

STAR SYSTEM SET

MUINMOS



INCLUDES ALIEN RACE & PLANET, CHARACTER OPTIONS,
EQUIPMENT, MONSTERS, AND A MINI-ADVENTURE!



STARFINDER
COMPATIBLE



SIDERIBUS VOLUNT +3 INT, +1 CON, -1 STR
ABILITY MODIFIERS 4 HP

SIZE & TYPE

Sideribus Volunt are Medium humanoids with the human subtype.

IMPROVED SPATIAL ORIENTATION

A lifetime spent navigating the starways has a way of instilling a strong sense of direction. Sideribus Volunt gain a +2 racial bonus to Piloting checks to navigate or astrogate.

INTERSTELLAR ADAPTATION

Thanks to generations of life in space, the Sideribus Volunt have developed immunity to radiation. However, their speed is reduced to 25 feet in normal gravity.

LOW-LIGHT VISION

Sideribus Volunt can see in dim light as if it were normal light.

POLYGLOT

Sideribus Volunt gain two bonus languages.

Once from the world of Aventyr, the Sideribus Volunt are an ancient race of spacefaring humans who have adapted to life in microgravity. Descended from a cult of powerful wizards who long ago utilized their magic to take to the stars, the Sideribus Volunt were exploring the cosmos eons before other races even considered leaving the proximity of the sun shard.

Physical Description

Honing their genetics through unknown centuries of selective breeding and arcane augmentation, the progenitors of the Sideribus Volunt birthed a race ideally suited to the rigors of traversing the cosmos. Lacking the need for physical strength in low gravity environments, the Sideribus Volunt have developed an elongated and lanky physique. They stand nearly 8 feet tall with skinny and frail frames.

The lifespan of a Sideribus Volunt can extend into the tercentennial, with exceptional "elders" living half a millennium or longer. While still technically humans, the Sideribus Volunt are barely so. They are known to mingle freely among the other races, sometimes resulting in romantic relationships as well as half-breed offspring. The child of such a union is considered human, and though slightly taller than typical for their respective races, they inherit no other traits from their Sideribus Volunt parent.

Home World

Without a world of their own, the Sideribus Volunt claim a network of immense space station libraries as home. Each of these Great Libraries is ruled autocratically by a single elder known as a Keeper of Records. Important decisions that affect the whole of Sideribus Volunt society are decided by majority rule, with each Keeper of Records at the hundreds of libraries strewn across the galaxy casting their vote. While each vote counts the same, Great Libraries which have contributed the largest amount of unique knowledge to their intergalactically networked database are the political powerhouses of the secretive society, often holding sway over coalitions of smaller libraries.

Society and Alignment

The Sideribus Volunt consider it their sacred duty to

investigate and record the mysteries of the universe. When a member of the race reaches adulthood, they are expected to spend a century wandering the galaxy, seeking new experiences to expand the knowledge of the Great Libraries. Such new knowledge is jealously guarded, giving the Sideribus Volunt a reputation as a highly secretive people.

Language among the Sideribus Volunt is complexly tiered. Written, it is expressed mathematically through algorithmic formulae. The spoken language is reminiscent of Common, but most words have hundreds of widely varied meanings depending on context and inflection.

Sideribus Volunt are also tactile empathaths among their own kind. If two or more Sideribus Volunt are physically touching, they can read faint signs of emotion from one another. This empathic ability isn't powerful enough for any direct communication, but is subtle enough to provide emotional nuance and deeper context to their idiomatic language. What Sideribus Volunt can say to one another in twenty words can be clearly conveyed in two if they are utilizing the empathic tier of their language.

Thanks to their pursuit of knowledge for its own sake, most Sideribus Volunt tend towards neutral alignments. Their empathic nature leads to strong relationships and tightly knit communities, resulting in many lawful Sideribus Volunt as well.

STARFINDER
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Relations

As a body, the Sideribus Volunt abstain from direct intervention in the political affairs of other races, though individuals are permitted their own discretion in such matters. The Great Libraries limit physical trade to only the bare necessities and reject all notions of colonization by their own people.

Despite this withdrawn approach to interspecies relations, Sideribus Volunt society has still flourished into an incredibly wealthy cooperative which is generally well respected by other intelligent civilizations. The most lucrative commodity of the Sideribus Volunt is information. Knowledge can come at a high price, and when they are crossed, knowledge also makes an excellent boon for the enemies of an enemy.

On a more personal level, the race's penchant for tactual communication lends the Sideribus Volunt a certain physical expressiveness. A lingering embrace or frequent physical contact may lead to awkwardness among other races, especially with friends and allies who are more introverted.

Adventurers

The Sideribus Volunt consider themselves stewards of the knowledge and lore which they collect in holographic crystals to later return to the Great Libraries. Most of their kind that become adventurers are fulfilling their century-long wandering in service to their library. Every wandering Sideribus Volunt keeps with them one of the palm-sized holographic crystal orbs. Known as scriveners, these technological marvels functions as personal journals, recording the specific thoughts and memories selected by their assigned wanderer. The crystals themselves are inanimate and of little monetary value. A crystal can only be used by the one it was assigned to, and only one of the Great Libraries can retrieve its recorded information. If ever lost, a replacement crystal can be issued by any Great Library at no cost to the Sideribus Volunt wanderer. However, knowledge recorded on the original orb can only be recovered by retrieving the lost crystal. It is not uncommon for Sideribus Volunt wanderers to make periodic pilgrimage to their home libraries to deposit their knowledge to prevent such loss.

There are few destitute Sideribus Volunt as they are always welcomed home to their library in times of need—though only those of pure Sideribus Volunt descent are permitted to enter

any of the Great Libraries. Exception to this ban may be made for the allies of a deceased Sideribus Volunt wanderer returning their friend's final memories to a library. The funerary rite known as Remembrance takes precedence in such cases, and the carriers of the scrivener are permitted passage into the Great Library to deposit the knowledge.

Names

Sideribus Volunt naming conventions are as nuanced as their language. Though names are phonetically simple, introductions are often accompanied by a handshake, a touch upon the shoulder, or other empathic contact. Such a gesture or tonal shift may indicate home library, notable ancestry, or an individual's favored area of study. Some sample Sideribus Vount names are Eilorik, Aeded, Siot, Rarix, Trior, Grikthah, Grirah, Barik, Drier, and Toah.





Featuring Branch 67-128TT, a research station of the Sideribus Volunt

Orbiting the 4th planet of the yellow-orange dwarf designated AV-341-G (known colloquially as Muinmos), Branch Library 67-128TT has been tasked with the study of the gravitational effects of a nearby black hole on planetary orbits. Rogue scholars, in defiance of the mandates from their patron Great Library, secretly study the pre-spacefaring race on the planet below.

