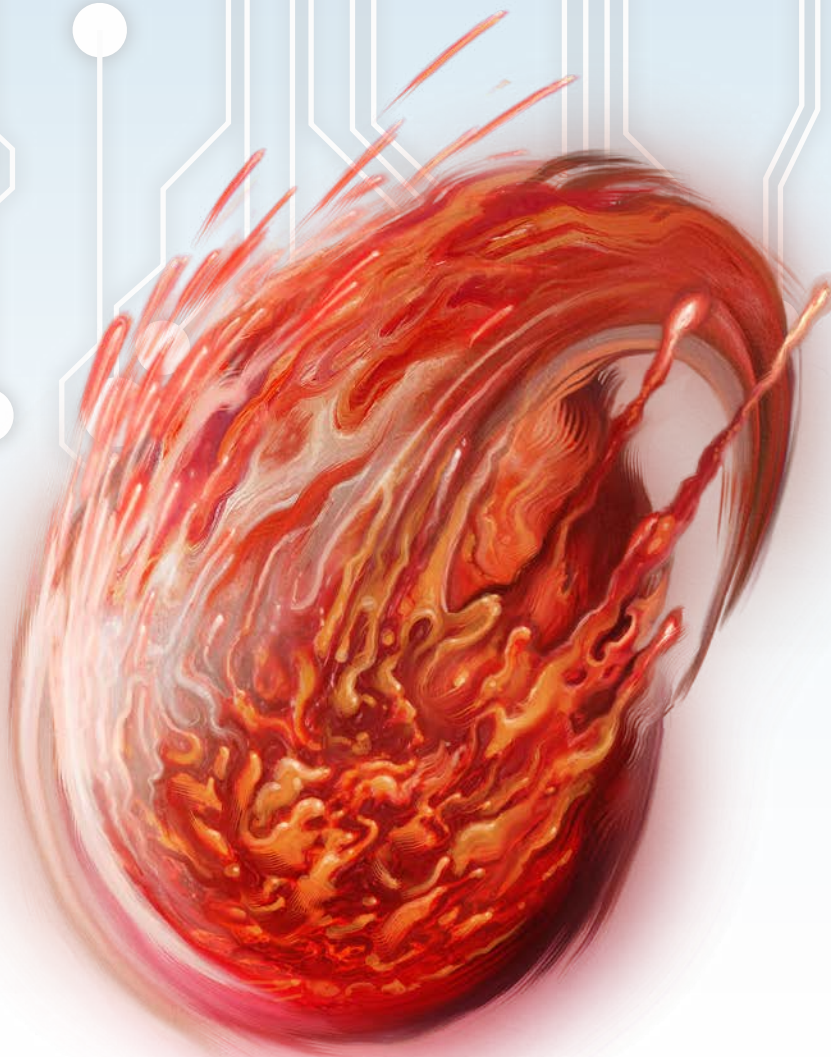


YEAR OF SCOURED STARS
STARFINDER SOCIETY SCENARIO #1-26, TIER 3-6

STARFINDER SOCIETY

TRUTH OF THE SEEKER

BY SHAHREENA SHAHRANI





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HOW TO PLAY

Starfinder Society Scenario #1-26: Truth of the Seeker is a Starfinder Society Scenario designed for 3rd- through 6th-level characters (Tier 3-6; Subtiers 3-4 and 5-6). This scenario is designed for play in the Starfinder Society Roleplaying Guild campaign, but can easily be adapted for use with any world. For more information on the Roleplaying Guild, how to read the attached Chronicle sheets, and how to find games in your area, check out the campaign's home page at StarfinderSociety.club.



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GM RESOURCES

Truth of the Seeker makes use of the *Starfinder Core Rulebook*, *Starfinder Alien Archive 2*, *Starfinder Armory*, and *Starfinder Pact Worlds*. This adventure assumes the GM has access to these sourcebooks. All rules referenced in this adventure are available in the free online Starfinder Reference Document at sfrd.info, and the relevant rules from the *Alien Archive* volumes are reprinted at the back of the adventure for the GM's convenience.

SCENARIO TAGS

Scenario tags provide additional information about an adventure's contents. For more information on scenario tags, see Chapter 1 of the *Starfinder Society Roleplaying Guild Guide*.



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TRUTH OF THE SEEKER

BY SHAHREENA SHAHRANI



The kasatha explorer Jadnura bore a momentous destiny. He made countless discoveries as a Starfinder field agent, traveling throughout the Pact Worlds' hidden ruins and into the furthest reaches of the Vast. His records could fill multiple seasons of the Starfinder Society's famous Starfinder Chronicles broadcast. It was perhaps unavoidable that Jadnura ascended to the vaunted rank of First Seeker, the Starfinder Society's elected leader and the role that determines the Society's primary goal. But what many assumed would be the greatest heights of the Society's many years instead turned to utter catastrophe in the momentous event known as the Scoured Star incident.

An impenetrable magical field trapped Jadnura and all those who followed him into the Scoured Stars for over a year. During that time, the Society's survivors within the Scoured Stars battled against malign outsiders, vicious flora and fauna, and all manner of other threats. Jadnura held together what few pockets of Starfinders he could find, but it was the intervention of elected First Seeker Luwazi Elsebo and the Starfinder Society operating beyond the Scoured Stars that finally broke through the impassable barrier and rescued the survivors of the initial mission from their imprisonment.

Starfinder Society Scenario #1-99: The Scoured Stars Invasion details the events of Luwazi Elsebo's climactic rescue of the trapped Starfinders and the ensuing appearance of a new threat known as the jinsuls. Since that stunning turn in fortune, the Society's leadership has undergone a period of introspection, as veteran Starfinders reintegrate within the Society and the leadership of the organizations factions reorients itself. None of these positions are as prominent as the role of First Seeker, and while Luwazi Elsebo is universally recognized for her role as saving the lost Starfinders, many wondered if Jadnura would seek to reassert his control over the Society's ongoing affairs. No apparent change in leadership has yet occurred, though, and while Luwazi maintains a visible role in mending the Society, Jadnura has all but disappeared following his return from the Scoured Stars.

Unknown to most members of the Society, Jadnura returned to his ancestral home onboard the kasatha colony ship, the *Idari*. There, he meditated within the halls where he had long ago honed his skill as a novice solarian: the Pradulex Monastery. A timely meeting with an old friend, Captain Kahir of the starship *Void Scholar*, introduced Jadnura to a recently discovered stellar

Where in the Universe?

Truth of the Seeker begins on the *Idari*, a kasatha-built generation ship. The *Idari* is formally recognized as a Pact World and is considered the modern home of the kasatha race, despite the species' origins on the distant world of Kasath. For more information about the *Idari*, see *Starfinder Pact Worlds*, available at bookstores and hobby shops everywhere and online at paizo.com.

phenomena within Near Space. Jadnura soon realized that he needed to escape the Pact Worlds to continue meditating on his role within the greater universe. With Kahir's offer of safe transport, Jadnura ventured to the stellar phenomena and asked to be left alone while he studied the site and engaged in thoughtful introspection.

The phenomena discovered by the Void Scholar was a vast black hole consuming a star system and its core star. A far-flung asteroid maintained a steady orbit around the impressive stellar event, and Jadnura opted to meditate within the ruins of a temple located atop the rock. Kahir promised to return after a predetermined length of time, leaving Jadnura with supplies enough to view the event. What neither of the two kasathas knew at the time was that a terrifying aberrant entity had clawed its way out of the black hole's peripheral edge and had inhabited the temple for centuries. This incorporeal parasitic creature found itself drawn to Jadnura's presence and has since begun using its unique abilities to drain the First Seeker of his mind—an action the meditating First Seeker remains unable to stop!

Jadnura's absence has not gone unnoticed. While many within the Society's upper leadership view Jadnura's disappearance with varying reactions, most recognize that there's little to gain by "rocking the boat" and seeking out the true First Seeker. One survivor from the Scoured Stars, however, a friend of Jadnura's from long before the solarian's ascension to First Seeker, realizes that his old friend needs to confront the Society's growing challenges and has assembled a group of dedicated Starfinders to assist in uncovering Jadnura's whereabouts.

SUMMARY

Eshki, a battle-scarred veteran of the Scoured Stars, brings the PCs together in an upscale Absalom Station restaurant. There, he updates the PCs on the status of the missing First Seeker Jadnura, who has been out of communication since traveling to the *Idari* after his return from the Scoured Stars. Eshki wants the PCs to travel to the *Idari* in the hopes that they can find the missing First Seeker and convince Jadnura to return to the Lorespire Complex.

Once the PCs arrive on the *Idari*, they can begin an investigation within the Outland Markets. Following a brief trail of leads, the PCs encounter a lashunta tea shop proprietor who knows Jadnura. The woman directs the PCs to seek Jadnura at the Pradulex Monastery,

where many solarians go to meditate. She may also impart some advice on proper kasathan etiquette.

Upon arriving at the monastery, the PCs speak with a solarian master named Boojan who tests their grasp of kasathan etiquette before directing them to meet with Captain Kahir of the ship *Void Scholar*. As the PCs leave the temple, a group of angry solarian initiates who blame the Starfinder Society for their loss of family during the Scoured Stars incident orchestrate an ambush in the nearby desert. After overcoming the initiates, either with diplomacy or violence, the PCs can meet Captain Kahir. The *Void Scholar's* captain agrees to take the PCs to Jadnura's last known location: an ancient temple in a recently charted region of Near Space where a black hole devours a dying star.

Upon their arrival, the PCs encounter hostile magical manifestations around the remains of a temple dedicated to Ibra. After passing through these hazards, they gain entry to the temple's interior, where First Seeker Jadnura lies comatose thanks to the parasitic aberration feeding on his mental energy. Due to the First Seeker's deep meditation, he is unaware that he has been under an assault that is slowly killing him. Meanwhile, the parasitic entity viciously defends its favored meal in a climactic final battle!

