

# STARFINDER<sup>®</sup>

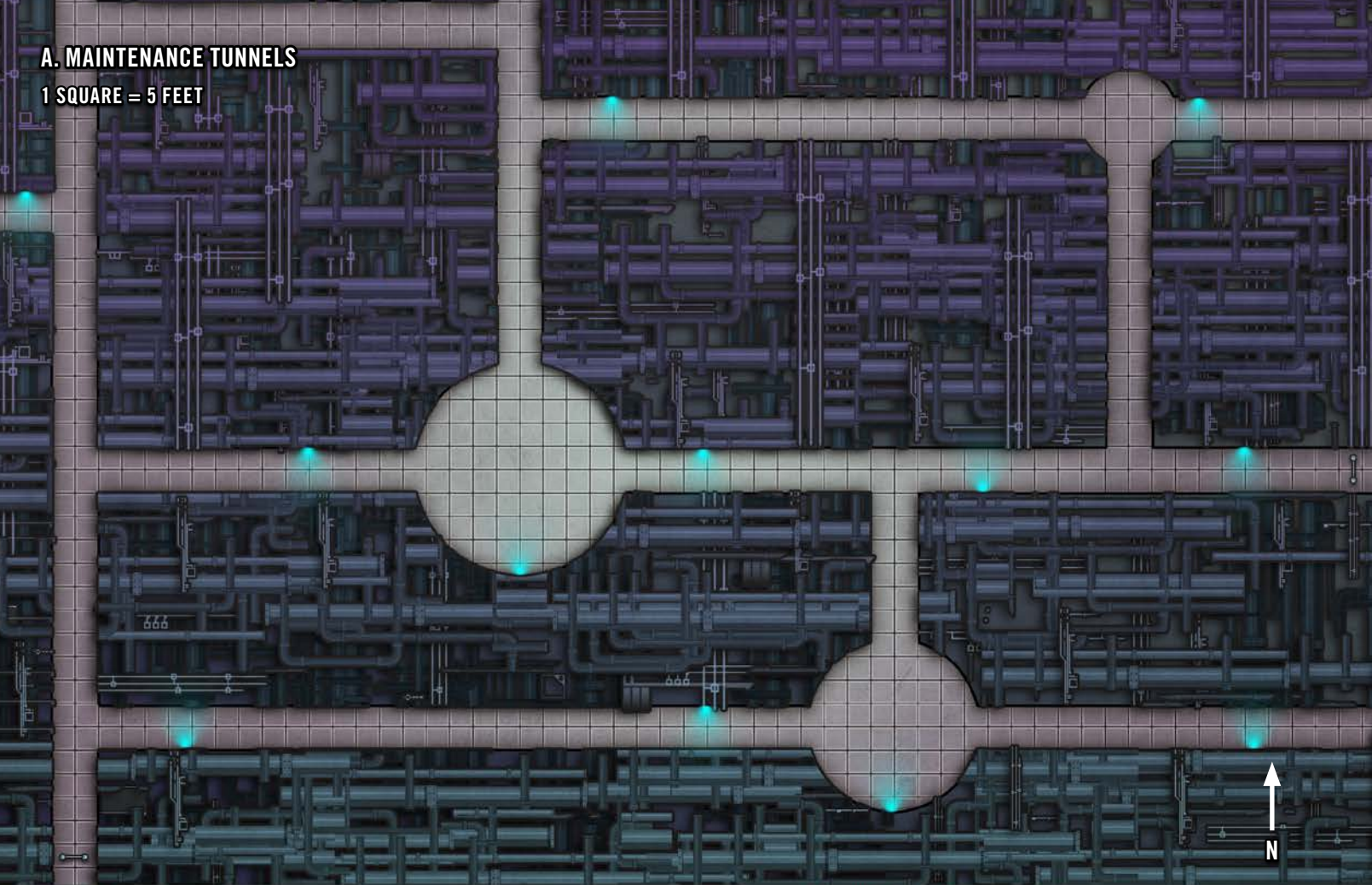
The cover art for Starfinder: Operation Seaside Park depicts a chaotic battle scene. In the center, a character with spiky brown hair, wearing a brown and silver armored suit, is leaping through the air. He holds a glowing yellow energy sword in his right hand and a futuristic green and silver blaster in his left. The background is a complex, blue-toned structure resembling a roller coaster or a futuristic park, with tracks and supports curving through the sky. The scene is filled with various alien creatures, including large, multi-limbed purple and blue monsters and smaller, insect-like flying creatures. Bright orange and red energy blasts and fire are visible, suggesting intense combat. The overall atmosphere is one of high-stakes action and sci-fi fantasy.

