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The title 'RESCUE on RAXIL' is positioned at the bottom of the cover. 'RESCUE' and 'RAXIL' are rendered in large, bold, yellow block letters with a thick blue outline and a slight 3D effect. The word 'on' is smaller and placed between them. The entire title is set against a background of swirling white and blue clouds, with jagged, dark blue mountain peaks visible at the very bottom.

RESCUE on RAXIL

BY LINDA ZAYAS-PALMER

TAINTED FOREST
1 SQUARE = 5 FEET



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RESCUE on RAXIL

TABLE OF CONTENTS

ADVENTURE.....	2
PREGENERATED CHARACTERS.....	8
KAHALARA.....	8
RALURAZ.....	10
STITCHVINE RS.....	12
TAKKAR.....	14
XYZEXIUS.....	16

Rescue on Raxil is a Starfinder Second Edition adventure for four or five 3rd-level characters. This adventure assumes the players take on the roles of the Xenowarden characters found on pages 8-18 of this book, but players are welcome to build their own characters.



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RESCUE ON RAXIL

Raxil is a peaceful world—a fertile, verdant planet where tiny, plant-bodied raxilites soar above archipelago-dotted oceans in biotechnological sky cities. Scarcely a century has passed since raxilites, first contact with other sapient species. Since then, raxilites have fiercely debated how to approach the wider universe. Isolationists argue with those who want broad collaboration with other species, and the actions of any off-worlders who visit Raxil are strictly scrutinized.

The recent arrival of a clandestine group from Absolute Zero, an augmentation research corporation, threatens this delicate balance. Led by the geneticist **Feskagazar** (cruel and eccentric nonbinary dragonkin researcher), this group has not secured approval to operate on Raxil. Worse, they've started performing research on animals that violates several of Raxil's laws for the ethical treatment of non-sapient species. If Feskagazar's research continues unchecked, it could spell disaster for the local ecosystem and become a rallying point for isolationist sentiments.

Fortunately, the lab didn't escape notice for long. A ship with ties to Raxil's Project SMILE caught sight of it from the sky and intercepted enough of its data traffic to scrape the both corporation's and Feskagazar's name. Project SMILE aims to foster interplanetary collaboration, so the ship's occupants, led by medic **Stitchvine RS** (agender raxilite mystic) decided to discreetly investigate the corporation. Stitchvine reached out to their friend in the Xenowardens, **Kahalara** (female elf envoy), whose contact **Takkar** (male winterborn ryphorian operative) had a twin brother **Karrak** who worked for Absolute Zero. Karrak and his coworker **Raluraz** (female skittermander witchwarper) investigated their company's activities only to discover that it was a shell corporation. The shell's true purpose was to PR-wash the deeds of its parent company Frozen Trove—a biotech megacorp infamous for unethical research practices. Karrak and Raluraz planned to expose the corp to the local media, but Absolute Zero caught on before they could get the information out. While Raluraz escaped, Karrak was arrested for corporate espionage.

Stitchvine secured approval for a team of off-worlders led by Kahalara to land on Raxil near the laboratory, shut down the Absolute Zero operation, and gather proof of its connections to the Frozen Trove. Now, Stitchvine RS, Kahalara, Raluraz, Takkar, and Takkar's loyal bonded partner **Xyzexius** (nonbinary dragonkin solarian) are ready to carry out their mission—they just need players to act out their story!

GETTING STARTED

After players gather at your table, give them few minutes to read over their character sheets and ask questions. Ask if anyone has played Pathfinder or Starfinder Second Edition before, and take time to go over where AC, attributes, attacks, HP, initiative, and other important information is located on the character sheet if players are new. Next, encourage them to introduce themselves and share a bit about their character with the table. All the characters are members of this Project SMILE squad and know each other

already, with some having been companions for years and others have only been working together for a few days.

Earlier today, the PCs arrived on Raxil, landing their shuttle in the spaceport at the planet's flying megacity Bloom EBS. From there, they fly in a chartered enercopter to the remote island where Absolute Zero operates. If a PC wants to Pilot the vehicle, prompt them to attempt a DC 20 Piloting check; otherwise **Dandelion DZ** (chatty agender raxilite pilot) automatically succeeds. On a success, the trip is smooth and takes about 20 minutes. On a failure, the pilot doesn't account for a sudden squall off the coast; turbulence jostles the cabin and the trip takes 1 hour as they're forced to fly around the storm.

The adventure begins right in the middle of the action, as the PCs approach Absolute Zero's hidden base on foot. When the players are ready to start, proceed to area **A**.

A. TAINTED FOREST MODERATE 3

The cube-shaped buildings in the distance don't look like much: drab steel painted in green and brown, with splashes of brighter colors to meld with the vibrant forest around them. Then again, illegal research laboratories aren't known for standing out. Your mission is clear: get in, shut the lab down, and find proof of its connections to the notorious Frozen Trove corporation.

Set out the map (found on the inside front cover) and make sure everyone has a token or miniature to represent their character. Ask the players to decide where their characters would be positioned and what exploration activity (*Starfinder Player Core* 430) they would be using, and then read or paraphrase the following.

A booming croak and the beating of leathery wings erupts from a thicket of thorny bushes and towering mushrooms, followed shortly by the sight of two large amphibians with sharp, draconic features.

Thanks to recent rains, the path is difficult terrain. Squares with foliage are greater difficult terrain. The rain-slick rocks and the fallen mushroom log indicated by the dotted lines are uneven ground (Acrobatics DC 15 to Balance). The tall flower trees and mushrooms aren't sturdy enough to support the weight of any of the PCs except Stitchvine RS and crumble if any other character attempts to Climb or stand on them.

Creatures: Absolute Zero spliced the two oversized toads' genes and augmented them with modified dragon glands. Feskagazar believes the toads show promise, since their dragon gland augmentations have mutated and allow them to spew a concentrated version of their natural poison.

Unfortunately for the toads, the augmentations have continued to grow, causing them considerable pain. Establishing peaceful communication with the mutant toads is difficult. The dracotoads start off unfriendly toward the PCs, and they immediately become hostile and attack if the PCs approach within 60 feet, attack them, or attempt to move past them.

Both Kahalara and Stitchvine RS have wildwise grafts, allowing them to speak with animals. If the group spends 1 minute conversing with the dracotoads before getting too close, either of these PCs can attempt to Make an Impression on the toads with a DC 20 Diplomacy check. Kahalara can use Performance instead due to her Impressive Performance feat.

If the dracotoads' attitude toward the PCs improves to indifferent, they allow the PCs to pass safely. They're also willing to talk about their circumstances. The toads don't understand complex concepts like corporations, but they know what they've experienced. They say: "Light-scale, two-leg dragon stab many times with thin, straight shiny thorn. Then sleep. Then pain and much-poison in throat and scales and more scales and more pain." Feskagazar used several injections on the toads, including sedatives, before installing the augmentations. The toads also recall seeing "toadlet many-color antenna birds." This statement refers to the young RAINbirds in area B3.

DRACOTOADS (2)

CREATURE 3

RARE LARGE DRAGON ANIMAL

Perception +9; darkvision, scent (imprecise) 30 feet

Skills Acrobatics +7, Athletics +11, Stealth +7, Survival +9

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

AC 18; **Fort** +12, **Ref** +6, **Will** +9

HP 55

Reactive Strike ⤵

Speed 30 feet; fly 20 feet, swim 20 feet

Melee ⤵ jaws +12, **Damage** 1d10+6 piercing

Melee ⤵ tail +12 (agile, reach 10 feet), **Damage** 1d8+6 piercing

Ranged ⤵ toxic spit +9 (range increment 30 feet), **Damage** 2d8 poison

Toxic Spew ⤵⤵ (manipulate) The dracotoad vomits poison, dealing 3d6 poison damage to all creatures in a 15-foot cone (DC 20 basic Fortitude save). A creature that fails its save is also sickened 1 (sickened 2 on a critical failure). The dracotoad can't use Toxic Spew again for 1d4 rounds.

Unsettling Croak ⤵ (auditory, fear, manipulate, mental) The dracotoad infuses its croak with draconic menace. All creatures in a 20-foot emanation that don't have the dragon trait must attempt a DC 20 Will save, with the following effects. Regardless of the results of the save, the creatures are temporarily immune to Unsettling Croak for 1 minute.

Critical Success The creature is unaffected.