THE MUINMOS SYSTEM

Star AV-341-G, yellow-orange dwarf

MUINMOS I

Body lava planet; ash clouds and magma flows

Atmosphere thick, toxic; **Moons** none

Inhabitants none

ATMOSPHERE

Type poison (inhaled); **Save** Fortitude DC 16

Track Constitution; **Onset** 4 hours; **Frequency** 1/hour

Cure 2 saves

MUINMOS II

Body desert planet; stark sand dunes

Atmosphere corrosive (2d6 acid damage/minute)

Moons none

Inhabitants none

The sandy mantle of Muinmos 2 contains acid neutralizing properties useful in the fabrication of corrosion resistant armor plating. Where alkali compounds predominate, the interaction with the corrosive atmosphere and resulting release of water and salts generate boiling quicksand (2d6 fire damage for partial immersion, 10d6 fire damage for full immersion; half damage continues for 1d3 rounds after exposure ceases) and local superheated air (2d6 fire damage/minute).

MUINMOS III

Body coreless, barren rock formations and craters

Atmosphere none; **Moons** none

MUINMOS IV

Body terrestrial; blue oceans, white clouds

Atmosphere normal; **Moons** 3

Inhabitants indigenous pre-spaceflight race

MUINMOS V

Body gas giant; ocre storms

Atmosphere very thick; **Moons** none

MUINMOS VI

Body ice; frozen spires, deep shadowy clefts

Atmosphere very thin

ATMOSPHERE

Type poison (inhaled); **Save** Fortitude DC 14

Track Constitution; **Onset** 10 min; **Frequency** 1/10 minutes for 60 minutes

Cure 1 save

The orbital path of Muinmos 6 almost perfectly mimics that of Muinmos 5, leaving the ice planet almost always in the shadow of the gas giant. For a period of 2 years during the 13-year orbit, the slightly faster Muinmos 6 pulls ahead of its neighbor; the resulting rise in temperature sets the ice melting, creating patches of iceberg-strewn seas, and charging the thin atmosphere for another orbit. At the end of this period, competing gravitational forces from the nearby black hole GL67-J0100-4012 slow Muinmos 6 and drag it back into the shadow of the gas giant; the semi-liquid surface refreezes.

BRANCH 67-128TT

An ovoid-shaped station, Branch 67-128TT is a typical example of Sideribus Volunt architecture. A central "Commons" core (1) connects to an outer ring of hydroponics and storage bays (2), as well as living quarters (3). Many of the chambers in The Commons (dining rooms, recreation facilities, labs and libraries) front on the hydroponics bays for pleasant viewing. Limited trade amongst the researchers and the rare visitor granted access to the Commons takes place here.

Secured access from the administration center (4) and the docking bay (5) to the Commons is strictly enforced. Guest quarters are located in one of the two security decks (6) flanking the docking bay. Two engine pods (7) at the extremes of the ovoid are connected by access tubes around the equator. Secondary thrusters, communications arrays, and weapons stations subdivide the engineering ring.

This station sports a double hull. Between the inner and outer hull secret labs, libraries, and storage bays contain the data collected from the illicit scholarship performed here. Occasionally, even kidnapped travelers are confined in secured prison chambers. A DC 45 Scan check reveals the double hull, while a DC 30 Engineering check reveals its presence after 1d6 hours spent moving about the station.

Spacecraft entering the system are detected by long-range scans long before reaching the orbit of Muinmos 5, and are directed to power down and await docking clearance at the station. Proceeding beyond the orbit of the gas giant without clearance results in interceptors moving to engage, as does any attempt to scan the station or planet below. The station maintains jamming arrays on the three moons of Muinmos 4. Weaker than the ECM array on the station itself, a DC 25 Scan check gets spotty reports of multiple races and settlements below (Viddessian villages and recreation zones). The Sideribus Volunt make no proprietary claim to the water resources on Muinmos 6; alien craft are free to set down and mine the surface at their own risk as long as they do not proceed in-system.

BRANCH LIBRARY 67-128TT

CN research base

Population 567 (99% Sideribus Volunt, 1% other)

Government autocracy (Keeper of Records)

Qualities academic, insular, technologically average (advanced black market)

Maximum Item Level 8 (black market 14)

MUINMOS 4: "SOMNIVIDES"

A pre-spacefaring race of intelligent, shape-changing aberrations inhabits Muinmos 4. A highly empathic race, the Viddessians experience dreams and visions from across



The Muinmos System

the universe, channeled by the forces of GL67-J0100+4012, which serves as a gateway to the ethereal plane. Viddessian mysticism and rituals often involve recreating the visions and dreams they have beheld: small pockets of the planet are transformed to play out the dreams as philosophers and mystics debate their meanings. Though these pockets are everchanging, their existence gives the impression of an extremely diverse inhabitation of the world. It is exactly this recreated diversity that the Sideribus Volunt on Branch Library 67-128TT study, for the recreations have been proven to be most accurate, turning the Viddessian race into an intergalactic telescope. The scholars above have collected information far beyond their original brief, and in quantities to rival even the most established of the Great Libraries.

Three moons (Sintar, Gamlik, and Frette) orbit the planet. The branch library station maintains its position behind the outermost, hidden from visual observation from the planet below. The secrecy is not perfect; the interlocking orbital paths of the moons create frequent lunar eclipses, occasionally revealing the station's shadow to the Viddessians below. While Viddessian magic could theoretically allow the shapechanging creatures to investigate, Viddessians lose their connection to the dream dimension when they journey off-world (extraplanar Viddessians can sometimes maintain the connection depending on the plane). For this reason, it is considered taboo for a Viddessian to leave Muinmos 4.

NOTABLE NPCs

Graeder Flentarrix (male Sideribus Volunt technomancer scholar 8): The Keeper of Records attributes his denial of tenure at the sponsoring Great Library to his uncharacteristic obesity for a member of his race. The aging, bitter man's revenge revolves around the accumulation of a greater store of data mined unethically from the Viddessian culture. Corrupt and desperate for ever more knowledge, Graeder is easily manipulated by those who bring new secrets.

Sikarah Denz (female Sideribus Volunt mystic scholar 7): Though fascinated by the realms of data farmed from the planet below, the second-in-command of the research station is plagued by guilt over the ethical failings of the team.

Treyk Marzka (female Sideribus Volunt soldier ace pilot 6): The head of security works tirelessly to defend her Keeper from both alien threats and exposure by the review faculty of the Great Library.

Hiretch 017-T (genderless android operative bounty hunter 10): Fabricated using technological knowledge gleaned from Viddessian dreams, Hiretch is the only permanent non-Sideribus Volunt resident of the station (the rest being captured prisoners under study). Unbeknownst to the Keeper, Hiretch deals in black market technology to ensure themselves the resources needed to protect the secret of the station.

