

5E

THE ADVENTURES OF CAPTAIN STARLIGHT



FIFTH EDITION COMPATIBLE

Help a lone space man repair his ship and defeat an alien threat in this
5th-level adventure for the world's greatest roleplaying game

The Adventures of Captain Starlight

The *Adventures of Captain Starlight* is intended for four characters with an average party level (APL) of 5. Characters who complete this adventure should earn enough experience to reach halfway to 6th-level. A strange vessel has been spotted in the mountains outside of the city. This campaign takes place in Arden, although it can be set in your own world. Any party composition should be able to finish the adventure with intelligent play.

Background

Far away, across the vast Astral Sea, there exists a world far more advanced than our own. The people there have developed technologies that allow them to explore the stars with ships that soar on light beams. One of these vessels, The Valiant, has found itself in trouble. Boarded by unknown alien creatures, it was forced to land in the mountains outside of the city. Now, the lone surviving crew member has gone in search of help. If he can't regain control of his ship, the creatures on board might escape and wreak havoc on the local populace.

Adventure Hooks

A Falling Star. The characters see The Valiant careening towards the mountainside. Believing it to be a rogue comet of some kind, they go to investigate.

An Ill Omen. The characters heard of a comet striking the mountainside outside the city's walls. A local prophet claims this to be an ill omen and asks the characters to investigate it to see what it means.

Coin for Metal. The characters heard that a local blacksmith is paying well for star metal. When news of a fallen star outside the city reaches them, they decide to go scavenge what they can.

Crash Site

As you crest the hill, you find not a comet or a fallen star before you, but some kind of metallic vessel. It appears as though it impacted the mountainside up ahead and skipped forward carving a deep gash in the earth. Fires and smoke trails can be seen scattered among the bits of debris it left behind.

It takes the characters just under an hour to make their way down the mountainside and into the valley proper. As they reach the edge of the debris field, have them make Wisdom (Perception) checks (DC 12). If they succeed, they spot a lone figure climbing out from under a large metallic shard embedded in the ground.

The figure is **Captain Starlight**, the ship's sole surviving crew member. He's a humanoid male, approximately five foot, ten inches tall, one hundred and eighty-five pounds. He's wearing a bright red suit of some kind and a glass dome for a helmet. In his right hand, he wields a strange device.

He greets the characters in an unknown language. When they fail to understand him, he fiddles with his collar and attempts again. This time, each character hears him speak in their native tongue.

"Greetings! I mean you no harm!" the man shouts slowly, enunciating his words carefully. "Please do not be alarmed! All is well!"
The man suddenly doubles over in pain, cursing quietly.

The captain is injured, (two levels of exhaustion, 28 hp remaining) and in need of assistance. He continues to speak slowly until the characters make it clear they can understand him. He can explain the following to the characters.

- He comes from a world far away across the stars.
- His ship, The Valiant, was damaged when it was boarded by extra dimensional monsters.
- He's the only remaining crew member.
- The technology onboard is far too advanced for this world.
- He must get his ship up and running or else he'll be stranded on an alien world.

As he finishes conveying the above to the characters and answering their questions, a roar can suddenly be heard coming from the debris field ahead.

Encounter: First Contact. Four **beta-class xenos** emerge from the debris field and begin moving towards the captain and the characters. They appear to be large insectoid creatures with massive maws and six spindly legs. The captain fights alongside the characters using his *blaster*. He also warns them of the xenos' acidic spittle. The creatures fight to the death, having no sense of self-preservation.

With the initial wave of xenos dead, the captain asks for the characters' help in fixing his ship and escaping the planet. If they agree, read the following.

The man fiddles with a device of some sort on his belt. Suddenly, you find yourself engulfed in a bright flash of light. As it fades, you realize you've been teleported inside the vessel.



The Valiant

The Valiant is a medium sized spacecraft consisting of two engines, a cargo hold, living quarters, and a command bridge. It has the following features unless otherwise specified.

Ceilings. The ceilings are made of a brushed metal and sit 10 ft. above the floor.

Floors and Walls. The floors and walls are made of a grated metal material obscuring wiring and piping behind them.

Doors. The doors are made of a thick metal and are air tight. They're all locked unless otherwise noted.

Lighting. The ship's emergency lights have activated basking the rooms in a red glow.

Unusual Features. The ship is technologically advanced, far beyond what the characters have ever seen. As such, any checks made to interact with the machinery onboard are made at disadvantage.

1. Transporter Room

This room contains four elevated platforms flanked by a large device emanating energy of some type. A door can be seen on the northern wall.