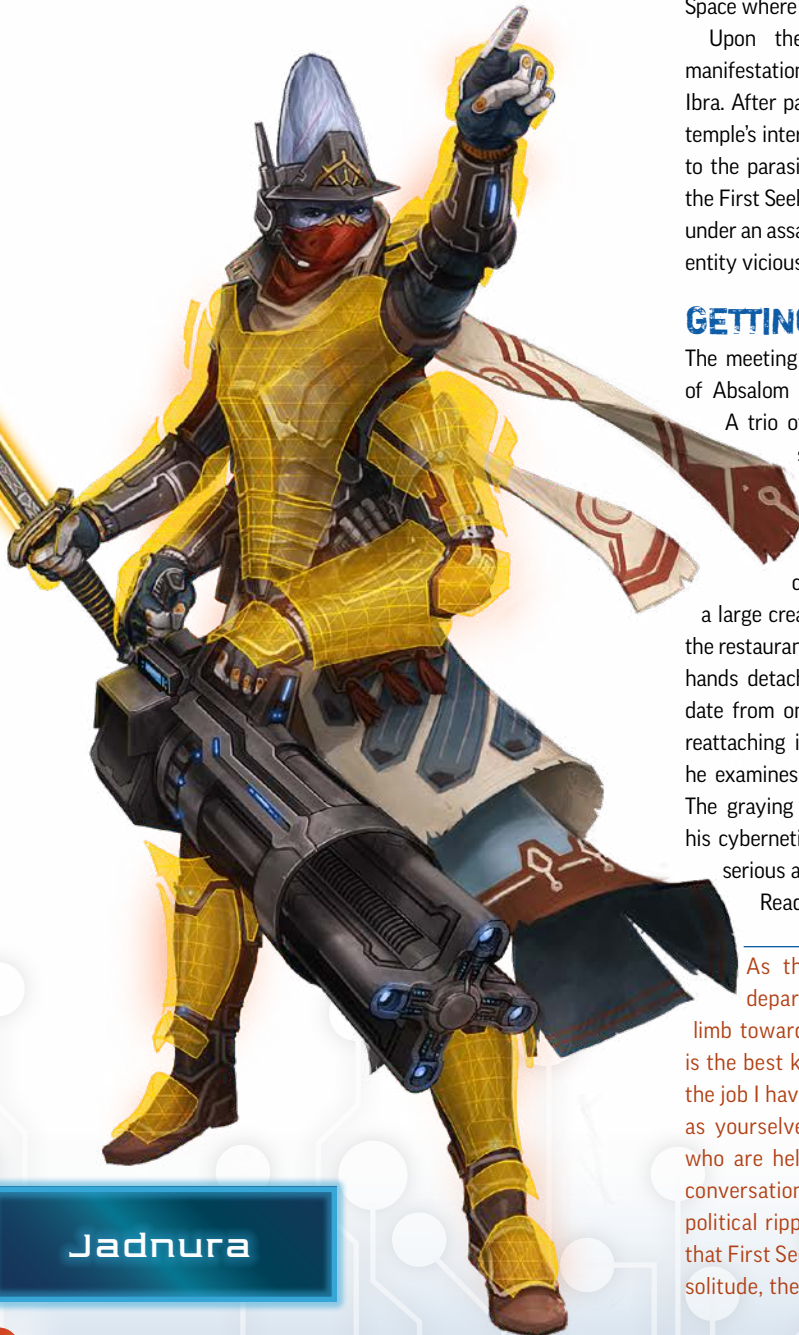
GETTING STARTED

The meeting begins at a round table in Restaurant Lashav, one of Absalom Station's most expensive and exclusive restaurant.

A trio of lashunta waitstaff deliver several trays of exotic, spiced foods and pour drinks into intricate, crystal goblets. A small, blue-furred skittermander missing most of his left ear sits at the opposite end of the table. His left eye and three of his six limbs are cybernetic replacements, and he wears the tooth of a large creature as a necklace around his neck. As he waits for the restaurant staff to finish setting the table, one of his prosthetic hands detaches itself, crawls halfway across the table, grabs a date from one of the dishes, and returns to the skittermander, reattaching itself to his wrist. Munching absently on the date, he examines the group he's assembled with a calculating stare. The graying tips of his grizzled fur and occasional twitches in his cybernetic limbs give the impression that he has seen some serious and perilous action.

Read or paraphrase the following to begin the adventure.

As the staff finish their final table placements and depart, the skittermander waves a clawed, prosthetic limb toward the food and speaks, "Please, eat your fill. This is the best kasathan cuisine in the system. It seems fitting for the job I have for you. I am glad to see helpful Starfinders, such as yourselves, have responded to my invitation. I like those who are helpful. My name is Eshki. I am not much for long conversations. First Seeker Jadnura's return has caused many political ripples within the Starfinder Society. Worse yet, now that First Seeker Jadnura has gone off to the *Idari* to meditate in solitude, these ripples have started to grow into waves. I need



Jadnura

you all to go to the Idari, find First Seeker Jahnura, and convince him to get back here before his absence permanently damages the Society.”

After taking a moment’s pause to eat a handful of vegetable stalks dipped into a spicy, orange sauce and washing it down with strong tea, Eshki continues, “I have arranged and paid for your transport to and from the Idari. Your transport leaves tomorrow morning.” As he hands out the travel credentials, he says, “Remember, the kasathas on the Idari are rules followers. If you follow their rules and customs, this will go a lot easier. However, sometimes their customs can be frustratingly slow. Find First Seeker Jahnura and get him back here as quick as you can. Any questions?”

Who are you and how do you know Jahnura? “Like I said, I’m Eshki; keep your ears up for important information, or you’ll end up like me.” He nods to one of his prosthetic arms for emphasis. “I was a quartermaster onboard one of the Society’s larger ships lost in the first Scoured Stars excursion. I ended up stranded on a volcanic world in that gods-damned place. Had to learn how to operate a machine gun real fast. Jahnura helped me get through the first few months, and I feel like I owe him.”

Where on the Idari can we find First Seeker Jahnura? “If I knew where to find him I wouldn’t need a whole team of Starfinders, now would I? The Idari is a ship big enough to be considered a Pact World. You’ll need to hunt him down yourselves.”

Where should we start looking? Who do we contact? “The transport taking you to the Idari should dock near the Crucibles—the Idari’s shipyard. The Outland Markets aren’t too far from there and probably has someone who knows or has heard something. People in that area tend to be friendlier to outsiders. You can start asking around for information there. Otherwise, how you find him is up to you.”

Why is First Seeker Jahnura on the Idari? “Something to do with solarian meditation on the balance of the universe stuff. I’ll be honest, I know these solarrians like their force armor and gravitational sword doohickeys but, give me a good blaster any day. Just convince him he needs to come back.”

Should we expect any trouble? “As you should know, nothing is ever certain when dealing with Starfinder Society affairs. However, I do not expect the kasathas will cause you any trouble.”

What are the political intrigues you mentioned? Eshki picks a bit of stray fruit from the table and examines it with his augmented eye for a moment before gnashing his teeth down on it. After taking a moment to thoroughly munch on the fruit, he replies, “I don’t involve myself in the details of the Society’s higher politics. But most of us can see that First Seeker Jahnura’s absence has become a bigger problem. Right now, we just need to worry about getting him back. Higher-ups can sort the mess out from there.”

Once done, the PCs may slot their boons for this session. This scenario doesn’t call upon any specific types of boons, so the PCs should be encouraged to select whatever boons they think would be appropriate based on the results of their briefing. This scenario is important to the Second Seekers (Jahnura) faction; GMs should encourage the PCs to slot their faction boon accordingly.

CULTURE (RECALL KNOWLEDGE) OR DIPLOMACY (GATHER INFORMATION)

Based on the result of a Culture or Diplomacy check, the PCs may know about the Idari and Jahnura. A PC knows all the information whose DC is less than or equal to the result of her check.

10+: The PC finds a map of the Idari’s basic layout and a breakdown of major locations they may wish to explore (see page 68 of *Starfinder Pact Worlds*).

15+: Jahnura was known to often visit the Idari’s Outland Markets district. The market boasts the Idari’s largest population of non-kasathas and is something of a local melting pot. Explorers can find almost anything from one of the stalls littering the market.

20+: Solarrians often come to the Idari to find spiritual enlightenment and peace. There are several sites onboard the Idari that cater to solarrians, but none are more notorious than the Pradulex Monastery. Outsiders seeking to enter the Monastery must have a prior rapport with one of the masters.



Eshki

WELCOME TO THE IDARI

After the PCs' meeting with Eshki, they have the evening to make any purchases they want from Absalom Station. The following morning, a transport ferries the PCs to the *Idari*. The journey takes 1d6+2 days and the transport has only a few run-ins with other passing ships before docking within the *Idari*'s Crucibles and disgorging its passengers.

The Crucibles are the manufacturing heart of the *Idari*. The particular module the PCs' shuttle docks in is open to space, and an umbilical cable quickly attaches itself to the shuttle to accommodate disembarking passengers. While traveling through the connecting tunnel, the PCs can witness firsthand the ongoing construction occurring all throughout the Crucibles; ships of dizzying designs undergo retrofit while other mechanics apply repairs to larger starship components and the *Idari* itself. The tunnel ends in a pressurized airlock chamber that connects to an entry point onto the *Idari*'s main interior. A cluster of small vehicles offer transport throughout the ship, and a chartered transport car awaits the PCs. The transport, chartered by Eshki in advance of the PCs' arrival, is an automated vehicle that drives itself to the Outland Markets before departing to accommodate another customer.

THE OUTLAND MARKETS

Upon arriving onboard the *Idari*, the PCs likely make their way to the nearby Outland Markets, as directed by Eshki. If the PCs decide to try visiting other areas first, their explorations should point them back to the Outland Markets for more information. If any PCs have the idea of immediately traveling to the Pradulex Monastery, the site remains closed to them, as any visitor needs prior approval from one of the monastery's resident masters.

The Outland Markets is a place where merchants, both those from the *Idari* and those from temporarily visiting starships, sell nearly all variety of goods. The PCs can purchase equipment here if they need to.

When the PCs first arrive in the Outland Markets, read or paraphrase the following:

A sprawling mix of small buildings, stalls, and pavilion tents stretches as far as can be seen. This area, clearly the *Idari*'s famous Outland Markets, boasts a vibrant mix of species interacting in tightly crammed stalls and wide-open bazaars. The cacophony of merchants and exotic scents tempt and beckon new arrivals into the more open stretches of the markets, and it's clear that this space caters to a dizzying array of different customers.

Myriad unusual spices and other less-obvious goods form a kaleidoscope of sensations aural, visual, and olfactory. Merchants draw the attention of the crowds by calling out in several languages, though Common remains the most prominent language here. Goods like rare, edible glowing mushrooms from Eox to items as mundane as knives forged by the thousands of Pact Worlds factories seem available at

every turn. The calls of the numerous merchants come from all directions.

"Welcome to *Idari*. May I interest you in some fine lashunta tempweave? For you, a special price."

In a distance, a merchant can be heard saying, "Hello there, you look like you could use a new prehensile tail?"

From another direction, "Perhaps some cable line made of adamantine alloy; the strongest cable credits can buy!"

As the PCs interact and speak with a few of the local merchants or make any purchases, they can use Diplomacy to gather information from the vendors and other wandering customers. Alternatively, A PCs can also employ other skills based on how she goes about gathering information from the crowd. Using skills like Bluff to obfuscate what the PCs are looking for or Intimidate to threaten vendors makes gathering information more difficult, and such checks take a -4 penalty. Appropriate Profession skills can be used as a substitute with no penalty, as long as the PCs are using a Profession skill relevant to their information-gathering tactics.

Based on the overall result of the check to gather information, the PCs obtain the following useful information:

10+: The *Idari*'s crew strictly enforces the peace and is notoriously difficult to bribe. Violence and criminal activity onboard the colony ship remains rare, though some younger hot-blooded kasathas can cause problems. Foreign visitors, known locally as "outlanders," are welcomed by most kasathas onboard the *Idari* but are also often the target of younger kasatha aggression.

15+: Visitors looking for a kasatha who lives among outlanders are referred to speak with Alsuka. She's a lashunta who owns a lovely teashop. Since she serves some of the best tea on the *Idari*, her shop is often a first stop for many kasathas returning after long journeys."

20+: Kasathas have always maintained a strong belief in their philosophy known as the Cycle—a belief they share with many solarians. Whether kasatha or not, solarian visitors regularly come to the *Idari* in hopes of learning more about the Cycle or visiting one of the world ship's many monasteries. The Pradulex Monastery is the *Idari*'s most iconic site for solarians, though visitors require some advanced approval in order to enter.

25+: The Outland Markets' proprietor, Alsuka, not only tends to most visitors passing through the *Idari*, but she's also known to be on cordial terms with several of the Pradulex Monastery's ranking masters. In addition to this information, several vendors confirm witnessing a kasatha matching Jadhura's appearance entering Alsuka's tea house several weeks ago.

Development: The PCs should have enough information to proceed to Alsuka's tea shop. If they fail to get a result of 15 or greater using any of the relevant skills, a vendor eventually points them to the tea shop anyway, though the brash nature of how the PCs learn this information applies a -1 penalty to all skill checks to influence Alsuka in the following encounter.