Success The creature is frightened 1.

Failure The creature is frightened 2.

Critical Failure The creature is frightened 3.

Development: Whether the PCs defeat the dracotoads in combat or calm them down, they can take a closer look at the

toads' unusual augmentations. A PC who inspects the toads and succeeds at a DC 16 Medicine check or DC 18 Arcana or Nature check determines that they've had an augmentation implanted in their throats that's grown beyond its original boundaries. The exact nature of the augmentations is difficult to discern—while the lack of mechanical parts suggests they aren't cybernetic, a draconic augmentation could easily be either a biotech augmentation or a magical augmentation. A PC who casts *detect magic* can immediately resolve the ambiguity and identify that they're biotech implants, likely grown in vats with or without the influence of magic.

Frightened Wildlife

As the PCs approach the laboratory, they notice a group of terrified RAINbirds huddling in the tall grass by the side of a pond. A PC who succeeds at a DC 15 Raxil Lore or DC 17 Nature check identifies the animals; the DC is 2 lower for Stitchvine RS. On a success, a PC knows their official classification, and that the RAIN in their name stands for Rainbow Aspect in Nature, representing both their radiant color and a tendency of their antennae to twitch when atmospheric pressure drops. RAINbird flight patterns are often used by raxilite pilots to predict oncoming storms.

Stitchvine RS, Kahalara, or any PC who succeeds at a DC 15 Society check knows that raxilite culture uses acronyms heavily as a sign of respect or appreciation.



DRACOTOAD

SECURITY SYSTEM MECHANISMS

D6	Mechanism	Description	Save	Damage	Failure Effect
1-2	Dragonfreeze Turret	Turrets whose barrels look like the heads of iridescent dragons pop out of holes in the walls	Reflex	2d8 cold	enfeebled 1 for 1 hour
3-4	Laser Bats	Furry blue bats with laser eyes swoop down and shoot searing eye beams at the intruders	Reflex	2d8+5 fire	–
5-6	Sonic Boom	An explosion of sound overwhelms the senses	Fortitude	2d8 sonic	deafened for 1 hour
4	Fungal Cloud	The air fills with a cloud of poison derived from fungal spores	Fortitude	2d8 poison	1d6 persistent poison damage
5	Mindscreech	A psychic screech assaults the minds of all creatures in the room	Will	2d8 mental	sickened 1
6	Electrified Floors	Electricity surges through the metal floor, jolting all creatures on the ground	Reflex	2d12 electricity	–

Calming the RAINbirds: The RAINbirds begin as afraid of the PCs. Any PC can calm them with a successful DC 17 Nature check. Kahalara can succeed at a DC 17 Performance check to calm them instead. If anyone can communicate with them, the RAINbirds explain in frantic chirps and cheeps that the “large fur and scale people” came with “sting grass” and took their babies away to the “death nest.” They indicate that the death nest is the laboratory and beg the PCs to save their young.

Investigating the Area: A Searching PC who succeeds at a DC 20 Perception check notices a metal net with small rechargeable batteries attached to its corners in the water. The water has loosened a layer of electrical tape that once wrapped the handle, revealing a symbol underneath. This is an electronet, an illegal netting device that delivers an electric pulse strong enough to stun small animals—or, as the RAINbirds would call it, “sting grass”. A PC who examines the symbol under the electrical tape and succeeds at a DC 15 Society check identifies it as an outdated version of the Frozen Trove logo.

LAB INFILTRATION

LOW 4

The Absolute Zero lab contains numerous R&D rooms, as well as living quarters for a dozen staff members.

Creatures: Except for the lead researcher Feskagazar, the laboratory’s researchers are noncombatant scientists and programmers, so the lab relies on automated systems to detect and neutralize intruders. Researchers who see the PCs or notice the security system alert retreat into the nearest room and lock the doors behind them. The PCs might stop to question a researcher or else circle back to question researchers after they’ve finished

exploring the lab. With a successful DC 20 Intimidation check or DC 22 Diplomacy check, the PCs can discern that the researchers know their lab doesn’t have the proper permits and that the company they work for is called Absolute Zero Innovations. While a few of the researchers know that Absolute Zero is a front for Frozen Trove, none are willing to incriminate themselves in this way until after Feskagazar has been defeated. They claim not to know anything about the illegal electronets being used outside (they’re lying).

Hazard: The security system’s various components are presented as a complex hazard. Instead of representing a single room, this hazard represents what the PCs experience with a barrage of weaker simple hazards as they pass through the laboratory. Each time the PCs are faced with a new round in the hazard’s routine, they each have one chance to attempt a check to Disable it. Use the hazard’s statistics as a guide to describe other dangers the PCs face along the way.

ABSOLUTE ZERO SECURITY SYSTEM

HAZARD 4

UNIQUE COMPLEX MAGICAL TECH TRAP

Stealth +15 (trained)

Description The Absolute Zero security system includes a devious array of defenses intended to eliminate or scare away intruders.

Disable DC 20 Computers (trained) to hack into the security system remotely, DC 22 Thievery (trained) to rewire a security terminal, DC 20 Deception (trained) to trick the cameras into activating the system in an empty room, or DC 22 Athletics or Crafting (trained) to throw up a defensive barricade or otherwise block the hazard’s path; four successes required to disable security system

Alarm ➤ **Trigger** A creature enters the laboratory without prior authorization from Feskagazar; **Effect** Alarms blare throughout the complex. The trap rolls initiative.

Routine (1 action) The security system activates a lethal defense mechanism from the table on page 4; either choose a mechanism or roll a d6 to determine the effect. All creatures in the area must attempt a basic DC 21 saving throw, with the saving throw type and damage listed. Some defenses have an additional effect listed that occurs on a failed save.

Reset 1 hour

Resting in the Lab: The PCs might take 10 minutes to rest, Refocus, and Treat Wounds after dealing with the gauntlet of the security system. While a 10-minute delay and time to chat with researchers doesn't cost them anything, longer delays give Feskagazar more time to remove evidence from their office, as described in area **B5**.

B. COMMAND CENTER MODERATE 3

The command center on the laboratory's highest floor is where Feskagazar locally stores the laboratory's most sensitive data, as well as research prototypes and the creatures they're currently experimenting on. The PCs arrive at area **B1** through the skybridge in the southwest corner of the map (found on the inside rear cover). Their prior infiltration has already unlocked the door from the skybridge.

All rooms are brightly lit unless the PCs deactivate the power bank in area **B4**, and ceilings are 15 feet tall.

B1. Data Archive

The moment the double doors open into the southwest corner of this large chamber, eight electrical force fields crackle to life. Four of the force fields block the entrances to smaller rooms, guarding an augmentation storage room to the south, animal pens holding tiny colorful birds to the east, the laboratory's power supply to the north, and an office to the west. The other four force fields protect identical data terminals atop a raised dais at the room's center. The terminals' screens switch to display a progress bar and a section of bold red text. A robotic voice reads the text aloud: **SYSTEM WIPE PROTOCOL INITIATED. DELETION PERCENTAGE: 0%. ESTIMATED TIME REMAINING: 1 MINUTE.**

The force fields surrounding the control terminals provide cover, and the little steps that surround the dais are difficult terrain.

As soon as the PCs enter the room, Feskagazar opens fire on them, as described in the Creatures section. The PCs could focus all of their energy on Feskagazar, but they might also try to get past the force fields to access the control terminals or to reach the smaller rooms. At the end of each round, the progress bar on the data terminals advances, the deletion percentage increases by 10%, and the estimated time remaining decreases by 6 seconds.

Disarm a Force Field: A PC who is adjacent to a force field can spend two actions to attempt a DC 18 Computers or Thievery check

to Disable it. On a success, the force field drops. On a critical failure, the PC takes 1d12 electricity damage.

The PCs might choose to bypass a force field by breaking it (AC 18, HP 15). A character who hits with a melee attack against a force field takes 1d12 electricity damage (basic DC 17 Reflex save). While this brute-force method works for the force fields on the doors, it might break the data terminals. Any excess damage dealt to the force field beyond what is necessary to destroy it applies to the data terminal, which breaks if it takes 5 or more damage.

Hack a Data Terminal: If the force field in front of a data terminal is removed, the PCs can quickly access the system to stop the deletion protocol. Attempting to end the protocol takes two actions. If the PCs succeed at a total of two DC 18 Computers checks or critically succeed at one check, they stop the system wipe and protect all remaining data.

