

YEAR OF THOUSAND BITES

STARFINDER SOCIETY SCENARIO #2-02, TIER 3-6



WAKING THE PAST

BY TOM PHILLIPS





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TABLE OF CONTENTS

Waking the Past	3
Handouts	22
Chronicle Sheet	25

GM RESOURCES

Waking the Past makes use of the *Starfinder Core Rulebook*, *Starfinder Alien Archive*, *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.

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*. This adventure has no scenario tags.

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HOW TO PLAY

Starfinder Society Scenario #2-02: Waking the Past 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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WAKING THE PAST

BY TOM PHILLIPS



Five years ago, AbadarCorp heavily invested in establishing a new frontier colony on the Near Space world of Thosum V. After finding several deposits of ssarlithine—a rare gas used in the fabrication of specialized computer chips—AbadarCorp established their colony, intending to claim the gas deposits and sell them (with appropriate markup) to various governments and manufacturing organizations. Though the gas-extraction efforts on Thosum V have only been underway for a little less than four years, AbadarCorp's profits from the endeavor have been staggeringly lucrative.

The principal colony of Thosum's Vault rests atop a fortified hill on Thosum V. Recently, a site close to Thosum's Vault, nestled within a range of dark violet mountains, unearthed a new deposit of ssarlithine gas. As they proceeded with the gas extraction, AbadarCorp's mining crew discovered a strange metal structure buried nearly two miles below the mountains. Following the terms of their contract, the mining crew returned to Thosum's Vault and reported their findings to the local taxmaster, Alazdra Magarak. AbadarCorp maintains a relationship with the Starfinder Society for exploring such discoveries, and Thosum's Vault's taxmaster quickly sent a communique back to Absalom Station to arrange for a Starfinder team to be dispatched for further investigation of the unearthed site.

AbadarCorp has yet to realize that they're not the first visitors to Thosum V. The structure the mining crew uncovered wasn't the remains of an old civilization, but rather the remains of a militant organization of human spellcasters from the Pact Worlds called the Twilight Throne. Exiled from the Pact Worlds before the Gap for their extremist views on human genetic purity and violent attacks on non-humans, several hundred members of the Twilight Throne made their way to Thosum V by means of pre-Drift interstellar travel. After a perilous interstellar journey lasting almost a century, the surviving members of the Twilight Throne staggered into the Thosum system, settled on the system's fifth planet, and immediately set into motion a plan to return to the Pact Worlds as conquerors. To achieve that goal, the Twilight Throne established numerous subterranean facilities around the rugged, mountainous world, and tapped into deposits of ssarlithine gas and other rare metals to begin construction of weapons and magitech constructs.

Sometime, likely during the Gap, the Twilight Throne's first nanotech golem activated. The construct went berserk as soon as it

WHERE IN THE UNIVERSE?

THOSUM V

Mountainous gas-rich frontier world of buried secrets

Diameter: $\times 1/2$; **Mass:** $\times 2/3$; **Gravity:** $\times 1$

Atmosphere: Normal; **Day:** 24 hours; **Year:** 401 days

Orbiting a bright, blue-white main-sequence star in Near Space, lavender-hued Thosum V is a chilly, mountainous world of towering purple crags, thick coniferous rain forests, and vast tundra dotted with tall, spiky karst formations. The world supports a thriving ecosystem, but no native sapient life. A single sprawling equatorial landmass covers 47% of the planet's surface. The world's sparkling, garnet-colored oceans are rife with sea life, including a docile species of silver-furred, whale-like leviathans. Thosum V has a single ice-covered moon—a comet captured long ago by its gravitational pull—that resembles a shimmering, crystal-blue orb with a long misty tail.

Though scores of recently established mining camps dot the planet's surface, AbadarCorp's hilltop colony of Thosum's Vault is the largest settlement. Gold-plated walls protect the settlement from any predatory alien wildlife, while the interior caters to the various mining sites scattered across the world. Security for Thosum's Vault and the world's mining sites is provided by the mercenary shobhads of the Vashuun-Ka, who arrived here almost two years ago after losing their ancestral lands on Akiton to a rival clan.

THOSUM'S VAULT

N frontier mining and refinery center

Population 17,800 (60% human, 19% dwarf, 6% shobhad, 15% other)

Government oligarchy (AbadarCorp executives)

Qualities technologically average

Maximum Item Level 9

STARFINDER SOCIETY SCENARIO

came online. The powerful golem killed all of the personnel within its home facility before spending the next decade, along with other unleashed experiments, eradicating all traces of sapient life from Thosum V. The golem then returned to the installation where it was created and entered a state of programmed hibernation. The structure AbadarCorp recently unearthed is one such site that belonged to the now-forgotten Twilight Throne. The ssarlithine gas that AbadarCorp collects greedily is actually the by-product of the magic-enhanced systems that keep these complexes in their state of ongoing cryogenic hibernation. While the recently discovered facility is the first such site discovered, if AbadarCorp continues its gas mining operations on Thosum V, then they risk finding more factories and laboratories filled with the weapons of the long-dead, but malevolent, paramilitary organization.

SUMMARY

The PCs receive their assignment from Venture-Captain Arvin at the Loespire Complex on Absalom Station—a mission to explore an AbadarCorp mining colony on the Near Space world of Thosum V. Arvin explains that his contact (a former member of the Starfinder Society named Alazdra Magarak, now the taxmaster of Thosum V) reached out to him after one of his teams unearthed a metal structure several miles underground at one of the AbadarCorp mining sites.

After a short trip aboard an AbadarCorp freighter, the PCs arrive on the planet. As the PCs disembark from their ship, a group of concerned citizens challenges them, worried that Starfinder meddling might force AbadarCorp to shut down mining operations and threaten their livelihoods. After dealing with the apprehensive workers, the PCs meet with the taxmaster. Alazdra Magarak greets them warmly and answers their questions honestly before providing transportation to the remote mining encampment.

When the PCs arrive at the mining encampment, they descend a two-mile-deep mine shaft and encounter the strange metal structure as well as a double door made of heavy steel. The words "Facility 05" are printed on the door in Common, suggesting that the AbadarCorp colonists aren't the first visitors to Thosum V from the Golarion system.

After gaining entry to the facility, the PCs find themselves trapped by collapsed tunnels and ancient security protocols, stalked by a nearly invincible nanotech golem. The PCs must quickly make their way through the damaged ancient facility, avoiding lethal traps and nanite-infused undead guardians. As the PCs navigate the facility, they learn that the ancient facility once belonged to members of a fanatical pre-Gap paramilitary organization that was forced to flee the Golarion system centuries

ago due to their anti-alien agenda. Eventually, the PCs find their way to the facility's command center, where they attempt to understand how to open the damaged exit door—while under attack from hostile robots and the incredibly dangerous nanotech golem.

GETTING STARTED

The adventure begins at the Loespire Complex on Absalom Station, with the PCs receiving a mission briefing from Venture-Captain Arvin. Read or paraphrase the following to get the adventure underway.

Venture-Captain Arvin enters his office and seats himself behind his work desk.

"My apologies for keeping you waiting," the lashunta says without peeling his eyes from the datapad clutched in one hand. "I'm dealing with several issues at the moment, and most are quite... serious. Excuse me another moment while I finish... this... message."

The venture-captain's fingers dance across his datapad a few more times before he frowns and sets the device down on his desk.