## Operation Seaside Park

BY JENNY JARZABSKI

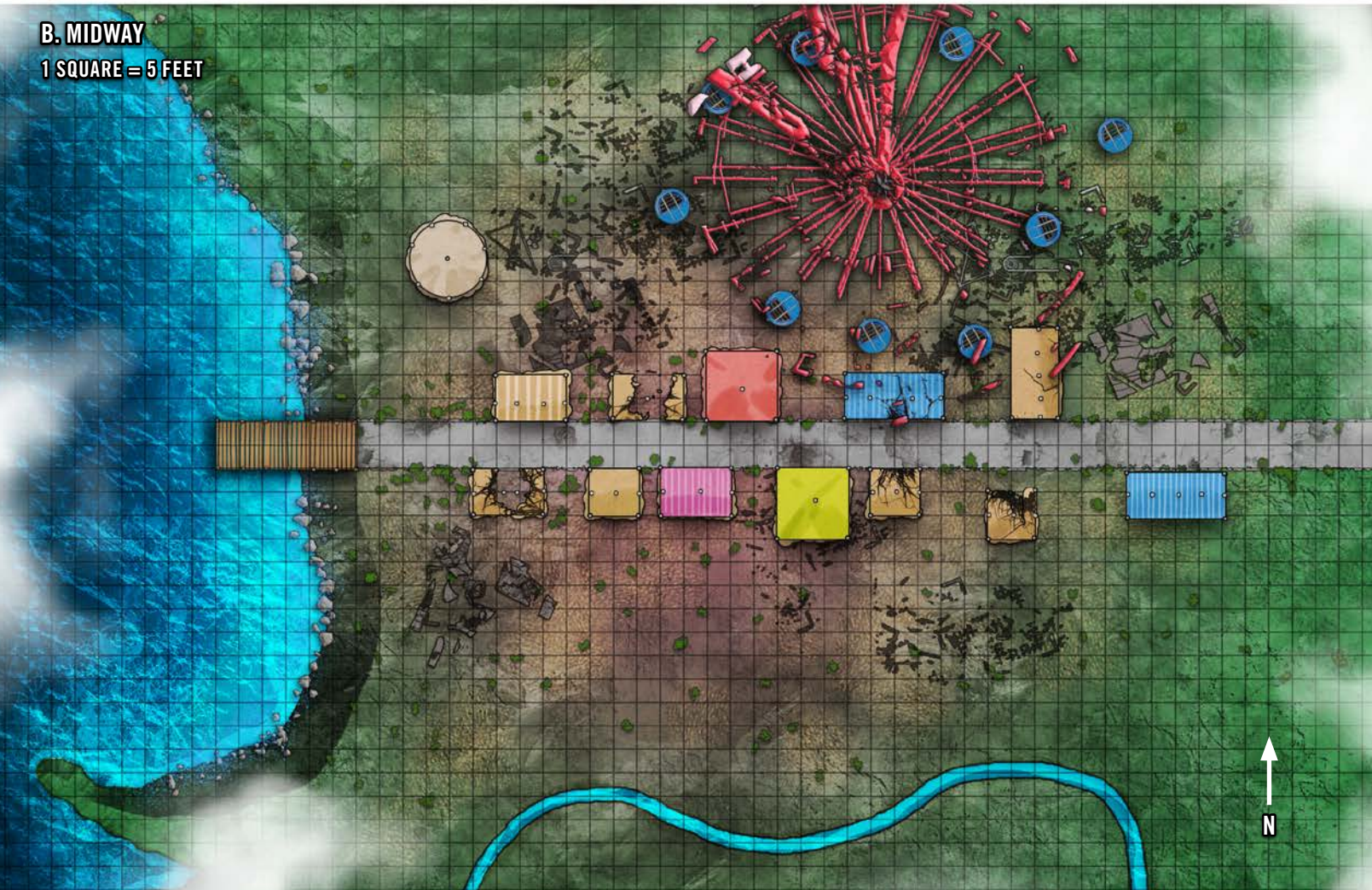
**A. MAINTENANCE TUNNELS**

1 SQUARE = 5 FEET



**B. MIDWAY**

1 SQUARE = 5 FEET



# STARFINDER

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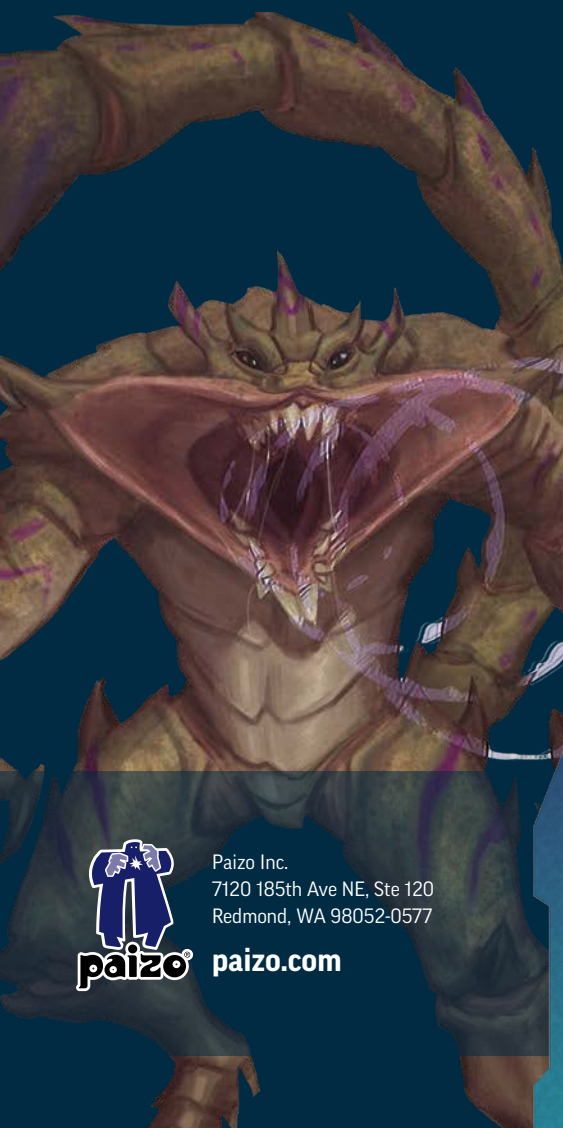
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# Operation Seaside Park

## TABLE OF CONTENTS

**Adventure** ..... 2

**Pregenerated Characters** ..... 11



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This book refers to several other Starfinder products, yet these additional supplements are not required to make use of this book. Readers interested in references to Starfinder hardcovers can find the complete rules of these books available online for free at [paizo.com/sfrd](http://paizo.com/sfrd).

<i>Alien Archive 2</i>	AA2	<i>Armory</i>	AR
<i>Alien Archive 3</i>	AA3	<i>Pact Worlds</i>	PW



## ABOUT THIS ADVENTURE

Welcome to Free RPG Day 2023! When an starship infested with the Swarm—dangerous insectile aliens that consume everything in their path—crashes into an abandoned seaside amusement park, a team of seasoned agents goes to investigate. They fight against near-insurmountable odds to stop the Swarm menace before the aliens can multiply and destroy the entire planet!

This adventure is self-contained, meaning players and GMs aren't required to play other adventures or have knowledge of other events. The adventure assumes the players take on the roles of the pregenerated characters found on pages 11-15 of this book—CLAX, Fao, Jasacus, Rill, and Valmina. Alternatively, the players can create their own 3rd-level heroes using the *Starfinder Core Rulebook*, *Starfinder Character Operations Manual*, any of the playable species found in the *Starfinder Alien Archive* volumes, and any other resources you allow as the GM. Even if the players create their own characters, it's recommended that they review the pregenerated characters, as they're designed to fulfill specific party roles that will be helpful for the upcoming mission.

Player characters complete adventures at different rates depending on the group—some players enjoy roleplaying every interaction, and sometimes tactical encounters run longer than expected. This adventure is designed to be played in 2-3 hours. If you need to adjust for time during the session, remove the encounters in areas **C3** and **C6**.

## ADVENTURE BACKGROUND

A hunger drives the organisms that makeup the Swarm, drawing them to attack and consume countless worlds with little regard for the planet's inhabitants. Swarm components completely strip a planet's resources, devour its biomatter, and steal the genetic material of its life-forms for potential integration into their own collective. When they're done, only a desiccated husk of a world remains. Several decades ago, the Swarm attacked the Pact Worlds and the Veskarium in a bloody conflict. The two formerly hostile powers set aside their differences and came together to drive back the Swarm. Many believe it is only a matter of time before the Swarm try to devour the two systems again.

# Operation Seaside Park

The crew members of the *Contemplator*, a civilian science vessel exploring uncharted space, harvested what appeared to be a harmless sample of biomatter from a desert planet in the Vast. They planned to analyze it on their way home to the Pact Worlds. Unbeknownst to the crew, the sample came from a cache of hibernating embryonic Swarm components.

As the *Contemplator* traveled through the Drift, the Swarm components hatched and slaughtered the crew members—or worse, incorporated them into the ship's new organic structures. The sole survivor, a kasatha who hid from the deadly intruders, attempted to kill the Swarm monstrosity now piloting the ship before it could reach the Pact Worlds. Though he was killed, the kasatha struck a mortal blow against the pilot, but not before the Swarm component brought the *Contemplator* out of the Drift and set it on a collision course with the nearest planet—Castrovel!

On Sarenith 25, 323 AG the *Contemplator* crashed into an abandoned amusement park located along the southern Asana coastline near Qabarat. The vessel began broadcasting a signal that could attract other Swarm ships to the planet unless disrupted or shut off entirely. Worse yet, the crashed ship is packed full of eggs ready to hatch into terrifying Swarm warriors ready to infest the planet!

Various organizations on Castrovel deploy agents to investigate the crash. The city of Qabarat dispatches living weapon Operative 94260, designation **CLAX** (NG SRO<sup>PW</sup> soldier). A Xenowarden named **Fao** (CG espraksa<sup>AA3</sup> mystic) responds to her leader's vision, hoping to support the team defending the world from the Swarm. Ambitious reporter **Jasacus** (N morlamaw<sup>AA3</sup> envoy) angles for exclusive footage of the investigation, while secret agent **Rill** (CN gnome operative) steps in on behalf of AbadarCorp. **Valmina** (LG human solarian), a holy warrior of the sun goddess with a sworn duty to smite evil, is also drawn to the fray.

Can these agents work as a team to save Castrovel? Only time will tell as they prepare to execute Operation Seaside Park!

## GETTING STARTED

The player characters, or PCs, are an elite team assembled for one purpose—taking back Seaside Park from the Swarm! As players arrive, provide them with copies of the pregenerated characters (pages 11–15) and allow the group some time to review options and make their selections. Once the players have agreed on the characters each will play, read or paraphrase the following text to start the adventure.

---

It's after midnight when the call comes. The voice on the other end of the comm unit gets straight to the point, explaining that an unidentified ship made an unauthorized landing on Castrovel, and crashed into an abandoned carnival thirty miles northwest of the city of Qabarat. Several militaries scanned the object in orbit, but the results were inconclusive. That's where you come in. Your job is to investigate the crash site. You're told to rendezvous with other agents, with whom you should cooperate as a team.

---

## WHERE IN THE UNIVERSE?

### CASTROVEL



*The Wild*

**Diameter:** ×1; **Mass:** ×1

**Gravity:** ×1

**Atmosphere:** Normal; **Day:** 1 day; **Year:** 1/2 year

"Operation Seaside Park" takes place on Castrovel as the PCs investigate the site of an alien crash at a seaside carnival. Castrovel is a hot, humid world of jungles, magical ruins, stormy seas, and technomagically advanced civilizations. For more information about Castrovel, see the *Starfinder Core Rulebook* and *Starfinder Pact Worlds*.

The speaker is different depending on each PC's sponsoring organization, but the message is the same regardless of who delivers it. More details about the PCs' backgrounds and motivations can be found on pages 11–15. The PCs arrive at approximately the same time outside Seaside Park's entrance, using various conveyances.

Before getting the adventure underway, encourage the players to introduce themselves and their characters. If a player seems shy or doesn't know what to say, prompt them to tell the group their character's name and pronouns, describe what the character is good at, and provide a brief visual description. Encourage players to get into character and have fun, but don't push them. If your group isn't interested in roleplaying (or if you need to cut introductions short in the interest of time), proceed to asking the player characters to attempt the skill checks in Breaking News below. If your group's feeling chatty and having fun with introductions, wait until everyone's had a chance to talk and ask if they'd like to perform any quick infosphere research on their way to the crash site.

## BREAKING NEWS

On their way to the mission, the PCs might check the local infosphere for footage of the Seaside Park incident. With a successful DC 17 Computers check, the PCs discover some vids that were just uploaded to the image-sharing platform Phototon. The videos are a collection of shaky comm unit or datapad recordings from a distance, all showing different perspectives of the same event. All the videos begin with a comet streaking across the sky and plummeting toward the ground, briefly illuminating a Ferris wheel and roller coasters before it crashes.

A PC who succeeds at a DC 14 Computers check (to enhance the video) or DC 16 Perception check (to notice specific details) can identify the ship as a heavy freighter of common Pact Worlds design.

## WELCOME TO SEASIDE PARK

Sea foam-colored concrete walls shaped like the palisades and parapets of a fairy-tale castle surround a plot of land by the shore. The remnants of a broken Ferris wheel, its metal spokes twisted in places and intact in others, rise beyond the castle walls. The front gate, which is designed to look like the castle's drawbridge, is boarded up and covered in graffiti and a sign that reads, "Closed." A series of rusty padlocks dangle from the door.

The PCs can explore the park how they wish, approaching it from any direction. The easiest ways are by going through the padlocked front gate, by climbing the surrounding walls, or by exploring the underground maintenance tunnels.