ADVENTURE HOOKS

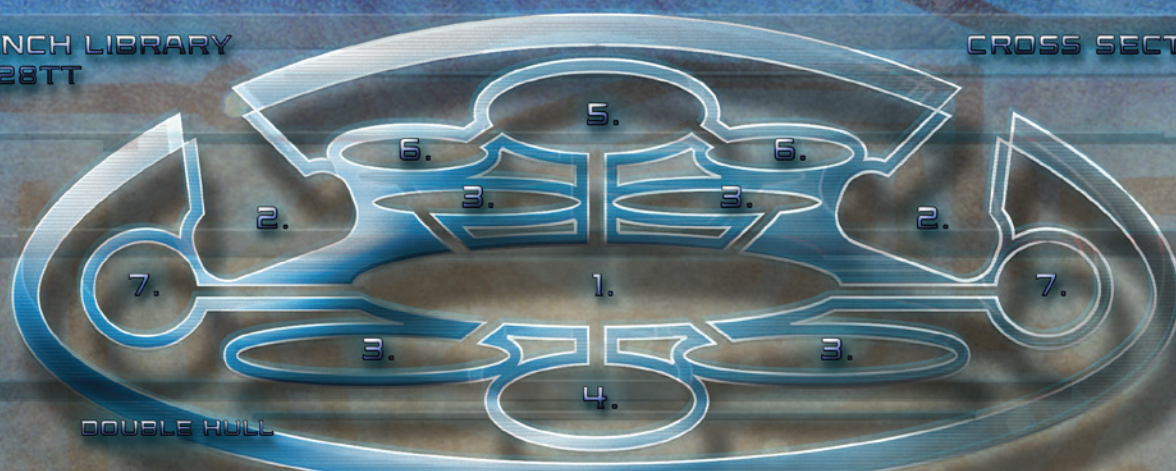
On a water collection or survey mission to Muinmos 6, a dying Sideribus Volunt in the wreckage of a resupply tanker begs the PCs to return her scrivener to the Keeper of Records. The PCs are imperiled when they realize she meant to the sponsoring Great Library and not the branch library, whose Keeper is concerned the holographic crystal will unmask his deceit.

A Viddessian, trapped off-planet by an ethereal travel mishap, engages the PCs to return it to its home. The PCs may or may not learn the creature is a shape changer during the journey.

Hiretch 017-T, on the prowl for new sources of information and secrets for Graeder Flentarrix, entices the PC to a trade meet with promises of advanced technology. A kidnapping may be in the offing.

BRANCH LIBRARY
67-128TT

CROSS SECTION



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DATA LEECH, GIANT

1/2 200
CR XP



N Small vermin
Init +1; Senses darkvision 60 ft.; Perception +2

DEFENSE

HP 6

EAC 12; KAC 10

Fort +4; Ref +2; Will +0

Immunities mind-affecting effects

OFFENSE

Speed 30 ft., climb 20 ft.

Melee slam +4 (1d6+3 B plus synapse degeneration)

Offensive Abilities data sunder

STATISTICS

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

Skills Athletics +7, Stealth +3 (+7 in electronic-heavy terrain)

Noncombat Abilities data recovery

ECOLOGY

Environment any technological

Organization solitary or infestation (2–12)

SPECIAL ABILITIES

Data Recovery (Ex) A DC 12 Computers check recovers undigested data from slain leeches, granting a +2 circumstance bonus on Computer checks for 24 hours.

Data Sunder (Ex) A data leech's data feeding tube stores a powerful electrical charge. Instead of inflicting damage with its slam attack, a data leech may attempt to melt an object (analog items receive a +4 bonus to EAC against this attack). The object gains the broken condition—a second hit destroys the item. An attended object or any magic object can attempt a DC 11 Reflex save to negate this effect. The save DC is Constitution-based.

Data leeches can grow up to 3 feet in length and weigh 15 pounds or more. A leech's natural aptitude for stealth allows it to hide from would-be exterminators, usually by camouflaging itself as a data junction or power conduit. These larger vermin use the charge in their data feeding tube to destroy equipment or bulkhead plating. This latent electricity can even burn, warp and destroy the temper of analog materials.

DATA LEECH SWARM

2 600
CR XP



N tiny vermin (swarm)

Init +4; Senses darkvision 60 ft.; Perception +7

DEFENSE

HP 25

EAC 15; KAC 13

Fort +6; Ref +4; Will +1

Defensive Abilities swarm traits; Immunities mind-affecting effects

OFFENSE

Speed 15 ft., climb 15 ft.

Melee swarm (1d6 B plus synapse degeneration and distraction)

Space 10 ft.; Reach 0 ft.

Offensive Abilities distraction (DC 12), power short



SYNAPSE DEGENERATION

Type disease, injury; Save Fortitude DC 12
Track mental; Frequency 1/day
Cure 2 consecutive saves

STATISTICS

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

Skills Athletics +12, Stealth +7 (+11 in electronic-heavy terrain)

Noncombat Abilities data recovery

ECOLOGY

Environment any technological

Organization solitary, pair, or virus (3–6)

SPECIAL ABILITIES

Data Recovery (Ex) A DC 12 Computers check recovers undigested data from slain leeches, granting a +2 circumstance bonus on Computer checks for 24 hours.

Power Short (Ex) Creatures who fail to save against the swarm's distraction ability suffer a power short or static charge in a held or worn item. The item gains the broken condition for 2 rounds. On a roll of "1" when making the save, the item instead gains the broken condition.

The bane of digital archivists and computer centers everywhere in the universe, these tiny worm-like vermin feed on stored data, wiping entire databases as they convert it to electrical energy. The constant discharge of this energy when the swarm is agitated can render modern weaponry useless, or deliver a nasty shock to even analog items. Creatures overwhelmed by the electrical field often suffer damage to synaptic nerves. If left untreated the affliction can shut down the brain's ability to communicate with the rest of the body.

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VIDDESIAN SHIFTER

4 1,200

CR XP



N Medium aberration

Init +1; Senses Darkvision 60 ft.; Perception +10

DEFENSE

HP 43

EAC 16; KAC 15

Fort +5; Ref +3; Will +9 (+2 vs. illusions, -2 vs. mind-affecting effects)

Weaknesses empathic vulnerability

OFFENSE

Speed 30 ft.

Melee slam +6 (1d4+4 B)

Ranged ooze bullet +8 (1d4+4 B and A)

Offensive Abilities ooze bullet

Spell-like Abilities (CL 4th)

1/day—*holographic image* (DC 16), *mirror image*

3/day—*mind link* (DC 16), *mind thrust* (DC 16)

At will—*daze* (DC 15), *ghost sound* (DC 15)

Constant—*disguise self* (DC 16)

STATISTICS

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

Skills Culture +10, Disguise +15, Sense Motive +15

Languages Akitonian, Aucturnian, Brethedan, Common,

Eoxian, Goblin, Shirren, Volunt, Viddessian, Ysoki;

limited telepathy 30 ft.

ECOLOGY

Environment any (Muinmos 4)

Organization solitary, conclave (2–6 plus CR 7 mystic), or school (7–20 plus 2–3 CR 7 mystics or technomancers, and one CR 14 mystic or technomancer "Philosopher")

SPECIAL ABILITIES

Amorphous Body (Ex) A Viddessian can modify its base shape to appear one size larger or smaller before changing its appearance with *disguise self*. This process takes 10 minutes and results in no change to its statistics.

Empathic Vulnerability (Ex) Viddessian empathy makes it mentally vulnerable, granting a -2 penalty to Will saves versus mind-affecting effects.

Holographic Boost (Sp) Once per week, in a ritual that takes one hour, a Viddessian can cast its *holographic image* as a 5th-level spell. This boost does not increase the caster level of the spell or its DC. While this image remains active, the caster may not use its holographic image ability.

