervent Ibra worshipers on the party's trail. However, if the PCs can appease the militant astronomers, they could work together to explore countless wonders throughout the galaxy.

Starfinder Heroes: After discovering evidence of the ancient kishalee species, exploring the misunderstood ruins of Ukulam on Castrovel, and averting a cosmic catastrophe threatened by an ancient superweapon, the PCs return to the Pact Worlds as heroes. Their accomplishments gain even greater praise within the Starfinder Society, where Chiskisk helps them to become venture-captains in the organization and to publish their findings. With the Society's resources, the group can readily recruit teams of archaeologists and xenobiologists to help them with future exploits, particularly when they receive invitations to delve deeper into mysteries such as Aballon's First Ones, the origins of Orikolai (*Starfinder Core Rulebook* 466), or the gradual collapse of kishalee society. Alternatively, those who learn of the PCs' past exploits might try to recruit them to solve other problems throughout the galaxy.

What If the PCs Lose? Without the party's intervention, the Corpse Fleet and the Cult of the Devourer inevitably clash for control of the Stellar Degenerator. Whichever group prevails spells potential calamity for the Pact Worlds. The Corpse Fleet's enmity toward the "traitorous" pact brokers of Eox makes that planet and the Pact Worlds as a whole a likely target, although the complex superweapon likely requires considerable repairs and calibration before it could wither the Pact Worlds' sun. The Cult of the Devourer, on the other hand, is a reckless foe, and Pact Worlds astronomers might learn of the PCs' failure when the zealous cultists begin attacking uncharted systems, destroying stars in various systems out of a chaotic desire to spread destruction.

Failure also likely means the PCs' deaths, with their bodies at the Corpse Fleet's mercy. Any second team sent to stop the Stellar Degenerator could find itself clashing with the undead Starfinders now serving Admiral Vurannka (*Starfinder Adventure Path #3: Splintered Worlds* 46)! Even if many of the original party members survived, if they had to retreat while leaving any comrades behind, the necromancers of the Corpse Fleet reanimate the forsaken as ongoing antagonists who know their former comrades' every strategy and weakness.

What If the Stellar Degenerator Survives? Although the campaign assumes the PCs destroy the Stellar Degenerator, they might choose to recover it instead. Such a device quickly attracts the attention of ambitious treasure hunters, doomsday cults, and independent warlords. Even leaders of the Pact Worlds fail to agree on whether to destroy the weapon or keep it as a deterrent against the Swarm or other enemies yet unknown. This indecisiveness sorely tempts the Veskarium's more hawkish high despots to swoop in and capture the superweapon to forward their own goals. Before long, the PCs might have to face numerous factions vying for the device. Those who want the Stellar Degenerator destroyed for the greater good might take matters into their own hands to prevent the Pact Worlds from tearing themselves apart.

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AGENT OF APOCALYPSE

Scholars who are familiar with atrocities (*Starfinder* Adventure Path #4: *The Ruined Clouds* 56), the Devourer's destructive apostles, speculate that the creatures were once mortal before performing a devastating act and earning their god's transformative blessing. If this theory is true, then the much more powerful apocalypse atrocities must arise from mortals who engineer world-shattering cataclysms. Much like other atrocities, the apocalypse atrocity known as Twinned Echo borrows the form of a member of a living species—in its case that of a sarcesian, a species supposedly descended from the inhabitants of Damiar and Iovo, the two planets whose destruction long ago formed the Diaspora. Cultists of the Devourer speak its name in hushed whispers and oral legends passed from cell to cell suggest this atrocity's blasphemous evangelism founded the Devourer's worship in what would become the Pact Worlds, though the faith rose to prominence sometime during the Gap.

Few know that when word of the *Acreon* and Drift Rock first circulated, it was Twinned Echo who goaded the Cult of the Devourer to investigate further. Soon after hearing of the cult's initial successes, the apocalypse atrocity departed to incite destruction in other solar systems, expecting that it would sense the cultists' victory when they at last activated whatever superweapon was hidden within the Gate of Twelve Stars. When the PCs destroyed the Stellar Degenerator, Twinned Echo assumed the destructive ripples indicated the weapon's activation and use. When the atrocity arrived in the system, using the destructive event as a beacon, it instead found the shattered remains of the Corpse Fleet and the scattered survivors of the Devourer's disciples. However, where the defeated cult saw a lost opportunity, the atrocity perceived untapped potential. The real weapon wasn't the Stellar Degenerator—it was the star system.

Twinned Echo has sent out a call to Devourer cultists across multiple star systems, calling upon them to reconfigure the Gate of Twelve Stars into a new superweapon. The system has numerous destructive possibilities, depending on what best suits your campaign. The stars maintain their configuration only due to powerful gravitational phenomena that the kishalee created—a network of impossibly dense cosmic strings within the stars' controller moons—and Twinned Echo might harness these to remotely manipulate a distant system's gravity and cause rampant tidal forces to tear planets to pieces. While the Thirteenth Gate opened onto a demiplane, canny engineers could reconfigure the mechanisms of the system to create wormholes that abduct populous planets and catapult them into hostile space (or into blazing stars). Alternatively, the extradimensional framework might require only modest alteration to simulate Drift engine technology, allowing the

entire star system to shift into the Drift and reappear atop other worlds, ravaging entire civilizations with the heat of a dozen suns. As a third possibility, parts of the Stellar Degenerator could be reverse-engineered from the debris of the destroyed superweapon and other instances of kishalee technology found across the galaxy to create a device that causes a sun to quickly go supernova—absorbing its closest planets and obliterating the rest with a combination of heat and radiation. Any of these strategies require time and resources, though carrying out these plans would attract unwelcome attention.

That attention comes in the form of Gevalarsk Nor, the Eoxian ambassador on Absalom Station. Noticing that the Pact Worlds' Devourer cultists are rallying rather than retreating and regrouping, he begins investigating the cult's activities and sends reconnaissance expeditions to the Gate of Twelve Suns. Those few who report back send news of Twinned Echo and its new project. Unfortunately, Nor's influence is somewhat diminished from the Corpse Fleet's involvement in recent events, and he has expended considerable political capital distancing himself and Eox from the rogue armada. Unable to mobilize the Knights of Golarion, the Stewards, or any other force, Ambassador Nor looks to the PCs. His exact approach varies based on the PCs' existing relationship with him; he might approach them directly if he is on good terms with the heroes, or he might lure them into meeting with him under false pretenses if their past is less amicable. As much as the two parties might dislike each other, Nor is ready to cut a deal. After all, Nor's intelligence identifies Eox as the atrocity's primary target. However, the incomplete weapon ultimately promises to be utterly indiscriminate, and any attack capable of destroying Eox would likely also devastate some or all of the other Pact Worlds.

The growing number of cultists convening around the Gate of Twelve Suns makes a direct assault outright suicidal, even at higher levels. Instead, the PCs can intercept the cult's scavengers as they pick over kishalee ruins in search of the necessary technology to harness the system's power. Such missions might take them to the three moons of Iktrios, where radioactive pulses from the nearby dying star killed most life but left behind immense vermin, or Rendratt-5, where kishalee scientists designed biotech innovations so sophisticated that these augmentations eventually developed sapience and parasitized their creators. No matter where the PCs go, they can count on Gevalarsk Nor's support, which might include undead agents or even exclusive access to Eox's necrograft technology.

If the PCs can cause enough trouble for Twinned Echo, they might lure it away from the Gate of Twelve Stars to fight on more even terms. Otherwise, the PCs might have to capture

a Devourer starship and return to that star system under the guise of cultists carrying the essential technology. Once on the leading controller moon, the PCs can infiltrate the atrocite's operation, which has attracted cultists of numerous unfamiliar alien species. Before long, though, the PCs must corner Twinned Echo and end its schemes once and for all. If they can't prevent the atrocite from escaping, the PCs may have to chase the evil outsider across numerous worlds, all while it raises new Devourer armies.

TWINNED ECHO

CR 17

XP 102,400

Unique atrocite (*Starfinder Adventure Path #4: The Ruined Clouds* 56)

CE Large outsider (chaotic, evil, native)

Init +3; **Senses** blindsense (life) 60 ft., darkvision 60 ft.; **Perception** +29

DEFENSE **HP** 290

EAC 31; **KAC** 30

Fort +17; **Ref** +15; **Will** +20

Immunities poison, vacuum

OFFENSE

Speed 40 ft., fly 60 ft. (Su, average)

Melee slam +26 (8d6+25 B)

Ranged void bolt +28 (4d8+17 force; critical severe wound [DC 24])

Spell-Like Abilities (CL 17th;

melee +27, ranged +28)

1/week—interplanetary teleport (self only), plane shift

1/day—disintegrate (DC 26), gravitational singularity

3/day—bestow curse (DC 24), greater dispel magic, greater synaptic pulse (DC 25), heat leech (DC 25)

At will—enervation, mirror image, see invisibility

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

Offensive Abilities rending maelstrom, words of disintegration

STATISTICS

Str +8; **Dex** +3; **Con** +3; **Int** +1; **Wis** +5; **Cha** +11

Skills Intimidate +34, Mysticism +34, Sense Motive +29

Languages Abyssal, Common; telepathy 100 ft.

Other Abilities no breath

SPECIAL ABILITIES

Rending Maelstrom (Su) When Twinned Echo strikes the same creature twice in the same turn with its slam or void bolt attack, as a reaction, it can create a *cosmic eddy* centered on the target creature (Reflex DC 24). Twinned Echo is immune to this effect. Once Twinned Echo has used rending maelstrom, it must wait 1d4 rounds before it can do so again.

Void Bolt (Su) Twinned Echo can fire bolts of energy from the menacing haze that swirls above it. The bolt has a range increment of 50 feet.

Words of Devastation (Su) Once per day as a swift action, Twinned Echo's many mouths can speak words of total devastation. For the next 3 rounds, any chaotic evil worshiper of the Devourer within 120 feet of Twinned Echo adds the severe wound critical hit effect to its attacks, in addition to any existing critical hit effects. If an attack already has the severe wound critical hit effect, increase the save DC of that effect by 2 instead. If Twinned Echo takes damage during this 3-round period, the effects of its words of devastation end.



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INVASIVE SPECIES

As the PCs race to escape the Stellar Degenerator's demiplane as the superweapon and the *Empire of Bones* collide, it seems the heroes are ready to return to the Pact Worlds and the adulation of its citizens, but this might not be the case. The physics of a collapsing demiplane may defy even the *Sunrise Maiden's* engines, leaving the PCs in a dangerous maelstrom of debris. As they dodge fragments of the Corpse Fleet's flagship, they can glimpse holes in the dying demiplane that reveal dozens of other realities. At last, their traumatized starship spins out into an unfamiliar star system with a habitable planet nearby. Thankfully, the PCs find an outpost of the Halfblood Frontier Company, a half-orc colonization firm that specialized in laying the groundwork for future settlements on otherwise uninhabited planets. With the firm's help, the PCs can perform the essential repairs and blast off toward the Pact Worlds, soon to receive their hero's welcome—or so they think.