**Front Gate:** Getting through the front gate requires a successful DC 17 Engineering check to pick the locks or a successful DC 17 Athletics check to break the door down.

**Climbing the Walls:** A PC can climb the walls at any point in the park's perimeter with a successful DC 20 Athletics check. Each PC must succeed at this skill check if the group wants to stick together. Don't forget that someone who is better at climbing can aid those who aren't!

If a PC climbs onto a wall, the Swarm deadeye (page 6) waiting in area **B** attempts a Perception check to notice them, though it does not begin targeting them until they try to enter the crashed ship, the *Contemplator*, (area **C**; page 7) or activates one of the midway games (page 6).

**Maintenance Tunnels:** The PCs can sneak into Seaside Park by using the underground maintenance tunnels (area **A**). The access point is a circular trapdoor beneath the mossy statue of a mermaid near the front gate. A PC can locate this access point with a successful DC 14 Perception check. The trapdoor isn't locked, and its cover can be pried up fairly easily, requiring no skill checks.

**A Spot to Rest:** The medical tents near the front entrance contain medical supplies, food, and water (see Treasure below) that was accidentally left behind when the park closed. These shelters are also a safe place to take a rest, either for 10 minutes or longer, and establishing this secure base might be a priority for some PCs. Alternatively, the PCs can loot the supplies from the crate inside the larger tent and leave, or ignore the area entirely.

**Treasure:** Inside the medical tent, a locked waterproof industrial crate (Engineering DC 12 to disable) contains enough rations and clean water to supply the group for 72 hours, as well as two *mk 2 serums of healing*, four *mk 1 serums of healing*, a basic medkit, and a dose of sprayflesh.

### A. MAINTENANCE TUNNELS (CR 3)

The PCs can access the park's underground maintenance tunnels through a trapdoor beneath a statue of a mermaid, located outside the park's front gate. Read or paraphrase the following when the PCs descend.

A metal ladder built into a concrete shaft leads down into darkness where grimy maintenance tunnels bore into the bedrock. Down here, the concrete and metal tubes glisten with moisture. Somewhere the sound of dripping water pings off hollow pipes, filling the air with watery murmurs. Dim emergency lights flicker along the catwalk, making it hard to see more than a few feet ahead.

Built just under the surface of Seaside Park, these sturdy concrete tunnels are lined with metal heating and water pipes that run their length. Ladders rise from the tunnels at various intervals offering access to the park. The ceiling throughout the tunnels is always 8 feet high. Dim emergency lights along the catwalk provide some illumination, but being underground, the tunnels have no natural light. The area is dimly lit, meaning creatures in the tunnels have concealment (20% miss chance) from creatures without darkvision or the ability to see in darkness.

**Hazard:** A missed shot from a projectile weapon (such as a squad machine gun) in the maintenance tunnels has a 20% chance to ricochet, hitting a randomly determined target within the weapon's normal range increment.

**Creatures:** The PCs aren't alone in the maintenance tunnels. They're currently being stalked by a Swarm screamer that stealthily follows them as soon as they come down the ladder. The screamer, which resembles a stocky insectile humanoid with a scorpion-like tail, prepares to ambush the PCs when they leave the maintenance tunnels or are otherwise distracted. A pair of Swarm dredgers—bug-like components each with a set of mandibles covered in hooked barbs—also patrol the tunnels, beginning at the metal grate to the east. They attack the PCs as soon as they encounter them; this fight likely proves to be the perfect ambush opportunity for the screamer.

<b>SWARM DREDGERS (2)</b>	<b>CR 1/2</b>
<b>XP 200 each</b>	
CE Small monstrous humanoid	
<b>Init</b> +2; <b>Senses</b> blindsense (vibration) 60 ft., darkvision 60 ft.;	
<b>Perception</b> +4	
<b>DEFENSE</b>	<b>HP 13 EACH</b>
<b>EAC</b> 10; <b>KAC</b> 12	
<b>Fort</b> +2; <b>Ref</b> +4; <b>Will</b> +2	
<b>Defensive Abilities</b> Swarm mind; <b>Immunities</b> acid, fear effects	
<b>OFFENSE</b>	
<b>Speed</b> 30 ft., burrow 20 ft.	
<b>Melee</b> attach +7 or claw +7 (1d6+3)	
<b>TACTICS</b>	
<b>During Combat</b> The dredgers ambush the PCs and attack, doing their best to distract them from pursuing the Swarm screamer.	
<b>Morale</b> The Swarm dredgers fight to the death.	
<b>STATISTICS</b>	
<b>Str</b> +3; <b>Dex</b> +2; <b>Con</b> +1; <b>Int</b> +1; <b>Wis</b> +0; <b>Cha</b> +0	

# Operation Seaside Park

**Skills** Acrobatics +9, Athletics +4, Stealth +4  
**Languages** Shirren (can't speak); telepathy 100 ft.

## SWARM SCREAMER

CR 2

XP 600

CE Medium monstrous humanoid

**Init** +4; **Senses** blindsense (thought) 60 ft., darkvision 60 ft.;  
**Perception** +7

**Aura** frightful presence (20 ft., DC 13, 1d6 rounds)

### DEFENSE

HP 21

**EAC** 12; **KAC** 13

**Fort** +1; **Ref** +3; **Will** +7

**Defensive Abilities** Swarm mind; **Immunities** acid, fear effects

**Weaknesses** vulnerable to fire

### OFFENSE

**Speed** 30 ft., fly 30 ft. (Ex, clumsy)

**Melee** sting +5 (1d4 A & P)

**Ranged** psychic scream +7 (1d4+1 So; critical staggered [DC 13])

**Spell-Like Abilities** (CL 2nd)

1/day—*lesser confusion* (DC 15), *mind thrust* (1st level, DC 15)

At will—*daze* (DC 14), *ghost sound* (DC 14)

### TACTICS

**Before Combat** The Swarm screamer uses its vanish ability to turn invisible when it hears the PCs approach. It then waits until the dredgers engage the PCs or for the PCs to try to leave the tunnels, at which point it attacks.

**During Combat** The screamer targets a different PC each round with its spells and telepathic abilities.

**Morale** If reduced to 8 Hit Points or fewer, the screamer attempts to flee up a ladder to the Midway (area B).

### STATISTICS

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

**Skills** Mysticism +7, Stealth +12

**Languages** Shirren; telepathy 100 ft.

**Other Abilities** vanish 3/day

### SPECIAL ABILITIES

**Psychic Scream (Su)** As a ranged attack, a Swarm screamer can project a psychic scream at a range increment of 40 feet that deals sonic damage.

**Vanish (Su)** Three times per day as a standard action, a Swarm screamer can turn invisible for a number of rounds equal to its CR. It becomes visible if it attacks any creature. This ability functions in all other respects as the *invisibility* spell.

## B. MIDWAY (CR 3)

Seaside Park's midway is situated between the front gate and the crashed ship; the PCs need to cross this area to begin their investigation of the crash site.

A weed-choked midway winds through dozens of colorfully painted booths and tents that might have once

housed games, fortune tellers, or vendors. These structures are weathered and broken, and strewn with prizes scattered across the path among other debris. To the north, a Ferris wheel lies toppled on its side with a few pods still swinging precariously from its twisted metal spokes.

The Ferris wheel's highest point is 30 feet high. The tents and booths in this area provide cover.

When the PCs step onto the midway, a random power surge from the crashed *Contemplator* sends arcs of electricity through the roller coaster that charge one of the park's backup generators. The automated games and rides lurch to life. Warped calliope music plays from hidden speakers throughout the area. Overall, the atmosphere is a bit creepy.





## SWARM LURKER

Since the automated attractions don't require attendants, the PCs can attempt the skill checks associated with the listed games or rides as they see fit. However, they'll likely draw the attention of the nearby Swarm components (see Creatures below). The benefit from each game or ride can be gained only once per PC.

**Shooting Gallery:** This automated game consists of fish-shaped targets bobbing up and down to a tinny, nautical tune. The PCs can use their own ranged weapons or the one provided; winning the game requires hitting three out of five targets (each has a KAC of 16). If they fail, the shooting gallery resets. If they succeed, a vending machine attached to the game spits out the player's choice of one type of *serum of enhancement* (*Starfinder Core Rulebook* 225).

**Test of Strength:** A hologram of a toad-faced demon in a striped suit yells playful insults about the PCs' physical strength as they pass. This hologram is designed to lure in potential customers and if a PC approaches, it dares them to punch it in the face as hard as possible. A PC who throws a punch and succeeds at a DC 14 Athletics check causes cartoonish birds and stars to appear and whirl around the hologram's head. It then opens its mouth to cough up a *spell ampoule of keen senses* (*Core Rulebook* 224). There's only one of these premium prizes left, so only the first character to beat the game gets one.

**Tunnel of Love:** Two swan-shaped boats float in a shallow channel of water that leads into a heart-shaped tunnel decorated with blinking lights. Each boat seats up to four Medium creatures (or two Large creatures). The brainchild of a formian cleric of Hylax, these boats are powered by the psychic energy from positive thoughts. Any occupants of the boat can control it by thinking a positive thought about one of the other occupants, such as by giving them a compliment (out loud or otherwise). Thinking negative thoughts or taking hostile actions, such as attacks, instantly stop the boat. The PCs can direct the boat ride by thinking positive thoughts (whether or not they have psychic powers). If they persevere, they eventually get the boat through

the tunnel—decorated with strings of metal hearts dangling from the ceiling and other love-themed ornaments—and back out again. Any PCs who participate in the Tunnel of Love ride gain a +1 divine bonus to EAC and KAC for the remainder of the adventure.