ALSUKA'S TEA HOUSE

An aged lashunta woman by the name of Alsuka runs a vibrant tea shop right near the center of the Outland Markets. Alsuka has rented the shop for decades, and while other nearby buildings show signs of recent renovations and enhancements in the form of updated lighting and new paint, Alsuka's tea shop looks as though it hasn't been changed for years. A scrolling digital sign displays the building's title: "Alsuka's Tea House."

As the PCs enter, read or paraphrase the following.

A scrolling digital sign that reads "Alsuka's Tea House" rests firmly above the open doors of a circular metal structure within the bustle of the Idari's markets. Inside, several customers sit on elaborate cushions spaced in small groups around the clean, open space. Other customers sit on cushions at three bars that rise only two feet from the floor. An android, a kasatha woman, and a young lashunta girl preparing tea and food stand behind the bar. All three of these employees wear simple dresses of fine-quality linens. The aromas of tea and spice intermingle with those of sweets and breads.

A tall damaya lashunta woman garbed in green robes and wearing a fashionably tall hat greets those entering the store. "Welcome! I am Alsuka, and this is my tea shop. Have you come to partake or just to converse?"

Motioning toward several sitting pillows on the far side of the room, Alsuka continues, "Please sit and enjoy what hospitality I can offer. I hear you are seeking a lost friend."

It's clear from this introduction that **Alsuka** (LG female damaya lashunta) already knows a bit about the PCs and their mission. The adventure assumes that the PCs attract some attention in their questioning at the markets, and one of Alsuka's contacts lets her know. In the event that the PCs have taken extreme care to keep their motives a secret, then Alsuka only knows of their arrival thanks to Eshki's prior investigations. Alsuka begins with a starting attitude of friendly toward the PCs.

A LESSON IN MANNERS

Alsuka beckons the PCs to sit with her and explain their mission. She knows that the Starfinder Society is looking for someone and wants to do whatever she can to help. Alsuka knows Jadnura, as the two were friends long before he ascended to the rank of First Seeker. She assumes that the PCs are searching for Jadnura, but she wants them to explain their mission to her before she provides any information. Once Alsuka hears the PCs' explanation, or as much as the PCs willingly share, she calls one of her assistants over.

An android server steps up. He holds a silver tray full of cups, sweets, and small fruits. He places the tray in an open area in the center of the sitting cushions. Alsuka pours more tea from a tall, metal pitcher into each of the cups and passes them out. She

Scaling Alsuka's Tea House

Make the following adjustments to accommodate a group of four PCs.

All Subtiers: Reduce the number of successes the PCs need to positively influence Alsuka by one.

smiles warmly. "Please, enjoy the tea and refreshments on the tray. Jadnura is an old friend of mine. I am pleased to welcome some of his fellow Starfinders into my humble shop. These refreshments are free today. On the Idari, it is considered rather crass not to offer hospitality. If you are offered hospitality or drink, do not refuse it. Kasathas come from a desert world where resources were often scarce. To not accept at least a token of hospitality is considered not only rude but also wasteful. If you do not enjoy tea, we also have water and milk."

A PC who succeeds at a DC 20 Sense Motive check (DC 24 in Subtier 5–6) recognizes that Alsuka is subtly testing the group's manners and that continuing polite conversation is the best approach. It's clear the lashunta is avoiding immediately answering the PCs' questions and that she's more focused on imparting some insight about kasatha customs and culture.

Any attempt to immediately discuss the location of First Seeker Jadnura (or any other business) receives little more than a smile and more tea or refreshments placed in front of the PC. If the PCs begin demanding answers or call Alsuka out for her clear avoidance of answering them, then the lashunta sighs and recriminates the PCs for their poor behavior, explaining that "Jadnura would have never approved of such ill manners."

Assuming the PCs consume some of the food and drink, Alsuka attempts to engage them in conversation about their history and their role in the Starfinder Society. She asks of each PC, "What is your role within the Starfinder Society?" and responds to their answer based on the list below. Some of Alsuka's responses match character classes or roles, but GMs are encouraged to think of other appropriate responses.

Diplomat: "Words and customs are important. They can keep the peace and preserve the people."

Healer: "Health is important to all people. Those who heal are among the most welcomed in society."

Hunter: "Those who can hunt are important to any society. Whether to find food, justice, or a lost friend; a skilled hunter is always valuable."

Mechanic: "Many of us do not often understand the technology we must use to survive. Those who build and repair this technology will always have a special place in society."

Pilot: "Merchants, passengers, explorers, and all those who desire to travel rely on your skills to keep them safe from the many

hazards that can arise on the way to their destinations.”

Scientist: “None of our modern conveniences or medicines would be possible without the keen minds of those who can unravel the secrets of the universe.”

Spiritual Leader: “Just as the body requires nourishment and healing, the soul needs these things too. Your contributions to society ease the existence of us all.”

Warrior: “Not all disagreements can be resolved with words alone. Not all dangerous entities are willing to be our friends. The warrior has always been a valuable and necessary part of our society.”

Development: Much of how Alsuka perceives the PCs depends on how they handle themselves in this encounter. If the PCs waited respectfully and didn’t make immediate demands for information, then Alsuka becomes helpful to the PCs’ cause. If the PCs demanded that Alsuka answer their questions or otherwise acted inappropriately, then Alsuka’s attitude shifts to indifferent. Regardless of whether or not the PCs influenced Alsuka in either direction, the conversation continues in the following section.

SHARING INFORMATION

Having finished initial pleasantries, Alsuka wants to see if the PCs cut to the chase, or if they indulge her with more discussion. To further impress Alsuka, the PCs must demonstrate social etiquette and engage in conversation on some topics of interest. Each of the PCs can attempt one of the skill checks listed below to impress Alsuka. The DC for each of these checks is 18 (DC 21 in Subtier 5–6). If the PCs made Alsuka helpful, each PC can reroll one failed check. If the PCs maintained her friendly attitude, then they can each reroll one of these skill checks as long as they failed by less than 5. The PCs get no rerolls if they reduced Alsuka’s attitude to indifferent.

Bluff: A PC can pretend to enjoy their tea or have an interest in tea. Alsuka continues pouring them additional servings. Otherwise, she is happy to see the (insincere) respect the PCs have for kasathan culture.

Culture or Diplomacy: A PC can show sufficient interest or knowledge about kasatha etiquette and society. Despite being a lashunta, Alsuka appreciates PCs who pick up on her previous etiquette lessons or display knowledge of their own.

Engineering, Life Science, or Medicine: A PC can use one of these skills to discuss facilities or techniques for growing tea leaves. Alternatively, the PC can discuss medicinal or scientific properties of tea or the engineering or construction of Alsuka’s tea shop.

Mysticism: The PCs can use this skill to discuss solarians and their philosophies. A PC doing this can also identify a constellation pattern on the ceiling as being Desnan in its design. Any PC who notices this aspect of Alsuka’s teashop impresses the owner.

Piloting: Alsuka has a keen interest in the many merchants and traders who frequent her shop. Discussion of techniques used to pilot through the Drift interests her greatly.

Profession: Any profession related to entertaining, merchants, or tea interests Alsuka, and she eagerly listens to any information

on these topics.

Special: If the PCs fail a check, they can purchase rare teas from Alsuka to convert up to one failed check to a success—though Alsuka encourages the PCs to purchase boxes of her tea regardless of their skill check results. The PCs must pay a total of 200 credits (400 credits in Subtier 5–6) to convert a failure into a success, and the expense should be marked on the Chronicle sheets for PCs putting credits toward this purchase.

Development: The PCs gain the information and benefits listed below, depending on how many of the skill checks their group succeeded at while attempting to impress Alsuka. The PCs gain all the benefits up to their total number of successes. Regardless of their successes, Alsuka informs the PCs, “My old friend Jadnura mentioned wanting to visit a long-time mentor of his, Master Boojan. You can find Master Boojan at the Pradulex Monastery not far from here. I can let him know you’re coming and get you inside the monastery grounds.”

2+ *Successes:* Alsuka adds, “Boojan is an elder at the Pradulex Monastery. When you first meet him, do not speak or ask questions of him about business until he asks you to. As I tried to warn you, impatience is very rude.” In addition to warning Master Boojan about the PCs’ visit, Alsuka impresses upon the master how cordial the PCs were. The PCs gain a +2 bonus circumstance to Culture and Diplomacy checks with Master Boojan in the following encounter.

4+ *Successes:* Alsuka is confident that the PCs can find her old friend Jadnura. She provides each PC with a *mk II serum of healing* and comments, “Please bring our mutual friend back safe so we can enjoy tea together. The galaxy can be a dangerous place.”

Rewards: If the PCs fail to earn 2 or more successes, reduce each PC’s credits earned by the following amount.

Subtier 3–4: Reduce each PC’s credits earned by 209.

Out of Subtier: Reduce each PC’s credits earned by 376.

Subtier 5–6: Reduce each PC’s credits earned by 542.

PRADULEX MONASTERY

The Pradulex Monastery is a site of knowledge that provides wisdom to those seeking to learn more about the kasathan philosophy of the Cycle. It also caters to those solarians seeking to learn more about or hone their existing abilities. The structure and its satellite buildings rest atop an artificial hill near to the *Idari*’s fore. Local transportation can take the PCs to the outskirts of the artificial desert lining the outer edges of the *Idari*’s interior, but a brief hour-long ground journey through the desert and up the hill is necessary to reach the monastery.

Read or paraphrase the following as the PCs approach.

The Pradulex Monastery is an imposing structure resting atop a tan desert hill. The structure rises well over a hundred feet above the vast desert terrain. Columns of marble-like stone stretch to the height of the building’s roof, while ancient statues of armored and robed kasathas stare down as if scrutinizing all who enter. The great gates of the monastery’s interior grind open as newcomers approach, interior light flickering through

the widening gap.

As the PCs approach the open monastery doors, a trio of kasatha initiates emerges to greet them. Unlike Alsuka, these initiates lack proper kasathan etiquette and perform only the basest introductions before escorting the PCs to master Boojan. These kasathas later attack the PCs in the Defense of Honor encounter, but for now should be portrayed as meek attendants. A PC who succeeds at a DC 20 Sense Motive check recognizes that one of the initiates, the kasatha Kan-Zal, seems annoyed to be dealing with outsiders. If confronted about this, Kan-Zal states that he dislikes being taken away from his training.

MEETING MASTER BOOJAN (CR 6 OR CR 8)

The three initiates bring the PCs through the monastery's somber halls to a circular room. A crystal dome covers the ceiling here, and it reflects back patterns of stars and stellar phenomena like nebulas and comets with stunning trails. A venerable kasatha, **Master Boojan** (LN male kasatha solarian) sits in the center of the chamber, meditating atop a single pillow atop a black and white carpet.

Master Boojan already knows about the PCs' visit, having learned it from the message Alsuka sent. He wants to measure the PCs' respect of kasathan etiquette. He waits for the PCs to sit, verbally offering them the opportunity if they opt to remain standing or don't make any attempts at communication. As the PCs sit, Boojan says nothing for a long while as he finishes his meditations. Any attempt to immediately discuss the location of First Seeker Jadnura (or any other business) receives little more than a smile and a nod, while Boojan keeps his eyes closed in concentration.

After several minutes of awkward silence, Boojan addresses one of the PCs—preferring any PC who has slotted a Second Seekers (Jadnura) faction boon.

The kasatha master raises his wizened hand and points. Without opening his eyes, he asks, "Light or Darkness?"

Boojan's response varies based on what the targeted PC selects. Boojan does not respond to any response other than "Light" or "Darkness," and only accepts a response from the PC he's selected to answer.

If the PC responds "Light," the master's response is as follows.

Boojan contemplates the answer for a moment, nods, and says, "Yes, the stellar energy which supports life. Flame both brings life and destroys it. One aspect; two sides of the Cycle."