Ooze Bullet (Ex) This ranged attack may resemble any kind of small arms fire, from laser blasts to acid darts. In reality it consists of a blob of ooze laced with holographic energies. The ooze bullet has a range of 60 ft., and creatures struck by the projectile may make a DC 16 Will save to see through the disguise, although the damage remains unchanged.

RACIAL TRAITS

Ability Buy Points: +4 Cha, +1 Wis, -1 Str, -1 Int

Hit Points: 2

Size and Type: Viddessians are Medium aberrations.

Amorphous Body: See Special Abilities.

Darkvision: Viddessians can see up to 60 feet in the dark.

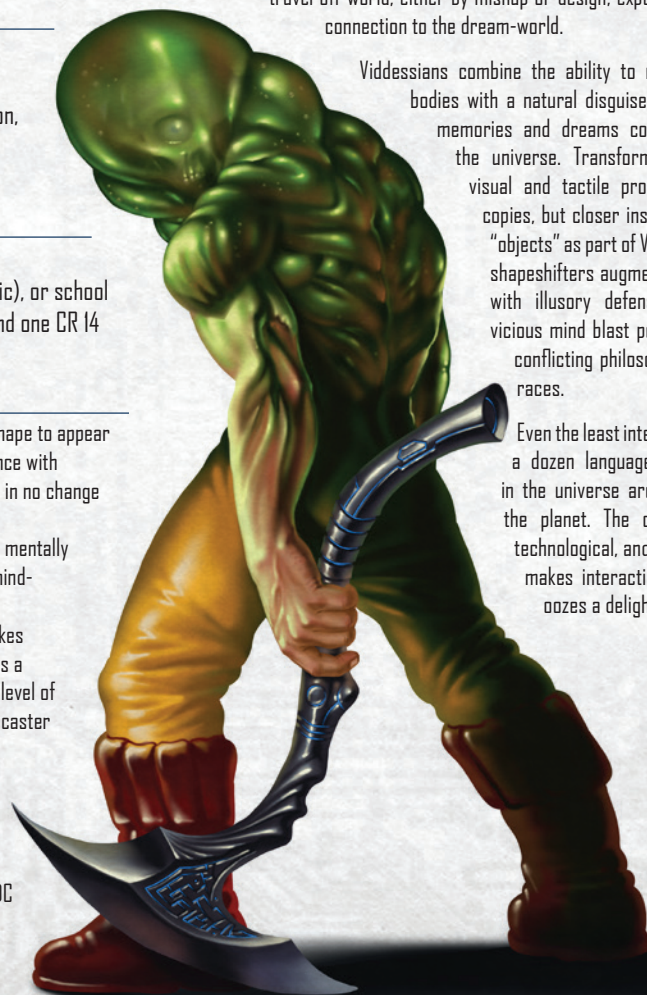
Empathic Vulnerability: See Special Abilities.

Shape Change: Viddessians can cast *disguise self* at will.

In their natural state Viddessians are easily mistaken for mindless oozes. However, visitors to Muinmos 4 rarely encounter the inhabitants in their natural forms. Viddessians are most commonly found in enclaves permanently masquerading as races from across the universe. A highly empathic race, Viddessians experience visions leaking from the ethereal plane into their home world. Viddessian mysticism and rituals center around recreating these dreams; small pockets of the planet are transformed to play them out as philosophers and mystics debate the meanings. While the information gleaned from the dream world would certainly foster a technological jump in the pre-spacefaring race, enlightenment and introspection are the focus of these transformations. Those few Viddessians who travel off-world, either by mishap or design, experience a severing of the connection to the dream-world.

Viddessians combine the ability to modify their amorphous bodies with a natural disguise ability enhanced by the memories and dreams collected from all across the universe. Transformed equipment has the visual and tactile properties of the items it copies, but closer inspection may reveal such "objects" as part of Viddessian physiology. The shapeshifters augment their physical attacks with illusory defenses and a particularly vicious mind blast powered by visions of the conflicting philosophies of dozens of alien races.

Even the least intelligent Viddessian speaks a dozen languages, and most languages in the universe are spoken somewhere on the planet. The combination of cultural, technological, and philosophical knowledge makes interaction with these intelligent oozes a delight for any xeno-scholar.



Wotley Lawrence



VARIANT OUTLAW: BLACK MARKET MED-TECH

You are a talented physician, with a working knowledge of all the latest treatments and medical procedures. That knowledge comes in handy, because your clients are rarely the forgiving type. When the galaxy's most violent criminals and ruthless gangsters call for a doctor, they know to call for you. You're equally adept at dressing plasma burns and keeping your mouth shut, which makes your medical practice extremely profitable.

Replace the 1st, 6th, and 12th level benefits of the outlaw theme with the following.

Theme Knowledge (1st): You stay up on all the latest medical journals. Reduce the recall knowledge DC with the appropriate skill by 5 to have heard about diseases, drugs, or obscure medical procedures. Medicine is a class skill for you, though if it is a class skill from the class you take at 1st level, you instead gain a +1 bonus to Medicine checks. In addition, you gain an ability adjustment of +1 to Wisdom at character creation.

Back-Alley Surgeon (6th): More than one bodyguard or criminal underboss has shown up in your clinic demanding service. As such, you've learned how to operate under less than favorable conditions. You gain the Surgeon expertise talent. You can use Medicine to treat deadly wounds on a patient once each day in addition to the normal allowances for the medical equipment you are using. Because performing this level of advanced medicine is difficult and time consuming, the DC for this additional treatment increases by 5 and the skill check takes 1 hour.

Chop Shop (12th): Your underworld connections are more specialized than a common criminal's. You gain access to a network of unlicensed medical practitioners. In any city you can find off-the-grid operating theaters, illicit augmentations, and a dizzying array of second-hand prosthetics. The proprietors of these establishments can usually find a use for spare parts. While in a city, you can sell your augmentations for 10% of their purchase price. If you are able to provide the raw materials (a dismembered prosthetic limb for example), you may re-implant it into your body for the normal purchase price.

THE KEEPER OF RECORDS

GRAEDER FLENTARRIX HURRIED THROUGH THE DARK. THE KEEPER OF RECORDS BRUSHED PAST THE OTHER SKULKERS AND RIFFRAFF THAT INHABITED THE SECRET CORRIDORS OF THE BRANCH LIBRARY'S DOUBLE HULL. ALL WORE HOODS PULLED LOW ACROSS THEIR FACES.

NEARLY EVERYONE FREQUENTED THE BLACK MARKET. NO ONE WAS EVER SEEN THERE.

A FEW MORE TURNINGS ON THE FAMILIAR ROUTE AND GRAEDER STOOD BLINKING BEFORE THE NEON JUBILEE OF THE SORIX EXTRACURRICULAR PHARMACY. THE PLACE LOOKED MORE LIKE A CARNIVAL THAN AN OPERATING THEATER. ITS PROPRIETOR GREETED HIM LIKE A BARKER AT A MIDWAY.

"YOUR EXCELLENCY!" CRIED SORIX. HE SWEEPED A SURGICAL MASK FROM HIS FACE AND LAID CHUMMY ARM AROUND THE KEEPER'S SHOULDER. "WELCOME."