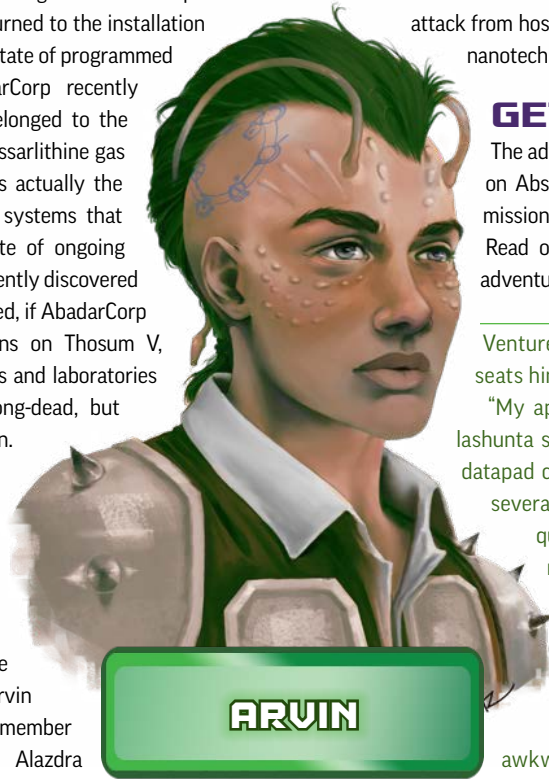
Arvin then takes a seat and an awkward silence fills the room as his gaze shifts to meet those of everyone present.

"Right, let's talk about your next assignment.

We're sending you to Thosum V, a gas-rich world in Near Space colonized five years ago by AbadarCorp's mining division."

The venture-captain pauses a moment to let those words sink in before he continues. "A mining team at a site called Three Spires—one of AbadarCorp's gas-abstraction encampments—recently unearthed what the local taxmaster described as a metallic structure with a sealed door two miles below the planet's surface. As you probably already know, we have a contractual arrangement with AbadarCorp that allows us to send a Starfinder team to investigate any newly discovered ruins for historical relevance. And that's where you come in."

"The AbadarCorp bulk freighter *Nova Dawn* has a cabin waiting for you, and your equipment has already been stowed aboard. I want you to go to Thosum V and meet with the local taxmaster, an elf named Alazdra Magarak. He's an old friend and I'm sure he'll be helpful. Alazdra will brief you on the mining site and can tell you more than I can. He'll also provide you with an escort and transportation to the site. When you get there, I want a thorough investigation of the ruins. All historical records belong to the Society, so we can document them in future Starfinder Chronicles. However, any newly discovered technologies or equipment must be handed over to AbadarCorp, though they should pay us an appropriate bounty in credits for any gear you turn over."



ARVIN

Arvin then reaches for his datapad again as he gets to his feet and heads toward the door. Without looking back, he adds, "That's all I have, Starfinders. You have a freighter to catch. Good luck."

Though Arvin is indeed quite busy, he makes time to answer a few of the PCs' questions. If the PCs ask any questions not covered below, Arvin lets them know that the AbadarCorp taxmaster, Alazdra, can provide additional details on site.

What can you tell us about Thosum V? "It's a frontier world in Near Space. It's a little larger than Akiton and almost as cold. You can check the infosphere for terrain and climate specifics. AbadarCorp discovered Thosum V a little over five years ago and immediately laid claim to it. The planet's primary export is ssarlithine, a rare gas used in the fabrication of specialized computer chips."

Does Thosum V have sapient life? "No, it doesn't. Thosum V has a thriving ecosystem, but no sapient life. The metal structure that AbadarCorp discovered is the first sign of intelligent life discovered there."

How do you know Alazdra Magarak? "Before he joined AbadarCorp, Alazdra was one of us. He was a veteran Starfinder when I first joined, and I served alongside him on several missions during my first few years with the Society. In fact, I was a member of his team on his final Starfinder mission, when he lost his legs to an acrochor on Nejeor VI. Alazdra retired from the Society after that, but he soon found religion and a profitable new life with AbadarCorp. Over the decades, he and I have crossed paths professionally at least a dozen times and he's always been an enthusiastic advocate for the Society."

What did you mean by "he found religion?" "After his near-death experience on Nejeor VI, Alazdra became a priest of Abadar. He was recruited by AbadarCorp shortly after his indoctrination into the corporate priesthood."

We have to turn over all of the gear we find? "That's right. By contract, any weapons, gear, or technology you find must be handed over to AbadarCorp at the end of the mission. However, they will pay you a bounty for the scavenged equipment."

CULTURE (RECALL KNOWLEDGE): THOSUM V

PCs well-versed in galactic culture might have heard rumors about AbadarCorp's colony on Thosum V. Based on the result of a Culture check to Recall Knowledge, the PCs might know more about Thosum V. The PCs learn all of the information corresponding to a DC below that is equal to or less than the result of their check.

10+: The PC is privy to all the information about Thosum V detailed in the Where in the Universe? sidebar on page 3.

15+: Thosum V has a single primary settlement called Thosum's Vault, named for its gold-hued defensive walls. The planet also contains scores of temporary mining camps and refinery stations.

20+: AbadarCorp recently discovered enormous deposits of ssarlithine gas on Thosum V, which has flooded Thosum's Vault with an influx of wealth and turned the settlement into a boomtown.

25+: The miners and refinery workers of Thosum's Vault are very tight-knit and protective of their livelihood. A team of Xenowardens visited the world a year ago and created an uproar when they publicly announced that AbadarCorp's mining operations were endangering the local fauna. Though none of the Xenowardens were injured, an angry mob harassed the team.

30+: The people of Thosum's Vault celebrate Goldfest about the time the PCs are scheduled to arrive on Thosum V. Goldfest is an annual five-day festival commemorating the colony's founding. Most non-robotic work stops during Goldfest.

Have the players finalize their boon slots for this scenario. Once the players board the *Nova Dawn*, continue on to Welcome to Goldfest below.

WELCOME TO GOLDFEST

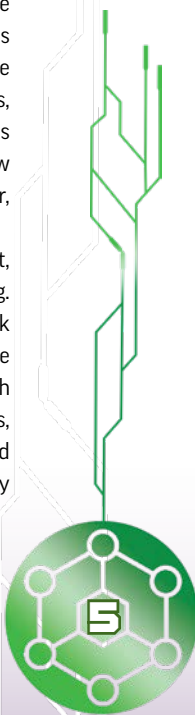
The journey aboard the bulk freighter *Nova Dawn* takes 3d6 days using the Drift to travel from Absalom Station to Thosum V. Though the cabin and meals provided by AbadarCorp are not memorable, the journey passes mostly without incident. PCs interested in meeting other passengers can meet a wide variety of entrepreneurs and investors seeking to prospect Thosum V for possible start-up business opportunities (such as opening hotels or shops).

Perhaps the most interesting passenger onboard is **Lasara Ven** (CG female human), a xenodruid travelling to Thosum V from Aballon. Lasara spent the past three years helping a growing enclave of khizars dwelling within Gullet, one of Aballon's Ice Wells. She eagerly recounts her tale of living within Aballon's half-frozen jungles, and her current mission to prospect on Thosum V. Lasara doesn't have a major role to play in this adventure beyond this brief travel encounter, though her presence foreshadows future adventures for this season.

ARRIVAL

The *Nova Dawn* lands at Thosum's Vault's small but bustling spaceport. When the PCs disembark from the ship, a crowd of civilians, including many children, greets them. Most of the people wear gold-colored clothing and many have eye-catching designs painted with temporary gold ink on their arms and faces. Before the doors of the *Nova Dawn* fully open, the entire crowd shouts, "Welcome to Goldfest!" Several individuals then toss large handfuls of gold glitter at the PCs, the other passengers, and the crew exiting the ship. The glitter is harmless, but it does stick to hair, clothing, and exposed skin.

The PCs have arrived at Thosum V on the second day of Goldfest, an annual five-day festival commemorating the colony's founding. During Goldfest, all mining and refining work halts (except for work performed by robots) and the workers and their families enjoy five days of AbadarCorp-sponsored feasts and entertainment, which includes live music, competitive virtual reality gaming events, and a 500-mile hoverbike race called the Leviathan Run (named after Thosum's famous silver leviathans), which concluded the day before the PCs arrive.