If the PC responds with "Darkness," the master instead responds with the following.

Boojan contemplates the answer for a moment, nods, and says, "Yes, the stellar force which compresses the mass of the

Scaling Meeting Master Boojan

Make the following adjustments to accommodate a group of four PCs.

All Subtiers: Reduce the DC required to influence Boojan by 2.

universe so that even galaxies may rise from it. It both destroys stars and builds them anew. One aspect; two sides of the Cycle."

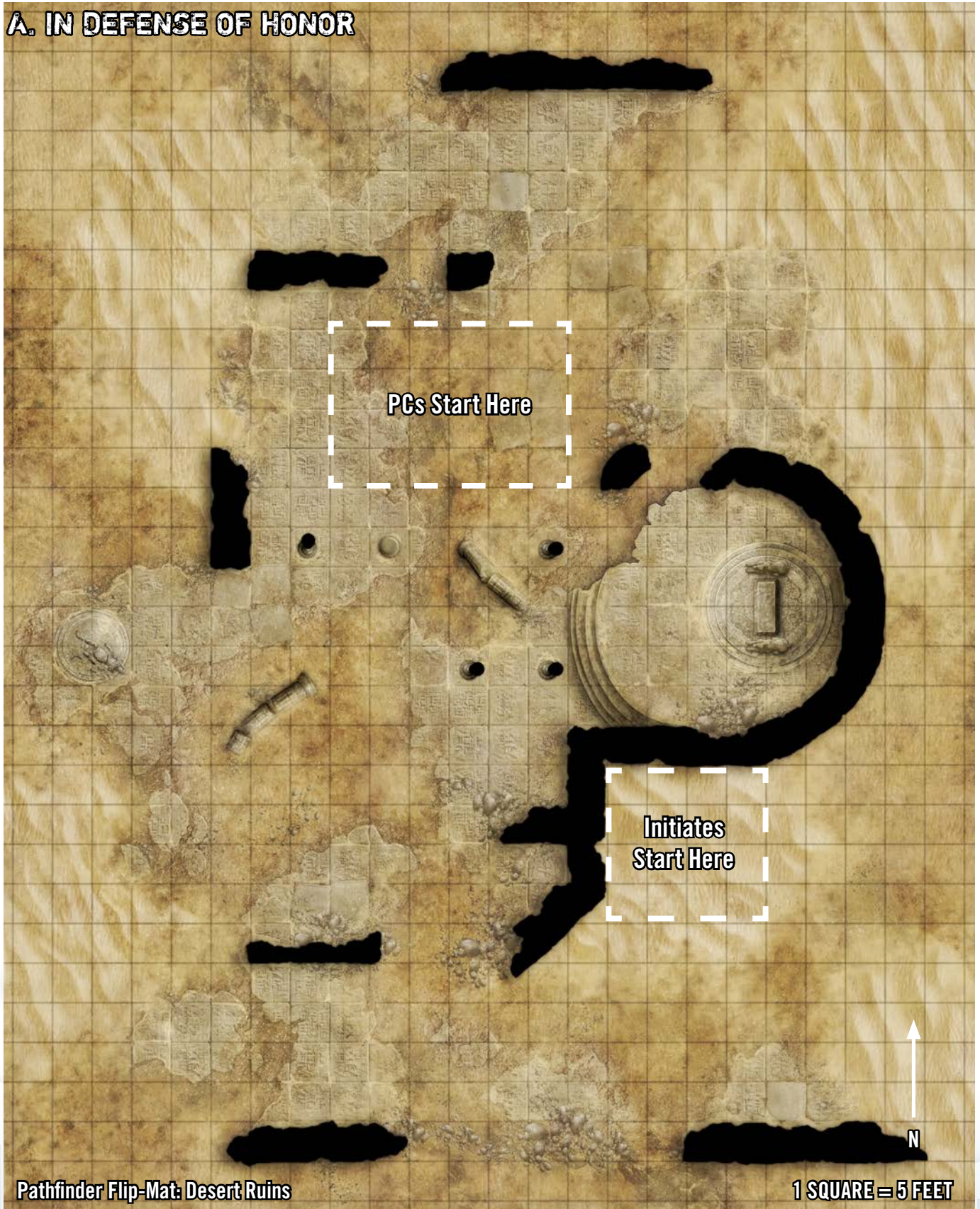
Following this initial exchange, Boojan opens his eyes and directly converses with all of the PCs. He welcomes them to the monastery and asks to hear their tale. The PCs should likely recognize that Boojan's approach is similar to what likely occurred with Alsuka in the tea shop, and the PCs would be wise to spend the extra time indulging Boojan's curiosity with casual conversation before jumping right into asking questions.

Each PC can now attempt a Culture or Diplomacy check to determine how well their grasp of kasatha etiquette translates in dealing with Boojan. Only the highest result is used; instead of attempting the check themselves, PCs can use the aid another action to assist another PC with this check. The PCs cannot take 10 or 20 on this check. For each PC that was patient and did not interrupt Master Boojan, the PCs gain a +1 bonus to their highest check result, up to a maximum of +4. Any PC who repeatedly interrupted Boojan or refused to follow etiquette may not attempt the Diplomacy check or aid another. Remember, if the PCs sufficiently impressed Alsuka in the previous encounter, the group receives another +2 to the final check. The DC to fully influence Boojan and the initiates is 24 (DC 28 in Subtier 5-6).

Master Boojan dismisses his initiates at this point. If the PCs succeeded at the Culture or Diplomacy check to influence Boojan, the kasatha master is pleased with their manners and offers to assist them in finding Jadnura. He provides all the information he has on Jadnura's last known whereabouts (see Development below). If the PCs fail this check or otherwise act in an exceptionally inappropriate manner, Boojan still puts the PCs in contact with Kahir, if only to get them out of the monastery. In this unfortunate circumstance, the Society finds it difficult to earn entry into the monastery's few private rituals open to select outsiders—the rewards penalty below represents the financial burden of this loss.

Development: Once successfully impressed, Boojan explains what he knows about Jadnura. The First Seeker visited the monastery as a place to spend time in silent meditation, though Jadnura found no solace within the monastery's walls. A visiting starship captain, Kahir of the *Void Scholar*, came to report a stellar phenomena he believed would be of interest to the

A. IN DEFENSE OF HONOR



Pathfinder Flip-Mat: Desert Ruins

1 SQUARE = 5 FEET

monastery. Both Boojan and Jadnura listened to Kahir's tale of a star system where a black hole was in the midst of consuming a sun. Boojan wished to bring the initiates with him to view the event, but Jadnura requested some time to view the event in seclusion. Given the deep discord Boojan saw in Jadnura, the master agreed to let Jadnura travel to the distant event and re-center himself.

Master Boojan moves to the outer wall of the chamber and activates a hidden computer console, which he uses to contact Captain Kahir. Shortly after, a holographic representation of the kasatha ship captain appears in the center of the chamber, near the PCs. Boojan introduces the PCs to Kahir, but any PC who has a Chronicle sheet for *Starfinder Society Scenario #1-19: To Conquer the Dragon* may recognize the captain and the *Void Scholar* as a ship they encountered while traveling to Triaxus. After initial pleasantries (far shorter than others the PCs have recently been subjected to), Kahir indicates that he was planning to take the *Void Scholar* out to check in on Jadnura. Given the PCs' investigation, Kahir eagerly offers them a spot on the journey and tells the PCs to meet him back at the Crucibles, where his ship is docked.

Rewards If the PCs fail to influence Master Boojan, reduce each PC's credits earned by the following amount.

Subtier 3-4: Reduce each PC's credits earned by 300.

Out of Subtier: Reduce each PC's credits earned by 483.

Subtier 5-6: Reduce each PC's credits earned by 667.

A. IN DEFENSE OF HONOR (CR 6 OR CR 8)

As the PCs make their way out of the Pradulex Monastery and back to the Crucibles to meet with Captain Kahir, they must once again pass through the *Idari's* artificial outer desert. Unlike their last trip through this terrain, this time a group of initiates from the Pradulex Monastery has gone ahead of the PCs and set up an ambush. They wait in a section of artificial ruins made to resemble ancient kasathan sites from their distant home world, Kasath. The 5-foot-tall ruined walls don't hold up to scrutiny, and a close inspection reveals them to be painted plastics.

Creatures: Led by Kan-Zal, the group of initiates left the monastery shortly after Boojan dismissed them. Kan-Zal harbors a bitter grudge against the Society, as his parents were lost in the Scoured Stars and not among those recovered in the recent excursion. He came to the Pradulex Monastery to find peace, but Jadnura's recent appearance—and now the PCs' arrival—has tilted his mood, and he seeks to harm the PCs for what he sees as their complicity in the Society's actions.

Kan-Zal and the other initiates are all kasatha solarians. They wear simple, lightweight breeches and shirts over their light armor. Solarian armor surrounds the lower-ranked initiates while Kan-Zal manifests a vicious bladed solar weapon, except in Subtier 5-6 where all of the initiates have the same equipment. Two initiates hide behind the nearby ruins, waiting for Kan-Zal to speak for the group. Kan-Zal initiates the encounter by

Scaling Encounter A

Make the following adjustments to accommodate a group of four PCs.

Both Subtiers: Reduce the number of initiates fighting alongside Kan-Zal by one.

stepping out from the section of ruins he waits behind and accuses the PCs of supporting an organization responsible for getting his parents killed.

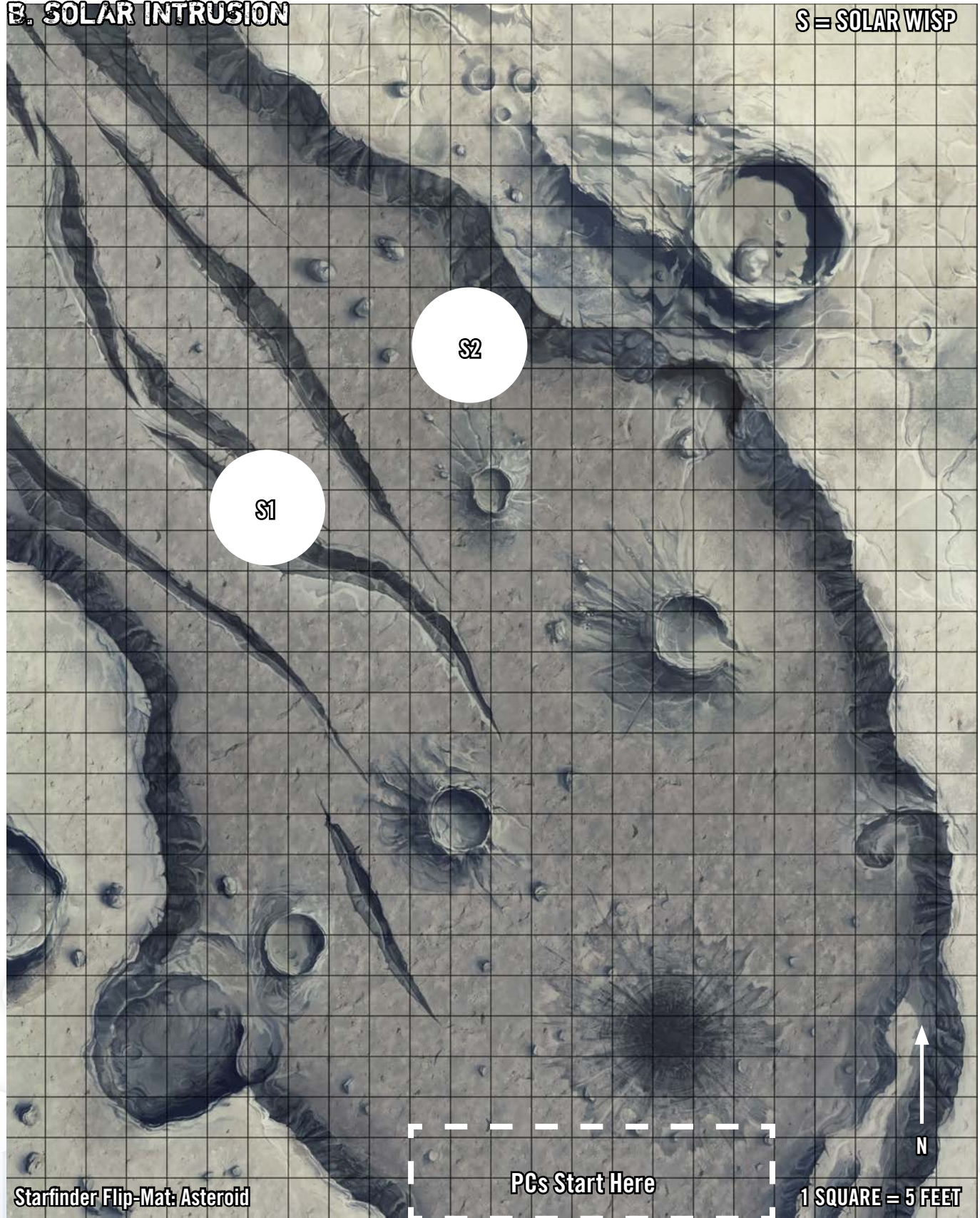
A PC who succeeds at a DC 30 Diplomacy or Intimidate check (DC 34 in Subtier 5-6) can provide a response that causes the other two initiates to falter. Regardless of how well the PCs converse, Kan-Zal is lost to his rage and attacks after the PCs make any pleas or intimidation attempts. If the PCs succeeded at dissuading the initiates from attacking, the PCs must defeat only Kan-Zal. However, if the PCs use deadly force against Kan-Zal, the initiates decide to help their fellow aspirant and rush into combat to help Kan-Zal.