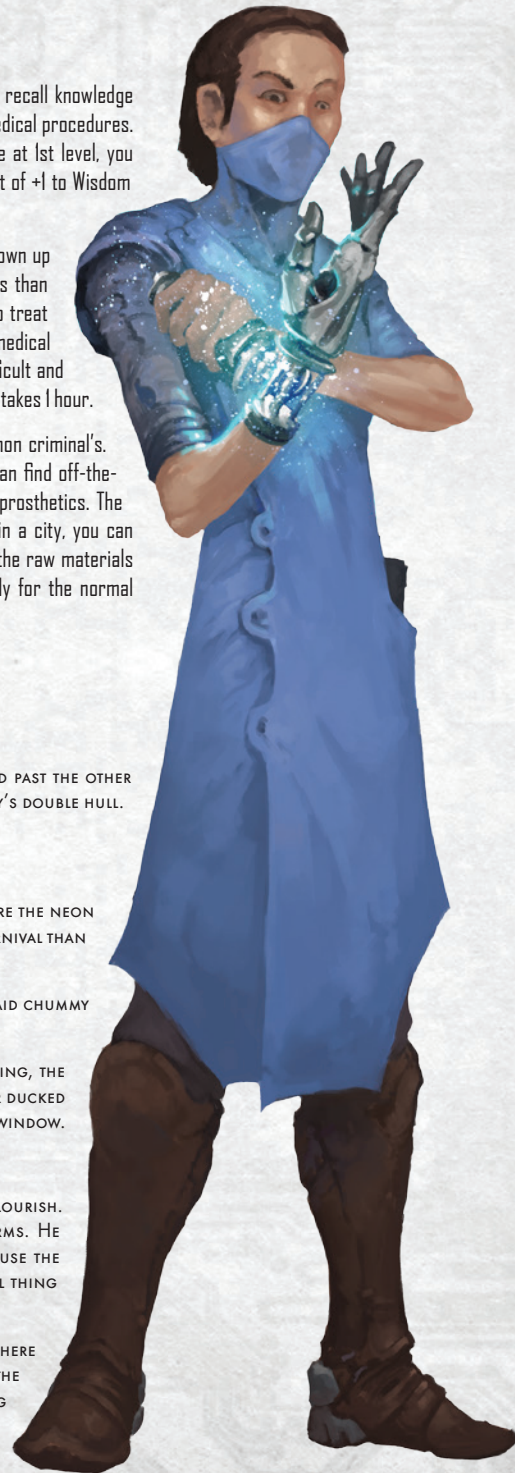
THE KEEPER WAS HAPPY TO LET THE MAN'S INSOLENCE PASS. FOR IN THAT BRIEF GREETING, THE NATIVE EMPATHY OF THE SIDERIBUS VOLUNT TOLD HIM ALL HE NEEDED TO KNOW. THE PAIR DUCKED INTO THE STOREFRONT, AND GRAEDER HURRIEDLY DIALED UP THE OPACITY ON THE STORE WINDOW.

"THE SHIFTER," HE SAID. "IT SURVIVED CAPTURE? IT IS WILLING TO TALK?"

THE MED-TECH GRINNED BROADLY. "I CAN BE PERSUASIVE," HE SAID, BOWING WITH A FLOURISH. GRAEDER NARROWED HIS EYES AT THE MAN. SOMETHING WAS WRONG WITH HIS ARMS. HE SEEMED TO BE MISSING A HAND, AND GRAEDER REALIZED WITH A START IT WAS BECAUSE THE APPENDAGE STILL CLUNG TO HIS SHOULDER. THE KEEPER GASPED, AND THE MECHANICAL THING SPRANG DOWN TO THE FLOOR, CRAWLING SPIDER-LIKE BACK TOWARDS ITS OWNER.

"I AM ALWAYS HAPPY TO LEND A HAND TO MY KEEPER," SAID THE SURGEON. SOMEWHERE A BUTTON MUST HAVE BEEN DEPRESSED, BECAUSE A PANEL SLID NOISELESSLY INTO THE CEILING. THE SHIMMER OF A FORCE FIELD WAS VISIBLE BEYOND, ALONG WITH THE SHIFTING BIOMASS IT CONTAINED. THE CORNERS OF GRAEDER'S MOUTH CURLED INTO A SMILE.

"AFTER ALL," CONTINUED THE SURGEON, "YOU ARE MY BEST CUSTOMER."





VARIANT SCHOLAR: SIDERIBUS VOLUNT WANDERER

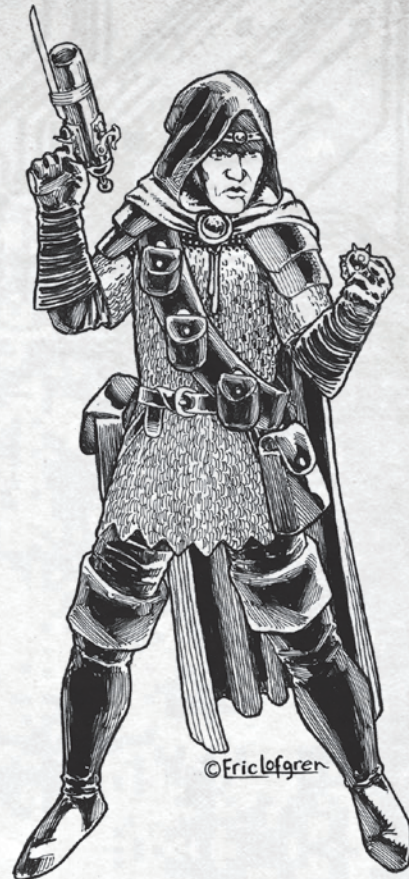
Hailing from one of the Great Libraries—massive space stations and centers of learning strewn across the cosmos—the time has come for you to add to the galaxy's store of knowledge. Following in the grand tradition of the Sideribus Volunt scholars who came before you, it is your task to wander the galaxy, seeking new experiences and knowledge. Should your discoveries prove valuable, your efforts may add to the prestige and power of your home library.

Replace the 6th and 12th level benefits of the scholar theme with the following.

Roaming Academic (6th): It takes you only 1d2 hours to gather information. You gain a bonus on rolls to gather information equal to $\frac{1}{2}$ the number of languages you know.

Scrivener Savant (12th): Sideribus Volunt wanderers carry palm-sized holographic crystal orbs known as scriveners. These technological marvels record the thoughts and memories selected by their assigned wanderer, and you have learned to commune with yours.

Once per day you may commune with your scrivener as a full round action, entering a heightened state of awareness that allows you to notice more about your surroundings and recall information effortlessly. For the next hour, you gain a +2 competence bonus on Perception checks and on all Knowledge checks that you are trained in. If this effect is active when you have to make an initiative check, you can instantly dismiss the effect to gain a +4 bonus on that check.



PRIMITIVE

You are from an isolated corner of the galaxy, cut off from greater galactic civilization. Whether you live as a hermit, within the ruins of an abandoned colony, or come from on an uncontacted planet, you have lead an obscure existence far away from the rest of society. Although the latest technology and cultural references may be forever foreign to you, you've developed the skills necessary to survive in the some of the most inhospitable quarters of the galaxy.