The demiplane's destruction tore into several other extraplanar spaces, releasing their contents. Most dangerous of these ejecta was a creature of Stygian spores from Abaddon. Known as Naxikriot, this outsider restlessly travels the cosmos, infecting living creatures with spores that cause the victims to seek out populous areas and infect more hosts, much like a fiendish cordyceps fungus. In small numbers, these deaths are tragic, but Naxikriot can bind the souls from larger groups into the surrounding terrain, using the quintessence to reshape the landscape in Abaddon's image. When a world is suitably infected to sustain the transformation, Naxikriot stows away on or hijacks a starship that it can crash into a another world ripe for infection and, ultimately, destruction.

Naxikriot has already brought more than one ancient starfaring society to its knees, but its latest conquest should have been its last. Although the fiend's spores eventually consumed their civilization, a group of surviving mystics tracked down the fiend, bound it within an extradimensional prison, and used the last of their magic to catapult their infected world into their sun, destroying all of the outsider's spores—and themselves—in the process.

Naxikriot had lingered in maddening solitary confinement within its sterile cell for uncounted centuries when the nearby collapsing demiplane shredded its prison. Discorporated, Naxikriot surreptitiously hitched a ride on the *Sunrise Maiden* to the Halfblood Frontier Company's outpost. Although it is likely to escape the PCs' notice at first, the party might eventually notice its accumulating spoor or the symptoms of the fiend's attempts to infect them one at a time. Realizing they've been carrying a lethal contagion on board is only half the problem. The PCs discover they have acted as the vector

for Naxikriot, which jumped ship at a promising port before the PCs knew what was happening.

Reports begin rolling in from population centers the PCs visited after their triumph. The half-orc frontier settlement stops responding, and rescue ventures find only a blasted hellscape of fungal rot in the middle of an otherwise fertile forest. Spores might reach Castrovel, where they take root in the aggressive ksariks (*Starfinder Alien Archive* 70), which spontaneously evolve to act as unharmed carriers for the fungal contagion. Infectious filaments could blow through the streets of Absalom Station, where a week before the PCs enjoyed a ticker-tape parade. The extent of the devastation depends largely on how widely the PCs traveled and the scale of story you want to tell. Naxikriot could lurk somewhere nearby, or it might have moved on, hitching a ride on some other starfaring vessel.

The fiend need not be so single-minded, though. Centuries of imprisonment might have addled Naxikriot's mind, leaving it confused and longing to create something akin to home. Perhaps instead it seeks answers in the vile gardens it creates, finding insights in each one about the Gap and the collective amnesia everyone experienced, almost as though they had drunk from the River Styx. As the PCs chase after the fiend, homing in on increasingly fresh sites of infection, they might obtain similar insights from the growths. Perhaps the fungus-covered hosts speak of forgotten events, and the extraplanar wastelands left behind might resemble familiar ruins leftover from the Gap. Whether these situations capture previously missing truths or are the fiend's fictitious inventions is up to you.

Ultimately, the PCs must corner Naxikriot if they are to end its destructive rampage. When fighting against a being that can slip into the smallest vents, though, the PCs have to pick or shape their battleground carefully. Fighting the outsider might be as simple as tricking it into a carefully sealed lab or quarantined warehouse, but it could take more complicated and cunning plans to ultimately force the fiend to stand and fight. Only then can the PCs eliminate the creature once and for all. Alternatively, the PCs can banish Naxikriot to the Great Beyond, which is a simpler but temporary solution.

NAXIKRIOT

CR 16

XP 76,800

NE Large outsider (evil, extraplanar, plantlike)

Init +2; Senses darkvision 60 ft.; Perception +28

DEFENSE

HP 268

EAC 30, KAC 31

Fort +14; Ref +16; Will +19

Defensive Abilities fast healing 10; **Immunities** acid, disease, poison; **Resistances** cold 10, electricity 10, fire 10

OFFENSE

Speed 40 ft., climb 40 ft.

Melee gore +27 (4d8+23 P) or
tendrils +29 (3d8+23 B plus soul spores)

Multiaction gore +21 (4d8+23 P), 2 tendrils +23 (3d8+23 B plus soul spores)

Ranged spit +27 (5d4+16 A plus soul spores)

Space 10 ft.; **Reach** 10 ft. (20 ft. with tendrils)

Offensive Abilities infestation

STATISTICS

Str +7; **Dex** +2; **Con** +4; **Int** +10; **Wis** +5; **Cha** +3

Skills Athletics +28, Bluff +33, Life Science +33, Mysticism +33, Stealth +28

Languages Abyssal, Common; infected telepathy 300 ft.

Other Abilities discorporation, plantlike

SPECIAL ABILITIES

Discorporation (Ex) As a standard action, Naxikriot can dissolve into a cloud of spores, functioning as a swarm of Fine creatures. This transformation grants Naxikriot the swarm defense, swarm immunities, distraction (DC 24), and swarm attack (3d8+23 A plus soul spores) traits as well as a fly speed of 40 feet (Ex, average). While the transformation lasts, Naxikriot is unable to make other attacks. Naxikriot returns to its natural form if it falls unconscious or dies. It can otherwise return to its natural form as a move action.

Infected Telepathy (Su) This ability functions as telepathy except that Naxikriot can communicate only with creatures that have the sporulated template graft.

Spit (Ex) Naxikriot's spit attack has a range increment of 30 feet.

SOUL SPORES

Type disease (contact); **Save** Fortitude DC 24

Track mental; **Frequency** 1/hour for 6 hours

Effect progression track is Healthy–Weakened–Impaired–Befuddled–Controlled; a controlled victim gains the sporulated simple template graft (see below) and follows the instructions of Naxikriot as per *charm monster*; controlled is the end state.

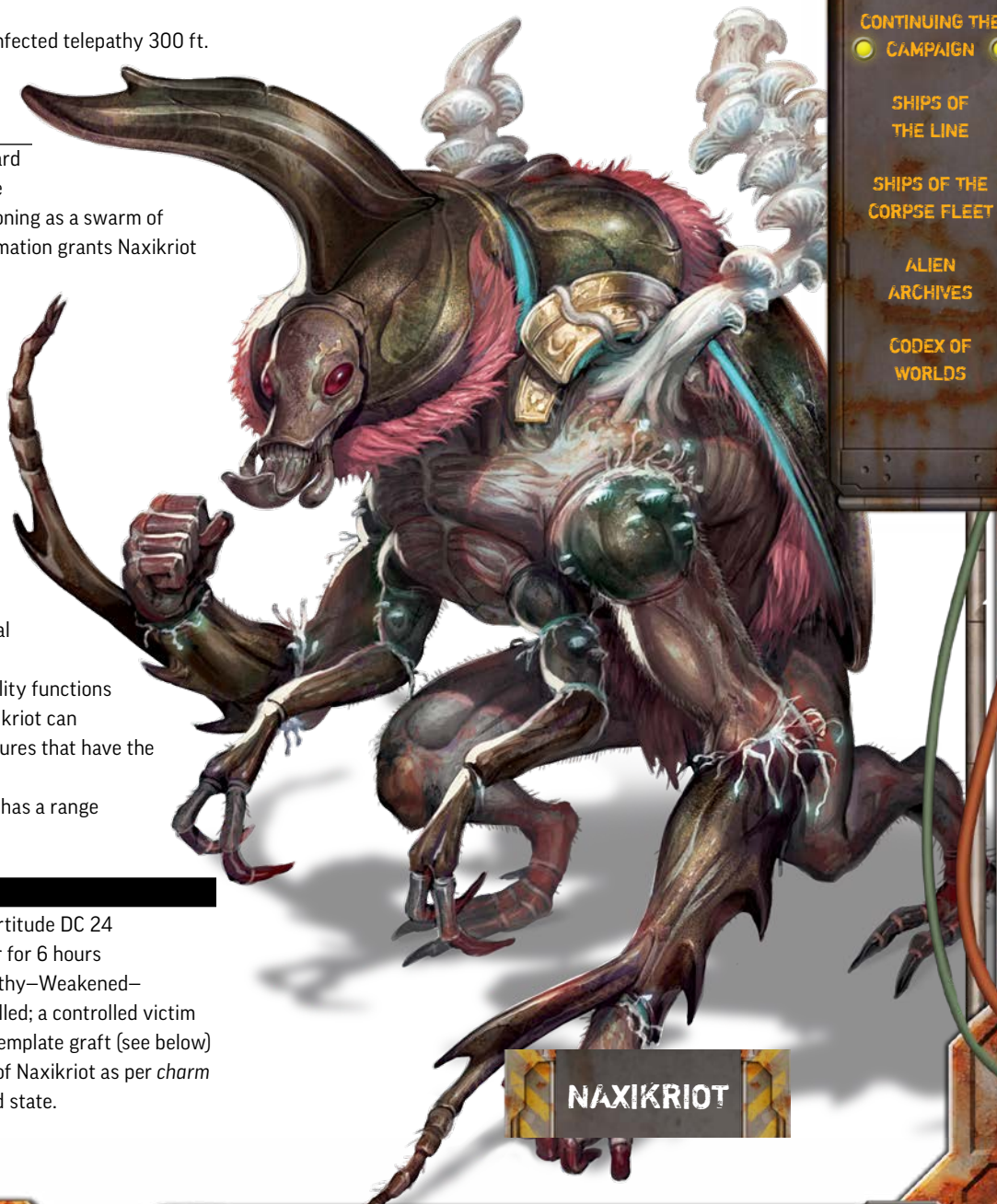
Cure 2 consecutive saves

SPORULATED TEMPLATE GRAFT

Sporulated creatures are infested with the consciousness-altering spores of Naxikriot. Unless otherwise instructed, these creatures seek out populous areas to infect. A PC who gains the sporulated simple template graft typically becomes an NPC under the GM's control (assume the PC has the array an NPC would need to take the class graft of that PC's class).

Traits: Gains the plantlike subtype; infected telepathy (see Special Abilities in Naxikriot's stat block above).

Abilities: The creature gains a spit attack that deals acid damage as appropriate for a creature of its array and CR (*Alien Archive* 129–132). When killed, the creature releases soul spores in a 10-foot-radius burst, with a save DC appropriate for a creature of its array and CR.



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SHIPS OF THE LINE

"THE MERCILESS BLADE IS AS MUCH A CITY AS IT IS A STARSHIP, AND YOU'VE GOT TO UNDERSTAND HOW BOTH FUNCTION TO KEEP IT FLYING. SURE, YOU MIGHT BE A WHIZ-BANG ENGINEER, ABLE TO STRIP AND REASSEMBLE A REACTOR COIL BLINDFOLDED, BUT THAT DOESN'T MEAN SQUAT WHEN IT'S TIME TO CONVINCE THE BURSAR THAT YOU NEED A COUPLE HUNDRED THOUSAND CREDITS TO BUY THE POLYCARBON PLATE NECESSARY TO REPAIR A FEW DINGS IN THE HULL. YOU'LL FIND YOU NEED A DEFT HAND AT BOTH POLITICS AND MECHANICS, AND A WELL-TIMED FAVOR OR A CONVINCING ARGUMENT SHOULD BE FOUND RIGHT NEXT TO YOUR WRENCHES AND BLOW TORCHES IN YOUR TOOLBOXES. OTHERWISE, WE'RE ALL SUCKING SPACE."