SUBTIER 3-4 (CR 6)

KAN-ZAL	CR 5
Kasatha solarian	
N Medium humanoid (kasatha)	
Init +3; Perception +11	
DEFENSE	HP 70 RP 4
EAC 17; KAC 19	
Fort +7; Ref +5; Will +6	
OFFENSE	
Speed 30 ft.	
Melee solar weapon +14 (1d6+10 S)	
Ranged explorer handcoil (1d6+5 E; critical arc 1d6)	
Offensive Abilities stellar revelations (black hole [25 ft., pull 15 ft., DC 13], dark matter [DR 1/-], stellar rush [2d6 F, DC 13], supernova [10-ft. radius, 6d6 F, DC 13])	
TACTICS	
During Combat Kan-Zal uses his stellar rush revelation to charge into the closest PC and proceeds to attack in melee, making full attacks when able. He attunes himself to photon mode, and once fully attuned he uses his supernova ability to damage as many PCs as he can hit.	
Morale Kan-Zal fights until reduced to 10 or fewer Hit Points. At that point he surrenders, recognizing that the Starfinders are far better at killing people than he is.	
STATISTICS	
Str +5; Dex +3; Con +0; Int +0; Wis +0; Cha +2	
Skills Acrobatics +16, Athletics +16, Culture +11, Intimidate +11, Mysticism +11, Sense Motive +11, Survival +16	
Languages Common, Kasatha	

B. SOLAR INTRUSION

S = SOLAR WISP



Starfinder Flip-Mat: Asteroid

PCs Start Here

1 SQUARE = 5 FEET



Other Abilities desert stride, four-armed, solar manifestation (solar weapon), stellar alignment

Gear defrex hide, explorer handcoil^{AR}, brooch of shielding^{AR}

PRADULEX INITIATES (2)

CR 3

Kasatha solarian
N Medium humanoid (kasatha)

Init +2; **Perception** +8

DEFENSE **HP 40 EACH RP 4 EACH**

EAC 15; **KAC** 17

Fort +5; **Ref** +3; **Will** +4

OFFENSE

Speed 30 ft.

Melee tactical dueling sword +8 (1d6+7 S)

Ranged flash compliance ray +11 (1d6+3 F; critical blind)

Offensive Abilities stellar revelations (black hole [20 ft., pull 10 ft., DC 12], dark matter [DR 1/–], supernova [10-ft. radius, 4d6 F, DC 12])

TACTICS

During Combat The initiates enter graviton mode and activate their dark matter armor while advancing. In combat, they use their ranged weapons and rely on taking damage. Once fully attuned, they use their black hole ability to try to pull targets into range of Kan-Zal.

Morale The initiates fight until reduced below 10 Hit Points, or until reduced to 20 Hit Points if Kan-Zal is defeated. They then surrender or flee as they are able.

STATISTICS

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

Skills Acrobatics +13, Athletics +13, Culture +8, Life Science +8, Mysticism +8, Physical Science +8, Survival +13

Languages Common, Kasatha

Other Abilities desert stride, four-armed, solar manifestation (solar armor), stellar alignment

Gear graphite carbon skin, tactical dueling sword, flash compliance ray^{AR}

SUBTIER 5–6 (CR 8)

KAN-ZAL

CR 5

HP 70 (see page 11)

TACTICS

Use the tactics from Subtier 5–6.

PRADULEX HONORED INITIATES (2)

CR 5

HP 70 each (as Kan-Zal, above)

TACTICS

Use the tactics from Subtier 5–6.

Development: Once the PCs subdue the initiates, they can quickly contact the *Idari* authorities or Master Boojan to handle the situation. If the PCs used lethal force to defend themselves, they can attempt a DC 15 Medicine check to stabilize any of their

Optional Encounter

Encounter B is optional. If fewer than 75 minutes remain, the PCs don't encounter the wisps in this area.

defeated assailants. The Pradulex Monastery offers the Society an official apology for the attack and promises to handle discipline for Kan-Zal and the others, assuming they survived the encounter.

Rewards: If the PCs fail to defeat the initiates, reduce each PC's credits earned by the following amount.

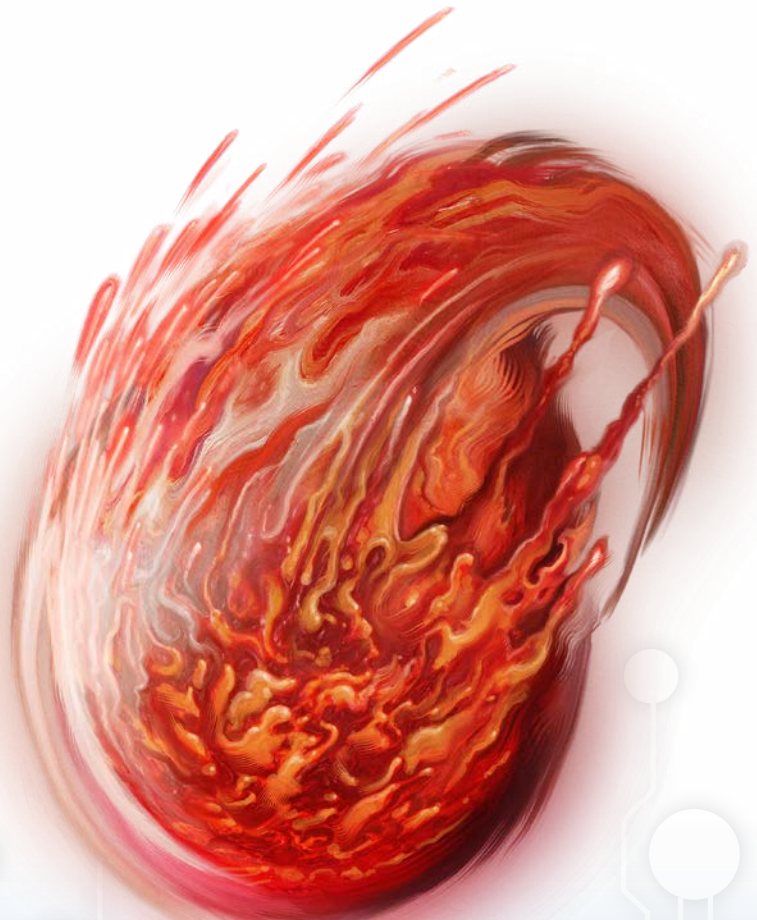
Subtier 3–4 Reduce each PC's credits earned by 177.

Out of Subtier: Reduce each PC's credits earned by 367.

Subtier 5–6: Reduce each PC's credits earned by 556.

JOURNEY INTO THE VOID

Following their encounter with the distraught initiates, the PCs can continue back to the *Idari*'s Crucibles without further incident. When the PCs arrive, read or paraphrase the following.

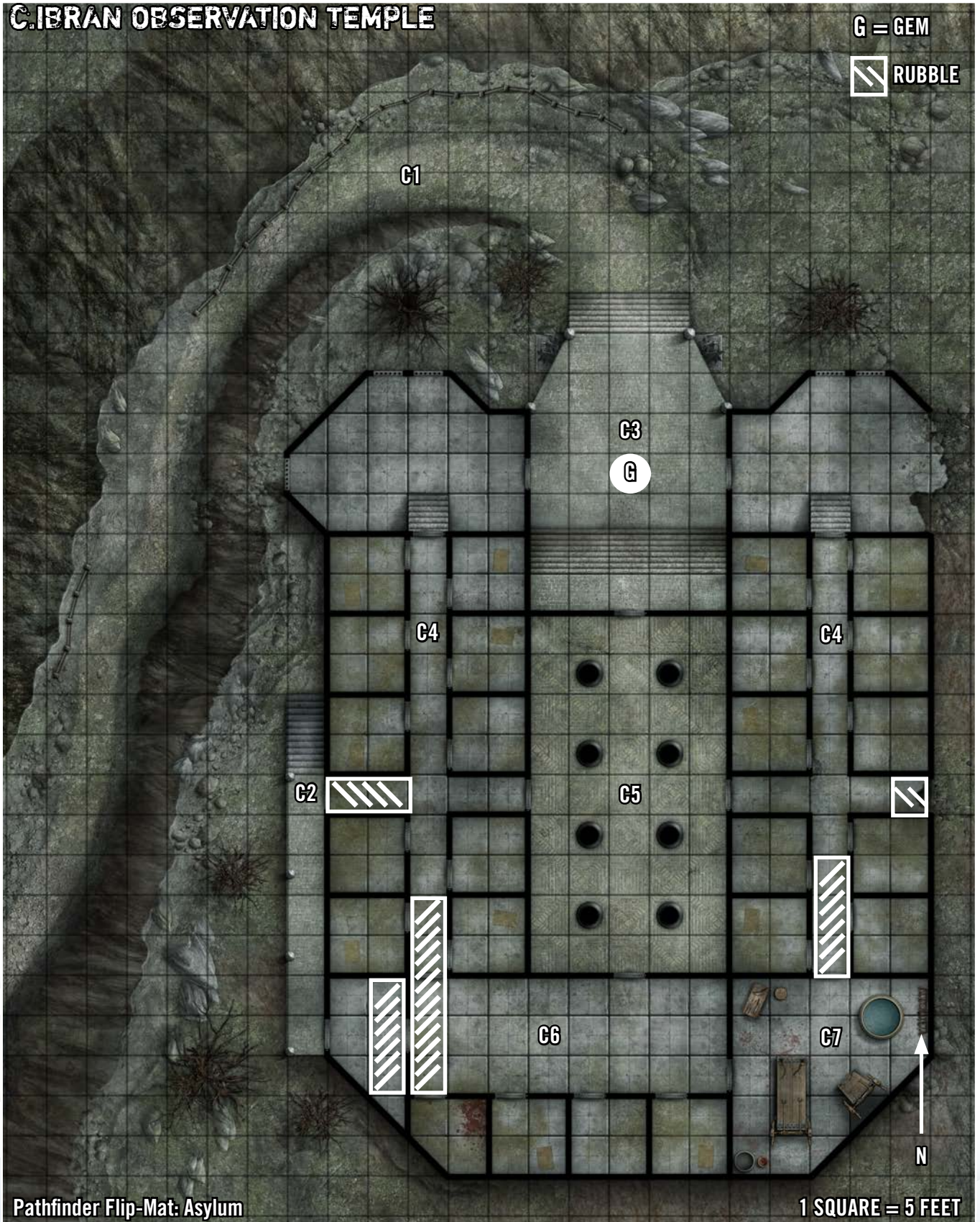


Solar Wisp

C.IBRAN OBSERVATION TEMPLE

G = GEM

 RUBBLE



Pathfinder Flip-Mat: Asylum

1 SQUARE = 5 FEET

A kasatha with dark skin outstretches his arms as he walks down a ramp exiting the starship designated as the *Void Scholar*.