**Creatures:** A Swarm deadeye watches over the grounds from within a pod at the highest point of the ferris wheel. The deadeye, a lanky Swarm creature with an organic rifle grafted to one of its arms, stays hidden within its perch using its Stealth modifier of +10. It doesn't notice the PCs or attack them unless they climb to the top of one of the surrounding walls or structures, or play one of the midway's games. Assume that any point on the perimeter wall is 500 feet away from the base of the ferris wheel. In addition, three Swarm lurkers—tiny, flying Swarm components with vicious mandibles—hide inside some of the midway's booths. They emerge to attack the PCs when the Swarm deadeye begins shooting.

### SWARM LURKERS (3)

CR 1/3

XP 135 each

CE Tiny monstrous humanoid

Init +3; Senses darkvision 60 ft.; Perception +3

**DEFENSE**

HP 6 EACH

EAC 10; KAC 12

Fort +1; Ref +3; Will +2

**Defensive Abilities** Swarm mind; **Immunities** acid, fear effects

**OFFENSE**

Speed 30 ft., fly 30 ft. (Ex, perfect)

**Melee** bite +5 (1d6 P; critical bleed 1d4)

**Offensive Abilities** flyby strike

**TACTICS**

**During Combat** The lurkers harry the PCs with flyby attacks, swooping in to focus on anyone that gets too close to the deadeye's position.

**Morale** The Swarm lurkers fight to the death.

**STATISTICS**

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

**Skills** Acrobatics +7 (+15 to fly), Stealth +3

**Languages** Shirren (can't speak); telepathy 100 ft.

**SPECIAL ABILITIES**

**Flyby Strike (Ex)** As a full action, a lurker can move up to its speed and make a single melee attack at any point during its movement. This movement provokes an attack of opportunity as normal.

### SWARM DEADEYE

CR 1

XP 200

CE Medium monstrous humanoid

Init +8; Senses blindsense (vibration) 30 ft., darkvision 60 ft.;

Perception +10

**DEFENSE**

HP 17

# Operation Seaside Park

**EAC** 11; **KAC** 12

**Fort** +1; **Ref** +6; **Will** +3

**Defensive Abilities** Swarm mind; **Immunities** acid, fear effects

## OFFENSE

**Speed** 20 ft., climb 40 ft.

**Melee** bite +5 (1d4+3 A & P)

**Ranged** acid shot +7 (1d4+2 A; critical corrode 1d4)

**Offensive Abilities** natural sniper

## TACTICS

**During Combat** The deadeye remains in its perch, shooting any PC it can get line of sight on. If cornered, it relies on its bite attack.

**Morale** The Swarm deadeye is confident that no PC can reach it in its perch, so it fights to the death.

## STATISTICS

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

**Skills** Athletics +5 (+13 to climb), Acrobatics +10, Stealth +10, Survival +5

**Languages** Shirren; telepathy 100 ft.

## SPECIAL ABILITIES

**Acid Shot (Ex)** As a ranged attack, a Swarm deadeye can fire a concentrated blob of acid from the organic firearm grafted onto its arm, which functions as a natural weapon. This attack has a range increment of 60 feet.

**Natural Sniper (Ex)** A Swarm deadeye can aim as a move action and then attack with its acid shot on the same turn, increasing the weapon's range increment to 250 feet. In addition, the attack also ignores partial cover.

**Loss of Power:** Minutes after the PCs finish their fight with the Swarm components in this area, the *Contemplator's* power core gives out, and any lights shining from the crash site blink out in unison. The park's emergency generator continues providing power to the midway, allowing the PCs to play any games they haven't yet.

## C. CONTEMPLATOR CRASH SITE

The unfortunate fate of the science vessel *Contemplator* was to crash into Seaside Park after being taken over by Swarm components: its crew killed or repurposed by the hostile aliens. The impact opened a large hole in the hull accessing area **C1**. The ship currently has no power. All the areas inside the *Contemplator* are dark, meaning that creatures without darkvision effectively have the blinded condition—they can't see, they're flat-footed, and take a -4 penalty to some checks (*Core Rulebook* 273). Using a light source can solve this problem for those who don't have darkvision.

### C1. PORT CARGO HOLD (CR 3)

This roomy cargo hold is mostly empty except for a few shipping containers.

**Creatures:** Four Swarm dredgers clatter out from behind the shipping containers and attack when the PCs enter the hold.

### SWARM DREDGERS (4)

CR 1/2

**XP** 200 each

**HP** 13 each (page 4)

## TACTICS

**During Combat** Each Swarm dredger targets a different PC.

**Morale** The dredgers fight until killed.

**Treasure:** Before leaving on their fateful journey, the captain of the *Contemplator* purchased several containers of technical gear. They didn't know that a small collection of weapons and armor got mixed up with the delivery. If the PCs spend 10 minutes searching the shipping containers, they find one crate that doesn't hold scientific equipment: a suit of basic lashunta tempweave, a suit of office ceremonial plate, a frostbite-class zero rifle, and a tactical rotating pistol (*Starfinder Armory* 44). Though unloaded, the weapons were packed with 20 small arm rounds and two high-capacity batteries.

## C2. STARBOARD CARGO HOLD

This cargo hold is almost completely empty.

## C3. ENGINE ROOM (CR 4)

A grotesque structure made of flesh and chitin encases what was once the ship's power core, its housing crushed by the weight of the pulsing biomass. The power core glows faintly within, turning parts of the alien organ transparent. Attached to the walls and floor are hundreds of partially transparent yellow eggs.

The ceilings in the engine room are 20 feet high.

This large chamber at the center of the ship has become a hatchery for the Swarm components that infested the ship. An unusual biomechanical structure has been fused onto the ship's power core, and occasionally, it releases a flying bug the size of a mosquito that flits over to one of the egg sacs. These are Swarm programmers, who use their needle-like proboscises to inject custom strands of DNA into the gestating Swarm components. A PC who examines these tiny bugs or the eggs and succeeds at a DC 20 Life Science check identifies and understands this process of Swarm reproduction.

**Creatures:** A group of Swarm components—a shambler, a dredger, and two lurkers—guard the engine room and the hundreds of eggs and larvae contained within. The lurkers begin hanging from perches near the ceiling. The shambler is a large, hulking mass of acid-filled pustules and writhing tentacles that might be mistaken for a piece of organic furniture until it moves. The Swarm components attack the PCs as soon as they can sense any intrusion into the hatchery.

### SWARM LURKERS (2)

CR 1/3

**XP** 135 each

**HP** 6 each (page 6)

## TACTICS

**During Combat** The Swarm lurkers attack from the air, targeting PCs who aren't being targeted by the shambler.

**Morale** The lurkers fight to the death to protect the eggs.

## SWARM DREDGER

CR 1/2

XP 200

HP 13 (page 4)

## TACTICS

**During Combat** The Swarm dredger tries to flank a PC with the Swarm shambler.

**Morale** The dredger fights until killed.

## SWARM SHAMBLER

CR 3

XP 800

CE Large monstrous humanoid

**Init** +1; **Senses** blindsense (vibration) 60 ft., darkvision 60 ft.;

**Perception** +8



SWARM SHAMBLER

## DEFENSE

HP 40

EAC 14; KAC 16

**Fort** +5; **Ref** +7; **Will** +4

**Defensive Abilities** acidic pustules (1d4 A, DC 12), Swarm mind; **Immunities** acid, fear effects

## OFFENSE

**Speed** 20 ft., fly 20 ft. (clumsy)

**Melee** slam +12 (1d6+7 B)

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

**Offensive Abilities** death throes (4d4 A, DC 12)

## TACTICS

**During Combat** The Swarm shambler slams into the foe that is closest to it, preferring to target melee combatants whenever possible.

**Morale** Tasked with guarding the hatchery, the shambler fights to the death.

## STATISTICS

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

**Skills** Athletics +13, Intimidate +8, Survival +8

**Languages** Shirren; telepathy 100 ft.

## SPECIAL ABILITIES

**Acidic Pustules (Ex)** When a Swarm shambler takes damage, pustules on its flesh burst, dealing 1d4 acid damage to all creatures within 5 feet. A creature who succeeds at a DC 12 Reflex save negates this damage.

**Death Throes (Ex)** When reduced to 0 Hit Points, a Swarm shambler moves up to its normal movement toward the creature that last dealt it damage, then explodes in a 15-foot-radius burst. All creatures within the area take 4d4 acid damage (DC 12 Reflex save for half).

**Breaking a Few Eggs:** After defeating the hatchery's guardians, destroying the eggs and other biomatter here is a relatively simple task, though it takes at least 30 minutes to do a thorough job.

**Swarm Patrol:** If the PCs haven't already encountered the patrol of Swarm deadeyes in area **C6**, the creatures come to investigate the noises coming from the engine room and arrive 1 minute after the battle with the guardians is over.