—ENGINEERING GUILD CHIEF MOZMURAN GRIMHELM

Modern shipyards can regularly construct starships of various sizes ranging from Tiny to Colossal. Although a few starships, such as the *Idari*, are much larger than typical Colossal ships, most are ancient vessels built for extraordinary events and lack the engines necessary for travel through the Drift. However, so-called ships of the line—massive starships equipped with Drift engines—do exist. These rare ships are of such extraordinary dimensions and powers that they form the centers of the fighting lines of the largest and most fearsome navies. Groups that have at least planetary reaches and resources are the only ones capable of funding these vessels, which include the Corpse Fleet flagship *Empire of Bones*, the Veskarian *Conqueror of Worlds* and *Merciless Blade*, and the largest few of the Drift engine-equipped dwarven Star Citadels.

Most ships of the line act either as mobile bases of operations or as flagships, but some act as both. Base ships perform well for colonization or long-range exploration, and some act as autonomous armadas, carrying myriad smaller vessels inside hangars. Some base ships are independent political entities that function as itinerant city-states in space. Flagships are the most powerful vessels their respective militaries can field, supported by cruisers, escorts, scouts, supply tenders, and other ships. Military dictatorships that can afford to do so keep a Supercolossal flagship as a symbol of the state's power and a mobile command base for top military leaders. Any navy keeps close watch over its ships of the line, since losing those craft would be a devastating blow.

Even among factions that have the resources to construct a Supercolossal starship, most prefer to operate and maintain multiple dreadnoughts and carriers for the same cost and crew needs. Rumors claim that some factions have secret ships of the line, or that other Supercolossal vessels exist that serve the interests of long-collapsed empires. Little convincing evidence exists of such secret titans of the stars, but the vastness of space makes it impossible to rule out these possibilities.

This article introduces ships of the line as starships with a new size category, Supercolossal. Supercolossal vessels are over 6 miles long, weigh more than 2,000 megatons, and take a –8 penalty to AC and TL. Except as detailed in the following sections, these starships use the normal rules presented in Chapter 9 of the *Starfinder Core Rulebook*.

BASE FRAME

Each base frame determines a starship's size, maneuverability, hull strength, starting weapon mounts, number of expansion bays, and other capacities.

BASE SHIP

Size Supercolossal

Maneuverability clumsy (–2 Piloting, turn 4)

HP 450 (increment 75); **DT** 15; **CT** 90

Mounts forward arc (4 heavy), port arc (4 heavy), starboard arc (4 heavy), turret (2 capital)

Expansion Bays unlimited; a base ship with increased width or length can support more expansion bays

Minimum Crew 150; **Maximum Crew** 100,000

Cost 250

ULTRANOUGHT

Size Supercolossal

Maneuverability clumsy (–2 Piloting, turn 4)

HP 550 (increment 100); **DT** 20; **CT** 110

Mounts forward arc (2 capital, 2 heavy, 1 spinal mount), port arc (2 capital, 3 heavy), starboard arc (2 capital, 3 heavy), turret (1 capital, 2 heavy)

Expansion Bays unlimited; an ultranought with increased width or length can support more expansion bays

Minimum Crew 250; **Maximum Crew** 5,000

Cost 350

POWER CORE

Supercolossal ships have massive power needs. They also have enormous space dedicated to power systems, allowing them to use power cores that won't fit in other vessels. A Supercolossal ship can mount one of the power cores of Supercolossal size shown in the following table. If a Supercolossal starship has a Supercolossal power core, the vessel can have up to four backup cores; those cores must be designed for Huge or Gargantuan starships. If a Supercolossal starship does not have a Supercolossal power core, the vessel can instead mount up to five power cores designed for Colossal ships.

CORE	SIZE	PCU	COST (IN BP)
Titan Light	Sc	700	50
Titan Heavy	Sc	950	60
Titan Ultra	Sc	1,200	70

THRUSTERS

Supercolossal ships depend on enormous thrusters that focus on speed, since the maneuverability of ships of this size is hard to improve.

THRUSTER	SIZE	SPEED (IN HEXES)	PILOTING MODIFIER	PCU	COST (IN BP)
SC4 thrusters	Sc	4	+1	300	16
SC6 thrusters	Sc	6	+0	400	20
SC8 thrusters	Sc	8	–1	500	24

ARMOR

A Supercolossal ship has a size multiplier of 8 for determining its armor's Build Point cost.

COMPUTERS

Supercolossal starships use the computer systems normally available to other starships. This main computer system must be mk 4 or higher. Unlike typical starships, however, a

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Supercolossal ship can have a second computer system of a lower mark than the main system.

A Supercolossal vessel also has enough space to augment a mk 4 or better mononode computer with subordinate systems called network nodes; these nodes increase the computing power of the augmented mononode computer. A node might be a dedicated technological system, a hardwired cybernetic undead creature, a biotech calculating organism, a magitech information crystal, or one of a myriad of other devices that increase computer processing power and accessibility.

Regardless of their appearances, network nodes cost significantly fewer Build Points than computers that offer the same bonuses. The cost of a network node is equal to the mark of the mononode computer the network node augments, and the network node provides one bonus as if it were one node of the augmented computer. Network nodes consume a lot of power, so a computer can have a maximum number of connected network nodes no higher than half its mark. The following table summarizes these network node parameters.

NAME	BONUS	NODE MAXIMUM	PCU	COST (IN BP)
Mk 4 network node	+4	2	8	4
Mk 5 network node	+5	2	10	5
Mk 6 network node	+6	3	11	6
Mk 7 network node	+7	3	13	7
Mk 8 network node	+8	4	15	8
Mk 9 network node	+9	4	17	9
Mk 10 network node	+10	5	19	10

CREW QUARTERS

On a Supercolossal ship with common crew quarters, the sheer size of the vessel allows 10% of the crew to have good quarters and 1% to have luxurious quarters at no additional cost. On a Supercolossal ship with good quarters for the majority of the crew, 10% have luxurious quarters at no additional cost.



TACTICAL SENSOR
TANK

DEFENSIVE COUNTERMEASURES

Supercolossal ships take a -8 penalty to the TL they gain from defensive countermeasures.

DRIFT ENGINE

A Supercolossal starship can mount only a Signal Basic Drift engine, at a cost of 16 BP.

EXPANSION BAYS

A Supercolossal ship uses the same expansion bays as other starships do. A Supercolossal ship can hold an unlimited number of expansion bays, none of which ever go unused. Any expansion bay in a Supercolossal ship represents numerous chambers grouped together over a wide area or many decks and augmented with reserve systems and retaskable configurations. Therefore, a bay such as an arcane laboratory on a Supercolossal ship indicates not a single lab, but the ship's facilities that allow the crew to perform tasks requiring an arcane lab. Enough of these spaces exist on a ship of the line to accommodate any number of crew members who might need access the ship's specific expansion bays.

MODIFIED EXPANSION BAYS

The following expansion bays work differently for ships of the line.

Cargo Holds: Supercolossal ship frames have one cargo hold for every 10 Build Points of the frame's cost. Additional cargo holds cost 5 BP per cargo hold.

Hangar Bay: A Supercolossal ship's hangar bay can accommodate up to eight Medium ships, with two Small ships or four Tiny ships taking the same space as one Medium ship. Expanding an existing hangar bay to accommodate eight more Medium ships adds only 1 BP to the hangar bay's cost.

EXCLUSIVE EXPANSION BAYS

A few expansion bays are available only to Supercolossal ships.

EXPANSION BAY	PCU	COST (IN BP)
Drift booster	40	20
Recycling system	2	1
Tactical sensor tank	2	1

Drift Booster: A Drift booster is a rail for launching smaller ships into the Drift from within a Supercolossal vessel's hangar bay. A smaller ship that launches from within the Supercolossal vessel's hangar bay using the Drift booster can temporarily raise its Drift engine rating by 1. This increase lasts only as long as the smaller ship stays in the Drift and on the same course after launching using the Drift booster. If the boosted

ship changes course or leaves the Drift, this temporary increase ends.

Recycling System: A recycling system enables a Supercolossal starship to be nearly self-sustaining, operating independently for decades or even centuries. A combination of smelters, biomass processors, manufacturing, and UPB converters allows the ship to convert almost all its waste into goods and materials.

Tactical Sensor Tank: A tactical sensor tank (TST) allows a Supercolossal ship to coordinate the sensor readings of multiple escort craft into a unified picture of surrounding space and then share this information with each starship. Science officers can use a TST to link the sensors of any number of allied vessels in range of the TST-equipped ship's sensors. The sensor range for all linked ships extends as far as the farthest-reaching range among them, since the TST system collects data from linked vessels, correlates possible sensor targets, and sends that information to all linked ships.

SECURITY, SENSORS, AND SHIELDS

In many cases, a ship of the line has weaker security, sensors and shields than the most powerful of its escort ships. Supercolossal vessels depend on their massive Hull Point totals to carry them through combat, and they instead focus their BP and PCU on massive weapons few other vessels can compete against.

SPINAL-MOUNT WEAPONS

Any Supercolossal ship can mount multiple capital weapons, but the dreaded ultranought can have an even larger weapon, known as a spinal-mount weapon. These immense devices of destruction are built along the vessel's core spine, and they can channel the power of the ship's engines and reactors directly into massive, direct-fire attacks that can obliterate most targets. No ship of the line can mount more than one spinal-mount weapon, although spinal-mount weapons have multiple apertures or focusing lenses that are part of a single weapon. A spinal-mount weapon must be mounted in the front arc of a ship.

SPINAL-MOUNT WEAPONS

SPINAL-MOUNT WEAPONS	RANGE	DAMAGE	PCU	COST (IN BP)	SPECIAL PROPERTIES
Gravity annihilator	Long	8d6 × 10	50	60	Tractor beam
Hypermass cannon	Long	6d6 × 10	40	30	Line
Particle acceleration gun	Long	9d4 × 10	50	30	Line
Nova ram	Long	6d10 × 10	75	45	Line
Ultra plasma cannon	Medium	9d6 × 10	80	35	Line
Ultra X-laser cannon	Long	6d8 × 10	90	60	Line
Ultragraser	Medium	6d8 × 10	75	70	Irradiate (high), line
Ultralaser	Long	6d4 × 10	30	25	Line
Ultramaser	Long	6d8 × 10	60	40	Line
Vortex devourer	Medium	6d12 × 10	80	80	Vortex

PICKETS

When starships move in groups, they sometimes use pickets—escort craft whose crews remain on watch to prevent surprise attacks and spot enemies far enough away to allow time for favorable reactions. Supercolossal ships regularly use such escort vessels to scan for enemy targets. At the beginning of starship combat, if a higher-tier ship of any size uses escorts in this way, the highest-tier escort is considered to be the highest-tier ship in a flotilla when randomly determining the distance between opposing sides (see Beginning Starship Combat on pages 316–317 of the *Starfinder Core Rulebook*).

Spinal-mount weapons must be charged. Beginning this process requires the ship's engineer to take an engineer action during the engineering phase and succeed at an Engineering check (DC = 10 + 1-1/2 × the starship's tier) to activate the weapon. The weapon then charges during that round of combat and the next.