Creatures: Feskagazar is furious with the PCs for disrupting their research. Protocol from the Frozen Trove has just forced them to



RAINbird

activate the emergency deletion fail safe and erase the last several months of their work. They waited until the last possible moment, when they were certain that the security system wouldn't finish the PCs off.

In the first part of combat, Feskagazar shoots with their injection rifle, firing off toxic substances from past failed experiments. They prefer to mix up which injections they use to gather more data about their targets, observing the PCs' symptoms (if any) in a cruel, clinical voice. Once Feskagazar's Hit Points are low enough, an autoinjector in their body floods their blood with an experimental injection that augments their abilities. Like many

of their experiments, however, it comes with unintended side effects.

Feskagazar fights alongside a healing sludge. This unusual creature is the result of a healing augmentation that went haywire and consumed its host's body, leaving behind a mass of translucent green liquid encased in an outer membrane. The ooze has no mind of its own, so Feskagazar implanted a control chip to force it to follow a specific tactical routine. The healing sludge moves adjacent to Feskagazar and uses its Interpose reaction whenever possible. If Feskagazar is missing 10 or more Hit Points, the healing sludge uses Restorative Graft on them. It Strikes Feskagazar's enemies with any remaining actions.



FESKAGAZAR

FESKAGAZAR

CREATURE 4

UNIQUE LARGE DRAGON DRAGONKIN HUMANOID

Nonbinary dragonkin genetic scientist (*Starfinder Galaxy Guide* 144)

Perception +11; darkvision

Languages Common, Draconic, Triaxian

Skills Acrobatics +9, Augmentation Lore +12, Crafting +12, Deception +10, Life Science Lore +12, Intimidation +10, Medicine +9, Nature +9, Society +10

Str +1, **Dex** +3, **Con** +2, **Int** +4, **Wis** +1, **Cha** +2

Items tactical microcord armor, *tactical hardlight handwraps*

AC 21; **Fort** +12, **Ref** +13, **Will** +9

HP 60

Turbo-Mode **Injector** ◆ **Trigger**

Feskagazar's turn begins and they have 25 Hit Points or less; **Effect** Feskagazar has a custom augmentation in their body that delivers a specific injection in response to injury, rapidly altering their DNA. When it activates, Feskagazar

becomes quickened for 1 minute and can use this extra action only to Stride or Strike. Additionally, their hands sprout massive biotechnological claws.

The damage of their claw Strike increases to 2d10+9 slashing, but the size and shape of the claws prevents them from wielding weapons or using items.

Speed 20 feet; fly 20 feet

Melee ◆ claw +12 (finesse), **Damage** 1d8+3 slashing

Ranged ◆ Frozen Trove injection rifle +14 (range increment 40 feet, mag 4, reload 1, tech), **Damage** 1d8 piercing plus deliver injection

Administer Breath Recharger ◆ (manipulate) **Frequency** once per day; **Effect** Feskagazar injects themselves with breath recharger, which activates their breath gland. They immediately recover their boreal breath, but they take 2d8 damage as a side effect.

Breathe Nanites ◆◆ (acid) Feskagazar's specially grafted throat glands produce corrosive nanites. They exhale, dealing 4d4 acid

damage in a 15-foot cone (DC 21 basic Reflex save). After using Breathe Nanites, they can't use it again for 1d4 rounds.

Deliver Injection The injection rifle's cartridges contain harmful substances that deal damage and impose a secondary effect on a failed DC 21 Fortitude save. A specialized revolver allows Feskagazar to choose which ammo to use as a free action.

- *Axon Peeler*: 1d8+5 mental damage, plus clumsy 1 on failure
- *Blood Boiler*: 1d8+5 fire damage, plus sickened 1 on failure
- *Cryo Sting*: 1d8+5 cold damage, plus 1d6 persistent bludgeoning damage on failure

HEALING SLUDGE

CREATURE 1

RARE MEDIUM OOZE MINDLESS

Perception +3; motion sense (precise) 60 feet, no vision

Skills Athletics +8

Str +3, **Dex** -5, **Con** +3, **Int** -5, **Wis** +0, **Cha** -5

Motion Sense A healing sludge can feel nearby motion through vibration and air movement.

AC 7; **Fort** +10, **Ref** +1, **Will** +5

HP 50; **Immunities** acid, critical hits, mental, precision, unconscious, visual effects

Interpose **Trigger** Feskagazar would take damage from an attack that targets AC and the healing sludge senses the attacker;

Effect The healing sludge interposes itself between the attacker and Feskagazar. Feskagazar gains a +2 status bonus to AC. If the attack roll hits the healing sludge's AC, it takes damage from the attack; this could cause both the sludge and Feskagazar to take damage.

Speed 20 feet

Melee **◆** pseudopod +9; **Damage** 1d6+3 bludgeoning

Restorative Graft **◆◆** (healing, manipulate) **Requirements** The healing sludge is adjacent to Feskagazar; **Effect** The sludge excretes restorative goop on Feskagazar's wounds. The sludge takes 1d8+8 damage, and Feskagazar regains the same number of Hit Points that the ooze lost. If this transfer reduces the sludge to 0 Hit Points, it is destroyed.

B2. Prototype Storage

Feskagazar keeps failed prototypes in this room for further study.

Treasure: A medical cabinet contains a tactical medkit and two commercial medpatches. While most of the augmentations here have previously been coded into a creature's body and are therefore unable to be reused, a set of commercial ultralight wings is still in its packaging. All packaging is marked with the symbol of the Frozen Trove.

B3. Holding Pens

This room contains holding pens for animals, as well as neatly stored electronets, traps, and cages of varying sizes. The handles of the electronets are covered in electrical tape that conceals the logo of the Frozen Trove, nearly identical to the net the PCs might have found in the water in area A.

Creatures: A cluster of young RAINbirds huddle together at the back of the central holding pen in this room. The frightened animals desperately want to be reunited with their flock but cower away from strange smells and sounds. After defeating Feskagazar, the PCs can earn the birds' trust and convince them to follow with a successful DC 15 Nature check (Kahalara can attempt a DC 15 Performance check instead). Even if the PCs fail to calm the birds, they can eventually herd them into a small carrier that's suitable for transporting them back home.

B4. Power Supply

The glowing power bank in this room maintains the laboratory's electrical systems. Turning off or destroying this power bank cuts the electricity to the entire building, which removes all force fields, plunges the laboratory into darkness, and stops the data deletion process in its tracks.

Powering Down: Disabling the power bank requires a PC to spend two actions and succeed at a DC 18 Computers or Thievery check while adjacent to the large control terminal on the room's western wall. Alternatively, the PCs can break the power bank by breaking the control terminal or another key part of the mechanism (AC 18, Hardness 5, HP 30 [BT 15]). After breaking the power bank, the PCs must later succeed at a DC 20 Crafting check to Repair it if they want to restore power to the lab.

B5. Feskagazar's Office

While Feskagazar waited to delete the research data stored on the central terminals, they didn't hesitate to wipe incriminating comms from their personal computer.

If the PCs pressed onward quickly through the complex without taking more than one 10-minute rest and a bit of conversation with researchers, Feskagazar haven't had time to delete much. In that case, the PCs can find numerous emails of interest on the office computer (Computers DC 18 to Hack), including correspondence with managers and researchers at the Frozen Trove that indicate direct collaboration and prove they knew about the lab's illegal and unethical activities. However, if the PCs took longer to infiltrate the facility, the computer has already been reset to its factory settings, and the data's gone.

Conclusion

With Feskagazar defeated and the laboratory's data either destroyed, compromised, or both, Absolute Zero's work on Raxil comes to an end. The leadership both of Project SMILE and the Xenowardens are grateful to the PCs for shutting the lab down. The Xenowardens offer to cover the cost of legal representation for Takkar's brother Karrak, as well as to support an initiative to publicize the true nature of Absolute Zero. The outcome of both of these efforts is likely to depend on the amount and quality of evidence that the PCs gathered.

If the PCs earned the young RAINbirds' trust, one bird follows the group back to their starship. A PC might decide to adopt the curious little animal and take it on their future adventures.