## C4. CREW QUARTERS

Each of the seven rooms marked on the map as area **C4** contains four bunks, toilet

facilities, and basic metal lockers.

## C5. REC ROOMS

The crew amused themselves and kept fit with these two recreation rooms (each marked as area **C5**): one containing a small gym with a weight rack and the other a larger court for ball-based sports.

# Operation Seaside Park

## C6. CAFETERIA (CR 3)

This basic cafeteria contains four tables, each with enough chairs to seat five people. A vending machine stands next to a counter with a mk 2 culinary synthesizer (*Armory 129*). Two of the tables have been pushed together to form a makeshift barricade. It clearly did little to keep the Swarm out, as the barricade is broken and bloodstains crisscross the floor.

**Creatures:** If the PCs haven't encountered this duo of Swarm deadeyes yet, it approaches the cafeteria via the hallway while the PCs investigate. The two Swarm deadeyes use the doorway for cover and take shots at the PCs. When this combat begins, remind the PCs that though the barricade didn't keep the Swarm components out, it can provide cover for the PCs when they return fire!

### SWARM DEADEYES (2)

CR 1

XP 200 each

HP 17 each (page 6)

#### TACTICS

**During Combat** The Swarm deadeyes shoot from the hall, preferring to engage in a long-range firefight with the PCs while taking cover in the doorway.

**Morale** When a deadeye is reduced to 5 Hit Points or fewer, it tries to flee down the hallway and lead the PCs toward the engine room (area C3).

## C7. SCIENCE LAB

This is a top-of-the-line science lab. A sleek exam table and workspace hold expensive equipment: an assortment of microscopes, beakers, and other scientific tools—some of it smashed to pieces. A gigantic specimen tube stands in the middle of the room. It is completely shattered, surrounded by blue liquid and broken glass.

This lab is the only room on the ship with a security camera. A portable computer with 6% battery life remaining sits at the workstation. The machine has just enough power left for the PCs to hack it with a successful DC 17 Computers check and locate footage from inside the lab. Fortunately, the camera's recording in timelapse mode, and the PCs can view several days of footage in a short span of time.

Read or paraphrase the following to represent the contents of the footage.

The footage starts with a boring view of the empty lab. The central specimen tube is intact and contains a cluster of gelatinous eggs. The blue liquid surrounding the eggs ripples, and something twitches inside the sac. The eggs suddenly burst, and tiny bundles of claws and mandibles break free, crashing against the glass as they thrash around. Days pass. The creatures develop, growing larger at an alarming rate. More visitors spend time in the lab taking measurements and

## ADJUSTABLE ENCOUNTER

If the PCs don't explore the cafeteria, the patrol of Swarm deadeyes can instead attack them while they're investigating a different part of the ship. Alternatively, if less than an hour remains until the scheduled end time for your game and the PCs haven't already encountered the patrol, consider omitting this encounter.

observing the tube's occupants. A day later when the lab's deserted, the creatures stir into a frenzy. They slam against the glass until it breaks, releasing a cascade of blue liquid that washes over the tile floor. The creatures skitter into the halls and ducts of the ship, then out of sight entirely.

**Development:** Watching the security camera footage allows the PCs a chance to attempt another check to identify the Swarm with a successful DC 17 Life Science check. The PCs can transfer a copy of the footage to one of their personal comm units or datapads with no additional checks; either way, their handler appreciates more intelligence about the crash.

## C8. SICK BAY

This is a standard medical bay with an exam table and two adjustable hospital beds.

**Treasure:** Most of the supplies have already been ransacked or were destroyed in the crash, but if the PCs spend 10 minutes searching the room, they locate two *mk 2 serums of healing* and an advanced medkit.

## C9. BRIDGE

The bridge has four battle stations for the *Contemplator's* crew, including a recessed cockpit for the pilot. Each battle station has a console, currently powered off. A dead human sits in the pilot's seat, their body attached via organic tubes and wires to a fleshy mass in the center of the bridge. A dead kasatha lies facedown nearby, a pistol in his hand.

The kasatha was the sole survivor of the Swarm's takeover; he stormed the bridge to kill his former crewmate, who was being manipulated to fly the ship by the Swarm biomechanical structure. The kasatha was killed shortly after, and without a pilot the ship came emerged from the Drift on a crash course toward Castrovel.

If the PCs power the captain's console by attaching any battery and succeeding at a DC 14 Engineering check, they can review the captain's logs. The logs that are of interest to the PCs start about a month and a half ago, when the ship had just entered the Drift after leaving the Vast. The logs mention a mysterious sample that turned out to be eggs hatching into dangerous creatures that broke containment. Read or paraphrase the following to represent the captain's logs.

**ANOTHER!**

*Operation Seaside Park* is designed to work as a one-shot, but it doesn't have to be played that way! This could kickstart the beginning of a new campaign for you and your group of players. Even if you don't want to continue acting as GM, you or the players might be interested in continuing the characters' adventures elsewhere or creating their own characters to experience the adventure as part of a series.

Your players have already gotten a taste of 3rd-level characters, and what if you don't want to go back to square one? Starfinder Society adventures are designed to run in 4–5 hour sessions, each written for a different level bracket as noted in the product description. They're also one-shots that can easily be strung together as part of a longer campaign, whether as background missions or the main plot of your campaign.

*Starfinder Society #1-04: Cries from the Drift*, *Starfinder Society #1-14: Star Sugar Heartlove!!!*, *Starfinder Society #2-11: Descent into Verdant Shadow*, and *Starfinder Society #2-21: Illegal Shipment* are just a few examples of excellent missions for a group of 3rd- and 4th-level adventurers. Feel free to tailor these adventures to suit the characters' individual handlers, give them an in with the Starfinder Society to explain why they're getting missions from them, or create a new NPC to give the PCs assignments. The choice is yours! Visit [paizo.com/starfindersociety](http://paizo.com/starfindersociety) for more information.

Desnus 9, 323. In the Drift. Zem's utterly fascinated by that sample we picked up in that last system. She thinks they're eggs and has been waiting on them to hatch like a little kid. They're probably harmless, but we have them contained just in case.

Sarenith 1, 323. Still in the Drift. Zem was right about the eggs, by the way. Species A-108 hatched with much fanfare and a little bubbly Kandra was saving. I'm skeptical, but Zem's keeping them contained and observing them.

Sarenith 12, 323. I believe unidentified species A-108 represents a potential danger to this crew. I ordered immediate disposal of the creatures. We can't take any more risks.

Sarenith 14, 323. Zem didn't destroy them. Disobeyed orders. Doesn't matter now. They're out. Yaraesa help us.

**Kill All Swarm:** The PCs can easily destroy the Swarm object in the center of the bridge but doing so sends out a psychic signal to the rest of the ship. Any Swarm within the *Contemplator* that the PCs haven't defeated yet come screeching down the hallways to the bridge. This could be an overwhelming encounter if the PCs came straight to the bridge; give the PCs a round to prepare and stagger the creature's entrances into the bridge to make it more manageable.

**Further Logs:** The PCs can learn more information about the *Contemplator's* travels by accessing the other crew stations, including the coordinates for the uncharted system the ship visited last (where the crew picked up the Swarm eggs). This intelligence proves extremely valuable to the PCs' handlers in Qabarat.

**CONCLUDING THE ADVENTURE**

The PCs complete their mission once they've explored and eliminated the Swarm inside the maintenance tunnels, the crashed ship, and the abandoned carnival. If they took samples from the biomatter inside the ship or succeeded at skill checks to identify the Swarm while investigating, they can send this information to their handlers, who pass the intel through appropriate channels.

Recovering the captain's logs and lab security camera footage provides enough evidence to enable a speedy investigation of what occurred on the *Contemplator*. Bringing back personal effects found in the crew quarters gives the family and friends of the deceased crew closure and peace of mind, despite the tragedy of losing loved ones.

If successful, Operation Seaside Park may go down in history as a heroic effort by a team of legendary figures. CLAX is recognized for their heroism and offered a new post away from the front line as a traffic controller plus a well-earned pension when they're ready to retire. If CLAX remains in combat mode, they become a local hero in Qabarat before skyrocketing to planetary fame. A CLAX model kit soon hits markets of the Pact Worlds!

Jasacus gets an exclusive feature story using footage of the mission, and it results in huge ratings for his network. That keeps the boss happy and keeps credits in Jasacus's pocket. He likely spends them visiting the many fine restaurants and resorts Castrovel has to offer, and enjoying all the perks his rising fame brings with it.

Fao's offered the choice of a permanent post on Castrovel or a sought-after position within the Xenowardens' extraplanetary fleet, scheduled to head to Ghorus Prime in Near Space in the coming days. Whatever her decision, Fao has a day or two to enjoy the cuisine and hiking around Qabarat and the surrounding coastline.

Valmina's work is done, and Sarenrae smiles. After the mission, Valmina is enveloped in the love and protection of the goddess of the sun, receiving a divine blessing that manifests as a permanent change in her hair color from brown to flame orange. Valmina might continue to serve Sarenrae on Castrovel or return to her interplanetary travels, as she and her deity will.

Rill's payout funds whatever magical mystery getaway he's been dreaming of, and he has the choice of disappearing back into his shadowy world or inviting his new comrades to join him for a new type of adventure.