On the third round, during the gunnery phase, the spinal-mount weapon can be fired with the shoot gunner action. Because aiming the weapon requires moving the ship, the gunner gains a +2 bonus to gunner checks when using her ranks in Piloting instead of her base attack bonus. If the gunner wants to use her base attack bonus, she gains a +1 bonus to her gunner checks if she is trained in Piloting. Additionally, if the gunner fires no other weapons during the same round as the spinal-mount weapon, it deals an additional 1 damage per die. Once a spinal-mount weapon is fired, it cannot be activated again for 2d4 rounds.

If the gunner doesn't fire a spinal-mount weapon on the first round that it is fully charged, a member of the crew must take an engineer or gunner action each round (requiring no skill check) to keep it on standby. If no member of the crew takes this action, the weapon functions as if it had been fired and cannot be activated again for 2d4 rounds.

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SHIPS OF THE CORPSE FLEET

"ATTENTION CREW, THIS IS YOUR CAPTAIN SPEAKING. I KNOW THE LAST FEW WEEKS HAVE BEEN DULL FOR YOU, PICKING THROUGH THE REMAINS OF COLONIES FOOLISH ENOUGH TO THINK THEY'D SURVIVE OUT HERE IN THE VAST. I HEAR YOUR COMPLAINTS IN THE CORRIDORS. YOU THINK US NO BETTER THAN SCAVENGERS. YOU WONDER IF WE'LL SEE ANY ACTION. BUT REMEMBER, THIS IS OUR DUTY TO THE CORPSE FLEET! WE PROVIDE BODIES TO FILL OUR BARRACKS SO WE CAN ONE DAY ERASE THE LIVING FROM THIS GALAXY. NOW, OUR SENSORS ARE PICKING UP A DISTRESS BEACON FROM A PACT WORLDS SHIP WITH A DISABLED ENGINE AND AN UNCONSCIOUS ENGINEER. WE SHALL COME TO THEIR AID... AND MAKE SOME FRESH CORPSES!"

—CAPTAIN KOVLOV AMALAN OF THE LAST BREATH

The scientists and engineers of the exiled undead navy known as the Corpse Fleet regularly invent new and deadly ways to upgrade their starships for the fleet's unending war. The following systems can be purchased using starship Build Points, but these expansions and weapons are available only on the black market or directly from Corpse Fleet agents.

EXPANSION BAYS

The following expansion bays aid the undead of the Corpse Fleet in their battle against the living.

EXPANSION BAY	PCU	COST (IN BP)
Arcane mortuary	1	2
Corpse recycler	2	2
Ghost drive	10	5

ARCANE MORTUARY

An arcane mortuary contains equipment that aids spellcasters in creating undead. A spellcaster using this mortuary must still provide any special materials that undead creation requires. The benefit of using the arcane mortuary is that undead created there have 10% more Hit Points than a typical undead creature of the same CR. An arcane mortuary can also store up to five Medium or smaller corpses without them deteriorating due to time. One Large corpse can be stored in place of two Medium ones.

CORPSE RECYCLER

A corpse recycler allows a starship crew to render bodies into parts for necrografts (*Starfinder Adventure Path* #3: *Splintered Worlds* 42). In a process that takes 1 hour, a carcass fed into the recycler produces a number of necrograft UPBs equal to $10 \times$ the CR of the creature from which the corpse originated. These UPBs can be used only to create necrografts.

STARSHIP WEAPONS

LIGHT WEAPONS	RANGE	SPEED (IN HEXES)	DAMAGE	PCU	COST (IN BP)	SPECIAL PROPERTIES
DIRECT-FIRE WEAPONS						
Negative-energy gun	Medium	–	2d6	10	7	Numbing
TRACKING WEAPONS						
Light carrion-missile launcher	Long	12	3d8	10	5	Limited fire 5, volatile

HEAVY WEAPONS	RANGE	SPEED (IN HEXES)	DAMAGE	PCU	COST (IN BP)	SPECIAL PROPERTIES
DIRECT-FIRE WEAPONS						
Negative-energy cannon	Medium	–	5d6	15	15	Numbing
TRACKING WEAPONS						
Heavy carrion-missile launcher	Long	10	6d10	15	15	Limited fire 5, volatile

CAPITAL WEAPONS	RANGE	SPEED (IN HEXES)	DAMAGE	PCU	COST (IN BP)	SPECIAL PROPERTIES
DIRECT-FIRE WEAPONS						
Super negative-energy cannon	Long	–	2d10 \times 10	40	60	Numbing
TRACKING WEAPONS						
Mega carrion-missile launcher	Long	8	3d8 \times 10	15	25	Limited fire 5, volatile

GHOST DRIVE

A ghost drive can be installed only on a Large or smaller starship. During the helm phase, as a science officer action, you can attempt a Computers check ($DC = 10 + 1\frac{1}{2} \times$ the starship's tier) to activate the ghost drive. If the check is successful, the ghost drive becomes active and the vessel in which it is equipped becomes insubstantial.

An active ghost drive has several effects in starship combat. The drive pulls power from the thrusters, so the insubstantial starship's speed is 2 lower, and its distance between turns is 1 higher. An insubstantial starship can move through hexes containing enemy starships without allowing those foes to make free attacks. Additionally, if other starships move through the hex containing the insubstantial starship, that does not allow it to make free attacks.

WEAPONS

The following weapon special properties are results of the Corpse Fleet's ghastly innovations. New weapons using these properties can be found in the table below.

NUMBING

A weapon with the numbing special property fires concentrated negative energy. Living creatures on a starship that takes Hull Point damage from a numbing weapon must succeed at a Fortitude saving throw ($DC = 10 + 1\frac{1}{2} \times$ the firing starship's tier) or take a –2 penalty to all starship combat actions for 1d3 rounds.

VOLATILE

Only tracking weapons can have the volatile special property. Such a weapon breaks apart when destroyed before its intended impact. When a volatile projectile hits a starship but a gunner succeeds at destroying the projectile with a point weapon, the volatile weapon still deals half its damage.

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CORPSE FLEET STARSHIPS

When it defected from Eox upon the signing of the Absalom Pact, the Corpse Fleet took with it a great number of Eoxian military starships. These vessels had been outfitted for war against the other worlds of the system in previous centuries, and the Corpse Fleet has taken great pride in maintaining and upgrading them. However, as the years have passed, many Pact Worlds starship manufacturers have made great strides in the field of engineering. In order to keep up with the improvements made by their enemies and to replace the ships they have lost in various skirmishes, the Corpse Fleet has designed many unique vessels.

In addition to the Eoxian ships on pages 306–307 of the *Starfinder Core Rulebook* and the Corpse Fleet vanguard described on pages 50–51 of *Starfinder Adventure Path #3: Splintered Worlds*, the following vessels are mainly manufactured on the roving planetoid named Barrow (*Starfinder Adventure Path #3: Splintered Worlds* 61).

BARROW BONESHARD

The Corpse Fleet launches waves of Barrow Boneshards to harry its foes. Typically, each Barrow Boneshard is piloted by one heavily damaged undead creature, perhaps missing its lower half or most of its limbs. Such pilots are wired directly into the controls and considered to be prime candidates for suicide missions.

BARROW BONESHARD

TIER 1/3

Tiny racer

Speed 14; **Maneuverability** perfect (turn 0)

AC 16; **TL** 13

HP 20; **DT** –; **CT** 4

Shields none

Attack (Forward) flak thrower (3d4)

Attack (Aft) flak thrower (3d4)

Power Core Micron Heavy (70 PCU); **Drift Engine** none;

Systems basic computer, budget short-range sensors, mk 3 armor; **Expansion Bays** none

Complement 1

CREW

Pilot gunnery +4, Piloting +10 (1 rank)

BARROW DIRGESINGER

Dirgesingers form the backbone of the Corpse Fleet's corpse collection efforts. Their crews search the galaxy for derelict vessels, fresh battlefields, and unlucky colonies where corpses can be found. These bodies are either turned into undead creatures or fashioned into necrografts. Every so often, a bloodthirsty Barrow Dirgesinger crew engages in battle to create the cadavers they seek.

BARROW DIRGESINGER

TIER 2

Small light freighter

Speed 8; **Maneuverability** good (turn 1); **Drift** 1

AC 16; **TL** 15

HP 40; **DT** –; **CT** 8

Shields basic 40 (forward 10, port 10, starboard 10, aft 10)

Attack (Forward) coilgun (4d4), light EMP cannon (special)

Attack (Port) gyrolaser (1d8)

Attack (Starboard) gyrolaser (1d8)

Power Core Pulse Black (120 PCU); **Drift Engine** Signal

Basic; **Systems** advanced medium-range sensors, basic computer, crew quarters (common), mk 3 armor, mk 2

defenses; **Expansion Bays** cargo bays (2), corpse recycler

Modifiers +4 Computers, +1 Piloting; **Complement** 5

CREW

Captain gunnery +4, Intimidate +7 (2 ranks), Piloting +8 (2 ranks)

Engineer Engineering +8 (2 ranks)

Gunner gunnery +5

Pilot gunnery+5, Piloting +13 (2 ranks)

Science Officer Computers +11 (2 ranks)

BARROW RELIQUARY

The crews of Barrow Reliquaries are among the most diplomatic and educated of all Corpse Fleet soldiers. Although the navy fields only a handful of these vessels, their crews are tasked with exploring the Vast in search of necromantic objects and alien undead creatures whose goals align with those of the Corpse Fleet. Some of these new allies are transported back to Corpse Fleet holdings in order to coordinate plans with the navy's high-ranking officials.

BARROW RELIQUARY

TIER 5

Medium explorer

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

AC 19; **TL** 18

HP 65; **DT** –; **CT** 13

Shields light 60 (forward 15, port 15, starboard 15, aft 15)

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

Attack (Port) light particle beam (3d6)

Attack (Starboard) light particle beam (3d6)

Attack (Turret) light plasma cannon (5d10)

Power Core Pulse Green (150 PCU); **Drift Engine** Signal

Booster; **Systems** basic medium-range sensors, crew quarters (common), mk 4 armor, mk 3 defenses, mk 2

trinode computer; **Expansion Bays** arcane laboratory, cargo holds (2), guest quarters (good)

Modifiers +2 to any 3 checks per round, +2 Computers, +1 Piloting; **Complement** 6

INJECT



BARROW RELIQUARY



BARROW SPECTRE



BARROW BONESHARD



BARROW DIRGESINGER

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CREW

Captain Computers +13 (5 ranks), Diplomacy +11 (5 ranks), Intimidate +11 (5 ranks)

Engineer Engineering +11 (5 ranks)

Gunners (2) gunnery +9

Pilot gunnery +9, Piloting +12 (5 ranks)

Science Officer Computers +18 (5 ranks)

BARROW SPECTRE

A Barrow Spectre is a silent assassin of space, quickly moving into engagements, tearing through foes, and disappearing into the void. Due to the frequent use of ghost drives by Barrow Spectre crews, those who have survived encounters with these vessels often babble about ethereal starships that can't be shot.