KAHALARA

She might not be a celebrity, but Kahalara is an icon in perfectly coordinated Xenowarden greens, rose-colored shades, and comfy yet stylish ecofab clogs. She's a rising star who's recently stepped up as a smooth yet passionate spokesperson for the organization with a long history as a competent activist fighting to protect the environment with style and grace. Rumor has it Kahalara's on the path to becoming Greenspeaker, the leader of all Xenowardens, one day.

Kahalara is a natural leader with a knack for bringing together the best team and motivating them to get the job done. But as dedicated as she is to the cause, she's not afraid to break tradition and forge her own path when she needs to—like for this mission.



Instead of recruiting just from among her fellow Xenowardens, she reaches out to friends and contacts of all sorts, including hiring mercenaries from the Skyfire Legion.

Kahalara attributes her open-minded and adaptable nature to her upbringing as a member of a group of Ivairan travelers. Her nomadic community split their time between visiting familiar ports of call across dozens of worlds and charting unexplored territory in the Vast. She found it easy to make new friends in every port, and she loved engaging with the cultures of each world she visited. With each performance she watched or song she listened to, she deepened her understanding of the Universe and added another flourish to her own personal style.

Throughout her travels, she saw numerous ways that civilizations and their ecosystems worked with or against each other. On one end of the scale were near utopias where ecological stewardship was built into the fabric of society on a planetary level. On the other end were worlds where mining, chemical manufacturing, and other industries devastated the landscape. She was particularly inspired by the mission of the Xenowardens to protect and rehabilitate these worlds. As a teenager, she entered (and won) a Xenowarden-sponsored video production contest for young environmentalists, and she used the connections she built through that process to open new opportunities for activism. As soon as she reached adulthood, she formally signed on with the Xenowardens as an active agent.

Her most recent adventure began when she received a request from her friend and fellow Xenowarden Stitchvine RS. Stitchvine was part of a task force investigating an unsanctioned research group from Absolute Zero Innovations on Raxil. Unfamiliar with Absolute Zero, Stitchvine asked Kahalara to use her connections to find out if the organization was trustworthy. The answer she got back was alarming. She discovered from her Skyfire Legionnaire contact Takkar that they were a front for the Frozen Trove, a company whose cutting-edge augmentation research is often carried out extralegally in remote outposts to avoid scrutiny of their unethical practices. To make matters worse, Takkar's twin brother Karrak, who'd uncovered the link with his coworker Raluraz and attempted to expose the corruption, had since been arrested on trumped-up charges of corporate espionage. Stitchvine asked Kahalara if she'd be willing to lead an expedition to shut down the Absolute Zero's lab. Kahalara didn't need to be asked twice. She recruited Takkar, as well as Raluraz and Takkar's bonded partner Xyzexius.

Playing Kahalara

Kahalara is the "face" or leader of the expedition. Other than Stitchvine RS, everyone else on this mission is someone she's recruited specifically for both their skills and personal investment in taking down Absolute Zero Innovations. She trusts each of them to excel in their own ways and inspires them to be the best. This doesn't mean she gives orders, but she calls out envoy directives that help her team or takes the lead role in social encounters, especially when nobody else has something to say.

Kahalara trusts her team and thus anticipates their mission will be successful. She knows every mission is dangerous, and going against a galactic biotech corporation comes with plenty of risks, but she's the type of person who shines under pressure, and who's energized by a challenge. Kahalara believes that a good leader never lets their team see them sweat, so she keeps any of her doubts to herself and acts confident around her companions.

Kahalara has a plan for the mission. To gather evidence, she plans to ask Raluraz to take pictures and shoot video they can back to the Xenowardens. If Raluraz isn't part of the party, Kahalara brings her datapad and asks another of her team members to help with recording and documenting evidence as they uncover it.

In Combat: Kahalara uses the Dance Partner ability from her leadership style to assist herself and allies with tactical positioning. She uses her Get 'Em! envoy directive to make her chosen targets easier for everyone to hit. If the target of Get 'Em! is reduced to 0 Hit Points, she can use her Change of Plans reaction to switch some of the benefits she grants over to a new target.

Exploration Mode: Kahalara is quick to adapt to new situations. In exploration mode, she's often Searching for hidden hazards or treasures. While her style is bright and vivacious, she's not averse to being subtle and Avoiding Notice when the situation calls for it—she knows how to dress down, after all. She habitually activates her *glamer projector* to change the appearance of her clothing to fit with the vibe of the current scene.

Kahalara typically prefers to negotiate rather than resort to violence, but she fights when necessary to defend herself, her allies, or those in need of protection. Thanks to her wildwise graft, she can talk to animals, plants, and fungi.

Since Kahalara knew about Feskagazar before approaching the laboratory, she's already had time to use her Size Up envoy ability to make Feskagazar an asset.

Downtime: During her daily preparations, she is likely to reflect upon her experience visiting Raxil, using the ability granted by her heritage to add Raxil Lore +5 to her skills. She can also pick an extra skill feat with her adaptive talent envoy ability.

Other Characters

Xyzexius: Kahalara met Xyzexius through Takkar, who (correctly) figured that they'd get along great. Kahalara appreciates that Xyzexius is a fellow performer at heart with an appreciation for fashion and style. She enjoys watching Xyzexius and the other battleflowers of Ning giving their all in ritual gladiatorial combat on her datapad, and she's looking forward to seeing what their combat style looks like when opponents are out for real blood. Kahalara doesn't want to admit it, but she's actually feeling nervous about meeting Xyzexius because she's such a fan of their performances, and because of how aloof and glamorous they seem on stage.

Takkar: Takkar is a member of the Skyfire Legion, a mercenary organization known for avoiding contracts with unscrupulous organizations. Kahalara has worked with Takkar several times in the past, and all their missions have been successful. She chose him for this job because he's a skillful pilot, excellent team

player, and exactly the kind of person who can be trusted to have a teammate's back.

Raluraz: Kahalara invited Raluraz because she's an ex-employee of Absolute Zero with a personal stake in the mission. Raluraz's programming chops and magical abilities make her an excellent team member, and her insider knowledge of Absolute Zero is a nice bonus.

Stitchvine RS: Stitchvine RS is one of the most considerate people Kahalara has ever known, and one of their favorite teammates. Kahalara first met them through Project MED, a medicinal development initiative on Raxil that frequently collaborates with the Xenowardens. Stitchvine and Kahalara share positive outlooks, commitments to ecological conservation, and beliefs in the importance of cross-cultural collaboration. Stitchvine's a top-class healer, so Kahalara trusts they'll keep everyone patched up.

KAHALARA

UNIQUE MEDIUM ELF HUMANOID

Female elf envoy 3

Heritage Ivairan elf (*Starfinder Galactic Ancestries* 62)

Background diplomat

Perception +5; low-light vision

Languages Common, Elven, Raxi, Triaxian

Skills Athletics +6, Acrobatics +8, Arcana +5, Castrovell Lore +5, Computers +5, Deception +9, Diplomacy +9, Elf Lore +5, Intimidation +9, Nature +5, Performance +11, Society +5, Stealth +8

Str +1, **Dex** +3, **Con** +1, **Int** +0, **Wis** +0, **Cha** +4

Items celebrity serum, tactical flashlight, commercial hypopen, tactical machine gun (40 projectiles), commercial medpatch, microcord armor (with *glamer projector*), microphone, portable amp, pulsecaster pistol (10 charges), commercial sharpshooter serum, commercial shooting starknife, credstick (38 credits);

Augmentations wildwise graft

AC 20; **Fort** +6, **Ref** +8, **Will** +7; +1 status bonus vs. emotion effects
HP 33

Speed 30 feet

Melee ♦ shooting starknife +9 (agile, analog, deadly d6, finesse, versatile S), **Damage** 1d4+1 piercing

Ranged ♦ machine gun +9 (analog, automatic, range increment 40 feet, reload 2), **Damage** 1d8 piercing

Ranged ♦ pulsecaster pistol +9 (expend 2, nonlethal, range increment 30 feet, reload 1, tech), **Damage** 1d6 electricity

Ranged ♦ shooting starknife +9 (agile, analog, deadly d6, thrown 20 feet, versatile S), **Damage** 1d4+1 piercing

Change of Plans ⤵

Other Abilities adaptive talent, envoy directives (Get 'Em!), leadership style (in the spotlight), wise to the game

Ancestry Feat Ancestral Skills

Class Feat Size Up, Change of Plans

General Feat Incredible Initiative

Skill Feats Assurance (Elf Lore), Group Impression, Impressive Performance, Intimidating Shot, Multilingual

RALURAZ

Raluraz is a programmer and data analyst with a knack for using magic to solve problems—and sometimes create them! She's a clever innovator who thrives under pressure but sometimes struggles to remember what she had for lunch today. In her spare time, she enjoys seeking out new hobbies and learning about fresh topics. While she doesn't often stick with a single pastime for long, she enjoys the novelty of trying out new skills and seeking unfamiliar experiences.