This is the transporter room. The captain used his transponder on his belt to transport himself and the characters back inside the ship. He then explains what needs to be done to get the ship operational. Each task will require the characters to succeed on a DC 14 Intelligence (Investigation) check at the appropriate location onboard the ship.

- The two engines need to be reset. This has to be done locally using the control panels in those rooms.
- The hull was damaged upon impact and poisonous gas has leaked into the ship. Currently it's being contained by two forcefields. The gas will need to be vented using a control panel on the command bridge.
- The xenos onboard must be disposed of. The characters can handle this however they like, but the captain recommends the straightforward approach they used earlier.
- The xenos who have escaped the ship must be lured back onboard, or else they'll reproduce on the characters' world and cause untold havoc. There is a cargo bay on the port side of the ship that contains organic material that the xenos are attracted to. If the characters can open the cargo bay doors, they can lure the remaining xenos back inside.

The doors onboard are currently locked, so the captain provides the characters with a small rectangular object, as thin as paper but rigid as steel. He claims it can be used to lock and unlock the doors via the control panels next to them.

If the characters ask him to go with them, he states he needs to remain behind to monitor their progress. Also, in his current state, he would only slow them down. He does provide them with a device that will allow them to communicate at a distance.

2. Port Engine Room

This room contains two metal boxes. A large door against the southern wall appears to be sealed shut.

The control panel to reset the port engine is located in this room.

Encounter: Infestation. The room is currently occupied by three **swarms of gamma-class xenos**. They're tiny insectoid creatures with chittering maws and needle-like legs. They climb up the walls and ceiling and attempt to drop down on the characters.

3. Starboard Engine Room

This room contains two metal boxes. A large door against the southern wall appears to be sealed shut.

The control panel to reset the port engine is located in this room.

Encounter: Infestation. The room is currently occupied by three **swarms of gamma-class xenos**. They're tiny insectoid creatures with chittering maws and needle-like legs. They climb up the walls and ceiling and attempt to drop down on the characters.

4. Damaged Hull Section

A thick blue fog can be seen contained behind two shimmering fields of energy. Below, holes can be seen in the metal floor.

The gas here is poisonous. The first time a creature enters or begins its turn in the gas, it must make a DC 15 Constitution saving throw, taking 4d6 poison damage on a failure or half as much on a success.

5. Cargo Bay

This large room contains numerous metal containers. The western wall appears to be a large door that can be opened.

The control panel in this room is damaged. If the characters convey this to the captain, he instructs them to go to the command bridge at the front of the ship as they can operate the cargo bay doors from there as well.



6. Living Quarters

This room contains various furniture. Three large windows show the outside world.

Encounter: Alpha Predator. There is a single **alpha-class xeno** in this room. It's a towering insectoid creature with a chitinous armored exoskeleton, large pincers, and tentacles coming from its maw. It attacks as soon as it notices the characters. It tries to grapple and paralyze targets before eating them.

7. Port Crew Quarters

This room contains two beds, a bathroom, and a small storage area.

There is nothing of note in this room.

8. Starboard Crew Quarters

This room contains two beds, a bathroom, and a small storage area.

There is a *blaster* hidden under one of the beds. Treat it as a rare magical item that does not require attunement. It has six charges. The wielder can expend one charge to make a ranged weapon attack up to 120 ft. and dealing 3d8 radiant damage on a hit. Once the six charges have been spent, the device becomes inert and ceases to function.

9. Command Bridge

This large room contains three seats, each of which appears to sit before some kind of desk. Each desk has numerous buttons and levers on it, as well as a pane of glass that displays various symbols. The entire northern wall is covered in similar panes of glass that currently display the outside world.

When the characters reach the command bridge, they find it devoid of life, xeno or otherwise. There, under the direction of the captain, they can interact with the control panels to perform the following actions.

- Vent the poisonous gas.
- Lower the forcefields holding the gas back.
- Open and close the cargo bay doors.

If the characters lower the forcefields, the poisonous gas will flood through any open door. If they subsequently vent the poisonous gas, it will drain out of any room it has reached.

Xenos in the Cargo Bay

When the characters open the cargo bay doors, read the following.

As you operate the control panel, the glass panes in front of you suddenly show an image of the cargo bay and its doors opening. As they do, five of the alien creatures you saw outside the ship pour in and begin devouring the metal containers inside the cargo bay.