BARROW SPECTRE

TIER 7

Large destroyer

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

AC 19; **TL** 20

HP 170; **DT** -; **CT** 34

Shields light 80 (forward 20, port 20, starboard 20, aft 20)

Attack (Forward) heavy torpedo launcher (5d8), negative-energy cannon (5d8)

Attack (Port) coilgun (4d4)

Attack (Starboard) coilgun (4d4)

Attack (Aft) coilgun (4d4)

Attack (Turret) negative-energy gun (2d6)

Power Core Pulse Orange (250 PCU); **Drift Engine** Signal

Basic; **Systems** basic medium-range sensors, crew quarters (common), mk 3 armor, mk 4 defenses, mk 2 trinode computer; **Expansion Bays** arcane mortuary, cargo holds (2), ghost drive

Modifiers +2 any 3 checks per round, +2 Computers;

Complement 9

CREW

Captain Computers +16 (7 ranks), gunnery +11, Intimidate +14 (7 ranks)

Engineers (2) Engineering +19 (7 ranks)

Gunners (3) gunnery +11

Pilot gunnery +11, Piloting +14 (7 ranks)
Science Officers (2) Computers +16 (7 ranks)

BARROW CATACOMB

Each Barrow Catacomb can hold two Grave Casket shuttles (*Starfinder Adventure Path #3: Splintered Worlds* 50) and a couple land vehicles that can survive atmospheric entry to launch planetside assaults on targets Corpse Fleet command wants destroyed.

BARROW CATACOMB TIER 8

Huge bulk freighter

Speed 6; **Maneuverability** poor (turn 3); **Drift** 1

AC 21; **TL** 20

HP 200; **DT** 5; **CT** 40

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

Attack (Forward) heavy laser cannon (4d8)

Attack (Aft) heavy laser cannon (4d8)

Attack (Turret) light carrion-missile launcher (3d6), light EMP cannon (special)

Power Core Nova Ultra (300 PCU); **Drift Engine** Signal Basic; **Systems** basic medium-range sensors, crew quarters (basic), mk 5 armor, mk 5 defenses, mk 2 duonode computer; **Expansion Bays** cargo holds (4), passenger seating (4), shuttle bay

Modifiers +2 to any 2 checks per round, +2 Computers;
Complement 40

CREW

Captain (1 officer, 2 crew) Diplomacy +16 (8 ranks), gunnery +12, Intimidate +16 (8 ranks), Piloting +16 (8 ranks)

Engineers (2 officers, 7 crew each) Engineering +16 (8 ranks)

Gunners (2 officers, 5 crew each) gunnery +12

Pilot (1 officer, 2 crew) gunnery +12, Piloting +21 (8 ranks)

Science Officers (2 officers, 2 crew each) Computers +18 (8 ranks)

BARROW REAPER

Barrow Reapers, while massive, are also surprisingly fast and maneuverable for their size. Barrow Reapers often act as escorts for Corpse Fleet capital ships, but their hardy crews make effective boarding parties or ground troops, as well.

BARROW REAPER TIER 10

Huge cruiser

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

AC 24; **TL** 23

HP 230; **DT** 5; **CT** 46

Shields medium 140 (forward 35, port 35, starboard 35, aft 35)

Attack (Forward) mass driver (2d6×10)

Attack (Port) light plasma cannon (2d12)

Attack (Starboard) light plasma cannon (2d12)

Attack (Turret) negative-energy cannon (5d8)

Power Core Gateway Light (300 PCU); **Drift Engine** Signal Basic; **Systems** basic medium-range sensors, crew quarters (common), mk 6 armor, mk 6 defenses, mk 2 duonode computer; **Expansion Bays** cargo holds (4), synthesis bay, tech workshop

Modifiers +2 to any 2 checks per round, +2 Computers;
Complement 80

CREW

Captain (1 officer, 4 crew) Diplomacy +19 (10 ranks), gunnery +12, Intimidate +19 (10 ranks), Piloting +19 (10 ranks)

Engineers (3 officers, 10 crew each) Engineering +19 (10 ranks)

Gunners (3 officers, 6 crew each) gunnery +14

Pilot (1 officer, 4 crew) gunnery +14, Piloting +24 (10 ranks)

Science Officers (2 officers, 7 crew each) Computers +21 (10 ranks)

BARROW EULOGY

A Barrow Eulogy can bring eight Necrofighters (*Starfinder Adventure Path #3: Splintered Worlds* 50) into battle, but it has enough firepower to defend itself if enemies threaten. Its port and starboard heavy laser arrays keep smaller craft from attacking its flanks while it launches its fighters.

BARROW EULOGY TIER 12

Gargantuan carrier

Speed 4; **Maneuverability** poor (turn 3); **Drift** 1

AC 24; **TL** 22

HP 330; **DT** 10; **CT** 66

Shields medium 160 (forward 40, port 40, starboard 40, aft 40)

Attack (Forward) supermaser (2d8×10)

Attack (Port) heavy laser array (6d4)

Attack (Starboard) heavy laser array (6d4)

Attack (Turret) linked light particle beams (6d6)

Power Core Gateway Light (300 PCU); **Drift Engine** Signal Basic; **Systems** basic medium-range sensors, crew quarters (common), mk 6 armor, mk 5 defenses, mk 1 trinode computer; **Expansion Bays** cargo holds (6), hangar bay

Modifiers +1 to any 3 checks per round, +2 Computers, +1 Piloting; **Complement** 144

CREW

Captain (1 officer, 5 crew) Diplomacy +22 (12 ranks), gunnery +14, Intimidate +27 (12 ranks), Piloting +23 (12 ranks)

Engineers (2 officers, 30 crew each) Engineering +22 (12 ranks)

Gunners (3 officers, 15 crew each) gunnery +16

Pilot (1 officer, 5 crew) gunnery +16, Piloting +23 (12 ranks)

Science Officers (2 officers, 10 crew each) Computers +24 (12 ranks)

BARROW EULOGY

BARROW CATACOMB

BARROW REAPER

BARROW CENOTAPH

EMPIRE OF BONES

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PART 2:
MASS GRAVES

PART 3:
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BARROW CENOTAPH

An impressive feat of necro-engineering, the Barrow Cenotaph is a machine of destruction, inside and out. Featuring bays for two sets of other vessels plus room to hold dozens of troops, this dreadnought sports some of the Corpse Fleet's most devastating weaponry. It is a lumbering vessel, but it can take more punishment than most starships manufactured in the Pact Worlds and beyond.

BARROW CENOTAPH

TIER 16

Colossal dreadnought

Speed 4; **Maneuverability** clumsy (turn 4); **Drift** 1

AC 25; **TL** 24

HP 600; **DT** 15; **CT** 120

Shields heavy 240 (forward 60, port 60, starboard 60, aft 60)

Attack (Forward) particle beam (8d6), super negative-energy cannon (2d10×10)

Attack (Port) heavy laser cannon (4d8), super plasma cannon (3d6×10)

Attack (Starboard) heavy laser cannon (4d8), super plasma cannon (3d6×10)

Attack (Turret) micromissile battery (2d6), micromissile battery (2d6)

Power Core Gateway Ultra (500 PCU); **Drift Engine** Signal Basic; **Systems** basic computer, advanced long-range sensors, crew quarters (common), mk 7 armor, mk 7 defenses; **Expansion Bays** cargo holds (8), hangar bay, passenger seating (6), shuttle bay

Modifiers +4 Computers; **Complement** 260

CREW

Captain (1 officer, 9 crew) Diplomacy +28 (16 ranks), gunnery +18, Intimidate +33 (16 ranks), Piloting +28 (16 ranks)

Engineers (3 officers, 35 crew each) Engineering +28 (16 ranks)

Gunners (4 officers, 20 crew each) gunnery +20

Pilot (1 officer, 9 crew) gunnery +20, Piloting +28 (16 ranks)

Science Officers (3 officers, 15 crew each) Computers +32 (16 ranks)



ALIEN ARCHIVES

VETERAN WARRIOR-CASTE SOLDIER PARTHAEL FINDS HERSELF THE SOLE SURVIVOR OF A STORM BARGE CRASH MILES FROM THE NEAREST DOME DURING THE MOST VIOLENT SERIES OF STORMS SHIMRINSARA HAS EVER SEEN. RELYING ONLY ON HER WITS, HER TRAINING, AND A FEW PIECES OF GEAR SHE SCAVENGED FROM THE WRECKAGE, OUR INTREPID HERO FIGHTS FOR HER LIFE TO MAKE IT BACK TO CIVILIZATION AND HER ARTISAN HUSBAND. IN A SERIES OF FLASHBACKS, WE GET GLIMPSES OF HER LIFE THAT HINT AT THE TRUE CAUSES BEHIND HER ACCIDENT. AS LIGHTNING, FIRE, AND SLEET RAGE ALL AROUND HER, PARTHAEL MUST COME TO TERMS WITH HER OWN MORTALITY AND THE MANY CHOICES THAT HAVE LED HER TO THIS POINT.

—EXCERPT FROM A REVIEW OF THE HOLOVID *SURVIVE THE TEMPEST*

BAYKOK

CR
9

XP
6,400



NE Medium undead

Init +6; **Senses** darkvision 60 ft.; **Perception** +17

DEFENSE

EAC 23; **KAC** 23

Fort +11; **Ref** +11; **Will** +10

Immunities undead immunities

OFFENSE

Speed 30 ft., fly 60 ft. (Su, perfect)

Melee claw +18 (2d8+13 S)

Ranged combat rifle +21 (3d8+9 P)

Offensive Abilities devour soul, dread howl, infused ammunition

STATISTICS

Str +4; **Dex** +6; **Con** -; **Int** +0; **Wis** +0; **Cha** +3

Skills Acrobatics +17, Stealth +22, Survival +17

Other Abilities unliving

Gear d-suit III, combat rifle

ECOLOGY

Environment any

Organization solitary, gang (2-5), or flight (6-12)

SPECIAL ABILITIES

Devour Soul (Su) A baykok can take a standard action to devour the soul of an adjacent dead or dying creature. A dying creature can resist this attack with a successful DC 18 Fortitude save. If it fails, the target is instantly slain. If the creature is already dead, it can't attempt the saving throw, although the target can't have been dead for more than 1 hour. A creature subjected to this attack can't be brought back to life via *mystic cure* cast as a 4th-level or higher spell (though *raise dead* and more powerful effects work normally). When a baykok devours a soul in this way, it recovers a number of Hit Points equal to 2d10 + its CR and becomes hasted for 4 rounds (as if affected by *haste*). This is a death effect.

Dread Howl (Su) Once per day as a standard action, a baykok can let out a howl. Each living creature within a 30-foot-radius burst must succeed at a DC 16 Fortitude save or become paralyzed with fear for 1 round. A creature that succeeds at this saving throw is instead shaken for 1 round. This is a sense-dependent fear effect.

Infused Ammunition (Su) As part of making an attack or full attack with a projectile weapon, a baykok can create a round or rounds of ammunition made from bone and infused with negative energy. This ammunition appears loaded into the projectile weapon the baykok is wielding. The baykok can't create ammunition quickly enough to use when making an attack in automatic mode. Half the damage from attacks made with this ammunition is negative energy damage, and a creature struck by such an attack must succeed at a DC 16 Fortitude save or

be paralyzed for 1d3 rounds. A baykok can fire normal ammunition from its projectile weapon if it wishes, though such ammunition doesn't gain the extra benefits.

Those who revel too much in the thrill of chasing and killing living creatures might arise as baykoks after death.