She was born and raised on the skittermander home world of Oeddertchonk, but Raluraz's curiosity has driven her to seek opportunities on several worlds over the last few decades, especially in dense population centers. She embraced the vibrant decay of the towers of Maro on Akiton as surely as the opulent glamor of Cuvacara on Verces. Everywhere she went she took on odd jobs or delved into education and training, building up an eclectic and impressive resume that started catching eyes everywhere, even when she tried to retire. While vacationing in Triaxus, Raluraz was scouted by Absolute Zero Innovations, an up-and-coming augmentation corporation.

Raluraz decided she was tired of vacationing all day and needed something else to do. The job seemed like a perfect fit

for her skills and current interests, and the sign-on bonus had more zeroes than she'd ever seen on a paycheck—more funds for future adventures and learning! As always, she quickly made friends on the job and found she enjoyed the work. Everything changed a few weeks ago, when Raluraz's friend and coworker Karrak passed along intel from his twin brother that Absolute Zero had a nefarious secret. According to him, the corporation kept encrypted records of a secret, unregistered laboratory in the Vast.

Concerned about what the company might be up to and always eager to put her many skills to the test, Raluraz agreed to help Karrak hack into the corporation's confidential digital files. Eventually, they found evidence that Absolute Zero was in a shell company for Frozen Trove, an augmentation developer originally from the Pact Worlds that is infamous for their use of illegal and unethical technologies and protocols.

When Raluraz and Karrak realized their work at Absolute Zero might be causing harm instead of helping people, they knew it was up to them to stop it. The two companions attempted to export evidence of Absolute Zero's true nature, deleted their employee personnel files, and fled the facility without looking back. They planned to meet at a shuttle and get off-world, where they'd take their story to any media outlet who'd listen to them.

Unfortunately, Frozen Trove's cyber security specialists caught on to their meddling and stopped the data transfer. Raluraz managed to escape the planet as planned, but corporate security goons hired by Frozen Trove tracked down Karrak and had him arrested on charges of corporate espionage on his way to the getaway shuttle.

Raluraz privately feels like she could have done more to stop security from tracking them down and taking Karrak prisoner, so she is determined to take down Frozen Trove and secure his freedom. Thanks to Karrak's connections with prominent Xenowarden Kahalara, she's about to have a golden opportunity to strike against corrupt corp and prove she's still the

Playing Raluraz

Raluraz is full of energy, which she channels into raw creativity and constant productive busyness. She's brilliant, quick-thinking, and resilient. Though quite intelligent and capable, she doesn't have much common sense, so she frequently needs to rely on her ingenuity to get out of problems she didn't see coming or inadvertently caused with her tinkering. She tends to fidget with whatever objects are nearby to keep her hands busy and help focus, whether that's one of the pieces of her many toolkits or another object from the environment.

When stuck on a difficult challenge, she can often be found talking things over with a plush skittermander that resembles her online avatar. She calls the plushy Rally.

Raluraz puts her allsix into every situation, meaning she tries her hardest and gives a problem everything she has. She prefers to share her doubts and worries with Rally instead of troubling her friends.



Combat: Raluraz has a wide array of spells that she can cast in combat. She typically starts combat by using Quantum Pulse to activate her quantum field, which allows her to Recall Knowledge about her opponents more efficiently. If she fails an important attack roll or saving throw, she casts her focus spell *warp probability* to roll again. She modifies her spells as needed to suit the circumstances, using her two spellshapes. If she wants to be sure not to kill her opponent, she uses Nonlethal Spell, and if her targets are too far away for her magic to reach, she uses Isolated Spell Matrix. While she could cast the same spells over and over again, she enjoys experimenting with different spells to see which ones are most effective for the situation at hand.

Exploration Mode: Raluraz often scans her surroundings for interesting details. While her low Perception hinders her ability to notice hidden objects, her broad base of knowledge helps her recognize useful information about what she sees. She often uses the Investigate exploration activity. If she suspects danger, she might also use Avoid Notice. While she tends to act quickly, when the stakes are high, she sometimes casts *sift the sphere* to look for hints about whether a particular idea is likely to work out well.

Other Characters

Takkar: Takkar is the twin brother of Karrak, one of Raluraz's dear friends and former colleagues who she's set out to rescue. She admires Takkar's ability to find hidden truths though sometimes thinks his methods overly cautious, especially compared to his brother, who was always up for an adventure. She's certain that if they work together, they can capture concrete evidence that Absolute Zero is actually a front for the Frozen Trove and secure Karrak's freedom. She feels guilty that Karrak was captured while she ran free and plans to help Takkar get his brother back no matter the cost.

Xyzexius: Xyzexius is fun, flashy, and good at fighting. Raluraz doesn't know Xyzexius that well yet, but Takkar has good judgement, so if Takkar chose them as a bonded partner, they must be a good person. She's eager to learn more about combat performance from the Xyzexius if they're willing to teach her.

Stitchvine RS: With skittermanders' general propensity for helping, Raluraz has known a lot of people like Stitchvine RS, who prioritizes aiding others over looking out for themselves. This familiarity makes Stitchvine easy to get along with, though Raluraz worries sometimes that Stitchvine doesn't take enough care of themselves and won't hesitate to urge Stitchvine tend to their own needs. If Raluraz takes things too far in helping Stitchvine to the point where she doesn't look out for herself in turn, the irony will surely be lost on her.

Kahalara: Kahalara is in charge of this expedition against the Absolute Zero, and the person who hired her for the job. Raluraz is just getting to know her, but she seems like a fantastic leader who carries herself like a superstar. If Kahalara is going to help take down an evil corp like Absolute Zero, she must be

trustworthy, and Raluraz is ready to help her complete the mission by giving her allsix!

RALURAZ

UNIQUE SMALL HUMANOID SKITTERMANDER

Female skittermander witchwarper 3

Heritage scrabbler skittermander

Background hacker

Perception +4; low-light vision

Languages Akitonian, Castrovelian, Common, Draconic, Triaxian, Vercite, Vesk

Skills Acrobatics +8, Arcana +9, Computers +12, Crafting +9, Deception +7, Infosphere Lore +9, Piloting +8, Society +9, Stealth +8, Thievery +8

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

Items commercial carbon skin, commercial infiltrator's toolkit, datapad, commercial hacking toolkit, commercial knife (4), *commercial programmer's plushie* (named Rally), prosthetic arms (2), commercial pulsecaster pistol (10 charges), commercial repair toolkit, *shimmerstone serum*, *spell gem (illusory disguise)*, credstick (21 credits); **Augmentations** commercial datajack, commercial hideaway limb (on prosthetic arm)

AC 19; **Fort** +6, **Ref** +8, **Will** +6

HP 33

Speed 30 feet; climb 30 feet

Melee ✦ knife +8 (agile, analog, finesse, versatile S), **Damage** 1d4 piercing

Ranged ✦ pulsecaster pistol +8 (expend 2, nonlethal, mag 10, reload 1, tech), **Damage** 1d6 electricity

Ranged ✦ knife +8 (agile, analog, finesse, thrown 10 feet, versatile S), **Damage** 1d4 piercing

Arcane Spontaneous Spells DC 19, attack +9; **2nd** (3 slots) *caustic conversion*, *dizzying colors*, *sift the sphere*, *verdant code*; **1st** (4 slots) *cellular stimulant*, *dizzying colors*, *force barrage*, *sure strike*; **Cantrips (2nd)** *analyze target*, *electric arc*, *implant data*, *recharge weapon*, *telekinetic projectile*

Witchwarper Warp Spells 1 Focus Point, DC 19; **2nd** *warp probability*

Four-Armed You have four arms, which allows you to wield and hold up to four hands' worth of weapons and equipment. At any time, one pair of hands is designated your active hands. You can change this designation from one pair of hands to another by taking the Switch Active Hands action, which is a single action. You can only perform actions with your active hands.