With their mission completed, the PCs should enjoy a well-deserved celebration, knowing their brave deeds have saved Castrovel—and the rest of the Pact Worlds—from a Swarm infestation!

# Operation Seaside Park

## CLAX

CLAX was designed for battle and is a terror to behold on the field of combat, but this SRO has a heart of gold—quite literally! Over the years CLAX has had to perform impromptu battlefield repairs of damaged internal parts with whatever was at hand, leading to them patching up their internal processing unit by soldering it with a handful of melted gold coins. Though they could change it, CLAX has constructed their exterior frame to be ready for war—complete with an integrated machine gun and sword.

CLAX enjoys communicating without words, using only gestures and beeps to playfully test their organic companions' patience—they can start talking anytime they want, though. This playful teasing ends when the going gets tough, as CLAX recognizes that their organic squad mates can't be repaired as easily as them. As such, the SRO isn't afraid to put himself in harm's way to protect their teammates.

### CLAX

Agender SRO career trooper soldier 3 (*Starfinder Pact Worlds* 213, *Starfinder Adventure Path #19: Fate of the Fifth* 43)  
NG Medium construct (technological)

**Init** +7; **Senses** darkvision 60 ft.; **Perception** +2

**DEFENSE** **HP** 23 **SP** 27 **RP** 4

**EAC** 16; **KAC** 18

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

**Defensive Abilities** integrated weapons, robotic

### OFFENSE

**Speed** 30 ft. (20 ft. in armor)

**Melee** dueling sword +5 (1d6+5 S)

**Ranged** squad machine gun +7 (1d10+4 P) or  
frag grenade I +5 (explode [15 ft., 1d6 P, DC 12]) or  
incendiary grenade I +5 (explode [5 ft., 1d6 F, 1d4 burn,  
DC 12])

**Offensive Abilities** fighting styles (bombard), gear boost (bullet barrage), grenade expert

### STATISTICS

**Str** 15 (+2); **Dex** 16 (+3); **Con** 12 (+1); **Int** 10 (+0); **Wis** 10 (+0); **Cha** 10 (+0)

**Skills** Athletics +8, Intimidate +6, Piloting +8, Survival +6;  
reduce the DC of any Culture or Diplomacy check to gather information or recall knowledge about enemy troop sizes and tactics by 5

**Feats** Improved Initiative, Toughness, Weapon Focus (heavy weapons)

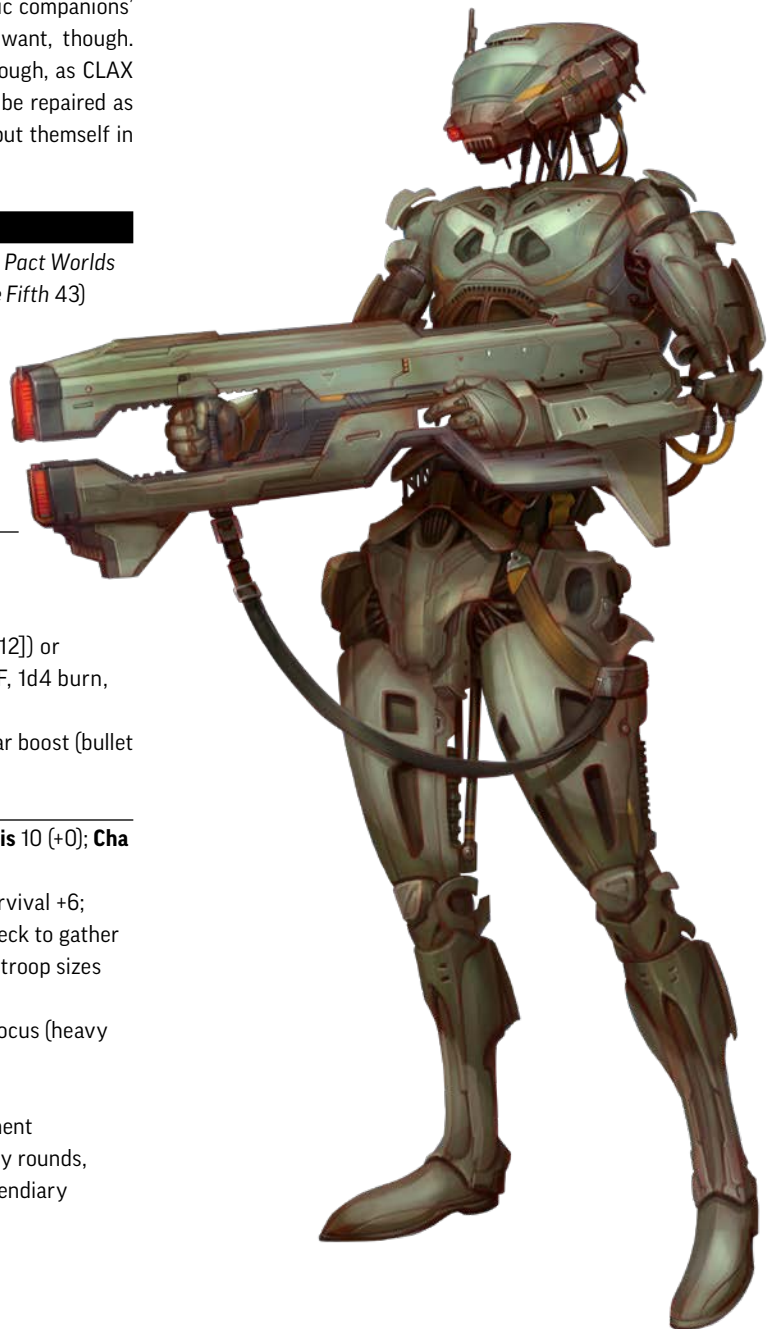
**Languages** Common

**Other Abilities** healing circuit, integrated equipment

**Gear** thinplate, squad machine gun with 80 heavy rounds, tactical dueling sword, frag grenades I (4), incendiary grenade I, 5 credits

## TRANSMISSION #625

Incoming transmission. Operative 94260, designation CLAX, you are ordered to dispatch immediately to the following coordinates. An unidentified alien vessel crash-landed on the surface of this planet hours ago. Identify the vessel and eliminate all hostiles. You are authorized to use force to subdue enemies deemed a threat to Castrovel. Codespeed. Ending transmission.



## FAO

Fao's favorite things in the galaxy are long hikes in wild places, cooking and eating healthy (but trendy) meals, and the field of xenobiology. Fao is fascinated by different species and cares about all forms of life. That's why she left her career as a corporate scientist to join the Xenowardens, an organization of druids dedicated to protecting environments from exploitation and corruption.

Fao passionately champions her organization's causes, but she's not an extremist. She encourages others to see the beauty in the natural world and treat it with respect. She treats friends to her impressive trivia about plants and animals of Castrovel. Fao's curiosity is second only to her sense of survival.

### FAO

Female espraksa wild warden mystic 3 (*Alien Archive* 3 32)



## GREENSPEAKER'S ORDERS

A verdant scream woke me last night—take heed! An alien craft fell from the sky and struck the face of Castrovel. Even now, an invasive species mounts an assault on that world's native plants and animals. You must go quickly and oppose the invaders. They will not stop, and they cannot be reasoned with. There will be others to help you. Use your talents to heal and protect them. Eradicate this blight before it can take root.

Farewell,  
Greenspeaker Idomo

CG Medium humanoid (espraksa)

**Init** +2; **Senses** darkvision 60 ft.; **Perception** +9

**DEFENSE** **HP 22 SP 15 RP 5**

**EAC** 15; **KAC** 16

**Fort** +1; **Ref** +3; **Will** +7; -2 vs. mind affecting effects

### OFFENSE

**Speed** 40 ft., fly 30 ft. (Ex, average)

**Melee** battle staff +2 (1d4+3 B; critical knockdown) or unarmed strike +2 (1d3+4 P plus snatch)

**Ranged** azimuth laser pistol +4 (1d4+1 F; critical burn 1d4)

**Mystic Spell-Like Abilities** (CL 3rd)

At will—*mindlink*

**Mystic Spells Known** (CL 3rd; ranged +4)

1st (4/day)—*lesser remove condition*, *mind thrust* (DC 16), *mystic cure*, *wisp ally*

0 (at will)—*daze* (DC 15), *detect affliction*, *detect magic*, *stabilize*, *telekinetic projectile*, *token spell*

**Connection** healer

### STATISTICS

**Str** 10 (+0); **Dex** 14 (+2); **Con** 8 (-1); **Int** 10 (+0); **Wis** 18 (+4); **Cha** 13 (+1)

**Skills** Culture +6, Life Science +6, Medicine +7, Mysticism +11, Sense Motive +10, Survival +11; reduce the DC to identify creatures of animal, plant, and vermin types by 5

**Feats** Fleet, Spell Focus

**Languages** Brethedan, Castrovelian, Common, Elven, Espraksi, Shirren, Sylvan, Vesk

**Other Abilities** channel skill +1, cold inured, empathic, healing channel (4d8 HP), healing touch (15 HP), multicultural

**Gear** graphite carbon skin (infrared sensors), azimuth laser pistol with 2 batteries (20 charges each), battle staff, *mk 1 ring of resistance*, *serum of enhancement (commando)*, *spell gem of mystic cure* (1st level, 2), basic medkit, beacon, tier 1 analgesic (2 doses), tier 1 antitoxin (2 doses), tier 1 sedative (2 doses)

# Operation Seaside Park

## JASACUS

Jasacus came from humble beginnings on his homeworld Arniselle, an icy planet in the Vast populated by cities built in deep undersea trenches. Exiled from his hometown on false charges, Jasacus quickly learned to fend for himself. He dwelled in the aquatic ruins on the edges of civilization, oftentimes alone, until the Starfinder Society launched an expedition to his planet. Jasacus stowed away on one of the Society's ships to get off-world, heading to the Pact Worlds system with the goal of making a new life for himself.