"Hello! I am Kahir, and this is my beautiful ship, the *Void Scholar*. You must be the Starfinders I spoke with earlier. You look a bit dusty—I guess monastery life isn't for everyone." Chuckling, he continues, "I suppose we should be on our way to find Jadnura. I was planning on heading back to that old temple where I left him anyway. He's been there for several weeks now. Since you're here and my last cargo shipment has been sold, I suppose we should get you all on board and get underway!"

If the PCs have questions, Captain Kahir does his best to answer them. He explains that their destination is a currently unnamed system in Near Space, where Kahir's vessel uncovered a very rarely observed stellar phenomenon: a black hole in the midst of consuming a star. A rogue asteroid at the furthest fringes of this event contains the ruins of an ancient temple dedicated to Ibra, the deity of cosmic mysteries. Jadnura opted to remain on the asteroid, having borrowed extra oxygen tanks from the *Void Scholar*.

Captain Kahir doesn't know much else about the First Seeker, but he promises to get the PCs to the temple as quickly as his ship is able. He puts the PCs up in temporary quarters as he directs his small crew to make their way to the Near Space system.

Development: The journey through the Drift takes 3d6 days aboard the *Void Scholar*. When the ship emerges at its destination, Captain Kahir invites the PCs to come to the bridge and view the phenomenon from the main view port as his crew navigates the *Void Scholar* down to the surface of the nearby asteroid. Once the ship lands, Kahir informs the PCs that the temple is located just an hour's walk from the landing site; the terrain prevents the *Void Scholar* from landing any closer. Kahir relates that the path to the temple is accessible from a canyon located about a half-hour into the journey.

B. SOLAR INTRUSION (CR 5 OR CR 7)

Once the PCs leave the *Void Scholar* to head to the nearby temple, it takes roughly 30 minutes on foot to reach the canyon. The asteroid has no atmosphere and low gravity, but the environmental protections of the PCs' armor should protect them for far longer than they need to complete their mission.

Creatures: A strange alien outsider known as a solar wisp has taken up residence within the canyon since Kahir first left Jadnura at the temple. The solar wisp acts purely on instinct and attacks any living creature entering the canyon. In Subtier 5–6, a second solar wisp has also found its way into the canyon. The two wisps act independently in combat but still seek to attack any living creatures entering the area.

SUBTIER 3–4 (CR 5)

JUVENILE SOLAR WISP CR 5

HP 63 (*Starfinder Alien Archive 2 116*; see page 21)

TACTICS

During Combat The solar wisp acts purely on instinct and

attacks any living creature entering the canyon. It seeks to engulf targets or otherwise subdue them with slam attacks.

SUBTIER 5–6 (CR 7)

JUVENILE SOLAR WISPS (2) CR 5

HP 63 each (*Starfinder Alien Archive 2 116*; see page 21)

TACTICS

Use the tactics from Subtier 3–4 for both wisps.

Treasure: After defeating the wisps, the PCs can find a least photino crystal (*Starfinder Alien Archive 2 117*) and a stash of valuable gemstones worth 1,000 credits unearthed by the meandering wisps. In Subtier 5–6, the crystal is instead a minor photino crystal and the gemstones are worth 3,000 credits. If this optional encounter is skipped, the treasure instead appears on the pathway of area **C1**.

Development: Defeating the solar wisp clears the way to the temple. The PCs can follow a narrowing path leading further north.

Rewards If the PCs fail to defeat the solar wisps, reduce each PC's credits earned by the following amount.

Subtier 3–4: Reduce each PC's credits earned by 198.

Out of Subtier: Reduce each PC's credits earned by 395.

Subtier 5–6: Reduce each PC's credits earned by 592.

C. IBRAN OBSERVATION TEMPLE

The Ibran temple where Jadnura went to meditate is carved directly into an enormous asteroid held at the far edge of the black hole's reach. A group of Ibran priests received a vision from their deity that brought them to the asteroid almost 2 centuries ago, and they erected the temple as a place of worship and observation of the churning stellar event in the open space above them. Once construction was completed, many of the temple's priests left to other destinations, while only a small number remained behind to watch over the observation temple. Some time later, a vicious parasitic aberration known as a void hantu escaped the outer reaches of the black hole; it found its way to the temple and slew the few remaining priests, subsisting on their mental anguish until Jadnura arrived.

C1. OUTSIDE THE TEMPLE

A winding path leads down along the asteroid's surface, curving back into a wide depression. A vast temple of stone like that of the asteroid rises from the depression. Rubble covers several areas outside of the complex, though a side stairway is visible along the building's southwestern edge. A primary staircase admits entrance along the structure's northern edge, beginning right at the end of the path.

The PCs can get a general sense of the temple's layout on their approach just by observing the structure's exterior. The temple's ceiling is 50 feet from ground level. A PC who succeeds at a

DC 22 Perception check (DC 26 in Subtier 5–6) notes that the structure's ceiling contains a crystalline dome atop the area **C6**. This dome is composed of six inches of transparent aluminum (hardness 10, HP 90). Stellar imagery has been carefully etched into the dome, and any character who worships Ibra or has the priest theme realizes the dome could have some significance to followers of Ibra. It's impossible to get a clear view through the dome into the room below, and damaging the dome immediately alerts the parasitic creature in area **C6**.

Rewards: It's possible for the PCs to break through this dome and drop down (40 feet) into area **C6** for the final encounter, though doing so requires damaging the valuable dome and preventing the Society from using it. If the PCs damage the dome, reduce each PC's credits earned by the following amount.

Subtier 3–4: Reduce each PC's credits earned by 198.

Out of Subtier: Reduce each PC's credits earned by 395.

Subtier 5–6: Reduce each PC's credits earned by 592.

C2. ENDLESS STAIRS (CR 4 OR CR 6)

A set of stairs along the stone structure's western edge rise up to a secondary entrance. Etched runes line the vertical risers of each step.

A PC can identify the runes as common Ibran aphorisms with a successful DC 20 Culture check (DC 24 in Subtier 5–6). These include lines like: "You stare at the cosmos, while the cosmos stares at you" or "infinitesimal time is not to be squandered." The PCs likely misinterpret these runes as signs of a trap, though the actual hazard in the area is caused by something entirely different than the Ibran script.

Trap: If the PCs have not yet defeated the parasite in area **C6** and freed Jadnura, the First Seeker's mind manifests as a trap in this area. Any creature ascending the stairs finds themselves walking endlessly, as though the staircase had no end. For those walking, the stairs appear to scale endlessly into the open space above, with a dark kasathan silhouette awaiting at the top of the interminable incline. The stairs behind seem to extend in a dizzyingly long descent. Those not on the stairs witness only a disorienting vision of the walker seemingly moving up but never actually moving from her current position on the stairs. Climbing the stairs while in this trance takes 6 hours. This trap's effect is an illusion.

If a PC is physically carried from their current position by another PC within 1 minute of beginning the seemingly endless march, the former is unaffected by the fatigue or exhausted effect. Spending more than a minute in this cycle is psychologically so tiring as to still fatigue or exhaust the PC.

SUBTIER 3–4 (CR 4)

ENDLESS STAIR HAZARD

CR 4

Type magical; **Perception** DC 26 (to notice a sense of vertigo

before stepping on); **Disable** Mysticism DC 21 (recite Ibran hymns to ascend the stairs), Physical Science DC 21 (logically determine that the situation is mental and not a real effect)

Trigger stepping more than 5 feet onto the stairs; **Reset** 1 day
Effect fatigue from walking (fatigued); Fortitude DC 15 negates; multiple targets (all targets on the stairs in area **C2**).

SUBTIER 5–6 (CR 6)

ENDLESS STAIR HAZARD

CR 6

Type magical; **Perception** DC 29 (to notice a sense of vertigo before stepping on); **Disable** Mysticism DC 24 (recite Ibran hymns to ascend the stairs), Physical Science DC 24 (logically determine that the situation is mental and not a real effect)

Trigger stepping more than 5 feet onto the stairs; **Reset** 1 day
Effect exhaustion from walking (exhausted); Fortitude DC 16 negates; multiple targets (all targets on the stairs in area **C2**).

Treasure: The rubble-strewn chamber atop the stairs contains a ghost armor armor upgrade (Starfinder Armory 83) and a *spell gem of magic missile*. In Subtier 5–6, the *spell gem* is instead a *spell gem of mind thrust* (3rd level).

Development: Once the PCs overcome the trap and reach the top of the stairs, they can push open the door into the structure. The wall in the adjoining chamber has collapsed over the centuries of abandonment and constant gravitic shifts, preventing further access into the temple.

C3. ENTRYWAY (CR 5 OR CR 7)

A fifteen-foot-wide set of stairs descends to the south, leading to the worn path. Silver doors lie partly ajar on the eastern and western walls of this wide entryway. A secondary set of stairs ascends further to the south, ending at a thick stone wall with a single golden doorway bedecked in astrological symbols. A dull-blue, uncut crystal, roughly the size of a human child, floats in the center of the entryway. A dim light pulses from the bizarre gem.

The Ibran priests who once tended to this temple set up the crystal here as a sort of greeting device. Imbued with the psychic imprints of several of the temple's former custodians, the gem could inform visitors about the temple's now-forgotten purpose. Instead, the void hantu from area **C6** found the temple and gorged itself on the replicated minds within the crystal. The consumption of these minds left little remaining in the crystal, save some tormented remnants that now serve to power the crystal as a vicious hazard for visitors. A PC succeeding at a DC 20 Mysticism check (DC 24 in Subtier 5–6) recognizes the crystal as a tool used for greeting, like a magical version of a holographic attendant, though it seems somehow inactive. A PC attempting

this check must immediately attempt the saving throw against the crystal's associated hazard (see below.)

A PC who succeeds at a DC 16 Mysticism check notices that the astrological symbols on the southern door match those of several prominent topics within the church of Ibra. The door is locked, with the original key long lost to time. A PC must succeed at a DC 30 Engineering check to disable the lock and open the door to area **C5**.

Hazard: The psychic echoes from the remnants within the crystal reach out to creatures entering the temple through this area. A creature that spends more than 1 minute in this room or examines the crystal must succeed at a DC 15 Will save (DC 17 in Subtier 5–6) or be accosted by the mental wailing of the crystal's mental remnants. A PC directly examining the crystal, or touching it, takes a –2 penalty to the Will save to overcome the crystal's influence. PCs affected by the crystal's incoherent mental mutterings take a –2 penalty to all attack rolls, saving throws, and skill checks while within the temple and the nearby area. This effect ends once the PCs leave the temple area but resumes if they return and the tainted crystal remains. This is a mind-affecting effect. A creature that succeeds at its Will save can't be affected by this ability for the next 24 hours.

