

A HEIST OF DIMENSIONS



An easy to run space adventure

A HEIST OF DIMENSIONS

CREDITS

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OVERVIEW

A Heist of Dimensions is an adventure for 3rd level characters, compatible with Starfinder Second Edition. In this adventure the PCs will go on a heist to an asteroid and steal a dangerous artifact.

A Heist of Dimensions is a stand alone adventure, but can be inserted into any ongoing campaign. It is written with the structure of a heist with a flashback mechanic to drive the story forward. The appendix includes suggestions for how to run it as a typically structured adventure.

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Compatibility with Starfinder Second Edition requires Starfinder Second Edition from Paizo Inc. See paizo.com/starfinder to learn more about Starfinder. Paizo Inc. does not guarantee compatibility, and does not endorse this product.

BACKGROUND

Dr. Aalsin Ula, an eccentric and wealthy explorer, has recently acquired a dangerous artifact. A *dimension piercer* capable of creating permanent rifts between dimensions. This artifact is also of interest to the Collectors Collective. They have tried to buy it, but the explorer has refused to sell.

The players are hired by the Collective to retrieve the artifact before the explorer completes his destructive experiments. They fear he will destroy not only the artifact, but parts of the solar HG-43 solar system as well.

The Collective is not the only interested party, however. The Ice Trust Foundation has sent their own team to do the exact same job.

The PCs will have to reach the *dimension piercer* first. Ideally before Dr. Ula pulls the entire solar system into another dimension.

RUNNING THE ADVENTURE

This adventure is structured like a heist. The flow of time between planning and execution is fluid. At set times during the adventure you as the GM will reveal the next set of challenges by flashing back to the planning scene. The PCs can come up with a plan for each challenge before you jump back to the present.

In addition, each PC has one (1) flashback that they may trigger at any time. This will give them the feeling of playing a classic heist movie, where their characters are prepared for the unexpected without you needing hours at the table to plan.

You can also use this narrative device to move the story along if you run this as a one-shot and not over several sessions.

This mechanic is loosely inspired by Flashbacks from *Blades in the Dark*.

To explain the mechanics to your players, you can read the following aloud:

This adventure is a heist where we jump between planning and heisting as the game unfolds. This means that you will not know everything your character knows. To feel like you come prepared, each of you can call for a Flashback Scene once (1), at any time during the adventure. In the Flashback Scene you can describe how you planned for the exact situation your character finds themselves in.

Using this mechanic means that information is kept from the players, which might not be fun for everyone.

If you know this is not a style of play your players will enjoy, all the information from the various Flashback Scenes is collected in the appendix (page 13). Use that to run the adventure in a linear way.

INTRODUCTION

Your straps pull you into your seat as the drop pod adjusts course. You are headed at high speeds towards your target in a pod small enough to avoid detection.

We flash back, to a few days before:

A sparse apartment, just the right kind of dingy for Kriaw, the handler who gave you this job. She is part elf, part machine, with one glowing electronic eye. She activates a holo-projector on the table in front of you. An image of an asteroid with a mansion built on top of it appears.

If this is a one-shot, go around the table and have the players describe their characters and what would appear on screen as their title card for the heist.

Kriaw will tell the PCs about the job:

- › The mansion is Dr. Aalsin Ulas residence and lab. It is located on a small asteroid orbiting close to the star HG-43
- › Dr. Ula has procured a device, a *dimension piercer*, that Kriaws client wants the PCs to steal
- › Her client is the Collectors Collective, a powerful guild who study, build and sell artifacts
- › The PCs will fly a drop pod to the asteroid, get past Ulas detection drones, break in to the mansion, obtain the *dimension piercer* and get out
- › Payment for the job is 500 credits per PC

The asteroid has the following features:

- › It is oblong, the mansion is built on one side, the other is barren and empty
- › Outside the mansion there is an overgrown maze
- › Around the maze there is a fence with perimeter drones patrolling

After informing the PCs of the job, Kriaw will move to the first order of business, where they wish to land:

- › An unmonitored landing site underneath the asteroid for a stealthy approach
- › Inside the perimeter fence for a direct, but messy assault

FLASHBACK: STRANGE READINGS

Kriaw gestures again. The map moves, showing a heavily forested band around the mansion. It looks like an overgrown maze.

Kriaw knows this about the forest:

- › She has registered strange readings from the asteroid. Extradimensional in origin
- › She believes that the maze surrounding the mansion is taken over by a forest from another dimension. Her readings indicate it is a faerie forest
- › The shift between dimensions is subtle, not a clean cut. They appear to exist on top of each other

Kriaw knows this about the mansion:

- › The mansion itself has security cameras on each corner and more drones inside

With this information the PCs can plan their approach before you return to the present.