STARFINDER SOCIETY SCENARIO

CONCERNED CITIZENS

After the Three Spires mining site unearthed the metal structure, Thosum's Vault's taxmaster, Alazdra Magarak, publicly announced his intention to send a communique to Absalom Station and arrange for a Starfinder team to investigate. Since his announcement, a contingent of miners and refinery workers have grown increasingly concerned that the meddling of the Starfinder Society could bring the colony's newfound prosperity to a sudden end if the Starfinder team convinces AbadarCorp to cease all mining activity. When the *Nova Dawn* entered the Thosum system, news of the PCs' arrival spread like wildfire through the settlement. By the time the *Nova Dawn* lands at Thosum's Vault's spaceport, a concerned mob of miners, refinery workers, and their families have gathered along with the Goldfest celebrants with the intent of confronting the PCs to ascertain their intentions.

Read or paraphrase the following:

As the gold-clad celebrants slowly disperse and saunter away, a group of about twenty adults and children remain behind. Though they are also clad in gold, their stern demeanors easily set them apart from the departing revelers. After a few moments, a large man with calloused hands steps to the fore.

"Well met, friends," he says, though his voice doesn't sound particularly friendly. "My name's Kevid and I'm a foreman at Thosum's Vault Gasworks in Midtown. We understand that you're Starfinders. My friends and I were wondering what your business is here."

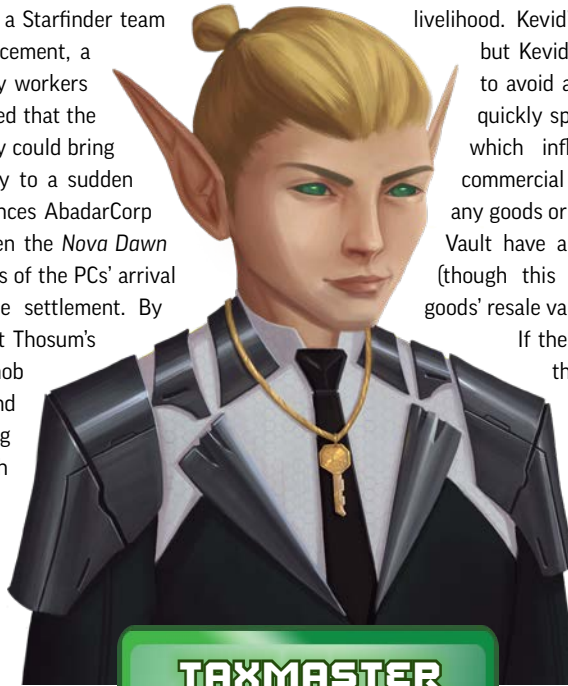
Kevid and his colleagues aren't looking for a fight. The group has concerns that the Starfinders might find something at the Three Spires mining site that convinces AbadarCorp to cease its lucrative mining operations and scuttle the entire settlement. Because Kevid was chosen to be the group's spokesperson, the PCs can temporarily gain the entire group's trust if they win him over. Kevid has an initial attitude of Unfriendly. To gain Kevid's tentative trust, the PCs must succeed at a DC 21 Diplomacy check (DC 23 in Subtier 5–6) to improve his attitude to indifferent. Because of the situation at the Three Spires mining site and the recent drama with the Xenowardens (as noted in the Getting Started section, his attitude cannot increase beyond indifferent).

If the PCs succeed and improve Kevid's attitude, the foreman admits that he's still not convinced of their trustworthiness, but he believes they aren't the rabid thugs the local rumor mill has made

them out to be. He then encourages his colleagues to stand down and lets the PCs continue on their way.

If the PCs fail to improve Kevid's attitude, the foreman grows visibly angry and berates the PCs for threatening their livelihood. Kevid's colleagues join the verbal assault, but Kevid soon convinces them to stand down to avoid any violence. Kevid and his colleagues quickly spread gossip about the PCs' intentions, which influences many of Thosum's Vault's commercial outlets. For the rest of the scenario, any goods or services the PCs purchase in Thosum's Vault have a 100% markup, doubling their prices (though this does not increase these purchased goods' resale values).

If the PCs attack Kevid or his colleagues or threaten them with violence (including any attempt to influence them with an Intimidate check), they quickly disperse and flee the area. If stats are required for Kevid, use the statistics for a gang tough (*Starfinder Pact Worlds* 178), though he is unarmed.



MEETING THE TAXMASTER

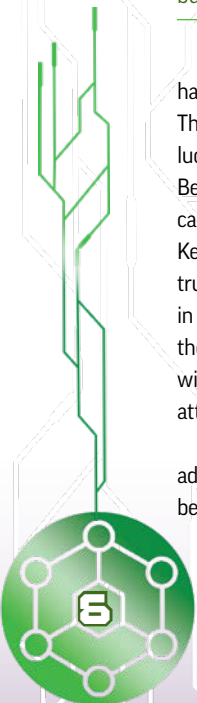
Immediately after the PCs deal with Kevid, a man wearing an expensive gray business suit approaches the PCs, introduces himself as the taxmaster's

hovercar driver, and offers them a ride to Alazdra Magarak's office. The trip to the office takes only a few minutes, though the driver is forced to weave in and around several crowds of drunken gold-clad revelers.

Alazdra Magarak's office is on the top floor of Thosum's Vault's tallest building, a 16-story gold and blue obelisk made of glass and steel capped with AbadarCorp's triangular corporate symbol. Shortly after the PCs' arrival, staff offer them refreshments in the vault-like lobby. This gives the PCs an opportunity to remove some of the gold glitter clinging to their hair and clothing in the lavatory. Following this, a clerk escorts the PCs to Alazdra Magarak's office. Read or paraphrase the following when the PCs arrive.

The mag-lift elevator door opens to a spacious office, its walls filled with windows that provide a view of the settlement and the majestic mountainous landscape beyond. A middle-aged elf wearing a dark gray business suit rises from his cluttered steel desk and moves forward.

"Greetings, Starfinders," he says. "My name is Alazdra Magarak. Thank you for answering my request. Preparations have already been made to transport you to Three Spires—that's the name of the mining encampment where we discovered the buried metal structure. I'm not sure what you've been told, so let me know if you have any questions."



Taxmaster Alazdra Magarak (LN male elf mystic) is genuinely pleased to see the PCs. Though he retired from the Starfinder Society nearly 30 years ago, he has remained an enthusiastic supporter (and patron) of the Society's mission to explore the farthest reaches and unravel the mysteries of the universe. Though he's aware of his workers' concerns, he prefers to err on the side of caution and take the long view on most matters. Because of a few tragic experiences as a Starfinder agent (that led to the loss of his legs and replacement with finely crafted prostheses), Alazdra is something of a pessimist and is thus extraordinarily concerned with his workers' safety. He secretly fears the metal structure his mining team unearthed could pose a potential danger to his people.

The PCs likely have questions for Alazdra. Though he's eager for the PCs to get started, he answers any questions honestly.

What do you know about the metal structure? "Not much, I'm afraid. The mining team discovered the structure by chance after boring a two-mile long shaft through solid bedrock and breaking into a network of what appear to be ancient mining tunnels or something of the like. After sending a drone to investigate, a small team descended the shaft and found the metal structure and a partially buried door. They finished clearing the door, secured the mine shaft, and then reported the find to me. I immediately put a halt to all drilling operations at the site. Then I called Arvin."

Ancient mining tunnels? I thought Thosum V didn't have sapient life. "That's what we thought as well. We have no idea who built the tunnels, but my geology experts on the Three Spires mining team tell me they're at least six or seven hundred years old... possibly even older. I'm hoping you find some answers for us."

What dangers might we encounter? "Thosum V has a thriving ecosystem, including a few dangerous apex predators. In the wilds you might encounter six-legged bear-like predators called chombars—they're very stealthy and their fur has the ability to shift color to match the terrain... but they're shy and can usually be scared off with a few warning shots. Our mining teams have also reported encountering various subterranean predators with the ability to tunnel through solid rock. Those are the biggest concern; this site wasn't set up with the expectation of intersecting with someone else's dig and the mining shaft has become a bit unstable. We've done what we can to shore it up, but if something starts digging in the wrong spot, they could cause a partial collapse."

Partial collapse? Will we be safe? "The lift down the mine shaft has several safety measures built into it and our recovery teams can clear the dig in a few hours at best. You shouldn't have to worry about much more than being stuck for a few hours in the worst case scenario."