Traps: The PCs can attempt to reconfigure the crystal to release the psychic echoes of the deceased explorers, either by calling on magical knowledge or by improvising a solution with engineering principles. Any number of attempts can be made to reconfigure the device. However, each failed attempt to reconfigure the device results in a psychic backlash to all creatures with a mind within range.

SUBTIER 3–4 (CR 5)

MENTAL REMNANT CRYSTAL **CR 5**

Type magical; **Perception** DC 27 (to perceive points of light shifting in distinct patterns along the crystal's exterior); **Disable** Mysticism DC 22 (mentally and manually adjust the crystal's interior components), Sleight of Hand DC 22 (remove components from the crystal before negative effects occur)
Trigger failing disable check; **Reset** immediate
Effect psychic backlash (4d12+4); Will DC 15 half; multiple targets (all non-mindless targets within 20-ft. radius).

SUBTIER 5–6 (CR 7)

MENTAL REMNANT CRYSTAL **CR 7**

Type magical; **Perception** DC 30 (to perceive points of light shifting in distinct patterns along the crystal's exterior); **Disable** Mysticism DC 25 (mentally and manually adjust the crystal's interior components), Sleight of Hand DC 25 (remove components from the crystal before negative effects occur)
Trigger failing disable check; **Reset** immediate

Scaling Encounter C6

Make the following adjustments to accommodate a group of four PCs.

Both Subtiers: Reduce the void hantu's Resolve Points by 2, and lower the attack bonus on its tendrils by 2.

Effect psychic backlash (8d10); Will DC 17 half; multiple targets (all non-mindless targets within 20-ft. radius).

Development: If the PCs successfully reconfigure the apparatus, the psychic echoes within the crystal immediately fade away. The crystal no longer affects any creatures within the temple, allowing the PCs to continue their exploration unhindered by the mind remnants' incoherent muttering.

C4. ISOLATION CHAMBERS (CR 4 OR CR 6)

A secondary entry chamber connects to a long hallway. Several ten-foot-square chambers stand east and west of the hall. Simple doors connect to each of the smaller rooms, though the southernmost rooms remain inaccessible due to fallen debris.

The Ibran priests who dwelt in this temple used the chambers along these halls as place of personal meditation and study. The few who remained up until the void hantu's arrival would come into these small rooms to meditate. When the parasitic creature arrived, it imprisoned the few remaining temple attendants in these chambers by forcing their minds to block out the exit to the room. By doing this, the hantu not only imprisoned its potential foes but could also feed off their mental anguish as they died in isolation.

Traps: A PC entering one of the chambers without disabling the trap finds herself locked in the room with no apparent exit. Time seems to flow differently within the room, and it seems like the PC spends hours within the locked chamber. The damage dealt by the ensuing trap represents how the PC eventually attempts to escape, either by overextending herself with brute force or simply enduring the mental trauma.

Once a PC successfully disables one of the traps, the effect on all the rooms remains inactive for the following 24 hours.

SUBTIER 3–4 (CR 4)

ISOLATION WARDING **CR 4**

Type magical; **Perception** DC 26 (to hear the sound of pounding on doors); **Disable** Acrobatics DC 21 (escape before the door closes), Mysticism DC 21 (meditate to center yourself and avoid panic)
Trigger entering an affected rooms; **Reset** 1 day (for all rooms)

Effect attempted escape or mental panic (1d6 Str damage or 1d6 Wis damage; affected creature chooses); Will DC 14 half; multiple targets (all targets inside isolation chamber).

SUBTIER 5–6 (CR 6)

ISOLATION WARDING CR 6

Type magical; **Perception** DC 29 (to hear the sound of pounding on doors); **Disable** Acrobatics DC 24 (escape before the door closes), **Mysticism** DC 24 (meditate to center yourself and avoid panic)

Trigger entering an affected rooms; **Reset** 1 day (for all rooms)

Effect attempted escape or mental panic (2d4 Str damage or 2d4 Wis damage; affected creature chooses); Will DC 16 half; multiple targets (all targets inside isolation chamber).

Treasure: Randomly determine 4 of the 15 accessible isolation chambers to contain leftover treasures. From the four selected rooms, randomly determine one to contain additional treasure. Each of the first three treasure chambers contains 150 credits in precious gems. The room with the additional treasure instead includes a *called tactical knife*. In Subtier 5–6, the treasure rooms each contain gems worth 800 credits.

Rewards If the PCs fail to collect the treasure in the randomly determined chambers, reduce each PC's credits earned by the following amount.

Subtier 3–4: Reduce each PC's credits earned by 274.

Out of Subtier: Reduce each PC's credits earned by 502.

Subtier 5–6: Reduce each PC's credits earned by 731.

C5. CELESTIAL HALL (CR 4 OR CR 6)

This grand hall stretches almost fifty feet from north to south and is slightly more than half as wide. Regular stone pillars support the ceiling overhead. Engravings of astrological markings including stars, moons and constellation patterns cover the sides of each pillar in dizzying displays. A golden door exits to the north, while silver doors provide additional exits to the east, south, and west.

Despite its ominous nature, there are no active threats within this hall. The images on the pillars continue to showcase Ibran iconography and constellations associated with various locales. A PC succeeding at a DC 20 Physical Science check can identify some of the constellations as representing the Pact Worlds and the Veskarium.

C6. FALLEN SEEKER (CR 7 OR CR 9)

Roughly forty feet long and fifteen feet wide, this chamber would appear austere if not for the collapsed hunks of rock along its western side. A vast crystal dome opens from the ceiling some thirty feet above. Starlight rebounds to form intricate, immense

images of dragons, bull-headed monsters, stars, and indistinct humanoid figures. Three closed wooden doors are set along the southern walls here, with another wooden door slightly ajar to the west. A silver doorway leads out to the north.

This chamber once served as a communal meeting place for the temple's clergy. Stone seats once allowed the priests to converse and meditate in this room, but they now lie shattered and broken along with the debris of the western ceiling. A PC succeeding at a DC 16 Engineering check can identify the remains of the stone seats as not being part of the original collapse along the western wall; they instead look as though they were thrown in that direction.

A PC can identify the figures depicted from the dome's light by succeeding at a DC 20 Mysticism check. The figures represent common outsiders and entities known to act on Ibra's behalf, including several creatures known as animate constellations that often come to the service of Ibran priests.

Creature: A unique parasitic creature known as a void hantu dwells here. The parasite has been feeding on Jadnura's mind, using its abilities to drain Jadnura's mental ability scores just enough for the First Seeker to stay alive and his ability scores to heal naturally. The creature has already used its *veil* spell-like ability to lure Jadnura into maintaining his deep meditative state by subtly adjusting the outside world to appear more idyllic and tranquil.

Prior to the PCs' arrival, the void hantu absorbed the last of Jadnura's Charisma, causing the First Seeker to fall unconscious in the adjoining chamber (area **C7**) and removing him as a threat for the duration of the combat.

SUBTIER 3–4 (CR 7)

VOID HANTU CR 7

NE Medium aberration (incorporeal)

Init +5; **Senses** darkvision 60 ft., low-light vision; **Perception** +14

DEFENSE **HP 126 RP 4**

EAC 19; **KAC** 21

Fort +11; **Ref** +11; **Will** +6

Defensive Abilities being of gravity, incorporeal; **Immunities** cold, radiation

OFFENSE

Speed fly 30 ft. (Su, perfect)

Melee tendrils +18 (1d8+11 C; critical stagger [DC 15])

Offensive Abilities devour sentience, gravitic pull

Spell-Like Abilities (CL 7th)

1/week—veil (DC 22)

TACTICS

Before Combat If alerted to the PCs' presence, the void hantu hides behind the walls here and emerges once the PCs have spent a few rounds within the room.

During Combat The void hantu attacks the nearest target with its tendrils and uses its gravitic pull attack to pull targets closer so it can make attacks of opportunity with its tendrils. It uses its devour sentience ability on creatures

that display signs of spellcasting, selecting Wisdom for mystics and Intelligence for technomancers when targeting creatures who've shown they can cast spells from either spell list.

Morale The void hantu fights until it is destroyed.

STATISTICS

Str +0; **Dex** +5; **Con** +0; **Int** +2; **Wis** +3; **Cha** +4

Skills Bluff +14, Sense Motive +19, Stealth +14

Languages telepathy 100 ft.

SPECIAL ABILITIES

Being of Gravity (Su) A void hantu is a natural creature of interdimensional gravity. As such, it is immune to adverse gravitational effects and can move without hindrance due to gravity.

Devour Sentience (Su) Whenever a void hantu hits a target with its tendrils, it can devour some of that creature's mental faculties. The hantu can target any single mental ability score (Intelligence, Wisdom, or Charisma), dealing 2 damage to the selected ability score (Will DC 17 half). A void hantu can spend 1 Resolve Point to increase the ability damage to 1d4+1 after hitting a target with its tendril.

Gravitic Pull (Su) As a standard action, a void hantu can alter the gravity between itself and a target. The void hantu selects a target within 40 feet; that target must succeed at a Reflex save (DC 17) or be pulled 20 feet closer to the void hantu. This movement provokes attacks of opportunity.

interdimensional gravity. As such, it is immune to adverse gravitational effects and can move without hindrance due to gravity.

Devour Sentience (Su) Whenever a void hantu hits a target with its tendrils, it can devour some of that creature's mental faculties. The hantu can target any single mental ability score (Intelligence, Wisdom, or Charisma), dealing 2 damage to the selected ability score (Will DC 19 half). A void hantu can spend 1 Resolve Point to increase the ability damage to 1d4+1 after hitting a target with its tendril.

Gravitic Pull (Su) This ability functions as in Subtier 3–4, though the Reflex save DC to resist this effect is 19.

Development: By defeating the void hantu, the PCs free First Seeker Jadrura of the parasite that's been plaguing him since his arrival. The First Seeker awaits in the adjacent chamber (area C7),

SUBTIER 5–6 (CR 9)

GORGED VOID HANTU CR 9

NE Medium aberration (incorporeal)

Init +6; **Senses** darkvision 60 ft., low-light vision;

Perception +17

DEFENSE HP 174 RP 4

EAC 22; **KAC** 24

Fort +13; **Ref** +13; **Will** +8

Defensive Abilities being of gravity, incorporeal; **Immunities** cold, radiation

OFFENSE

Speed fly 30 ft. (Su, perfect)

Melee tendril +22 (2d6+13 C; critical stagger [DC 17])

Offensive Abilities devour sentience, gravitic pull

Spell-Like Abilities (CL 9th)

1/week—veil (DC 22)

TACTICS

Use the tactics from Subtier 3–4.

STATISTICS

Str +0; **Dex** +6; **Con** +0; **Int** +3; **Wis** +3; **Cha** +4

Skills Bluff +17, Sense Motive +22, Stealth +17

Languages telepathy 100 ft.

SPECIAL ABILITIES

Being of Gravity (Su) A void hantu is a natural creature of



Void Hantu

and with the void hantu's death, a modicum of the First Seeker's mental strength returns, effectively increasing his mental ability scores to 5 each and allowing him to converse with the PCs.

Rewards If the PCs fail to defeat the void hantu and save Jadnura, reduce each PC's credits earned by the following amount.

Subtier 3-4: Reduce each PC's credits earned by 309.

Out of Subtier: Reduce each PC's credits earned by 628.

Subtier 5-6: Reduce each PC's credits earned by 946.