Theme Knowledge (1st): Your long experience avoiding natural hazards and feral lifeforms has given you a sixth sense in the wilds. Choose up to two kinds of terrain: Aquatic, Desert, Forest, Hill, Marsh, Mountain, Plains, Tundra, Underground, or Ruins. Reduce the recall knowledge DC by 5 with the appropriate skill to have heard about hazards and geographical features in the chosen terrain. You may also treat trackless terrain as road or trail and road or trail as highway for purposes of calculating overland movement in the chosen terrains. Survival is a class skill for you, though if it is a class skill from the class you take at 1st level, you instead gain a +1 bonus to Survival checks. In addition, you gain an ability adjustment of +1 to Strength at character creation.

Scavenger (6th): You gain the Quick Repair mechanic trick. Whenever you attempt to repair an item, you can do so in half the normal amount of time required (to a minimum of a full action).

Survivalist (12th): You may apply your Theme Knowledge bonuses to an additional kind of terrain. You gain a +2 to initiative checks in each of your chosen terrains, and can take 20 on Survival checks to live off the land in the chosen terrains.

True Primitive (18th): Up to twice per day, when you acquire items of significant value without purchasing them (e.g. by looting a defeated foe or crafting them for yourself), you regain 1 resolve.



BURNT SCRIVENER

Technological Item

Item Level 6

Price 4,050

Bulk —

Among the scholars of the Sideribus Volunt, the technological marvels known as scriveners represent a sacred trust. For everyone else, these palm-sized, multifaceted crystal orbs can be made to serve a very different purpose, especially once they've burned out. Such broken scriveners stick on a handful of recorded memories. Fitted within an optical array, they can be made to play back the scene.

When a burnt scrivener is thrown to the ground, it produces a hologram of a random environment. The holographic environment fills a 40 ft. radius around the burnt scrivener, but otherwise appears as if it were real. This functions as the holographic terrain spell, and the effect lasts until dispelled. When the hologram is dispelled, that facet of the burnt scrivener burns out and cannot be used again. If the burnt scrivener is picked up, the hologram is automatically and instantly dispelled.

The facets of a typical burnt scrivener and the holograms they produce are summarized on the Hologram Table. If the device rolls on a burned out facet, reroll. If it lands on a burned out facet again, the device explodes as a screamer grenade II.

Hologram Table

d20 Hologram

- | | |
|----|------------------------------|
| 1 | Cypress swamp |
| 2 | Tundra w/ blizzard |
| 3 | Forest w/ carnivorous plants |
| 4 | Monsoon jungle |
| 5 | Sandy desert w/ cacti |
| 6 | Underground (natural caves) |
| 7 | Badlands w/ geysers |
| 8 | Hillside w/ mudslide |
| 9 | Slot canyons |
| 10 | Gully w/ waterfalls |
| 11 | City street during rush hour |
| 12 | Space station terminal |
| 13 | High class restaurant |
| 14 | Casino |
| 15 | Great Library |
| 16 | Capital ship bridge |
| 17 | Senate chamber |
| 18 | Aquatic domed city |
| 19 | Pit mine |
| 20 | Arcane laboratory |

METAMORPHIC TISSUE SAMPLE

Magic Item

Item Level 1

Price 285

Bulk —

The transformative properties of Viddessian biomatter are truly remarkable, even after the Viddessian is dead.

In its raw state metamorphic tissue is nothing more than a gallon or so of grayish ooze. When the user immerses a hand and concentrates as a full round action, the tissue's lingering psychic properties begin to resonate with any image held within the user's mind. The tissue then reforms itself into a replica of the chosen object. Hand tools, weapons, and priceless artifacts are all possible. However the replica has the hardness and consistency of carved soap, making it useless for most practical purposes. Judicious use of the item as an aid for the Bluff, Diplomacy, Disguise, and Intimidate skills can provide a +2 circumstance bonus to the check. For example, most intelligent creatures will hesitate to argue with someone holding an armed detonator.

A metamorphic tissue sample can transform an unlimited number of times, but it must be fed at least 2 lbs. of food between transformations.

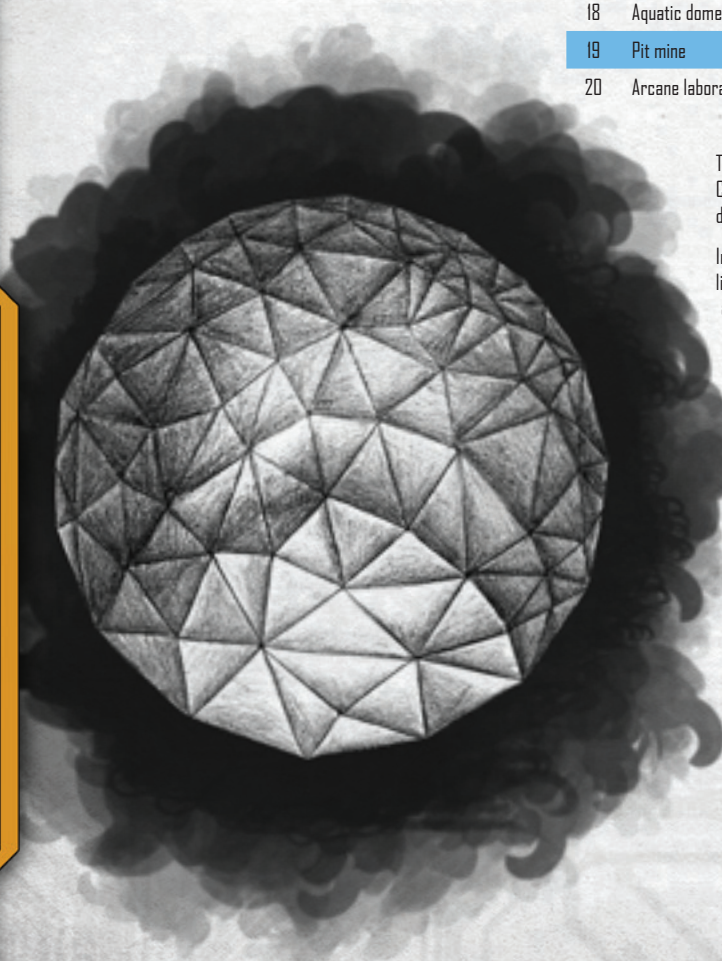
GRAVITON CAPACITOR

Expansion Bay PCU 2 Cost 5 BP

Flirting with the edge of an event horizon can be hazardous to your health. For researchers who devote themselves to studying gravitational anomalies, magical protection is mandatory.

This magically reinforced chamber is designed to contain a single adamantite ingot. Carefully calibrated runes draw gravitons towards the tiny metal sphere, reducing the damage of extreme gravity by 1d6 for all creatures on board.

In combat a starship with a graviton capacitor may jettison its adamantite ingot as a limited fire 1 weapon, leaving the sphere to float in an adjacent hex. Any ship that enters a hex adjacent to the chosen hex gains -1 turn distance that round as it slingshots around the ingot's gravity well. Flying through the chosen hex, however, deals 2d6 damage to a random arc.