THE STRANGE FOREST

You come to a hedge maze overgrown with tall trees. As you step forward, the direction of the light shifts. Your shadows grow longer, the light more golden. You still see the sun above, but its light does not reach you.

The maze branches off ahead. Its sides are tall enough that while inside, you will lose sight of the mansion, possibly losing your way.

The forest is breaking through from faerie. It has these characteristics:

- › Light is different in here, it is always golden hour
- › Happy talking, laughing voices can be heard in the distance
- › Animals pass by, appearing and disappearing behind trees and corners
- › Maps and digital guides shift their display, jumping between a wild forest and the maze on the asteroid

To navigate the forest a PC may attempt a DC 15 Survival check to Sense Direction and find their way through. PCs who are expert or better in Survival will find their way with no roll needed.

Critical Success The PC finds the service entrance to the mansion (PCs who are expert or better in Survival also find this)

Failure The PC moves through the maze, but find a (1) drone, not the way out. The drone guards the exit.

The service entrance

The path you are on starts descending. Rounding a corner you see a door set into the rock of the asteroid. The door has a code panel next to it.

The service entrance will take the players into the Kitchen (Mansion - 0B). The door is locked with a security panel.

A PC must succeed at a DC 15 Computers check to Hack the panel or a DC 15 Athletics check to break open the door.

Breaking open the door will cause one (1) drone from the maze to come investigate.

The greenhouse

Passing through the maze you find the exit. Next to it, between two massive trees, you see a greenhouse. Across an open lawn the mansion waits.

This greenhouse is functionally more like a hunters cabin:

- › There is a *dimensional visor* hanging on an equipment hook along with a Seeker Rifle (See the “Simple ranged weapons” section in Chapter 6 of *Starfinder Player Core*)
- › The plants growing inside have been left to their own devices
- › It looks like the greenhouse was used for its intended purpose in the past, but not after the forest appeared

Dimension visor (magic item)

A prototype visor with a strap going around the head. A dial on the right side has a range of settings. Each is marked with a hand drawn symbol.

When putting it on, the wearer can see into an adjacent dimension. Turning the dial changes what dimension the visor is looking into. It is set to Faerie and has settings for Etherial, Astral, Infernal and Faerie.

Reward: The PCs earn 20 XP for getting through the forest and an additional 10 XP if they find the hidden entrance.

FLASHBACK: COMPETITION

The PCs are not the only ones here to get the *dimension piercer*. When you feel it appropriate you can introduce the other team.

This can happen during exploration of the mansion, during the battle in the lab to introduce more challenge or possibly when they have gotten away with the *dimension piercer* and walk straight into an ambush.

You can also not include them to reduce the playtime of the adventure, this is all up to you.

When you want to include them, flash back to Kriaws apartment:

Kriaw swipes the map away. A wanted poster appears. An insectoid face with sunglasses. The name Haek Ahja, floating below.

Kriaw will explain that the PCs are not alone in wanting to acquire the *dimension piercer*. There are other corporate interests involves. The Ice Trust Foundation, a mix of rich collectors who hoard powerful artifacts, have hired the mercenary crew Haek ‘n The Snakes. The PCs cannot let them get to the *dimension piercer* first.

Kriaw knows this about the crew:

- Haek Ahja, the leader, is driven by profit
- The crew has less information than the PCs. Kriaw has managed to slow their intelligence efforts down. Haek doesn’t know where the lab is
- Kriaw is sure Haek ‘n The Snakes knows that the PCs are there

The crew is composed of Heak Ahja and two (2) Snake Crew.

Reward: Defeating Haek ‘n The Snakes will earn the PCs 80 XP.

HAEK AHJA CREATURE 3

Humanoid Medium

Perception +9

Languages Common

Skills Athletics +10, Stealth +10, Computers +9, Thievery +9

Str +3, Dex +4, Con +3, Int +3, Wis +4, Ch: +1

Items (Laser rifle) (Polymer armor, compact shield) (knife)

AC 18; Fort +9; Ref +12; Will +9

HP 44

Speed 25 feet

Melee ♦ knife +12, Damage 1d8+6 P

Ranged ♦ laser rifle +12, Damage 1d10+6 fire

Grenade out! ♦♦ Haek throws a grenade at a point within 60 feet. Every creature within a 10 foot radius of this point takes 2d8 P (Reflex save DC 15)

SNAKE CREW CREATURE 1

Humanoid Medium

Perception +7

Languages Common

Skills Athletics +7, Stealth +7

Str +3, Dex +4, Con +3, Int +3, Wis +4, Ch: +1

Items (Laser rifle) (Polymer armor) (knife)

AC 15; Fort +7; Ref +10; Will +7

HP 20

Speed 25 feet

Melee ♦ knife +7, Damage 1d4+2 P

Ranged ♦ laser rifle +7, Damage 1d6+2 fire