He eventually ended up on the jungle planet Castrovel, a far cry from the deep and frigid seas of home. Jasacus began vidcasting as he explored the mysterious elven and formian ruins around his new planet. When he uncovered a demonic cult's activities, he shifted the focus of his streams and launched a career in investigative journalism. He's excited about being embedded with the team investigating the crash and hopes to catch it all on video!

### JASACUS

Male morlamaw icon envoy (*Starfinder Alien Archive* 372)

N Large monstrous humanoid (aquatic)

**Init** +0; **Senses** darkvision 60 ft.; **Perception** +5

**DEFENSE** **HP** 22 **SP** 21 **RP** 6

**EAC** 13; **KAC** 14

**Fort** +3; **Ref** +3; **Will** +2

**Resistances** cold 5

### OFFENSE

**Speed** 20 ft., swim 40 ft.

**Melee** tactical baton +2 (1d4+1 B) or unarmed strike +2 (1d3+4 P)

**Ranged** flash compliance ray +2 (1d6+1 F; critical blind<sup>AR</sup> [DC 11]) or stickybomb grenade I +2 (explode [10 ft., entangled 2d4 rounds [DC 10]])

### STATISTICS

**Str** 10 (+0); **Dex** 11 (+0); **Con** 12 (+1); **Int** 14 (+2); **Wis** 8 (-1); **Cha** 18 (+4)

**Skills** Bluff +10, Computers +8, Culture +9, Diplomacy +10, Engineering +8, Life Science +5, Profession (journalist) +10, Sleight of Hand +6, Stealth +6; reduce the DC to recall knowledge about other icons or details about your professions' culture aspects by 5

**Feats** Barricade, Improved Initiative

**Languages** Castovelian, Common, Elven, Morlamaw, Shirren, Vesk, Ysoki

**Other Abilities** amphibious, envoy improvisations (get 'em, inspiring boost [10 SP]), expertise (1d6), expertise talent (additional skill expertise), skill expertise (Computers, Culture)

**Gear** graphite carbon skin, flash

### PRODUCER'S MESSAGE

Hey Jazzy, baby, it's your producer. I've got an in you won't want to miss out on. A UFO just crashed into the planet, and they're sending a bunch of troopers in to clean it up. You're going to be attached to the unit! Get in there, record everything you can, and most importantly—stay alive! You owe me drinks, remember?

Cheers,  
Tarrynce

compliance ray<sup>AR</sup> with 2 batteries (20 charges each), tactical baton, stickybomb grenades I (2), *ring of resistance mk 1*, engineering kit, hacking kit, hygiene kit, scanner (video camera)



## RILL

Also known by the codename Dullahan, Rill is a special agent with a particular set of skills. He's paid sky-high fees for his expert services by AbadarCorp—and other groups with deep pockets, as it suits his fancy. Rill's areas of expertise include alien security and infiltration. The mischievous gnome has a flair for the dramatic, but he doesn't leave behind a trace of his presence when necessary.

As part of his ongoing conditioning to become an elite operative, Rill uses technology and magic to enhance his body and abilities. Rill adheres to the philosophy of Yaraesa, Lady of Wisdom; the principles of scholarship and self-improvement guide his daily life when he's not at work. Rill knows what's best for business—making the hostiles disappear.

### RILL

Male feychild gnome mercenary operative 3  
CN Small humanoid (gnome)

**Init** +6; **Senses** low-light vision; **Perception** +8



## ENCRYPTED COMMUNICATION

Dullahan, your mission is to do whatever it takes to protect the safety of Qabarat. An unidentified ship just hit Castrovel a short distance from the city. It's Pact Worlds standard make, based on our scans, but that's all we've got on it. I expect you know the drill. Get out there and link up with the boots on the ground. You're authorized to use whatever force necessary to take out any threat to security—the company's got your back.

In Steadfastness,  
Agent P

### DEFENSE

**HP 22 SP 21 RP 5**

**EAC** 16; **KAC** 17

**Fort** +2; **Ref** +7; **Will** +3; +2 vs. fear

### OFFENSE

**Speed** 40 ft.

**Melee** survival knife +6 (1d4+2 S)

**Ranged** static arc pistol +6 (1d6+1 E; critical arc 2)

**Offensive Abilities** breath weapon (15-ft. cone, 3d6 C, DC 12),  
trick attack +1d8

**Gnome Spell-Like Abilities** (CL 3rd)

1/day—*dancing lights*, *ghost sound* (DC 12), *token spell*

### STATISTICS

**Str** 12 (+1); **Dex** 18 (+4); **Con** 12 (+1); **Int** 11 (+0); **Wis** 10 (+0); **Cha** 12 (+1)

**Skills** Acrobatics +13, Athletics +10, Bluff +9, Computers +8, Engineering +8, Perception +8, Physical Science +5, Profession (mercenary) +8, Piloting +12, Stealth +13; reduce the DC of Culture and Profession (mercenary) checks to recall knowledge about the military by 5

**Feats** Deadly Aim, Diehard

**Languages** Common, Gnome

**Other Abilities** curious, eternal hope, evasion, gnome magic, operative's edge (+2), operative exploits (holographic clone), specialization (ghost)

**Gear** freebooter's armor, static arc pistol with 4 batteries (20 charges each), survival knife, engineering kit, hacking kit, trapsmith's tools, 10 credits; **Augmentations** *mk 1 ability crystal* (Str), *wyrmling dragon gland*

# Operation Seaside Park

## VALMINA

Valmina is a disciple and warrior-priest of Sarenrae. She believes all creatures are blessed by the Dawnflower's light and therefore worthy of love, protection, and redemption when they falter. But she never hesitates to call upon the power of her goddess to smite evildoers who won't repent. Valmina has dedicated her life to fighting for just causes, protecting the weak from the strong's abuses of power, and burning the blight of evil from the face of the galaxy with Sarenrae's holy fire. Her solarian weapon is whimsically shaped like a burning buzzblade.

Before she was a holy woman, Valmina was the career mercenary "Val the Vanquisher." She was a ruthless gun-for-hire with enemies in every system. When an innocent died because of her actions, Valmina turned from her old life and reforged herself in the Dawnflower's crucible. Few living people know the truth behind Valmina's former identity, and she likes it that way. Anyone using Valmina's nickname gets dismissed with the response: "All glory to the Dawnflower."

### VALMINA

Female human guard solarian (Starfinder Character Operations Manual 11)

LG Medium humanoid (human)

**Init** +0; **Senses** darkvision 60 ft.; **Perception** +6

**DEFENSE** **HP 25 SP 24 RP 5**

**EAC** 15; **KAC** 18

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

#### OFFENSE

**Speed** 30 ft. (20 ft. in armor)

**Melee** solar weapon +6 (1d6+5 S and 1d2 E)

**Ranged** tactical semi-auto pistol +3 (1d6+1 P)

**Offensive Abilities** stellar revelations (black hole [20-ft. radius, pull 10 ft., DC 15], flare [DC 15], supernova [10-ft. radius, 4d6 F, DC 15])