How do we get ahold of you if something happens? "There's some unusual mineral deposits in the bedrock around here that make long range communications fairly unreliable, but the lift down to the site has a cabled comm system that should allow you to call us if anything goes wrong."

How do we get to Three Spires? "We're in the middle of Goldfest, so most of my workers and staff are enjoying some time off. We contract all of our security responsibilities to a shobhad clan called the Vashuun-Ka, and there is a small group of them guarding the site right now. The group's leader, Stomeg, will escort you to Three Spires. I have an enercopter and a flight team prepped and ready for you on the roof. Stomeg's already waiting there for you. Three Spires is 300 miles south of here. The enercopter will have you there in about three hours."

We had some trouble with some of your workers at the spaceport. Why are they so angry? "My people see any threat to our mining operations as a direct threat to their lifestyles. The ssarlithine extraction operation on Thosum V has been very lucrative, and the workers don't want to see that end."

Will you shut down the mining operation if we find something dangerous at Three Spires? "I'll certainly take it under advisement. Let's not get ahead of ourselves."

JOURNEY TO THREE SPIRES

A short flight of steps leads from Alazdra's office to an enclosed roof-top enercopter launch pad. There, the PCs meet the shobhad **Stomeg** (LN male shobhad^{AA}), a towering, four-armed mercenary clad in a tactical war harness. Stomeg is stoic and polite but doesn't know much about the metal structure the mining team unearthed. The enercopter is designed to haul workers and equipment to the various mining sites around Thosum V, and can hold Stomeg, the two-person flight crew, and up to ten additional Medium creatures if necessary. The flight takes a little over three hours and is uneventful.

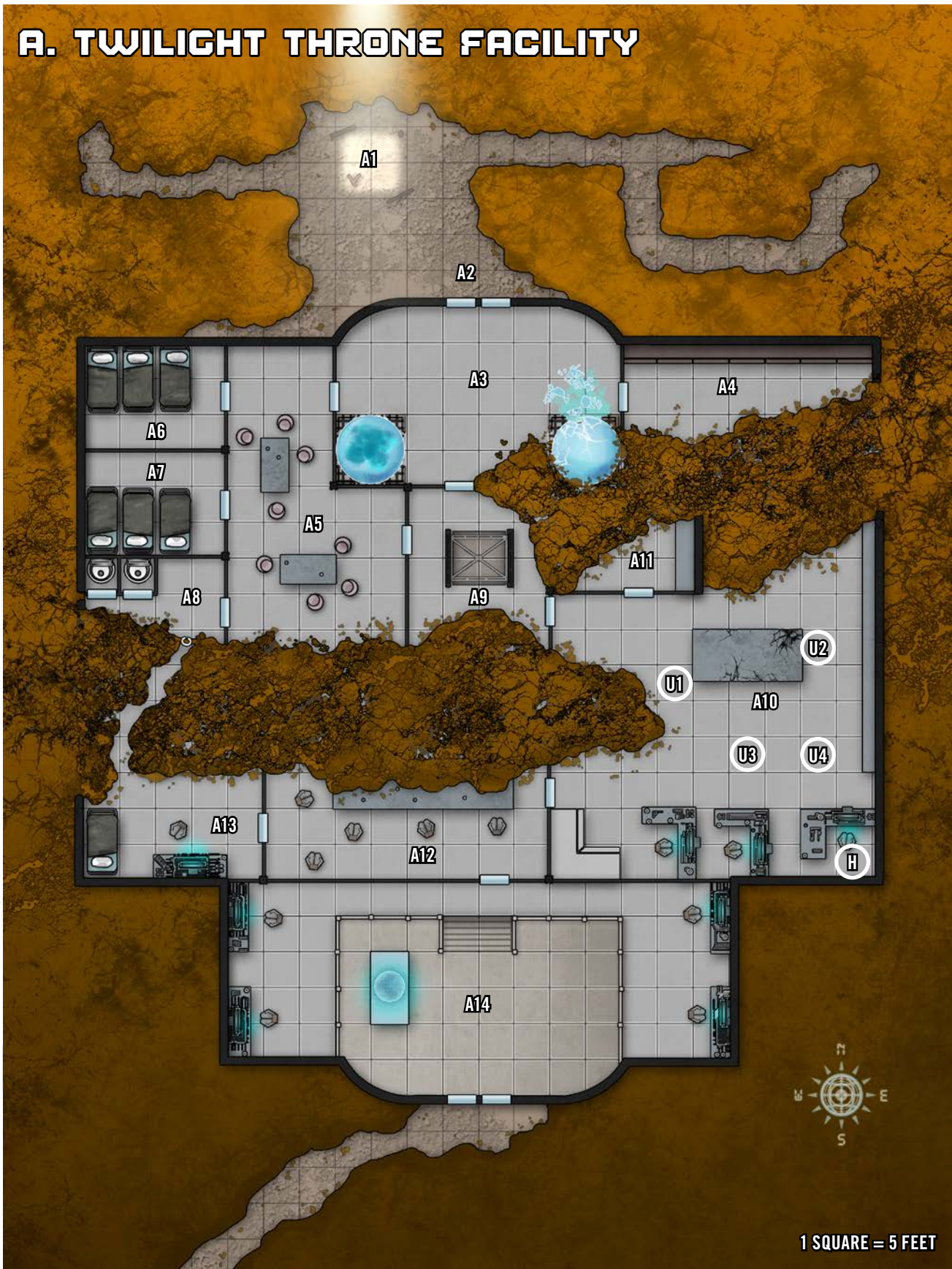
THREE SPIRES MINING CAMP

The Three Spires mining camp sits in the shadow of three enormous karst formations that rise into the sky like a 400-foot-tall three-pronged fork. The mining camp is located 200 miles south of Thosum's Vault in a mountainous region known as the Amethyst Highlands. The region is dotted with towering purple mountains punctuated by deep valleys filled with dense temperate rain forests. The Three Spires camp lies at the far end of one of these valleys

When the PCs arrive, the camp is nearly deserted, as all of the miners and refinery workers have gone to Thosum's Vault for the Goldfest celebrations. The only other individuals present are Stomeg's two companions, **Wothar** and **Yndrak** (LN female and male shobhads), who provide security for the site. A 12-foot-high chain-link fence surrounds the mining encampment, which includes several prefabricated buildings (a guard station, a two-story housing facility, and an enercopter landing pad). The camp's enormous ssarlithine liquefaction apparatus (SLA), a 45-foot-tall silvery steel reservoir that is used to turn ssarlithine gas into liquid for shipping to Thosum's Vault, dominates the encampment. Next to the SLA stands a heavy laser drill suspended by a 20-foot tall steel scaffold and the yawning mouth of the mine shaft (see area **A** below).



A. TWILIGHT THRONE FACILITY



1 SQUARE = 5 FEET



A. TWILIGHT THRONE FACILITY

Shortly after the members of the Twilight Throne settled on Thosum V, they put plans in motion to one day return to the Golarion system as conquerors. The creation of several dozen weapons research laboratories—sites where Twilight Throne scientists developed powerful weapons and experimented with dangerous technology—were the keystone of this plan. To keep their non-military population safe, the scientists constructed their laboratories deep underground.

The facility unearthed by AbadarCorp was devoted to a perilous new technological weapon that involved infusing living creatures with highly organized—and highly destructive—nanites. At first, the Twilight Throne scientists experimented on the local fauna, with very limited success. However, the nanite-infused animals usually perished in agony after a few minutes as the confused nanites forced the animals to consume themselves. After several years of following this ineffective approach, one frustrated scientist named Daela Hsiung decided to take matters into her own hands and injected one of her lab workers with the nanite-infused serum previously only used on animals. This inadvertently spawned a nanotech golem, which immediately slew and absorbed the surprised scientist and her staff. The golem then integrated itself into the facility's security system before it sealed the facility and systematically hunted down the remaining personnel. Though the golem killed most of the facility's inhabitants, it also infected a few of them with nanites and turned them into nanite-infused undead.