SIDERIBUS VOLUNT SHIP STYLES

As a race of knowledge brokers, the Sideribus Volunt boast little in the way of manufacturing power. As such, the vast majority of their ships are bartered from other races, creating a fleet of eclectic appearance and alien design. There is, however, one ship style unique to the race.

Especially powerful Great Libraries among the Sideribus Volunt may amass enough wealth and materiel to commission a new branch library. Such colonies begin their existence as colony ships, great slow-moving carriers loaded down with automated probes and surveying equipment. Once a candidate system is identified, these ships navigate towards a promising orbit and set about the work of charting the new system. Probes pour out of the mothership, scouring every corner of nearby space for potential threats and profitable areas of research. Should the location satisfy all parameters, the carrier becomes the stationary core of a new library, and the slow transformation from starship to space station begins.

WAU-851C TIER 15

Gargantuan carrier

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

AC 27; **TL** 28

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

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

Attack (Forward) gravity cannon (2d6×10)

Attack (Port) particle beam (8d6)

Attack (Starboard) particle beam (8d6)

Attack (Turret) flak thrower (3d4), flak thrower (3d4)

Power Core Gateway Ultra (500 PCU); **Drift Engine** Signal Basic;

Systems advanced long-range sensors, anti-hacking systems (2), crew quarters (good), mk 6 armor, mk 8 defenses, mk 6 duonode computer;

Expansion Bays arcane laboratory, cargo holds (2), graviton capacitor, hangar bays (1), science lab, tech workshop

Modifiers +6 any two checks per round, +4 Computers, +1 Piloting; **Complement** 150

CREW

Captain Bluff +26 (15 ranks), Computers +26 (15 ranks), Diplomacy +26 (15 ranks),

Engineering +26 (15 ranks), gunnery +26, Piloting +27 (15 ranks)

Engineers (2 officers, 35 crew each) Engineering +26 (15 ranks)

Gunners (3 officers, 20 crew each) gunnery +26

Pilot (1 officer, 7 crew) Piloting +30 (15 ranks)

Science Officer (1 officer, 5 crew) Computers +35 (15 ranks)

PROBE

Size Tiny

Maneuverability perfect (+2 Piloting, turn 0)

HP 15 (increment 5); **DT** —; **CT** 3

Mounts turret (1 light)

Expansion Bays —

Minimum Crew —; **Maximum Crew** —

Cost 2

Less expensive than manned craft, probes commonly serve in research and reconnaissance capacities. Budget-conscious carrier captains have also been known to use these tiny craft in place of manned fighters.

Probes must have an integrated control module (ICM) to function. These computers calculate all skill modifiers as good skills. Lacking the aid of a sentient pilot, probes perform all crew actions with a -1 modifier. A probe's AI may take one crew action and one minor crew action each round.

SURVEY DRONE AB-1 TIER 1/4

Tiny probe

Speed 8; **Maneuverability** perfect (turn 0)

AC 14; **TL** 11

HP 15; **DT** —; **CT** 3

Shields basic 10 (forward 3, port 2, starboard 2, aft 3)

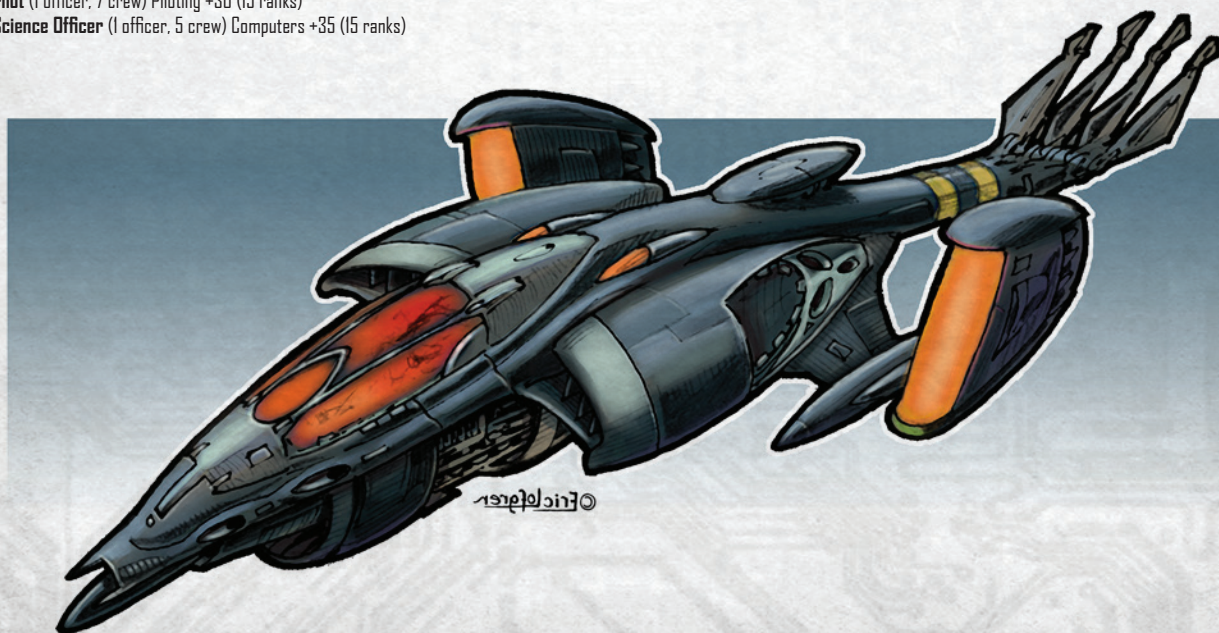
Attack (Turret) light laser cannon (2d4)

Power Core Micron Light (50 PCU); **Drift Engine** none; **Systems** advanced short-range sensors, anti-hacking system, mk 1 duonode computer

Modifiers +1 any two checks per round, +4 Computers, +2 Piloting;

CREW

AI Computers +8 (1 rank), gunnery +4, Piloting +6 (1 rank)



An adventure for 4-5 level 4 PCs

THE FATE OF SKL-167H

By Michael D. Holland

The PCs have been hired by Catysus Phymen, a Sideribus Volunt scientist, to crew/escort a scientific mission to study gravitational fields. The Muinmos system is located perilously close to a black hole, providing a unique opportunity to study the effects of black holes on planetary orbits. The Great Library and space station Branch 67-128TT, home to the studious Sideribus Volunt, orbits Muinmos 4. Despite his current assignment, Catysus Phymen is most interested in studying the Viddessians, the pre-spacefaring people of Muinmos 4. However, this course of study was forbidden by Graeder Flentarrix, the local Keeper of Records. It was Graeder who directed Catysus to complete a survey of the orbits of Muinmos 5 and 6.

Muinmos 6, an icy wasteland, orbits in the shadow of the gas giant, Muinmos 5. Readings indicate that Muinmos 6 should overtake its larger sibling, but every thirteen years an unknown gravitational phenomenon pulls it back into alignment. Studying this anomaly is the mission's hazardous task.