BAYKOK TEMPLATE GRAFT (CR 4+)

Baykoks are flying undead devoted to the hunt.

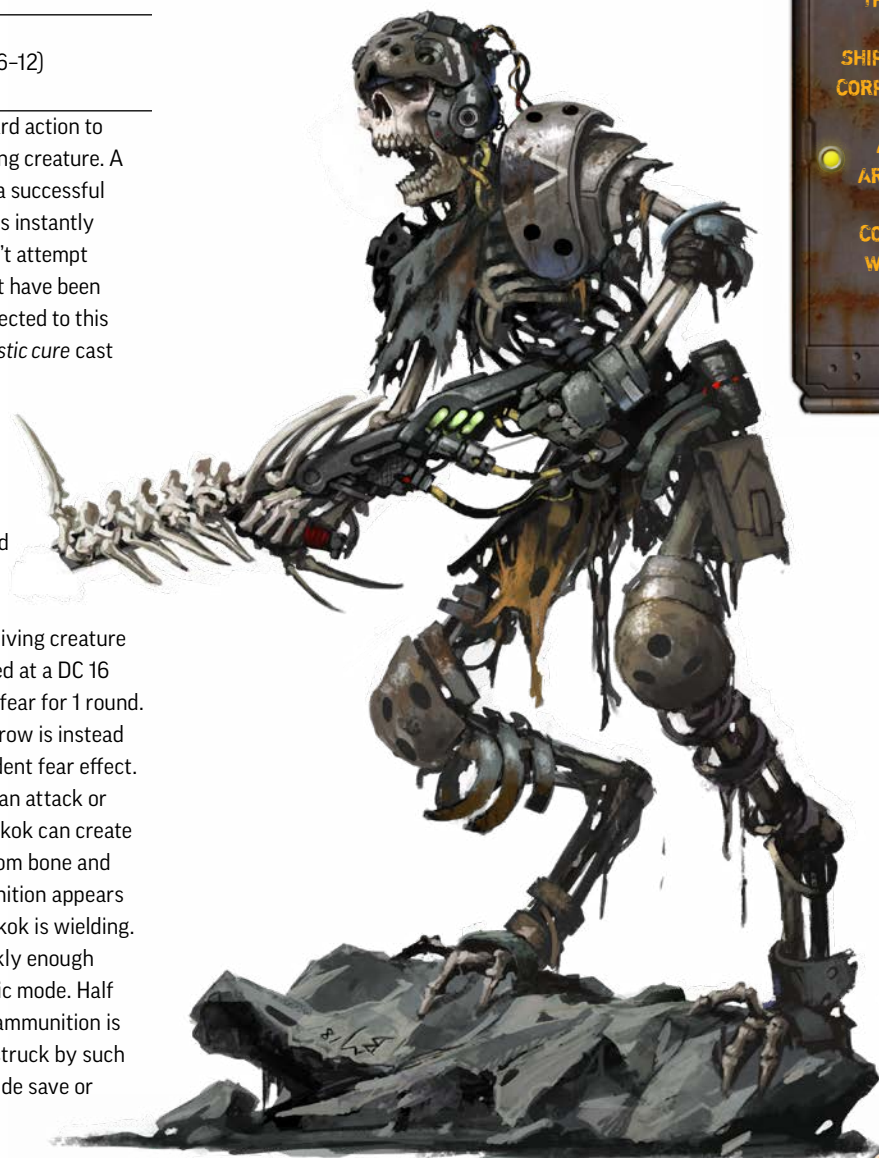
Required Creature Type: Undead.

Suggested Array: Combatant or expert.

Traits: +1 EAC, -1 KAC.

Abilities: Devour soul (see above), dread howl (see above), infused ammunition (see above).

Suggested Ability Score Modifiers: Dexterity, Strength.



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CORPSEFOLK

CR
3

XP
800



Elebrian corpsefolk operative

NE Medium undead

Init +6; **Senses** darkvision 60 ft.; **Perception** +14

DEFENSE

HP 42

EAC 14; **KAC** 15

Fort +3; **Ref** +6; **Will** +7

Defensive Abilities evasion; **DR** 5/magic; **Immunities** undead immunities

OFFENSE

Speed 40 ft.

Melee survival knife +7 (1d4+4 S)

Ranged static arc pistol +9 (1d6+3 E; critical arc 2) or tactical shirren-eye rifle +9 (1d10+3 P)

Offensive Abilities trick attack +1d8

STATISTICS

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

Skills Acrobatics +8, Intimidate +9, Sleight of Hand +13, Stealth +13

Other Abilities operative exploits (uncanny mobility), specialization (thief), unliving

Languages Common, Eoxian

Gear graphite carbon skin, static arc pistol with 2 batteries (20 charges each), survival knife, tactical shirren-eye rifle with 25 sniper rounds

ECOLOGY

Environment any (Eox)

Organization solitary, pair, or association (3–20)

Corpsefolk rise from the dead bodies of beings infused with necromantic energies. Though they often have an appearance similar to various forms of zombies, unlike those common undead minions, corpsefolk retain the memories of their previous lives, the skills and abilities gained through living experience, and the will to make decisions on their own. Undead creatures of this type were called “zombie masters” in ancient days, but as a common class of rank-and-file citizens of Eox and soldiers in the Corpse Fleet, they have become known as “corpsefolk” to reflect their independent mentalities.

Corpsefolk can be found in all roles in societies that accept undead citizens, often serving as assistants to powerful spellcasters, guards, marines, menial managers, and technicians. They are able to use any armor, equipment, and weapons they mastered in life and can even gain new skills. Though no less motivated than living creatures, and still able to experience both positive and negative emotions, corpsefolk generally take patient, long-term views of their existences. Even when enduring menial tasks, most corpsefolk assume their current positions are temporary, and as centuries or eons pass, they will come into positions of power and influence, freed as they are from the constraints of age, breath, food, and sleep.

Initially, a corpsefolk appears much as she did when she was alive, though with paler skin due to a lack of blood pumping through her veins. Some corpsefolk are a bit more sunken and emaciated, depending on how long their bodies were left to rot before rising as undead.

However, as a corpsefolk progresses through the years, her body grows increasingly torn and tattered. Some corpsefolk resort to surgery and magic in an effort to maintain more wholesome appearances, but after a few decades, most cease to care what they look like and focus only on what they can do to gain wealth and power.

CORPSEFOLK TEMPLATE GRAFT (CR 2+)



The animated corpse of a dead sentient creature, a corpsefolk keeps the abilities, intelligence, and skills it had when it was alive. Most corpsefolk are far more cunning and dangerous foes than are common, mindless undead. They often have ambitions and aspirations to increase their station in whatever society they exist in.

Required Creature Type: Undead.

Traits: DR 5/magic; increase Hit Points by 20%.

Suggested Ability Modifiers: *Combatant*–Dexterity, Strength; *expert*–Dexterity, Intelligence; *spellcaster*–Wisdom, Dexterity.

GATECRASHER

CR
10

XP
9,600



LE Large undead

Init +5; **Senses** darkvision 60 ft.; **Perception** +19

DEFENSE

HP 198

EAC 24; **KAC** 25

Fort +12; **Ref** +12; **Will** +11

Immunities undead immunities

OFFENSE

Speed 20 ft.

Melee advanced sloop hammer +22 (3d10+18 B; critical knockdown)

Ranged aurora shock caster +19 (2d12+10 E, explode [15 ft., DC 19])

Offensive Abilities juggernaut of destruction

STATISTICS

Str +8; **Dex** +5; **Con** -; **Int** +0; **Wis** +3; **Cha** +1

Skills Athletics +19, Engineering +19, Intimidate +24

Other Abilities integral upgrades (*forcepack*, *haste circuit*, targeting computer), unliving

Languages Common, Eoxian

Gear advanced sloop hammer, aurora shock caster with 3 high-capacity batteries (40 charges each)

ECOLOGY

Environment any

Organization solitary, pair, or squad (3-6)

SPECIAL ABILITIES

Integral Upgrades (Su) A gatecrasher can install up to three armor upgrades (each with an item level no greater than the gatecrasher's CR) into its heavily armored frame. It is treated as wearing heavy or powered armor for this purpose. Its armor upgrades cannot be damaged or removed unless the gatecrasher is destroyed and leaves intact physical remains.

Juggernaut of Destruction (Ex) A gatecrasher can use a two-handed weapon in one hand without taking a penalty, and, when wielding two such weapons, as a full action can attack with each weapon once (taking a -6 penalty to each attack roll and to the saving throw DCs of any special properties or critical hit effects the weapons have), even if either of the weapons has the unwieldy weapon special property. A gatecrasher can use any

weapons designed for creatures within one size category of its size without penalty.

Gatecrashers are undead abominations, horrific blends of powered armor and necromancy-infused flesh. These undead monstrosities revel in combat, seeking it out wherever possible.

GATECRASHER TEMPLATE GRAFT (CR 5+)

Any living creature able to use heavy or powered armor in combat may become a gatecrasher after death.

Required Creature Type: Undead.

Required Array: Combatant.

Traits: +1 EAC.

Abilities: Internal upgrades (see above), juggernaut of destruction (see above).

Suggested Ability Score Modifiers: Strength, Constitution.



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KUROBOZU

CR
9

XP
6,400



Human kurobozu solarian

CE Medium undead

Init +6; **Senses** darkvision 60 ft.; **Perception** +17

DEFENSE

HP 135

EAC 23; **KAC** 24

Fort +8; **Ref** +10; **Will** +12

Defensive Abilities evasion; **Immunities** undead immunities;

Resistances cold or fire 5

OFFENSE

Speed 50 ft.

Melee unarmed strike +19 (1d6+13 B; critical stunned)

Multiattack 4 unarmed strikes +14 (1d6+13 B; critical stunned)

Offensive Abilities black apoxia (30-ft. cone, DC 18), flashing strikes, sage's bane (DC 18), stellar revelations (black hole [30-ft.-radius, pull 20 ft., DC 16], crush [DC 16], gravity surge [+7], starquake [1d8 B, DC 16])

STATISTICS

Str +4; **Dex** +6; **Con** –; **Int** +0; **Wis** +0; **Cha** +3

Skills Acrobatics +22, Athletics +22, Mysticism +22, Stealth +17

Other Abilities solar manifestation (armor), stellar alignment (graviton), unliving

Languages Common, Eoxian

ECOLOGY

Environment any

Organization solitary, pair, or guard (3–5)

SPECIAL ABILITIES

Black Apoxia (Su) As a standard action, a kurobozu can create a 30-foot cone of breathlessness, making it hard for creatures to breathe properly even if they are wearing environmental protection, such as a sealed suit of armor. Each creature within the area must succeed at a DC 18 Fortitude saving throw or be fatigued for 1d4 minutes. Creatures that do not breathe are immune to this effect.

Sage's Bane (Su) Once per day, as a reaction when a kurobozu successfully damages a foe with a melee attack, the kurobozu can cloud that foe's mind. The target must succeed at a DC 18 Fortitude saving throw or gain the flat-footed and off-target conditions, as well as be rendered unable to use any Wisdom-based skills or communicate through any means for 1d4 minutes.