With the facility secured, the nanotech golem then departed and spent the next decade, along with other similarly berserk constructs across the world created in various Twilight Throne facilities, eradicating all sapient life from Thosum V. When it completed its grim task, the golem returned to its birthplace and powered down. The facility's security system then activated its cryogenic freeze cycle to preserve the nanite golem indefinitely. The facility has been a frozen mausoleum for centuries now, long-forgotten and buried by two miles of stone.

FEATURES OF THE TWILIGHT THRONE FACILITY

The facility's halls and chambers share similar features.

Walls: The facility's internal walls are composed of two, 1-inch-thick steel panels separated by 10 inches of steel support beams and concrete (hardness 15, HP 240, break DC 45), whereas external walls are 2 feet thick and composed of multiple sheets of nanocarbon steel (hardness 35, HP 720, break DC 100).

Doors: The facility's interior doors are composed of 1-inch thick steel panels (hardness 20, HP 60, break DC 26) and are usually not locked (with the exception being the door leading to area **A4**). Unless locked, the doors slide swiftly into the wall to the right when a Small or larger creature stands within 1 foot of them for more than three seconds. These doors remain open as long as their doorways remain blocked, then swiftly close three seconds later.

Illumination: Unless noted, the entire facility is dimly lit by red-orange emergency lights set into panels high on the walls or ceiling

of each room. The entryway (area **A2**) and rooms with significant damage (areas **A4**, **A5**, **A7**, **A9**, **A11**, **A12**, and **A13**) are unlit.

Computers: Only a few of the facility's computers still function (as detailed in areas **A10**, **A13**, and **A14**). The PCs can consult these computers for information about the Twilight Throne. If a PC spends 1 minute performing research using one of the functioning computers and succeeds at a DC 15 Computers check, the PC learns about the Twilight Throne, their anti-alien agenda, and the gory details of 43 acts of mass-murder and terrorism its members committed across the system. The PC also learns that the Twilight Throne was hunted down, and its surviving members were forced to flee the Golarion system before the Gap using pre-Drift technology.

A1. MINE SHAFT (CR 4 OR CR 6)

The laser-drilled mine shaft is 40 feet long by 30 feet wide, with a central pillar descending at a perfect 45-degree angle for two miles before reaching area **A2**. The walls of the shaft are perfectly smooth and impossible to climb without special gear. Six lines of titanium alloy cable are affixed to the lift, two on each of the longer sides and one at each end. It takes approximately 15 minutes for the lift to reach the bottom of the shaft. A cabled comm system sits at the west edge of the lift, directly against the waist-high support railing, it's cable trailing back to the mining staging above.

As the PCs descend, each of them can attempt a DC 14 Perception or Physical Science check. A PC who succeeds at the Perception check notices an occasional grinding sound that seems to come from the stone walls surrounding the lift. A PC who succeeds at the Physical Science check notes that the walls appear somewhat unstable, and that several areas show signs of damage from burrowing creatures that could be harmful to the shaft's stability.

Creatures: Just as the PCs reach the bottom of the shaft, several burrowing creatures, attracted by the vibrations created by the lift, burrow forth from the rock and attack. In Subtier 3-4, the creatures are four vermin genetically related to common asteroid lice. In Subtier 5-6, the creatures are two Large predators dubbed "wolf eels" by the terrified miners of Thosum V. They resemble sleek seven-legged eels with pale pink chitinous hides and hairless, wolflike heads bearing circular maws filled with twisted gray teeth.

SUBTIER 3-4 (CR 4)

SUBTERRANEAN LICE (6)

CR 1/2

Variant asteroid louse (*Starfinder Alien Archive 2* 132)

N Small vermin

Init +2; **Senses** blindsense (vibration) 60 ft.; Perception +4

DEFENSE **HP 13 EACH**

EAC 10; **KAC** 12

Fort +4; **Ref** +2; **Will** +0

Immunities acid

OFFENSE

Speed 30 ft., burrow 20 ft., climb 30 ft.

Melee attach +6 or bite +6 (1d6+1 P)



SCALING ENCOUNTER A1

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

Subtier 3–4: Remove two subterranean lice.

Subtier 5–6: Remove one wolf eel.

TACTICS

During Combat The subterranean lice attack in pairs and try to flank their targets.

Morale Each subterranean louse has no sense of self-preservation and fights until slain.

STATISTICS

Str +1; **Dex** +2; **Con** +3; **Int** –; **Wis** +0; **Cha** –4

Other Abilities caustic remains, mindless

SPECIAL ABILITIES

Break Objects (Ex) When attacking an object, a subterranean louse treats that object's hardness as 10 lower.

Burrow (Ex) A subterranean louse can burrow through solid rock at a rate of 10 feet per round.

Caustic Remains (Ex) The remains of a subterranean louse are caustic and stay so for 5 rounds. This acid affects inorganic material and flesh. Creatures or items that touch the remains take 1d4 acid damage that treats hardness as 10 lower than it is. Anything in contact with the acid for a full round instead takes 8 acid damage.



ASTEROID LOUSE

10

SUBTIER 5–6 (CR 6)

WOLF EELS (2)

CR 4

Variant Large predator (*Starfinder Alien Archive* 2 102)

N Large animal

Init +2; **Senses** blindsense (vibration) 60 ft., blindsight (life) 60 ft.; Perception +10

DEFENSE HP 50 EACH

EAC 16; **KAC** 18

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

OFFENSE

Speed 40 ft.

Melee bite +11 (1d8+7 P)

TACTICS

During Combat One of the wolf eels appears above the PCs while the other appears below the PCs. They each concentrate their attacks on a different PC and ignore the other PCs until their first target is dead.

Morale If either wolf eel is reduced to 15 Hit Points or fewer, both attempt to flee. If they manage to kill or incapacitate a PC, both wolf eels attempt to flee with their meal.

STATISTICS

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

Skills Athletics +10

SPECIAL ABILITIES

Burrow (Ex) A wolf eel can burrow through solid rock at a rate of 10 feet per round.

Development: The creature's burrowing has destabilized the shaft, leading to a cascading collapse that blocks the way back and drops heavy slabs of rock down onto the lift 2 rounds after the creatures first attack the PCs; the PCs can hear the debris clattering down the tunnel. Any PC still standing on the lift platform when this happens must succeed at a DC 14 Reflex saving throw (DC 16 in Subtier 5–6) or take 4d6 points of bludgeoning damage from the falling debris (6d6 in Subtier 5–6). Regardless of whether or not they succeed at this saving throw, all affected PCs are immediately shunted to an open square adjacent to the lift.

PCs who attempt to clear the debris to find the cabled comm system discover that the cable has been torn and the comm system crushed. Any personal comm devices the PCs have return only dead noise if the PCs attempt to contact anyone outside of the facility area, due to the disruptive mineral deposits in the bedrock.

Rewards: If the PCs fail to defeat or drive off the burrowing creatures, reduce each PC's credits earned by the following amount.

Subtier 3–4: Reduce each PC's credits earned by 218.

Out of Subtier: Reduce each PC's credits earned by 437.

Subtier 5–6: Reduce each PC's credits earned by 656.

A2. THE BACK DOOR

The mine shaft terminates in the ceiling of a cave the Twilight Throne engineers expanded centuries ago as part of their own ssarlithine mining operations. The cave is cold and has a low (7-foot

high) ceiling. Ancient tunnels extend to the east and west, though they caved-in long ago.

When the PCs approach the metal structure, read or paraphrase the following.

A wall of dull gray steel forms the entire south wall of the cave, punctuated by a large, steel double door. A blinking computerized console is set in the wall just to the left of the door. Though the double door is covered with centuries of dirt and grime, the words "Facility 05" are clearly printed in bold red characters written in Common across it.

The door once served as a rear entrance to the facility and provided access to a network of tunnels the facility personnel used to mine for ssarlithine gas and precious gems. The double door is made of solid nanocarbon steel and is 16 inches thick (hardness 35, HP 480, break DC 90) with an exposed computerized lock that requires a biometric scan keyed to the facility's long-dead officers to open. The PCs can destroy the lock to open the door or they can bypass the archaic lock with relative ease (hardness 20, HP 30, break DC 20, Computers DC 15 to hack).