C7. JADNURA'S CHAMBERS

A single door to the west allows entrance into this spacious stone room. Rubble blocks what should have been a second door to the north. A wooden bedframe, chair, and footlocker take up much of the space here, while a bath basin sized for a Medium creature stands along the room's eastern edge.

First Seeker Jadnura used this room as his personal quarters for his time within the temple. As long as the PCs have defeated the void hantu in area **C6**, Jadnura is in the midst of waking up and approaches the PCs as detailed in the Development below. If the void hantu has not been defeated, Jadnura remains comatose on the bed here, his arms trembling. In either case, the First Seeker's equipment remains secured within the footlocker and Jadnura is garbed only in a humble monastic robe similar to those the PCs saw at the Pradulex Monastery.

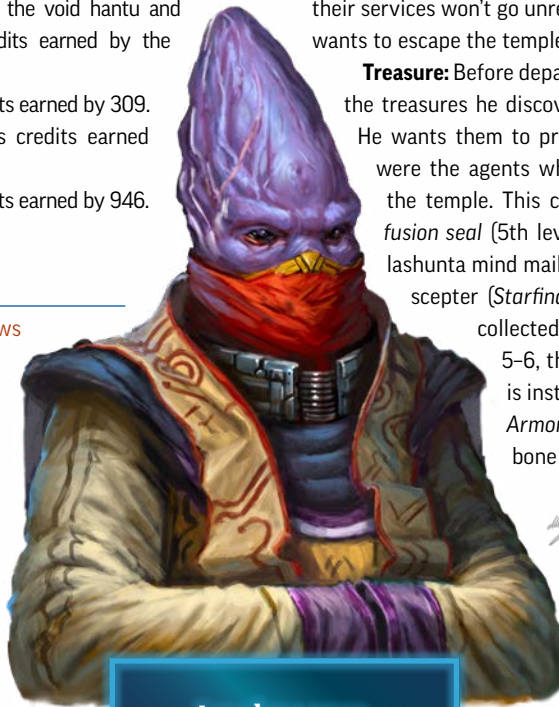
Development: with the void hantu defeated, the PCs have freed Jadnura from the parasitic creature's feeding. Jadnura gradually gets off the bed and greets the PCs as they enter the chamber.

Jadnura, First Seeker of the Starfinder Society, listens intently, though his eyes look as if he is peering off into some long-distant memory. He eventually says, "Thank you Starfinders. In my meditative state, I was unaware that this alien creature was assaulting my mind. In my meditations, I have seen many truths. It is time that I return with you to the Society. I will not forget the service you have done for me."

If any of the PCs have a Chronicle sheet for *Starfinder Society Scenario #1-99: The Scoured Stars Invasion*, Jadnura remembers his encounter with that character or at least knows of their exploits in the daring mission that rescued him. He then jests about how those PCs have come to his assistance twice now and that next time he hopes to be the one rendering the assistance.

Otherwise, Jadnura is keen to depart and is grateful that the PCs met with Eshki, Alsuka, Boojan and Kahir in order to rescue him. He commends the PCs on getting this far and promises that their services won't go unremarked. For now, though, he simply wants to escape the temple and return to Absalom Station.

Treasure: Before departing, Jadnura presents the PCs with the treasures he discovered in the temple during his visit. He wants them to present these to the Society, as they were the agents who overcame the true threat within the temple. This cache of items includes an *inspiring fusion seal* (5th level) (*Starfinder Armory* 63), a set of *lashunta mind mail* (*Starfinder Armory* 69), a *chill bone scepter* (*Starfinder Armory* 9) and 1,200 credits in collected art pieces and gemstones. In Subtier 5-6, the fusion seal is 8th level, the armor is instead a suit of *night plate I* (*Starfinder Armory* 69), and the scepter is a *void bone scepter* (*Starfinder Armory* 9) and increase the value of the art and gemstones to 3,500 credits.



Jadnura

CONCLUSION

With Jadnura retrieved, the Void Scholar makes the short journey back to Absalom Station. Jadnura remains in isolation during the trip, emerging from his quarters only shortly before the ship arrives at its destination. The First Seeker explains that he's spent his time meditating on the PCs' actions, and he recognizes that his inactivity in the aftermath of the Scoured Stars rescue must come to an end. He requests that the PCs keep his return a secret for the time being and states that he's likely to call upon them soon for a future assignment involving the fate of the Scoured Stars. Jadnura believes that there's still much to learn about the Scoured Stars and the jinsul attackers who've reclaimed the system, but he wants to put together a few more plans before he assigns that mission.

Finally, Jadnura indicates that he's also spent time meditating on each of the PCs and hopes to follow their continuing careers. He's seen glimpses of potential futures based on their actions, and though his visions have not always proven true, he offers his services to the PCs by giving them short pieces of advice based upon these insights prior to any future missions they may embark on. Each of the PCs gains the First Seeker's *Intuition* boon on their Chronicle sheets.

REPORTING NOTES

If the PCs successfully influenced Master Boojan, check box A. If they entered area **C6** by destroying the crystal dome, check box B.

PRIMARY SUCCESS CONDITIONS

If the PCs successfully return First Seeker Jadnura, they succeed

at their mission and each earn 1 Fame and 1 Reputation for any factions associated with their current faction boon.

SECONDARY SUCCESS CONDITIONS

If the PCs succeed at two of the following three objectives, they each earn 1 additional Fame and 1 Reputation for any factions associated with their current faction boon: earn three or more successes when influencing Alsuka, successfully influence Master

Boojan, or deactivate the crystal trap in area **C3**.

FACTION NOTES

If the PCs complete the primary success condition, they immediately earn First Seeker Jadnura's lasting respect. Each PC earns 1 additional Reputation with the Second Seekers (Jadnura) faction, in addition to any other Reputation earned as a result of completing this scenario.

APPENDIX: STAT BLOCKS

JUVENILE SOLAR WISP**CR 5***Starfinder Alien Archive 2 116*

N Huge outsider (air, elemental, fire, native)

Init +5; **Senses** darkvision 60 ft.; **Perception** +11**DEFENSE HP** 63**EAC** 17; **KAC** 19**Fort** +9; **Ref** +7; **Will** +4**Defensive** void adaptation; **Immunities** elemental immunities, fire, radiation**Weaknesses** vulnerable to cold**OFFENSE****Speed** fly 30 ft. (Su, perfect)**Melee** slam +15 (1d6+8 F)**Space** 15 ft.; Reach 5 ft.**Offensive Abilities** engulf (1d6+8 F, DC 13)**STATISTICS****Str** +3; **Dex** +5; **Con** +2; **Int** -1; **Wis** +0; **Cha** +0**Skills** Acrobatics +16 (+24 to fly)**Other Abilities** aglow (10 ft.), solar adaptation, spaceflight**SPECIAL ABILITIES****Aglow (Ex)** A solar wisp increases the light level by one step out to a radius of 10 feet × half the solar wisp's CR.



Starfinder Society Scenario #1-26: Truth of the Seeker

Event _____		Date _____	
GM # _____		GM Character # _____	
GM Name _____		GM Fame Earned _____	
<input type="checkbox"/> Acquisitives	<input type="checkbox"/> Exo-Guardians	<input type="checkbox"/> Dataphiles	
<input type="checkbox"/> Second Seekers ()	<input type="checkbox"/> Faction _____	<input type="checkbox"/> Wayfinders	
<input type="checkbox"/> A <input type="checkbox"/> B	<input type="checkbox"/> C <input type="checkbox"/> D		

Character # _____

Fame Faction Boons

Character Name _____

Acquisitives Exo-Guardians Dataphiles

Second Seekers () Faction _____ Wayfinders

Character # _____

Fame Faction Boons

Character Name _____

Acquisitives Exo-Guardians Dataphiles

Second Seekers () Faction _____ Wayfinders

Character # _____

Fame Faction Boons

Character Name _____

Acquisitives Exo-Guardians Dataphiles

Second Seekers () Faction _____ Wayfinders

Character # _____

Fame Faction Boons

Character Name _____

Acquisitives Exo-Guardians Dataphiles

Second Seekers () Faction _____ Wayfinders

Character # _____

Fame Faction Boons

Character Name _____

Acquisitives Exo-Guardians Dataphiles

Second Seekers () Faction _____ Wayfinders

Character # _____

Fame Faction Boons

Character Name _____

Acquisitives Exo-Guardians Dataphiles

Second Seekers () Faction _____ Wayfinders

Character # _____

Fame Faction Boons

Character Name _____

Acquisitives Exo-Guardians Dataphiles

Second Seekers () Faction _____ Wayfinders

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Starfinder Society Scenario #1-26: Truth of the Seeker

Character Chronicle #

A.K.A.	-	7	
Player Name	Character Name	Organized Play #	Character # Faction

This Chronicle sheet grants access to the following:

First Seeker's Intuition (Ally Boon): You helped rescue First Seeker Jadnura from the clutches of an aberrant creature. Jadnura's seen you in his meditations, and though he's not personally with you, Jadnura's attention manifests in strange ways as he's witnessed some of your destiny and how to influence it. When this boon is slotted, you can cross it off this Chronicle sheet to purchase a single weapon fusion for 50% of its normal value following the mission briefing when you'd normally slot boons. Otherwise, while this boon is slotted, once per adventure you can immediately attach any weapon fusion you find during the course of a scenario onto a weapon by spending 5 minutes. Unlike the normal application of a fusion seal, the effects of the seal occur immediately and do not require a 24-hour adjustment period to activate.

SUBTIER	<input type="checkbox"/> Normal Max Credits
3-4	1,467
SUBTIER	<input type="checkbox"/> Normal
Out of Subtier	2,751
SUBTIER	<input type="checkbox"/> Normal
5-6	4,034
SUBTIER	<input type="checkbox"/> Normal
-	-

Starting XP
+
XP Gained (GM ONLY)
=
Final XP Total

Initial Fame
+
Fame Gained (GM ONLY)
-
Fame Spent
Final Fame

Starting Credits
+
Credits Garnered (GM ONLY)
+
Day Job (GM ONLY)
-
Credits Spent
=
Total

All Subtiers

- brooch of shielding* (1,000; item level 2; *Starfinder Armory* 110)
- called tactical knife* (7,560; item level 7)
- chill bone scepter* (1,490; item level 3; *Starfinder Armory* 9)
- defrex hide* (2,250; item level 4)
- explorer handcoil* (1,200; item level 3; *Starfinder Armory* 15)
- flash compliance ray* (1,400; item level 3; *Starfinder Armory* 14)
- ghost armor armor upgrade* (2,900; item level 5; *Starfinder Armory* 83)
- graphite carbon skin* (1,220; item level 3)
- inspiring fusion seal* (5th level; 792; item level 5; *Starfinder Armory* 63)
- lashunta mind mail I* (4,250; item level 6; *Starfinder Armory* 69)
- least photino crystal* (1,850; item level 7; *Starfinder Alien Archive* 2 117)
- spell gem of magic missile* (140; item level 2; limit 4)
- tactical dueling sword* (475; item level 2)

Subtier 5-6

- inspiring fusion seal* (8th level; 2,530; item level 8; *Starfinder Armory* 63)
- minor photino crystal* (5,500; item level 7; *Starfinder Alien Archive* 2 117)
- night plate I* (9,400; item level 8; *Starfinder Armory* 69)
- spell gem of mind thrust* (3rd level; 1,400; item level 8; limit 2)
- void bone scepter* (9,850; item level 8; *Starfinder Armory* 9)

Reputation

Faction _____	Reputation _____	Faction _____	Reputation _____
Faction _____	Reputation _____	Infamy _____	

For GM Only

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Organized Play #