Kurobozuz, also known as black monks, are the vengeful undead remains of members of highly structured groups, such as ascetics, priesthoods, and solarian orders. They have empty, black eye sockets and often seem to be little more than leathery husks of skin, despite their significant physical power.

Some kurobozuz arise when they violate the tenets of their orders in ways that create great suffering. Others are the result of living creatures following a rigid path designed specifically to lead to this undead state. Their entire lives are spent preparing themselves for a vile ceremony in which they are ritualistically choked to death.

KUROBOZU TEMPLATE GRAFT (CR 4+)

Disciplined and deadly, kurobozuz are skilled undead fighters.

Required Creature Type: Undead.

Required Array: Expert.

Traits: Kurobozuz can take the mystic, soldier, or solarian class graft despite using the expert array; swap base Reflex and Will saving throw bonuses before adjustments; +20 ft. land speed; gains unarmed strike attack that deals standard melee damage for CR and has the stunned critical hit effect.

Abilities: Black apoxia (see above), evasion, multiattack (4 attacks at –5 to melee attack bonus), sage's bane (see above).

Suggested Ability Score Modifiers: Dexterity, Strength.



MOHRG

CR
8

XP
4,800



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CE Medium undead

Init +4; **Senses** darkvision 60 ft.; **Perception** +16

DEFENSE

EAC 20; **KAC** 22

Fort +10; **Ref** +10; **Will** +9

Immunities undead immunities

OFFENSE

Speed 30 ft.

Melee clawed tongue +19 (1d6+14 S plus paralyzing touch [DC 19]) or slam +19 (1d10+14 B)

Multiattack 2 slams +13 (1d10+14 B) and clawed tongue +13 (1d6+14 S plus paralyzing touch [DC 19])

Offensive Abilities create spawn, paralyzing touch (DC 18)

STATISTICS

Str +6; **Dex** +4; **Con** –; **Int** +0; **Wis** +0; **Cha** +2

Skills Acrobatics +16, Athletics +21, Stealth +16

Other Abilities unliving

Languages Common, Eoxian

ECOLOGY

Environment any

Organization solitary, gang (2–4), or mob (3–5 plus 4–12 occult zombies)

SPECIAL ABILITIES

Create Spawn (Su) A

living humanoid creature slain by a mohrg's slam attack rises immediately as an occult zombie (*Starfinder Alien Archive* 115) of a CR equal to the victim's CR or level. This zombie is permanently under the mohrg's control. The mohrg recovers 1d8+4 Hit Points from the surge of negative energy created by the spawning process.

Paralyzing Touch (Su) A mohrg uses its clawed tongue to make its first melee attack each round. If a target is struck and damaged by this attack, it must succeed at a DC 18 Fortitude save or be paralyzed for 1d4 minutes.

A mohrg is a horrific undead that appears to be an ambulatory skeleton with a writhing, rotting

mass of intestines held within its ribcage (or the creature's anatomical equivalent). A tendril of these intestines winds up into the mohrg's mouth, with a clawed tongue at the end. Though mohrgs can wear clothing and armor, they usually don't (or they wear clothes that expose their torsos), ensuring that their horrific appearances are maintained and their clawed tongues remain free to make attacks.

Mohrgs are created from the souls of those who revel in killing sentient victims, preferably in ways that bring considerable pain and suffering. In life, most mohrgs were executioners, murderers, torturers, or warmongering soldiers who dedicated themselves to spilling blood and eliciting tortured cries. So strong are these urges that even death can't stop them, and while the rest of their bodies rot away, a vile core of their bones and guts remains.

Early in a mohrg's existence, its need to kill often overrides its desire for self-preservation, leading many to take extreme risks to reach more victims, which sometimes leads to their own destruction.

But as they age and grow more powerful, mohrgs become more cunning about fulfilling their urges. They often become part of larger groups, ranging from packs of undead roaming the dark places near civilization to organized military groups such as the Corpse Fleet, and use their positions within such groups to ensure their bloodlust can be slaked consistently for centuries to come.

MOHRG TEMPLATE GRAFT (CR 6+)

HIDEOUS TO BEHOLD AND EXTREMELY DEADLY, MOHRGS EXIST ONLY TO KILL.

Required Creature Type:

Undead.

Required

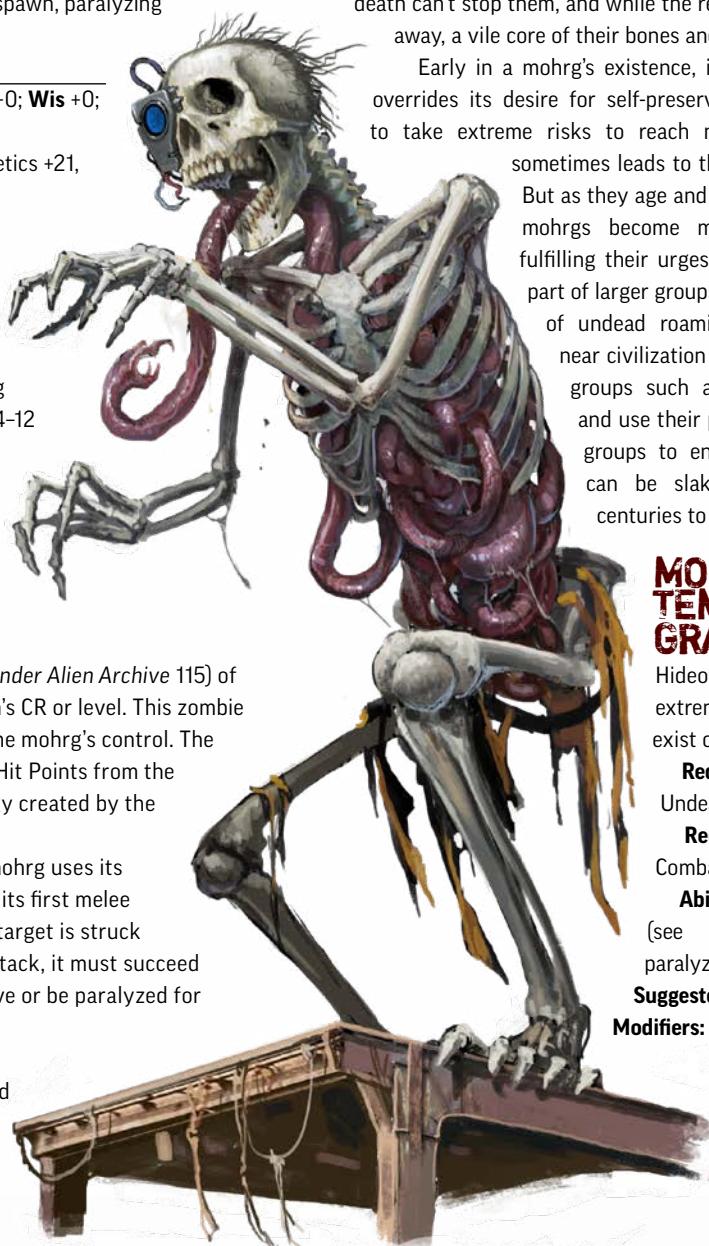
Array:

Combatant.

Abilities: Create spawn (see above), multiattack, paralyzing touch (see above).

Suggested Ability Score

Modifiers: Strength, Dexterity.



PALE STRANGER

CR
11

XP
12,800



NE Medium undead

Init +12; **Senses** darkvision 60 ft.; **Perception** +20

Aura frightful presence (30 ft., DC 20)

DEFENSE

EAC 24; **KAC** 25

Fort +10; **Ref** +10; **Will** +16

Immunities undead immunities; **DR** 11/magic; **SR** 21

OFFENSE

Speed 30 ft.

Melee ultrathin longsword +19 (4d8+14 S)

Ranged elite semi-auto pistol +21 (3d6+10 E or F or P)

Offensive Abilities stranger's shot

HP 170

STATISTICS

Str +3; **Dex** +8; **Con** —; **Int** +0; **Wis** +0; **Cha** +5

Skills Acrobatics +25, Athletics +25, Computers +20, Piloting +20, Stealth +25

Feats Quick Draw

Other Abilities unliving

Languages Common, Eoxian

Gear elite semi-auto pistols (4), ultrathin longsword

ECOLOGY

Environment any

Organization solitary

SPECIAL ABILITIES

Stranger's Shot (Su) As long as a pale stranger is using a small arm (even a broken or archaic one), he can make ranged attacks without provoking attacks of opportunity and without consuming ammunition. With each attack, the pale stranger can choose to fire bullets (dealing piercing damage), electrical bolts (dealing electricity damage) or laser beams (dealing fire damage), regardless of the type of small arm used or the type of damage the weapon normally deals. These attacks never count as attacks from archaic weapons. Such attacks always target a foe's KAC, even when dealing energy damage. Additionally, if the pale stranger aims as a swift action, the next ranged attack he makes during that round ignores all concealment and cover (even total cover) and deals an additional 1d6 damage.

Pale strangers are wasted-looking undead that wear dry, dusty garb, usually a uniform or clothing with similar significance.

They always carry one or more small arms, with many ancient pale strangers favoring the weapons of bygone eras.

A pale stranger arises from the corpse of a small arms expert who was killed through betrayal, was slain by a hated enemy, or died while seeking vengeance for an act committed against him or his family. The first act of an arisen pale stranger is to kill the person or entities responsible for his death.

PALE STRANGER TEMPLATE GRAFT (CR 4+)

Wielding mystical firearms, a pale stranger is an implacable foe.

Required Creature Type: Undead.

Required Array: Combatant or expert.

Traits: DR equal to CR, bypassed by magic; spell resistance equal to CR + 11.

Abilities: Stranger's shot (see above).

Feats: Quick Draw.

Suggested Ability Score Modifiers: Dexterity, Strength.



SHIMREEN

CR
5

XP
1,600



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Shimreen soldier
LN Medium humanoid (shimreen)

Init +7; Perception +11

DEFENSE

EAC 17; KAC 20

Fort +7; Ref +5; Will +6

Resistances electricity 5

HP 84

OFFENSE

Speed 35 ft.

Melee crystal lance +14 (1d3+12 P)

Ranged thunderstrike sonic rifle +11 (1d10+5 So;
critical deafen [DC 13]) or

frag grenade II +11 (explode [15 ft., 2d6 P, DC 13])

Offensive Abilities amplify (1d4), charge attack,
fighting styles (blitz)

STATISTICS

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

Skills Acrobatics +11, Athletics +16,
Engineering +11

Languages Shimreeni, Terran

Other Abilities radiant

Gear shimreen crystal extracarapace II
(functions as lashunta ringwear II),
thunderstrike sonic rifle with 1
high-capacity batteries (20
charge), frag grenades II (2)

ECOLOGY

Environment any
(Shimrinsara)

Organization solitary, pair,
or cluster (3–8)

SPECIAL ABILITIES

Amplify (Ex) Whenever
a shimreen takes energy
damage, she can
voluntarily take
an additional
1d4 damage
of the
same type
by amplifying
the energy within her
crystalline form. This
empowers her next
melee attack. The
next melee attack
the shimreen
makes
releases
this
energy,

RACIAL TRAITS

Ability Adjustments: +2 Dex, +2 Int, –2 Wis
Hit Points: 4

Size and Type: Shimreens are Medium humanoids with the shimreen subtype.