#### STATISTICS

**Str** 15 (+2); **Dex** 10 (+0); **Con** 10 (+0); **Int** 10 (+0); **Wis** 10 (+0);

**Cha** 18 (+4)

**Skills** Athletics +4, Diplomacy +8, Mysticism +6, Survival +6

**Feats** Bodyguard, Heavy Armor Proficiency, Toughness

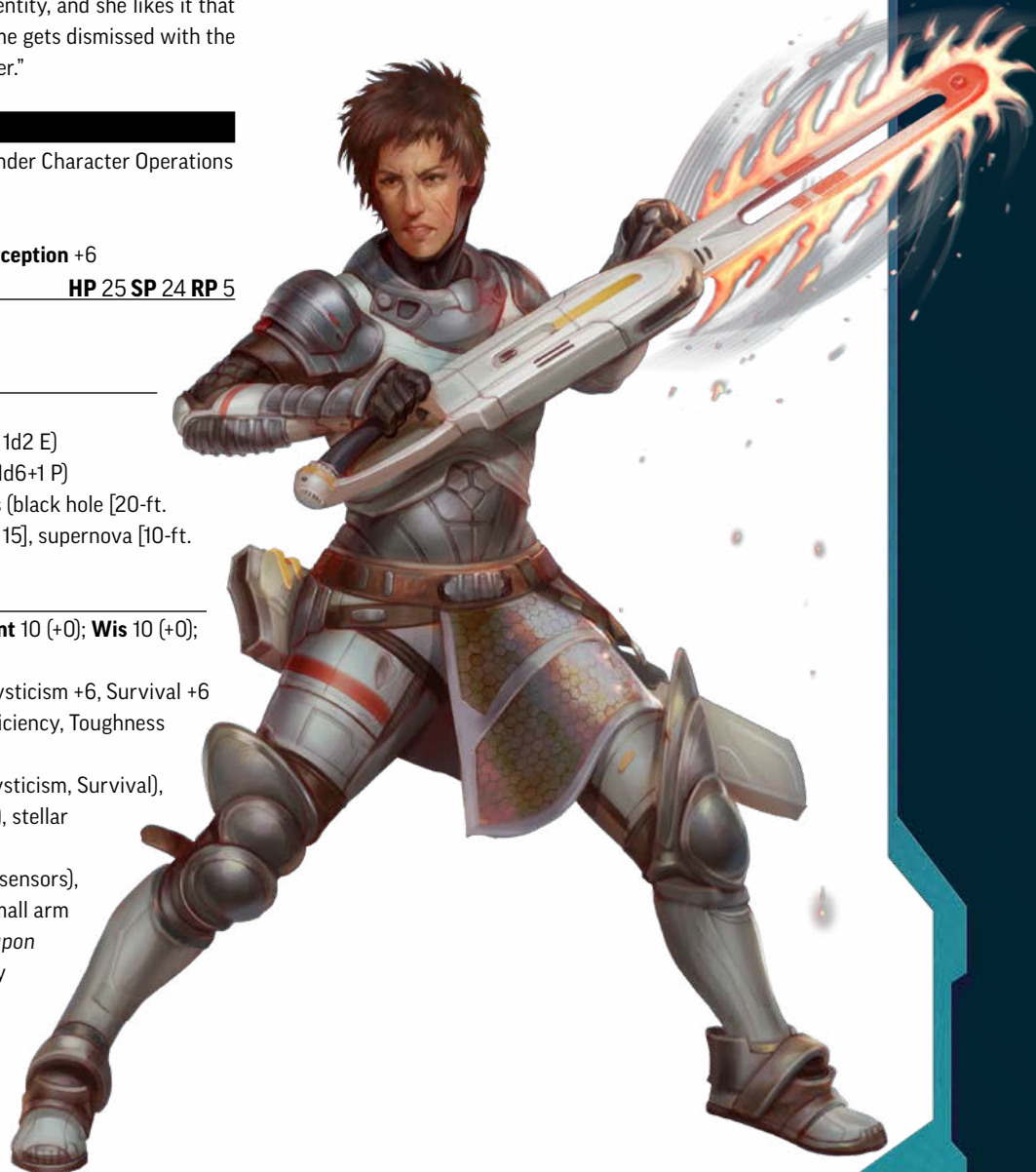
**Languages** Common

**Other Abilities** sidereal influence (Mysticism, Survival), solar manifestation (solar weapon), stellar mode

**Gear** squad defiance series (infrared sensors), tactical semiauto pistol with 49 small arm rounds, *least electron solarian weapon crystal, mk 2 serum of healing*, holy symbol of Sarenrae, 195 credits

## VALMINA'S VISION

The Radiant Eye shines down on the darkened shore of a populated world. A streak of flame plunges through the sky, but this is no blessing of Sarenrae. The truth of the Dawnflower reveals it to be a vessel inhabited by evil crashing down on abandoned buildings that once brought delight to young and old. Travel hence to face blessed battle. Take up armor and sword and quench the flame of the soul with the blood of the wicked to keep the fires of civilization burning.



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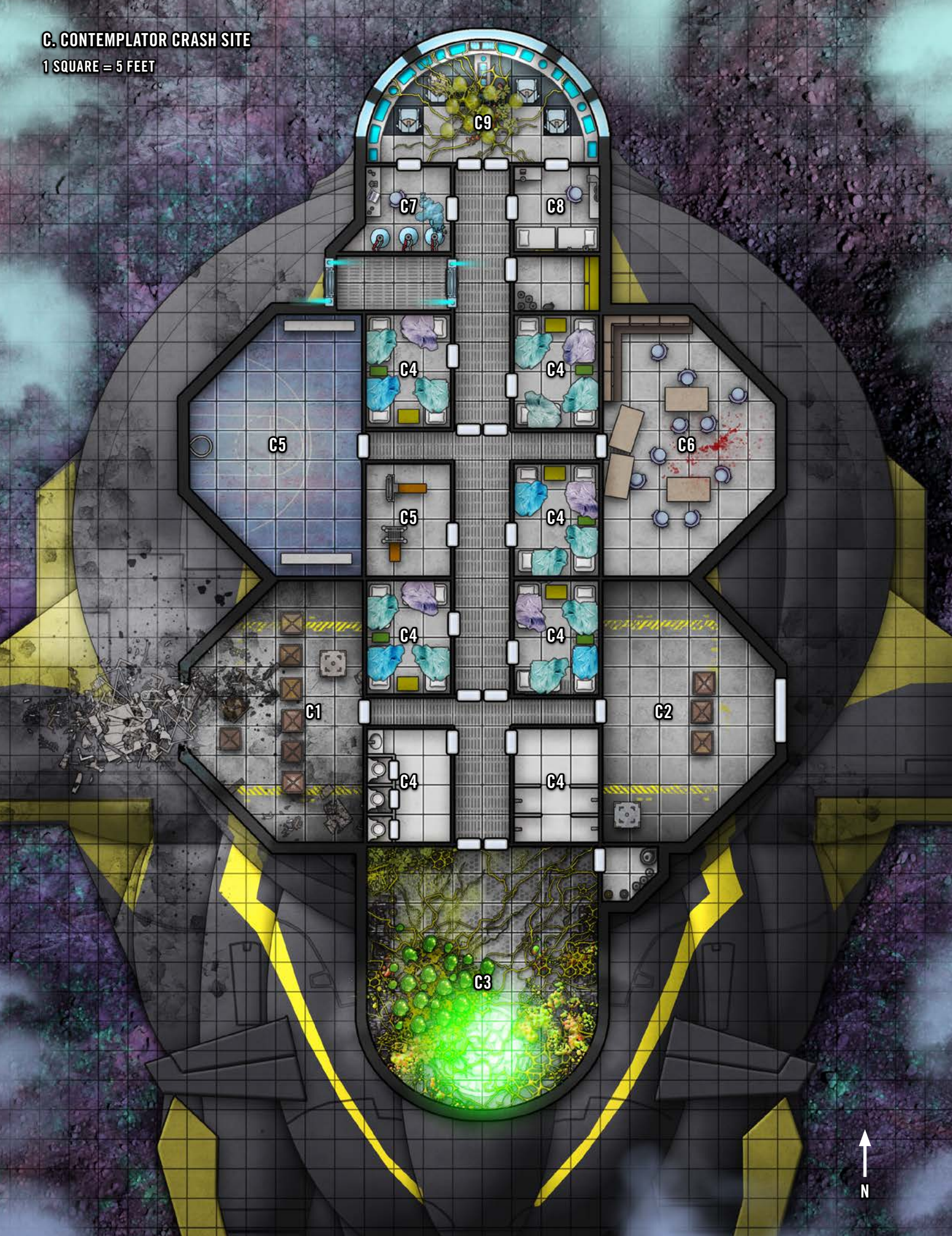
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# C. CONTEMPLATOR CRASH SITE

1 SQUARE = 5 FEET



C9

C7

C8

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C6

C5

C4

C4

C4

C1

C2

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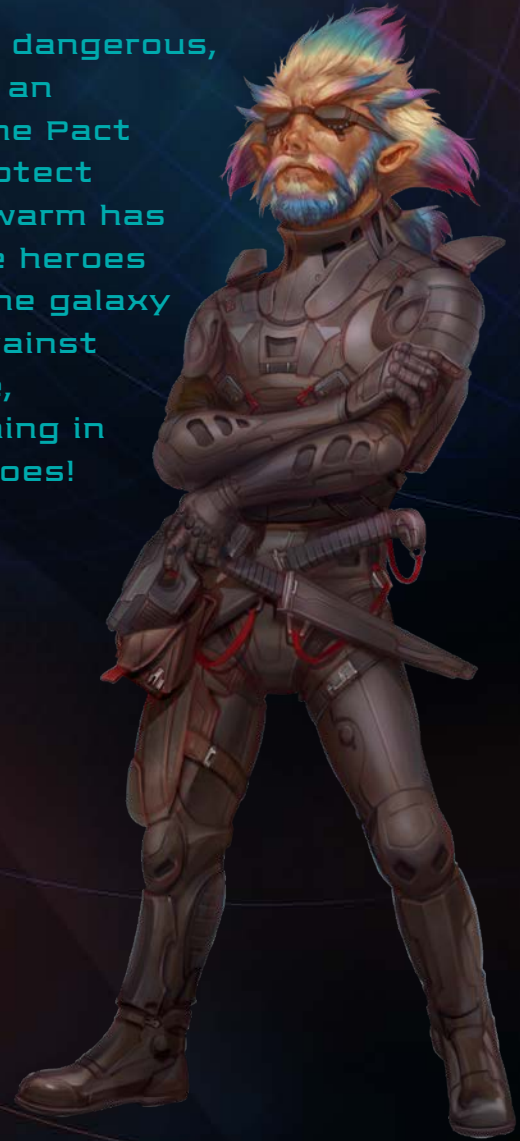
C4

C3



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