Development: If the PCs destroy the lock or the door or hack the lock, they trigger a series of three security protocols outlined below. The security protocols also trigger if the PCs move more than 5 feet into the facility, when the facility's security systems determines the PCs' biosignatures do not match any of the facility's long-dead personnel.

Security Protocol #1: The facility immediately vents the ssarlithine gas from the intact tank in area **A3**. The gas blows harmlessly past the PCs like a strong breeze as soon as the door opens. PCs who succeed at a DC 14 Physical Science check identify the gas by its distinctive sickly sweet smell.

Security Protocol #2: The facility's environmental controls switch from cryogenic mode to normal habitability mode and the temperature within the facility begins to slowly increase as shown on the table below. See the Cold Dangers section on page 400 of the *Core Rulebook* for guidelines for dealing with extremely cold temperatures.

TEMPERATURE CHANGE OVER TIME

Time	Temperature
0-5 minutes	Just below -20° F
5-10 minutes	Just under 0° F
10 minutes-4 hours	Just under 40° F
After 4 hours	65° F

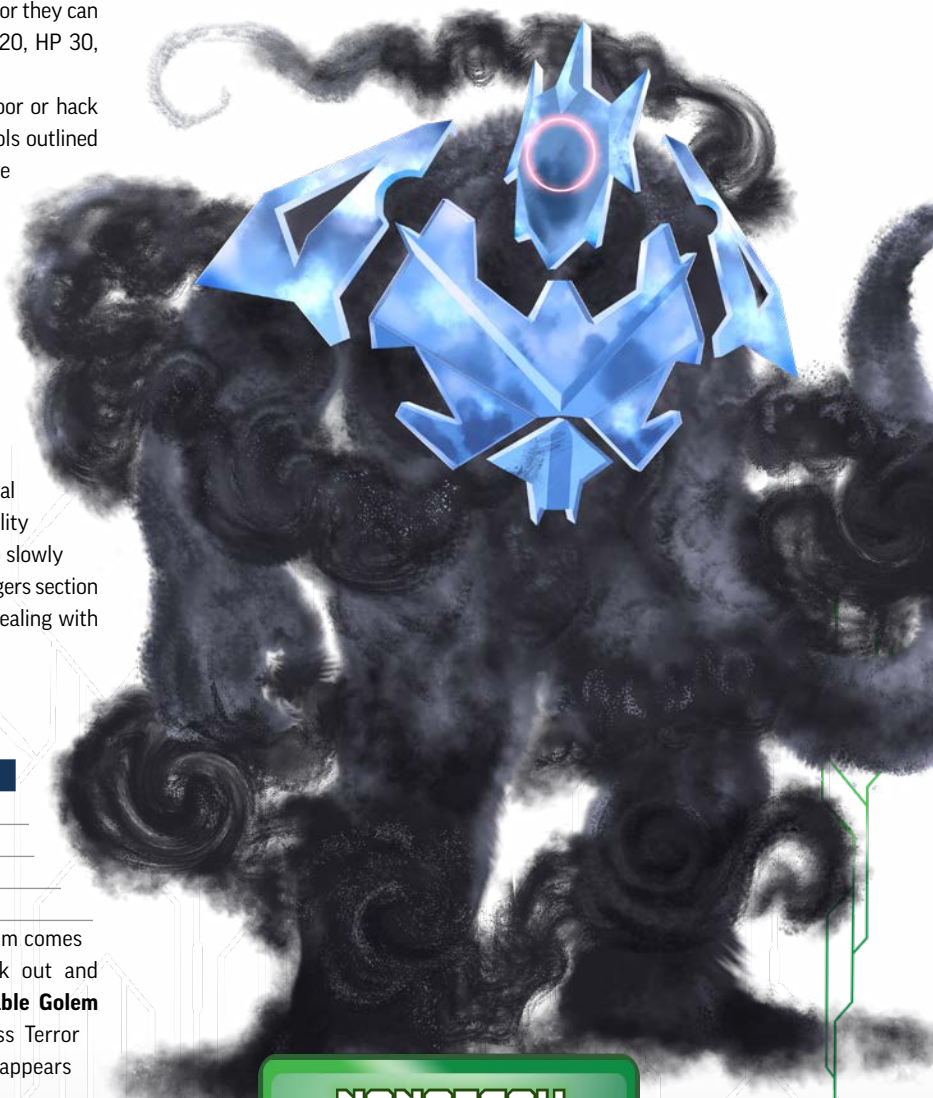
Security Protocol #3: The guardian nanotech golem comes online, slowly stirs to action, and begins to seek out and eradicate intruders. See the **Event: The Unstoppable Golem** below for the golem's actions and the A Relentless Terror sidebar on page 13 to determine when the golem appears during the adventure.

EVENT: THE UNSTOPPABLE GOLEM (CR 10+)

Read or paraphrase the following the first time the golem appears.

A distant buzzing sound quickly grows to a cacophonous din as a monstrous creature drifts into view. The thing is roughly humanoid, but easily twice as tall and wide as an adult human. Its body seems to be composed of motes of fine dust that crackle and spark when they brush against the facility's metal surfaces. The air around it smells of ozone as the terrible thing glides slowly but inexorably forward.

Creature: The nanotech golem first begins manifesting in area **A3** five rounds after the PCs trigger the facility's security protocols. When it initially appears, it takes the sluggish golem four rounds for its nanite body to exit the power conduits before it can act. If the PCs are within the golem's line of sight when it finishes materializing, it moves to attack them. If it does not spot the PCs,



**NANOTECH
GOLEM**



it begins moving through the facility, searching for intruders, as it makes its way to area **A14** to complete its security sweep. If it does not locate the PCs, it returns to area **A3** via the facility's power conduits on the round following its arrival in **A14** and continues this cycle indefinitely.

The nanotech golem moves slowly and methodically, and when it encounters the PCs depends on the PCs' actions. See the A Relentless Terror sidebar on page 13 for additional details on how to determine when the PCs encounter the nanotech golem and how it behaves.

BOTH SUBTIERS (CR 10)

WEAKENED NANOTECH GOLEM CR 10

N Large construct (magical, technological)

Init +8; **Senses** all-around vision, darkvision 60 ft., low-light vision; Perception +25

DEFENSE **HP** 250

EAC 29; **KAC** 29; 47 against combat maneuvers

Fort +12; **Ref** +16; **Will** +10

Defensive Abilities regeneration 10 (acid or fire), swarmlike, unflankable; **Immunities** construct immunities, magic

Weaknesses vulnerable to cold

OFFENSE

Speed 10 ft., fly 10 ft. (Su, perfect)

Melee nanite filament +27 (4d6+20 S or P; critical severe wound [DC 20])

TACTICS

During Combat The nanotech golem's tactics are simple: it engages the closest PC and uses its nanite filament attack to shred its target to pieces. It focuses all its attacks on a single target until that target is dead.

Morale The golem fights until destroyed.

STATISTICS

Str +6; **Dex** +8; **Con** –; **Int** –; **Wis** +0; **Cha** –2

Other Abilities comm, mindless, sluggish, unliving

SPECIAL ABILITIES

All-Around Vision (Ex) The nanotech golem sees in all directions at once.

Comm (Ex) The nanotech golem can receive wireless communications (and thus commands from its creator) at planetary range.

Magic Immunity (Ex) The nanotech golem is immune to any spell or spell-like ability that allows spell resistance, unless the spell specifically lists constructs in its Targets entry. In addition, certain spells and effects function differently against the golem as follows.

- The nanotech golem can be affected by *discharge* or *greater discharge* but has a unique reaction to these spells. If the golem fails a saving throw against either spell, it becomes confused for 1d4 rounds instead of suffering the spell's normal effect. The golem can attempt a Fortitude save at the end of each of its turns, ending the condition on a success.