Other Abilities anchor (core memories [default skill selection: Computers]), isolated spell matrix, paradox (analyst), quantum field, signature spells (*caustic conversion*, *dizzying colors*)

Ancestry Feat Hyper

Class Feat Nonlethal Spell

General Feat Feather Step

Skill Feats Digital Diversion, Phreaker

STITCHVINE RS

Stitchvine RS was born into a community of raxilites who worked as augmentation researchers on Raxil. When they were a tiny sprout, the community implanted in them the latest version of the Integrated Mobility Augmentation System (IMAS), the augmentation that allows raxilites to move. As a result, Stitchvine has always been able to move a bit faster than most of their peers and elders. Observing the benefits they've received from biotechnological innovation instilled in Stitchvine a desire to dedicate their life to bringing about new discoveries to help others.

As they matured into adulthood, Stitchvine felt a deepening connection to everyone around them and to their home world. They became a devoted adherent of Raxilism, a belief system that involves veneration of Raxil's collective life force and commitment to act in accordance with the planet's will. Adherents of Raxilism have varying interpretations of what the planet asks of them and don't agree on a central dogma. To Stitchvine, being a modern follower of Raxilism involves engaging with peoples from other planets, which came into first contact with Raxil just a century ago. Stitchvine believes that engaging with life forms from other planets has a boundless capacity to benefit Raxil technologically, socially, and spiritually.



To that end, Stitchvine has dedicated most of their time to two major ventures: Project MED and Project SMILE. Project MED (Medicinal Expansion Directive) is a Xenowarden initiative launched by a pioneering raxilite scientist and physician named Root of Starsong. It's a multiplanetary enterprise that aims both to discover new medicinals and to develop more sustainable production methods for existing treatments. Stitchvine added the RS to the end of their name to honor Root of Starsong's work, since they were so inspired by their contributions. Stitchvine's other main focus, Project SMILE (Send More Intelligent Live Emissaries), is an initiative to encourage people from other planets to visit Raxil and to reduce the physical and institutional barriers that make visiting the planet challenging. Some people on Raxil think of Project SMILE as a silly tourist-pandering initiative but Stitchvine knows how important cultural collaboration is in a connected universe.

A few weeks ago, Stitchvine learned through their contacts in Project SMILE that a team of researchers from an augmentation development company called Absolute Zero had bypassed the typical registration protocol and set up an unauthorized facility on Raxil. Stitchvine was part of the group tasked with looking the situation, hoping to help the group get set up properly with the government if their work was ethical. To gather more information, Stitchvine reached out to their Xenowarden friend Kahalara, whom they met while working with Project MED. Kahalara investigated and shared a troubling report that Absolute Zero was secretly a shell company for Frozen Trove, an augmentation researcher known for performing dangerous research on remote worlds. In response, Stitchvine asked the Project SMILE group to let off-worlders take the lead in solving the problem, so that the Frozen Trove's deeds would be less likely to be used to stir up isolationist sentiments.

Stitchvine reached out to their old friend Kahalara to get the Xenowardens involved with the mission, knowing she'd step up to put together a team—something Stitchvine feels too shy to handle on their own—and would make an excellent tactical leader in the field. With Kahalara on board and a team of elite adventurers assembled, Stitchvine's ready to take their world back from the corrupt corporation.

Playing Stitchvine RS

Stitchvine RS is invested in the success of this mission for many reasons. First, they're determined to boost collaboration with the peoples of other planets. Second, having grown up admiring the transformative power of body augmentations, Stitchvine is disgusted by the Frozen Trove's harmful practices, which feels like anathema to them. They want to see ethical manufacturers make augmentations widely accessible, not drain ecosystems of resources and cause untold harm to patients receiving dangerous implants. Absolute Zero Innovations and their parent Frozen Trove represent everything Stitchvine RS stands against, so they're very passionate about the mission.

Stitchvine is selfless to the point of self-sacrificing. On this mission, Stitchvine is likely to take any opportunity they can to

help allies. When the adventure begins, they've already used their mystic bond ability to form a bond with the other characters. This allows them to use several mystic abilities to communicate with, heal, and keep tabs on their allies' status.

Stitchvine doesn't like to ask for help, preferring to be the one to offer aid, but they're enthusiastically accepting of any assistance their friends offer them.

Supply Bag: Stitchvine's supply bag is too heavy for them to carry, making them encumbered. They don't ask for help despite struggling to carry the bag. Since the bag has 2 Bulk, Xyzexius can easily carry it alone, and Kahalara can carry it unencumbered as long as she doesn't pick up anything else beyond her starting gear.

In Combat: Stitchvine RS's greatest strength is their ability to heal injuries. Their precise knowledge of their allies Hit Points totals helps them decide who needs the help most as well as which ability to use (*heal*, Transfer Vitality, or Treat Wounds). When they don't need to restore Hit Points, they can either make their allies more effective with spells like *wisp ally*, hamper their opponents with *command*, or go on the offensive with spells like *mind skewer* or *noise blast*. For any of their spells, they might use Network Spell to increase their range.

Exploration Mode: Stitchvine is likely to Scout if no one else is doing so. Otherwise, they prefer Search or Detect Magic. When other characters attempt skill checks, Stitchvine might offer to help. Their Instinctive Collaborator feat makes them particularly effective at Aiding others. Thanks to their wildwise graft, they can talk to animals, plants, and fungi.

Other Characters

Xyzexius: This mission is the first time that Stitchvine has met Xyzexius, though they've seen Xyzexius's gladiatorial performances a few times on Kahalara's datapad. Watching Xyzexius in battle, it's plain to see they'd dedicated countless hours to training their body and mind, and Stitchvine's equally impressed by their prowess and worried about their strenuous activities. Stitchvine might suggest stretches, dietary supplements, and "rest maxxng" to help Xyzexius safely meet their fitness goals.

Takkar: Takkar's a Skyfire Legion member. He was one of the pilots for Project MED, and so he was one of the people that Stitchvine invited to a party to celebrate the discovery of a new medicinal compound. Stitchvine remembers him as an earnest and somewhat reserved fellow. Takkar's twin brother Karrak has been arrested for espionage against Absolute Zero, and Stitchvine's trauma training and common sense tells them Takkar's probably quite worried, even if he doesn't show it. Knowing a stoic like Takkar might not speak up if he needs something, Stitchvine tries to look out for him and is always ready to lend an ear if Takkar wants to talk through his worries.

Raluraz: Raluraz dramatically quit her job after learning of the business's shady practices, alongside Takkar's twin brother Karrak who has since been arrested. Stitchvine suspects she might be feeling responsible for the harm the company caused, as well as concern for her friend and fear of retaliation. Stitchvine

is concerned that Raluraz might push herself too hard on this mission, so she could probably use some extra care and attention. Stitchvine's impressed by Raluraz's sharp mind and curious nature, eagerly sharing first aid tips and tricks if the skittermander asks... and even if she doesn't.

Kahalara: Kahalara is a dear and trusted friend of Stitchvine's, and Stitchvine is glad she agreed to take point on this mission. Stitchvine's admired her confidence, style, and sunny personality for a long time and always looks forward to working on projects with her. This mission is no exception.

STITCHVINE RS

UNIQUE TINY PLANT RAXILITE

Agender raxilite mystic 3 (*Starfinder Galactic Ancestries* 174)

Heritage next-gen raxilite

Background scientist

Perception +9; low-light vision

Languages Common, Raxi, Triaxian

Skills Crafting +6, Diplomacy +7, Medicine +9, Life Science Lore +6, Nature +11 (+12 to Recall Knowledge), Piloting +1, Religion +9, Survival +9, Stealth +1, Thievery +1

Str -1, **Dex** +2, **Con** +1, **Int** +1, **Wis** +4, **Cha** +2

Items commercial baton, infinity deck, tactical field scientist's toolkit, tactical flashlight, commercial medkit, commercial second skin, *spell gem* (*enhance weapon*), commercial zero pistol (20 charges), 59 UPBs (worth 59 credits); **Augmentations** wildwise graft; **Supply Bag** camping kit, emergency beacon, explorer's canteen (4), hygiene kits (5, one each for a dragonkin, elf, skittermander, raxilite, and ryphorian), commercial repair toolkit

AC 18; **Fort** +6, **Ref** +9, **Will** +11

HP 30

Speed 30 feet

Melee ♦ baton +7 (analog, finesse, nonlethal, parry), **Damage** 1d6-1 bludgeoning

Ranged ♦ zero pistol +7 (expend 2, range increment 30 feet, mag 10, reload 1, tech), **Damage** 1d6 cold

Bond Boost ↻

Divine Spontaneous Spells DC 19, attack +9; **2nd** (3 slots) *false vitality*, *heal*, *noise blast*, *sound body*; **1st** (4 slots) *command*, *heal*, *mind skewer*, *wisp ally*; **Cantrips (2nd)** *daze*, *detect magic*, *guidance*, *ricochet*, *stabilize*

Mystic Epiphany Spells 1 Focus Point, DC 19; **2nd** *infusion*

LFAN Stitchvine has a Levitating Floret Activation Network (LFAN), a special augmentation that lets them carry, use, and Interact with objects as if they were a Medium creature with two hands.