Catysus Phymen's ship, the Cognitius, is a medium explorer outfitted with an advanced sensor array designed to study gravitational fields. Use the Kevolari Venture statistics in Chapter 9 of the Starfinder Core Rulebook with the following changes: substitute the budget mid-range sensors for advanced long-range sensors and replace one of the cargo holds with an engineering bay.

The Jump. After the Drift jump to Muinmos 5 and 6, the Cognitius is immediately buffeted by gravitational fluctuations. A **DC 12 Piloting** check is required to quickly start the ship's thrusters. A **DC 15 Piloting** check is required to stabilize the ship. A failed check results in 3d6 damage to a random quadrant.

Science! Catysus Phymen has outlined a strict set of protocols for his research. Several days pass uneventfully as he studies the black hole pulling Muinmos 6 back into alignment with Muinmos 5. While he works he carries a glowing holographic crystal orb called a scrivener which functions as a personal journal. If any of the PCs assists the scientist, with a **DC 15 Computer** check they learn he is also directing sensors towards Muinmos 4. If confronted, Catysus shamefacedly confesses his obsession with the Viddessians.

Goblins in Space! Proximity alarms sound when a goblin gunship drops out of the Drift and attacks. Use the Starhive Drone Mk III statistics in Chapter 9 of the Starfinder Core Rulebook for the goblin space ship. If the PCs are slow to react, six space goblins breach a cargo bay and board the Cognitius. Use the space goblin statistics from Starfinder First Contact. This is a CR 3 encounter.

Mayday. Catysus reports he has detected an energy signature on Muinmos 6. A **DC 20 Computers** check identifies it as the fading power source of a Sideribus Volunt vessel. The scientist insists the team travel to the source of the energy and investigate. Entering the atmosphere of Muinmos 6 is a dangerous endeavor. Safely navigating to the planet's surface through the frigid winds requires a **DC 20 Piloting** check and takes 1d2+1 hours. Upon arrival, the crew discovers a wrecked Sideribus Volunt transport ship which is now partially submerged in ice. Investigating the damage, a **DC 15 Engineering** check reveals it was caused during the crash. A large hatch on the rear starboard side of the starship has been ripped off. The ship is marked SKL-167H.

Inside SKL-167H. Any PC exiting the Cognitius is immediately exposed to the thin and toxic atmosphere of Muinmos 6. Treat exposure without a space as an inhaled poison.



Muinmos 6 Atmosphere

Type poison (inhaled); **Save** Fortitude DC 14

Track Constitution; **Onset** 10 min; **Frequency** 1/10 minutes for 60 minutes

Cure 1 save

The Cognitius is equipped with three space suits. Access to the crashed starship is a simple matter thanks to the damaged hull. Several corpses lie throughout the vessel. As the PCs make their way towards the bridge three **giant data leeches** attack. One round later a **data leech swarm** attacks. This is a CR 4 encounter.

The Bridge. On the bridge, the PCs find three deceased Sideribus Volunt crewmen. A **DC 10 Medicine** check reveals that they died from injuries during the crash. The commander holds a scrivener in one hand and a datapad in the other. A grayish ooze is pooled in a corner of the bridge. All the entries in the datapad are mathematical equations – the written language of the Sideribus Volunt which can be deciphered with a **DC 15 Culture** check. The commander's name was Viat Dorim and his crew were anthropologists who studied the Viddessians in defiance of Graeder Flentarrix. Viat learned Graeder was kidnapping Viddessians, and so he staged a rescue of one of the prisoners. Their rebellious efforts did not go unnoticed and their ship was sabotaged. After launch, a trapped crate in the cargo hold unleashed data leeches. The vermin attacked and killed most of the crew before the three survivors sealed themselves in the bridge with the Viddessian shifter. The data leeches crippled the starship, leaving SKL-167H adrift for weeks until it was caught in the gravity field of Muinmos 6 and crashed. Commander Viat's final request is for anyone who finds their remains to transport his scrivener to one of the Great Libraries. The orb holds the crew's collected knowledge of Viddessian culture.

The Ooze. If the PCs examine the ooze, a **DC 12 Life Science** check identifies it as the Viddessian shifter in suspended animation. Only a small amount of heat is needed to revive it. The alien's name is Amisa Dhillim, and he is quite grateful for the PCs assistance. If questioned, he explains he was captured by an expedition from Branch 67-128TT and suffered horrible experiments at the hands of Graeder Flentarrix. When he learns the PCs have a shuttle, he begs them to return him to his home, Muinmos 4. Catysus believes the well-being of Amisa is more important than his work, and encourages the PCs to help.

Blockade. Reaching Muinmos 4 will not be easy. A **DC 22 Piloting** check is required to avoid the long-range sensors of Branch 67-128TT. If detected, a Sideribus Volunt fighter is deployed to investigate and stop the Cognitius from reaching the surface of Muinmos, by any means necessary. Use the statistics for the BMC Mauler in Chapter 9 of the Starfinder Core Rulebook. If successfully returned to his home, Amisa shows his gratitude by sharing as much information about his people and their special gifts as the PCs and Catysus care to know.



DATA LEECH, GIANT

N Small vermin (XP 200)

Init +1; Senses darkvision 60 ft.; Perception +2

DEFENSE

HP 6

EAC 12; **KAC** 10

Fort +4; **Ref** +2; **Will** +0

Immunities mind-affecting effects

OFFENSE

Speed 30 ft., climb 20 ft.

Melee slam +4 (1d6+3 B plus synapse degeneration)

Offensive Abilities data sunder

STATISTICS

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

Skills Athletics +7, Stealth +3 (+7 in electronic-heavy terrain)

SPECIAL ABILITIES

Data Recovery (Ex) A DC 12 Computers check recovers undigested data from slain leeches, granting a +2 circumstance bonus on Computer checks for 24 hours.

Data Sunder (Ex) A data leech's data feeding tube stores a powerful electrical charge. Instead of inflicting damage with its slam attack, a data leech may attempt to melt an object (analog items receive a +4 bonus to EAC against this attack). The object gains the broken condition—a second hit destroys the item. An attended object or any magic object can attempt a DC 11 Reflex save to negate this effect. The save DC is Constitution-based.

DATA LEECH SWARM

N tiny vermin (swarm) (XP 600)

Init +4; Senses darkvision 60 ft.; Perception +7

DEFENSE

HP 25

EAC 15; **KAC** 13

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

Defensive Abilities swarm traits; **Immunities** mind-affecting effects

OFFENSE

Speed 15ft., climb 15 ft.

Melee swarm (1d6 B plus synapse degeneration and distraction)

Space 10 ft.; **Reach** 0 ft.

Offensive Abilities distraction (DC 12), power short

STATISTICS

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

Skills Athletics +12, Stealth +7 (+11 in electronic-heavy terrain)

Noncombat Abilities data recovery

SPECIAL ABILITIES

Data Recovery (Ex) A DC 12 Computers check recovers undigested data from slain leeches, granting a +2 circumstance bonus on Computer checks for 24 hours.

Power Short (Ex) Creatures who fail to save against the swarm's distraction ability suffer a power short or static charge in a held or worn item. The item gains the broken condition for 2 rounds. On a roll of "1" when making the save.