- Magical effects that deal cold damage automatically slow the nanotech golem for 3 rounds as if it was the target of a *slow* spell (no save; in addition to dealing cold damage).
- The nanotech golem automatically fails saving throws against weapons and magical effects that deal electricity damage. However, such an effect merely breaks any slow effect on the golem and heals it for 1 Hit Point per 3 damage the effect would have dealt. Any damage that exceeds the golem's maximum Hit Points is stored as charges for its weapons, at a rate of 1 charge per Hit Point the golem would have gained. Any additional damage is ignored.

Sluggish (Ex) The nanotech golem is still in the process of activating its systems. It cannot make an attack or opportunity for one round after it makes an attack with its nanite filament.

Swarmlike (Ex) The nanotech golem is immune to critical hits, as well as entangled, flat-footed, off-kilter, off-target, pinned, prone, and staggered effects. It takes only half damage from any attack or effect that targets only one creature. Automatic fire must hit the golem as if it were three targets to deal full damage to it. In addition, the golem can move through openings 1 inch wide without squeezing, and it can squeeze to move through microscopic openings.

Vulnerability to Cold (Ex) In addition to taking half again as much damage (+50%) from cold attacks, the nanotech golem is automatically slowed for 3 rounds after taking cold damage (as the *slow* spell).

A3. SSARLITHINE STORAGE

Icy mist and a thin layer of frost covers all of the surfaces in this large chamber. A pair of cylindrical steel tanks embedded in the walls of the southeast and southwest corners fill much of the room. The tanks rise from floor to ceiling and bear the words "Ssarlithine – Cryogenic Solution" emblazoned in red characters. The southwest tank is intact, but the southeast tank bears a jagged gash, nearly six feet long and two feet wide.

The facility's staff mined ssarlithine gas and used it to brew a cryogenic solution that helped contain and manage the nanite clouds they handled during their dangerous laboratory experiments. When the facility powered down after the nanotech golem's rampage centuries ago, the site's security systems tapped into the ssarlithine supply and turned the entire facility into a cryogenically frozen mausoleum. When the PCs entered the facility and triggered the security protocols, they also triggered the facility's environmental controls (as described in area **A2**). As the facility warms up, the frost-covered surfaces change into glistening beads of moisture which completely evaporate after 8 hours.

The ssarlithine tank in the southeast corner ruptured during the earthquake that devastated the facility long ago. Instead of containing gas, it is nearly full of rubble and debris. The southwest tank vented its entire store of ssarlithine gas (it was 75% full when

the PCs arrived) when the first security protocol triggered (see Security Protocol #1 on page 11), so it is also empty. An interior double door once connected to area **A9**, but it was mangled during the earthquake and is now impassable. Two standard interior doors are set into the middle of the east and west wall respectively. Unlike the facility's other standard interior doors, the door on the east wall is locked (see area **A4** for details).

A4. ARMORY (CR 4 OR CR 6)

The door to area **A4** has the words "Armory" and "Authorized Access Only" emblazoned across it in Common, written in bold red characters. Unlike the facility's other interior doors, this door is heavier (hardness 35, HP 280, break DC 50) with an exposed computerized lock that requires a biometric scan keyed to the facility's long-dead officers to open. The PCs can destroy the lock to open the door or they can bypass the archaic lock with relative ease (hardness 20, HP 30, break DC 20, Computers DC 15 to hack).

The entire south wall of the armory collapsed long ago, leaving behind a narrow chamber partially choked with rubble and solid stone. The northern half of the armory remains intact. Seven storage cubicles set along the north wall. All but one of the cubicles is empty.

Trap: Destroying the lock or the door or hacking the lock with a successful Computers or Engineering check triggers a trap that causes a cloud of devouring nanites to spray in front of the door. The nanite cloud fills a 10-foot-square area in front of the door that disperses after two rounds. Creatures take the indicated piercing damage from the devouring nanites each round they remain inside the cloud.

SUBTIER 3-4 (CR 4)

DEVOURING NANITES TRAP

Type technological; **Perception** DC 26; **Disable** Engineering DC 21 (disable nanite dispersal mechanism)

Trigger destroying or hacking the steel door; **Reset** none;

Bypass biometric scan (Computers DC 21 to hack)

Effect a cloud of devouring nanites targets all creatures within 10 feet of the door (4d10+2 P per round); Reflex DC 15 half

SUBTIER 5-6 (CR 6)

DEVOURING NANITES TRAP

Type technological; **Perception** DC 29; **Disable** Engineering DC 24 (disable nanite dispersal mechanism)

Trigger destroying or hacking the steel door; **Reset** none;

Bypass biometric scan (Computers DC 24 to hack)

Effect a cloud of devouring nanites targets all creatures within 10 feet of the door (6d12 P per round); Reflex DC 16 half

Treasure: The easternmost storage cubicle, contains a frost-bite class zero-rifle (a hailstorm-class zero-rifle in Subtier 5-6).

A RELENTLESS TERROR

The nanotech golem is intended to be a recurring menace throughout the scenario. As the golem moves systematically and relentlessly through the facility searching for intruders to destroy, the opportunity for it to encounter the PCs increases. Whenever the PCs do one of the following, roll 1d6:

- The PCs enter a new encounter area for the first time.
- The PCs hack or destroy any of the facility's locked doors.
- A PC uses the Take 20 action.
- A PC logs on to one of the facility's computers.
- The PCs cause any significant damage to the facility (including detonating a grenade or other explosive).

On a 5 or higher, the golem is alerted to the PCs presence and begins moving to their current location. Each time the GM rolls 1d6 and the golem does not appear, add +1 to the next roll the GM makes to determine whether or not the golem begins seeking the PCs out (up to a total of +4, at which point the golem is guaranteed to begin moving towards the PCs' location.) The golem automatically encounters the PCs if they linger in one location for more than 5 minutes. The golem also appears when the PCs first enter area **A14**.

MOVING THROUGH THE POWER CONDUITS

Though the nanotech golem's speed is reduced to 10 feet, it moves much faster when it disincorporates and enters the facility's power conduits. If any of the PCs' actions alert the golem to their presence as described above, the creature travels through the power conduits and arrives in 1d6 rounds. Unlike when it first emerges from the power conduit in area **A3** (as described in *Event: The Unstoppable Golem* on page 11), the golem can exit the power conduit as a move action.

REDUCED EFFICIENCY

The nanotech golem's advanced programming needs time to recover after remaining offline for centuries. When it initially appears, the golem operates at reduced efficiency for 24 hours while its internal memory and combat systems regenerate. In addition to the golem's reduced speed and inability to use its nanite scattershot and its nanite cloud special abilities (as indicated in the golem's stat block, preventing it from creating additional undead during this scenario), its memory and decision-making capabilities are also reduced. During the first 24 hours, the golem is unable to retain even basic short-term memory. If the PCs leave the golem's line of sight for two rounds, the golem effectively forgets the PCs exist and ends its pursuit. If this happens, the golem ceases moving for 5 rounds before it lurches forward and continues its sweep of the facility.



TWILIGHT THRONE DATAPADS

Scattered throughout the facility are four datapads that might provide useful clues and information for the PCs. These small handheld computers were ubiquitous among the Twilight Throne personnel. Though they originally functioned as tier 1 computers and comm units, these ancient devices have suffered serious memory and functionality losses over the long centuries.

When the PCs discover a datapad, the device is drained of power. Powering up a datapad requires tethering the datapad to a power source or powered device (like another datapad, a suit of powered armor, or a similarly powered item or device). This takes a full action and requires a successful DC 14 Computers or Engineering check. Once powered up, a curious glitch in each datapad's processor only allows it to display a static image of the last written log entry or message the datapad's owner typed into it. These often-incomplete entries are written in Common. For the contents of each log, see the Datapad Log section corresponding to one of the four datapads that can be found in areas **A5**, **A7**, **A9**, and **A11**. Additionally, Appendix 1: Handouts (page 22) has all four datapad log handouts that GMs can share with the PCs.