Amplify: See the stat block, using level instead of CR.

Electricity Resistance: Shimreens have electricity resistance 5, thanks to their crystalline structure.

Radiant: See the stat block.

Shift Limb: A shimreen can transform one of her arms into a weapon as a swift action. This crystal lance is a natural weapon that deals 1d3 lethal piercing damage with unarmed strikes; this attack doesn't count as archaic. A shimreen gain a unique version of the Weapon Specialization feat with her natural weapon at 3rd level, allowing her to add 1-1/2 × her character level to her damage rolls with her natural weapon (instead of just adding her character level, as usual).

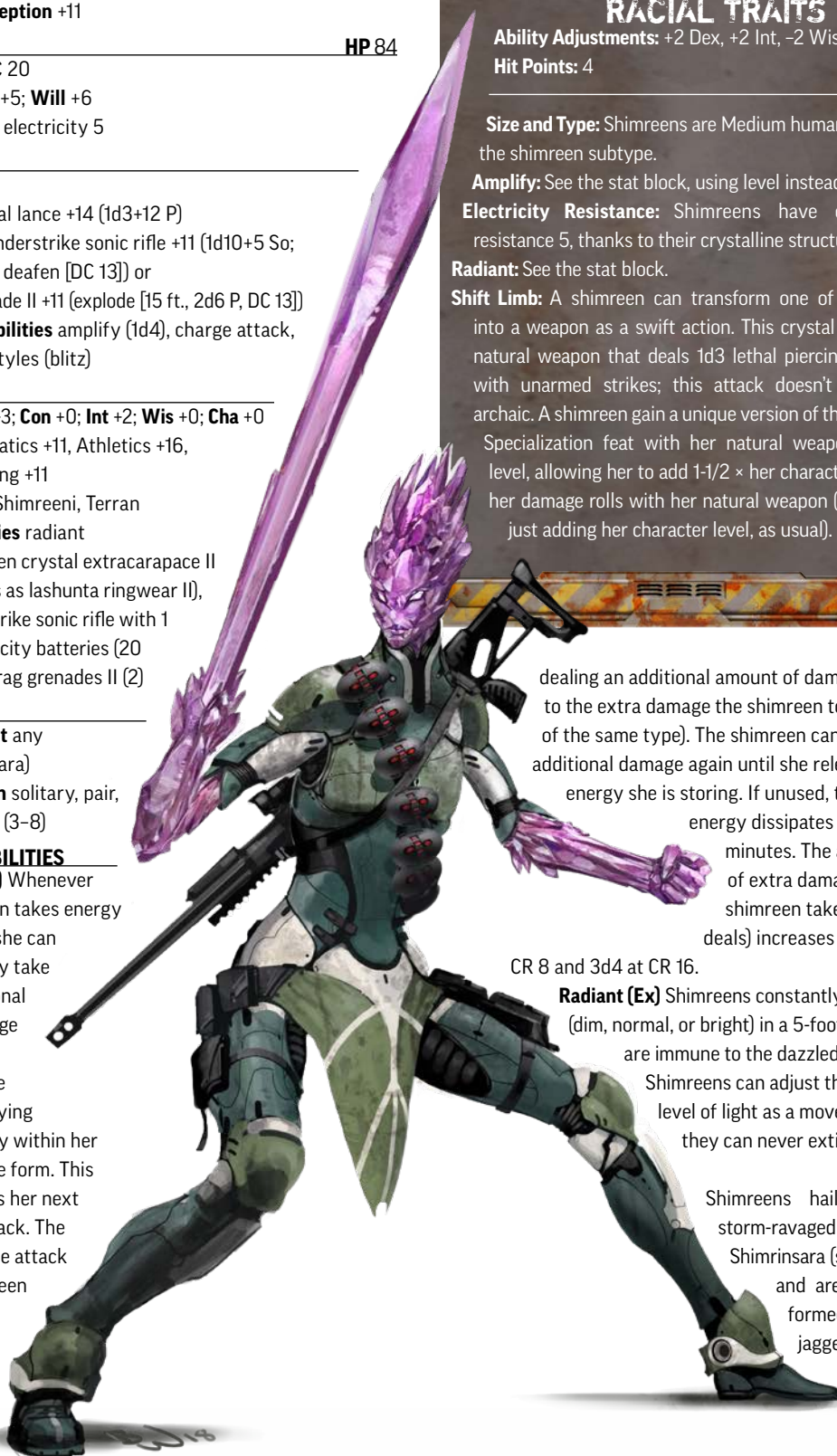
dealing an additional amount of damage equal to the extra damage the shimreen took (and of the same type). The shimreen can't take additional damage again until she releases the energy she is storing. If unused, this stored energy dissipates after 10 minutes. The amount of extra damage the shimreen takes (and deals) increases to 2d4 at

CR 8 and 3d4 at CR 16.

Radiant (Ex) Shimreens constantly emit light (dim, normal, or bright) in a 5-foot radius and are immune to the dazzled condition.

Shimreens can adjust their current level of light as a move action, but they can never extinguish it.

Shimreens hail from the storm-ravaged planet of Shimrinsara (see page 62), and are humanoids formed of glowing, jagged crystal.



CODEx OF WORLDS

SHIMRINSARA

Storm-Torn World of Master Artisans

Diameter: ×1; **Mass:** ×2

Gravity: ×2

Location: The Vast

Atmosphere: Normal

Day: 32 hours; **Year:** 540 days

Shimrinsara is a storm-battered world whose inhabitants, called shimreens, dwell within dazzling metropolises under the protective confines of sparkling domes. However, rather than fear the planet's fierce squalls, the shimreens harness the energy produced to power their industries, and have done so for as long as they remember—even before the Gap, according to their surviving records. As elemental tempests (most often electrical, but cold-, fire-, and sonic-based storms are not unheard of) bombard the domes, their crystalline lattices absorb and store this energy within colossal batteries located deep underground. This results in brilliant cascades of pulsating light that dance along the domes' surfaces in constant kaleidoscopes of shifting hues. The structures also deflect the violent gales that rage outside, keeping the inhabitants inside dry and serene.

This abundant supply of energy frees the cities' inhabitants to engage in ways of life that focus on culture rather than the pursuit of resources. However, inhabitants of neighboring systems are aware of these assets, and some have periodically tried to conquer Shimrinsara from. This constant threat has led shimreens to develop a dual-caste society. The majority of shimreens belong to the worker caste: artisans, barristers, engineers, entertainers, and scientists. A second caste, the warrior caste, includes those of more militaristic personalities. However, over time, these soldiers' tactics have become an art form unto themselves, treating battle as an elegant dance. The most famous of shimreen warriors perform spectacles of artful martial displays in staged and broadcasted fights that draw sizable crowds from all across Shimrinsara.

There are seven domed metropolises on Shimrinsara. These cities, known as the Jewels of Shimreen, are connected via a sophisticated system of energized tethers. Storm barges with giant crystalline sails traverse the blinding squalls along these tethers, bringing trade between the seven Jewels. The brightest of these Jewels is the capital city of Kaniqlu, where a council of seven governs the planet, with each of the cities represented equally by an elected representative.

Thanks to the constant storms, the environments outside of the domes are hostile to living creatures that lack energy resistance. Numerous types of fauna thrive within this strange weather, however, and many scholars believe that these species must have connections to the Elemental Planes somewhere in their ancestry. Studies to prove these connections are ongoing.

Shimreens are humanoids with multihued, glowing crystal carapaces that they prune and manicure to delineate between the genders. Female shimreens exaggerate the crystals atop their jagged heads to form stylized crowns. Males, on the other hand, let their carapaces grow wild around their entire heads, calling these clusters their "manes." Regardless of gender, shimreens are tall and lanky, with full-grown adults cresting 7 feet. More about shimreens can be discovered on page 61.



NEXT MONTH

THE REACH OF EMPIRE

By Ron Lundeen

The Against the Aeon Throne Adventure Path begins! Hired to transport supplies to a new Pact Worlds colony in the Vast, the heroes discover that the sinister Azlanti Star Empire has invaded, occupied the colony with a small military force, and placed the colony's residents under its iron fist. With the help of a few brave rebels, the heroes can liberate the colony from its merciless oppressors, only to learn that the Azlanti are on this world to investigate a crashed starship from before the Gap. By confronting the Aeon Guard lieutenant within the ruin, the characters can learn that the Azlanti have taken both an experimental starship drive and one of the colonists—an old friend of the heroes—back to the Star Empire!

NAKONDIS COLONY

By Ron Lundeen

Bankrolled by AbadarCorp a little over a year ago, the colony on the misty, forested world of Nakondis might be considered by some to be the perfect place to start a new life. Despite the constant fog, the weather is temperate

and the foliage abundant. The mountains contain a unique type of conductive tin that makes an excellent material for constructing electronics. Though small, the main settlement of Maledon's Landing is home to a group of good, law-abiding people. Come for a visit and you might just want to stay!

SHIPS OF THE IMPERIAL FLEET

By Lyz Liddell

The Imperial Fleet has aided the Azlanti Star Empire in conquering a dozen star systems in the past few hundred years. This article presents new systems and weapons for Imperial starships, as well as examples of the types of deadly vessels the Imperial Fleet can bring to bear.

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EMPIRE OF BONES

PART 1:
CLOSE TO
THE BONE

PART 2:
MASS GRAVES

PART 3:
IN THE MARROW

PART 4:
DEAD TO RIGHTS

CONTINUING THE
CAMPAIGN

SHIPS OF
THE LINE

SHIPS OF THE
CORPSE FLEET

ALIEN
ARCHIVES

CODEx OF
WORLDS

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BLACKWIND ANNIHILATOR

MAP KEY

- | | |
|--|---|
| 1. Tertiary Gun Decks | 14. Crew Quarters |
| 2. Officer and VIP Quarters | 15. Maneuvering Thrusters |
| 3. Command and Control Decks | 16. Cargo Area |
| 4. Primary Sensor Decks | 17. Maintenance Bays |
| 5. Science and Necromancy Labs | 18. Primary Launch and Recovery Decks |
| 6. Main Engines | 19. Secondary Sensor Decks |
| 7. Drift Engine | 20. Primary Gun Decks |
| 8. Secondary Launch and Recovery Decks | 21. Corpse Storage, Cybernetics, Damage Control, and Robotics |
| 9. Secondary Gun Decks | 22. Batteries and Reserve Power Core |
| 10. Engineering Control | 23. Armor, Cold Storage, Munitions, and Secure Cargo |
| 11. Main Computer Core | 24. Missile Tubes |
| 12. Main Power Core | |
| 13. Major Transit Corridors | |

FORWARD →

2 Miles

A NEAR-DEATH EXPERIENCE

The undead Corpse Fleet has appeared in orbit above the Gate of Twelve Suns, intent on seizing the ancient alien superweapon called the Stellar Degenerator. The heroes are massively outgunned, and their only hope to defeat the Corpse Fleet is by infiltrating the fleet's flagship and taking control of the vessel's bridge. Only then can the heroes pilot the ship on a collision course with the superweapon in a desperate bid to end both threats at once. If successful, the heroes can destroy the Stellar Degenerator, but they'll need to escape the carnage to live to tell the tale!

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