Encounter: Last of the Xenos. If the characters open the cargo bay doors, five **beta-class xenos** enter and begin destroying the metal containers within. It takes them 3d4 rounds to destroy everything there before they begin moving throughout the ship searching for more food. If the characters lower the forcefields holding back the poisonous gas, they can use it to harm or potentially kill the xenos without having to engage them in direct combat. Otherwise, the characters will need to hunt down these xenos and dispose of them.

All Systems Go

When the characters have successfully completed all of the captain's tasks, he'll contact them via the device he provided them earlier and thank them for their help. He then asks them to meet him on the bridge. When they arrive, they find him seated in the central chair. He states he should be able to take off now and hopefully make it back to his own world.

The captain will then ask the characters if they want to accompany him. He has no crew now, and it's lonely out in the Astral Sea. If they agree, he officially welcomes them to their new home. Under his guidance, they quickly learn what is required of them and assist him in launching the ship back into space.

If they decline, he'll understand and offer them the following rewards for their assistance.

- A *blaster*
- A second communication device (treat them as a pair of *sending stones*)
- A *space helmet* (treat this as a *helm of comprehend languages* that also makes its wearer immune to gas effects)

When they're ready, he'll teleport them off the ship and back to where they initially met him.



Aftermath

If the characters chose to go with the captain, then their future adventures know no bounds. They may find themselves visiting any number of worlds or planes of existence. If they're lucky, they may even eventually find their way back home with great stories to tell.

If they chose to remain on their own planet, they bear witness to The Valiant taking off and soaring back up towards the stars, its captain heading off to new adventures on new worlds.

Alpha-Class Xeno

Large monstrosity, unaligned

Armor Class 16 (natural armor)

Hit Points 93 (11d10 + 33)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	16 (+3)	5 (-3)	11 (+0)	5 (-3)

Skills Perception +4

Senses darkvision 60 ft., passive Perception 14

Languages —

Challenge 4 (1,100 XP)

Actions

Multiattack. The alpha-class xeno makes two pincer attacks. If the chuul is grappling a creature, the alpha-class xeno can also use its tentacles once.

Pincer. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage. The target is grappled (escape DC 14) if it is a Large or smaller creature and the alpha-class xeno doesn't have two other creatures grappled.

Tentacles. One creature grappled by the alpha-class xeno must succeed on a DC 13 Constitution saving throw or be poisoned for 1 minute. Until this poison ends, the target is paralyzed. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Beta-Class Xeno

Medium monstrosity, unaligned

Armor Class 13 (natural armor)

Hit Points 52 (8d8 + 16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	14 (+2)	3 (-4)	12 (+1)	8 (-1)

Skills Perception +5, Stealth +3

Senses passive Perception 15

Languages —

Challenge 2 (450 XP)

Pack Tactics. The beta-class xeno has advantage on an attack roll against a creature if at least one of its allies is within 5 ft. of the creature and the ally isn't incapacitated.

Actions

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be knocked prone.

Acid Spray (Recharge 6). The beta-class xeno exhales a blast of acidic spittle in a 15-foot cone. Each creature in that area must make a DC 12 Dexterity saving throw, taking 18 (4d8) acid damage on a failed save, or half as much damage on a successful one.



Swarm of Gamma-Class Xenos

Medium swarm of Tiny monstrosities, unaligned

Armor Class 14

Hit Points 36 (8d8)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	18 (+4)	11 (+0)	1 (-5)	10 (+0)	3 (-4)

Damage Resistances bludgeoning, piercing, slashing

Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned

Senses blindsight 10 ft., passive Perception 10

Languages —
Challenge 2 (450 XP)

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny snake. The swarm can't regain hit points or gain temporary hit points.

Actions

Bites. *Melee Weapon Attack:* +6 to hit, reach 0 ft., one creature in the swarm's space. *Hit:* 7 (2d6) piercing damage, or 3 (1d6) piercing damage if the swarm has half of its hit points or fewer. The target must make a DC 10 Constitution saving throw, taking 14 (4d6) acid damage on a failed save, or half as much damage on a successful one.

Captain Starlight

Medium humanoid (any race), chaotic good

Armor Class 16 (space suit)

Hit Points 58 (9d8 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	14 (+2)	10 (+0)	11 (+0)	10 (+0)

Skills Athletics +5, Perception +2

Senses passive Perception 12
Languages All languages (via helmet translator)
Challenge 3 (700 XP)

Actions

Multiattack. The captain makes two blaster attacks.

Blaster. *Ranged Weapon Attack:* +5 to hit, reach 120 ft., one target. *Hit:* 16 (3d8 + 3) radiant damage



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