Other Abilities bond boost, group chat, mystic bond, mystic connection (healing), signature spells (*heal*, *sound body*), vitality network (18 Hit Points)

Ancestry Feat Instinctive Collaborator

Class Feat Bond Boost

General Feat Toughness

Skill Feats Assurance (Life Science Lore), Battle Medicine

TAKKAR

Takkar is from the democratic city-state of Zo on Triaxus, a place best known for its pilots and engineers that was recently renamed CityMcCityFace due to a campaign to troll a public vote to rename it. Takkar dislikes the change. He finds the new name frivolous and believes it undermines the dignity of his hometown.



From a young age, Takkar was inspired by the stories that interstellar travelers brought back about distant worlds, and the legends of ace pilots who grew up in his hometown and went on to fly for the Skyfire Legion, the Stewards, or become double agents in alien wars fought in the Vast.

When his twin brother Karrak stayed closer to home and became a programmer, Takkar couldn't resist the call of the boundless stars. He soon discovered that the competition for piloting jobs was fiercer than he'd ever dreamed, particularly among newcomers with no reputation and few options. Takkar often needed to take odd jobs to make ends meet between opportunities to fly. The rare job offers he got weren't even particularly glamorous or exciting.

Takkar's dreams were stalled on the tarmac. But it turns out he just couldn't fly alone. At a festival celebrating an auspicious conjunction of constellations, he met a vivacious and optimistic dragonkin named Xyzexius. The two spoke for hours on many topics, including their hopes for the future. By the end of the night, the honest and forthright Xyzexius spoke poetically of experiencing a special connection with Takkar. While Takkar wasn't ready to reciprocate the intensity of the dragonkin's feelings, he enjoyed their company and felt his own kind of shy spark, so he decided to spend more time with them to see how things developed.

The two decided to start a small shipping business together, with Xyzexius handling the marketing and outreach while Takkar focused on the piloting and brass tacks of business. As they got to know each other better, the two became inseparable, and they eventually became a bonded pair in the dragonkin tradition.

While they enjoyed working together, neither of them had yet accomplished their dreams. Takkar wanted to join the Skyfire Legion as an ace pilot, taking ethical mercenary missions across the Pact Worlds and beyond. Meanwhile, Xyzexius wanted to become a famous gladiator like the battleflowers they watched every week on glitzy media programs. After a few years, they dissolved their business to focus on pursuing their next steps. Takkar took on numerous grunt-work missions for Skyfire Legionnaires to build connections, while Xyzexius moved to the merchant-empire of Ning to start training as a battleflower.

Their efforts eventually bore fruit. Takkar received an offer to join the Skyfire Legion, and Xyzexius became a gladiator in Ning. The partners didn't spend nearly as much time together and had to hire help for their delivery business, but their relationship endured no matter how far away Takkar's flights took him.

Takkar's time in the Skyfire Legion brought him into contact with numerous organizations. In particular, he developed a reputation for effectiveness among some members of the environmentalist Xenowarden faction, which led to regular job offers.

A few weeks ago, a series of events were set in motion that turned Takkar's world upside down. He received a message from

one of his Xenowarden contacts, Kahalara, asking for intel about a company called Absolute Zero Innovations, which was secretly engaging in some extralegal operations in the Vast. Takkar knew that Karrak had recently taken a job with Absolute Zero, and he carefully spoke with his brother about the situation. Concerned about what his company might be hiding, Karrak enlisted his friend and coworker Raluraz to help him hack into the company's files and discovered the truth: Absolute Zero was a shell company for Frozen Trove, an augmentation company known for performing illegal, unethical experiments on remote worlds. Horrified, Karrak and Raluraz deleted their personnel file and gathered evidence to send to the media. Unfortunately, Absolute Zero caught on to what they were doing. While Raluraz escaped the planet, Karrak was arrested on charges of corporate espionage.

Takkar is now determined to expose the truth about Absolute Zero and Frozen Trove to secure his brother's freedom.

Playing Takkar

Takkar is observant, empathetic, and cautious. He is rarely the first person to start a fight, but once he's chosen a path, he commits to it completely. Both in and out of combat, he prefers to work closely with his allies, supporting them with his many skills and team-based tactics. Takkar's reserved and stoic, often letting his partner take the lead in conversations.

Combat: Takkar fights in melee, typically dual-wielding his tactical zero pistol and nano-edge rapier to provide a good flank for allies. If he wants to deal nonlethal damage, he switches out his zero pistol for his pulsecaster pistol. On most rounds, he chooses between using Weakening Shot to inflict a negative condition on an opponent or using sharpshooter to Aim at them with his first action. He watches for opportunities to use Kill Steal to finish off enemies. Takkar carries a skyfire sword, which is Xyzexius's favorite weapon, in case they need a backup.

Exploration Mode: Takkar knows his senses are especially sharp, so he often chooses to Search in exploration mode. When he expects danger, he might also choose to Avoid Notice, especially if he's in an area of underbrush where his Terrain Stalker feat allows him to be particularly good at Sneaking.

Other Characters

Xyzexius: Xyzexius is Takkar's bonded partner and the one he trusts and loves most. They were the first person that Takkar reached out to when he heard his brother had been arrested, and they immediately dropped everything to lend Takkar their shoulder and their weapons. Their relationship is a study in complementary contrasts. Xyzexius is overtly romantic and prone to grand gestures, while Takkar is quiet, observant, and attentive.

Raluraz: Raluraz is a longtime friend and coworker of Takkar's brother Karrak. The three of them have met up for dinner or spent time at vidgame arcades in the past. As soon as Karrak

was arrested, Raluraz got in contact with Takkar and started pitching ideas for how to rescue him. The wild plans that Raluraz proposed cemented Takkar's opinion that she is certainly clever and creative, but that she doesn't always think things through.

Stitchvine RS: Takkar met Stitchvine RS at a Xenowarden complex a few years ago. Stitchvine was the organizer and host of a party to celebrate a breakthrough on Project MED, a sustainable medicinal development initiative that Takkar worked with on one of his contracts. Despite the huge number of attendees, Stitchvine took the time to go around the event and make sure that everyone's individual dietary needs were met. Takkar believes that Kahalara chose well in picking Stitchvine to have their backs.

Kahalara: Kahalara has worked with Takkar several times in the past, when her group of Xenowardens hired the Skyfire Legion for assistance. She's a reliable leader who knows what her team members are capable of and maintains a wide network of contacts.

TAKKAR

UNIQUE MEDIUM HUMANOID RYPHORIAN

Male rypthorian operative 3 (*Starfinder Galactic Ancestries* 180)

Heritage winterborn rypthorian

Background spacefarer

Perception +10; low-light vision

Languages Common, Draconic, Triaxian; limited telepathy (60 feet, with Xyzexius only)

Skills Acrobatics +11, Drift Lore +5, Medicine +8, Nature +8, Piloting +9, Stealth +9, Thievery +9 (+10 to Pick Locks and Disable Devices)

Str +0, **Dex** +4, **Con** +2, **Int** +0, **Wis** +3, **Cha** +0

Items commercial carbon skin, tactical infiltrator's toolkit, infiltrator serum, commercial medkit, commercial medpatch, nano-edge rapier, commercial pulsecaster pistol (10 charges), *shimmerstone serum*, commercial skyfire sword, tactical zero pistol (30 chem), credstick (22 credits)

AC 20; **Fort** +9, **Ref** +11, **Will** +10

HP 38; **Resistances** cold 1

Speed 25 feet

Melee ♦ nano-edge rapier +9 (analog, deadly d8, disarm, finesse), **Damage** 1d6 piercing

Ranged ♦ zero pistol +10 (expend 2, range increment 30 feet, reload 1, tech), **Damage** 1d6 cold

Ranged ♦ pulsecaster pistol +9 (expend 2, nonlethal, range increment 30 feet, reload 1, tech), **Damage** 1d6 electricity

Kill Steal ⤵

Other Abilities focused, notched ears, operative specialization (skirmisher), sharpshooter (aim 1d4)

Ancestry Feat Bonded Tandem

Class Feats Weakening Shot, Kill Steal

General Feat Canny Acumen (Fortitude)

Skill Feats Express Driver, Dive for Cover, Express Driver, Steady Balance, Terrain Stalker (underbrush)

XYZEXIUS

Xyzexius was born and raised in Zo, a prosperous democratic city-state on Triaxus that began as a bustling riverport, then became a destination for spacefarers and ace pilots. The historic city of Zo was recently renamed CityMcCityFace due to a campaign to troll a public vote to rename it. Xyzexius thinks that the campaign was a hilarious marketing strategy, as well as a sign of the lengths their hometown is willing to go to respect the power of the vote.

As a young adult, they met their beloved bonded partner, the ryphorian ace pilot Takkar, at a stellar festival, where they almost immediately fell in love. While it took Takkar a bit more time to reciprocate their feelings, their connection steadily deepened with time. They decided to create their own small shipping business, with Xyzexius handling the talking and the heavy lifting while Takkar handled the flying and navigation. But both dreamed of more glamorous lives. Xyzexius admired the graceful battleflower gladiators they watched each week on holo-broadcasts, and Takkar wanted to put his skills to use for heroic mercenary work as a member of the Skyfire Legion.

Xyzexius moved to the merchant empire of Ning to study the combat techniques and rituals expected of gladiators, while Takkar built contacts among Skyfire Legionaries. Eventually, they both managed to reach their goals. Fighting under the name Xyzexius the Syzygy, Xyzexius has made a name for themselves as a flashy, daring fighter. They thrive on the ritual of combat, the rush of battle, and the throngs of fans cheering their name. Xyzexius has a strong competitive streak, which manifests outside the arena in the hobbies they gravitate to, like racing and participating in battlebot duels. Recently, they've begun setting aside time to train the next generation of prospective gladiators, and they've found the work to be rewarding. If they ever retire from the spotlight, they plan to open a school for stage performers and fighters.

While Xyzexius's performance schedule and Takkar's interstellar missions have been keeping them apart lately, their relationship remains as strong as ever. A few days ago, Xyzexius received an urgent message from Takkar. Takkar's twin brother Karrak had been arrested for corporate sabotage. Xyzexius immediately cancelled their upcoming fights and packed their bags. Now, they're ready to put the battle skills they've honed in ritual combat to the test against real villains.

Playing Xyzexius

Xyzexius is confident, bold, and flashy. They make their living as a stage performer, and they're always playing to the crowd, even when nobody's watching. While they enjoy the spotlight, they've learned from their time in the ring that life, like combat, is a dance. That is to say, if one person tries to take all of the attention without taking note of the needs or strengths of those around them, they're more likely to make a fool of themselves or gain a reputation as a callous villain. So while Xyzexius tends to enthusiastically jump in first and ask questions later, they do their best to avoid stepping on others' toes or taking charge of the whole show. That's not to say they aren't prideful, though.

Xyzexius is prone to bragging about their accomplishments as well as snapping selfies to commemorate victories.

Combat: Xyzexius doesn't hesitate to leap into the fray. At the beginning of combat, they almost always Attune as a free action. They tend to favor photon attunement over graviton attunement, though they're capable of using graviton attunement if it's more suited to the situation.

They like to charge right into melee with Stellar Rush. Close combat not only allows them to deal more damage but also lets them use their Nimbus Surge reaction to Strike opponents that try to use a variety of tactics that aren't a straightforward melee brawl. They typically wield their tactical skyfire sword in one hand and their battle ribbon in the other—a style they picked up from the arena. The tactical skyfire sword deals more damage than their battle ribbon, but their battle ribbon has more reach, is suited to tripping tactics, allowing them to avoid killing their opponent. They're also capable of manifesting a solar weapon if needed. Against tough opponents, they might raise their solar shield, using it to help blunt incoming attacks. If melee combat isn't feasible, they use their solar flare, firing off whichever type matches their current attunement.

Xyzexius carries a zero pistol, which is Takkar's favorite weapon, while Takkar carries a skyfire sword for Xyzexius. These weapons serve as a symbol of their bond when they're apart. When they're together, it symbolizes their readiness to support each other as equal partners. If one of them were disarmed, the other would be ready to get their partner back in the fight. They both prefer this to the idea of having their partner swoop in and save the day.

Exploration Mode: In exploration mode, Xyzexius tends to Scout to help the group get the drop on adversaries or Search to look for hidden hazards or treasures.

Other Characters

Takkar: Takkar is Xyzexius's bonded partner. The two of them met over a decade ago at a festival celebrating a conjunction of constellations, and by the end of the night, Xyzexius was already calling Takkar the "star's greatest revelation." Their relationship is a study in complementary contrasts. Xyzexius is overtly romantic, forthright, optimistic, and prone to grand gestures. Meanwhile, Takkar is quiet and reserved, but somehow has a knack for saying the right words at just the right time and for giving meaningful gifts that show he never forgot a conversation from years ago. Xyzexius cherishes Takkar's shy persona and doesn't hesitate to speak up on his behalf.

Raluraz: Xyzexius has hung out with Raluraz a few times before, since Raluraz is a close friend of Takkar's twin brother Karrak. Xyzexius likes her energy, but they can't always follow her wild leaps of logic when she gets inspired by a new idea. Academia is another type of dance Xyzexius admires from afar while not knowing the steps from a stumble.

Stitchvine RS: Xyzexius first met Stitchvine RS on the flight to Raxil. Stitchvine seems like a real "team parent" type who wants to take care of everybody, and they make great food. Still, their body

looks small and fragile, and Xyzexius can't help but feel protective of them. The little guy looks like they could use some help with that heavy supply bag, after all.

Kahalara: Kahalara has worked with Takkar several times in the past, when her group of Xenowardens has hired the Skyfire Legion for assistance. After the first joint mission, Takkar introduced Kahalara to Xyzexius, and they clicked right away. Kahalara has great style, and Xyzexius enjoys sparking up conversations with her about fashion trends as well as ways to work a crowd.

XYZEXIUS

UNIQUE LARGE DRAGON DRAGONKIN HUMANOID

Nonbinary dragonkin solarian 3 (*Starfinder Galaxy Guide* 144)

Heritage flame heart

Background athlete

Perception +6; darkvision

Languages Common, Draconic, Triaxian; limited telepathy (60 feet, with Takkar only)

Skills Athletics +11, Computers +5, Intimidation +7, Nature +6, Performance +7, Sports Lore +6

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

Items commercial battle ribbon, commando serum, *duo-enhancers*, freebooter armor (with *glamer projector*), commercial medkit, commercial medpatch, tactical skyfire sword, commercial zero pistol (10 charges), credstick (19 credits)

AC 20; **Fort** +7, **Ref** +8, **Will** +7

HP 49; **Resistances** cold 1

Nimbus Surge ⤵ (attuned)

Speed 20 feet; fly 20 feet

Melee ⬥ tactical skyfire sword +10 (deadly d8, two-hand d10, powered, tech),

Damage 1d8+4 fire

Melee ⬥ battle ribbon +10 (analog, nonlethal, reach 10 feet, trip), **Damage** 1d4+4 slashing

Ranged ⬥ photon solar flare +6 (attuned, range increment 30 feet), **Damage** 1d6+4 bludgeoning

Ranged ⬥ graviton solar flare +6 (attuned, range increment 15 feet), **Damage** 1d8+4 bludgeoning

Ranged ⬥ zero pistol +6 (expend 2, range increment 30 feet, mag 10, reload 1, tech), **Damage** 1d6 cold

Other Abilities indomitable self, solar manifestations (solar flare, solar nimbus, solar weapon), stellar attunement

Ancestry Feat Dragonkin Weapon Familiarity

Class Feat Solar Shield (Hardness 2, HP 11), Stellar Rush

General Feat Toughness

Skill Feats Deadlift, Impressive Performance



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