Rewards: If the PCs do not retrieve the rifle from area **A4**, reduce each PC's credits earned by the following amount.

Subtier 3-4: Reduce each PC's credits earned by 358.

Out of Subtier: Reduce each PC's credits earned by 970.

Subtier 5-6: Reduce each PC's credits earned by 1,582.

A5. LOUNGE

This lounge is furnished with a pair of metal tables and cushioned chairs. Two desiccated corpses are still seated at one of the tables, their rotting flesh withered with ragged holes. Two cracked and powerless vidscreens are mounted on the north and west walls and the entire south wall is a collapsed heap of rubble and splintered vending machines.

The bodies belong to two workers that were killed by the nanotech golem during its initial rampage. One of the workers still clutches a datapad in their bony hand.

Datapad Log #1: "Mivren says one of the officers has a zero-rifle in his armory cubicle, but that's hard to believe. I haven't seen one of those since the Nightarch operation, right before we left the home system."

A6 AND A7. BUNK ROOMS

These sleeping quarters both contain three bunk beds, with grimy, disheveled sheets and pillows. Hooks for hanging gear line the walls opposite the beds, from which hang 1d4+1 sets of dingy yellow coveralls. A PC that looks under the bed against the west wall in area **A7** discovers the withered corpse of a human woman curled up in a fetal position and a dust-covered datapad on the floor near her.

Datapad Log #2: "Doctor Hsiung did it! But now we're as good as dead. [Unreadable] breached the containment field and killed Zimzer, I thought Hsiung's nanite projector might be able to harm them or at least drive them off, but I couldn't get the bloody thing online in [unreadable] was only able to escape the lab because it took a moment to obliterate Hsiung and the rest of her team. Oh, gods! It riddled them with holes! [Unreadable] hiding in one of the bunk rooms. I'll try to circle back to the lab and finish bringing the nanite projector online. [Unreadable] I just heard screams in the lounge. I think..."

A8. LAVATORY

Murky water covers the floor of this lavatory and large patches of ancient mold cover the walls and ceiling. Though the south wall has collapsed, the north wall still contains two open stalls holding mold-encrusted toilets and a dingy washbasin. One section of the collapsed south wall is a tangle of wires and loose steel panels that occasionally shifts and vibrates creating a soft rattling sound.

The water averages three inches deep and originates from a series of cracked pipes in the damaged south wall. The filthy water flows to the center of the room where it pools and eventually drains into several gashes in the floor. The moldy toilets and washbasin all function, though the water they produce is tainted. Any creature drinking the water or touching it with bare skin risks exposure to blinding sickness (*Core Rulebook* 418).

PCs investigating the westernmost stall find the desiccated remains of a man wearing yellow coveralls squatting on the toilet with his feet perched on the toilet seat. The corpse is that of a lab worker who fled here to hide from the nanotech golem, though the golem eventually discovered him.

Development: PCs examining the damaged panels and tangled wires on the south wall who succeed at a DC 15 Perception check realize the loose panels partially block a crawl space that winds away to the south. To navigate the crawl space the PCs must first pull a few of the loose panels from the wall, which requires a successful DC 16 Strength check. Once the PCs clear the panels away, they can navigate the 2-foot-high, 3-foot-wide passageway that connects to area **A13**. Small creatures wearing light armor or no armor can navigate the passage by crawling. Medium creatures wearing light armor or no armor (and Small creatures in heavy armor) can crawl as well, but they have the entangled condition while navigating the crawl space and must

succeed at a DC 20 Reflex save to avoid taking 1d6 points of piercing damage from brushing against the jagged debris. Large or larger creatures (as well as Medium creatures wearing heavy armor) cannot navigate the crawl space.

A9. RUINED ELEVATOR

A square column fills the middle of this damaged area. The column is open to the north and south, allowing a clear view of an eight-foot wide elevator shaft that descends into darkness.

The elevator that once occupied this area used to provide access to three additional subterranean levels, though these levels collapsed during the violent earthquake that ravaged the facility. All that remains of the elevator is a 40-foot-deep shaft with a bottom choked with rubble. PCs peering into the shaft with adequate light can see a tangle of ancient corpses half-buried in the debris. A PC who succeeds at a DC 15 Perception check notices that one of the corpses partially obscures a datapad and heavy-duty canvas storage bag.

Though the shaft's damaged walls are rough and not difficult to ascend (Athletics DC 10 to climb), they are unsafe and in danger of collapsing. A PC that examines the walls and succeeds at a DC 15 Engineering, Physical Sciences, or Survival check recognizes the danger. Any creature weighing more than 100 pounds that attempts to climb the walls causes them to collapse when the creature reaches the shaft's midpoint (20 feet). Any creatures in the elevator shaft who are not flying or hovering at that time must succeed at a DC 18 Reflex save (DC 20 in Subtier 5–6) or fall to the bottom of the shaft. A falling creature takes 1d6 points of damage per 10 feet that they fall, plus 2d6 points of bludgeoning damage (4d6 points in Subtier 5–6) from falling debris. If a creature takes more than 10 points of damage from the falling debris (but not the fall itself), the creature is partially buried by the rubble and automatically pinned. A pinned creature can wriggle free with a successful DC 20 Acrobatics check or three successful DC 15 Strength checks. It takes 1 minute to perform each check.

Treasure: PCs that reach the bottom of the shaft can retrieve the datapad and the canvas bag, which contains a magnetic jack (Armory 130). If the shaft wall collapses, the datapad and the canvas bag are buried under the debris. The PCs must then succeed at two DC 15 Strength checks to carefully dig through the rubble to retrieve each item. It takes 1 minute to perform each check.

Datapad Log #3: "Our time will soon come. We left the Golarion system to escape the wrath of alien-loving, small-minded fools. But we've not been idle. In a few short years our military might will equal that of any of the civilized worlds we left behind. And when we return, we will no longer skulk in the shadows. [Unreadable] -ion, Akiton, and Castrovel will all burn! Hail, the Twilight Throne! Forever to thee!"

Rewards: If the PCs do not recover the magnetic jack, reduce each PC's credits earned by 75.

A10. NANITE LABORATORY (CR 5 or CR 7)

Computers sit to the south of this laboratory, yet the most distinctive features of the room include a cracked stainless-steel worktable underneath a gun-like apparatus made of glass and blue steel that hangs from the ceiling. Part of the north wall has collapsed, littering the floor with dirt and debris. The western half of the lab has collapsed as well, creating a floor-to-ceiling peninsula of packed earth and crushed building materials.

The Twilight Throne scientists used this lab for their dangerous nanotech experiments, which eventually led to the undoing of their entire colony on Thosum V. Of the computers to the south, only the computer at the southeast corner's desk still functions. It is a tier 4 computer.



**DOCTOR
HSIUNG**

15

SCALING ENCOUNTER A10

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

Subtier 3–4: Remove one skeletal lab worker.

Subtier 5–6: Remove one zombie lab worker.

Creatures: A scientist named Daela Hsiung worked for decades to perfect the Twilight Throne's arsenal of nanotech weapons. Though her breakthroughs created various devastating arms, Hsiung's nanotech weapons never reached their full potential because they were wielded by imperfect beings who made mistakes. In order to avoid such errors, Hsiung sought to infuse clouds of nanites into a living human host, with the ultimate goal of creating a nanotech superweapon capable of making its own decisions without the distracting influence of unnecessary emotions like fear or pity. Hsiung's unintended end result was an uncontrollable nanotech golem that flew into a rage the moment its AI came online.

When the golem began systematically eradicating the facility's personnel, Hsiung and several lab workers were the first casualties. Instead of killing and absorbing Hsiung and her team, the golem infused their bodies with flesh-altering nanites. Though the men and women perished in agony from the infusion, they arose shortly after death as nanite-infused undead and continue to wander this chamber. They include four mindless undead lab workers and the undead Doctor Hsiung. In Subtier 3–4, the undead lab workers are variant skeletal undead. In Subtier 5–6, the undead lab workers are variant occult zombies. Though Doctor Hsiung retains some of the knowledge and memories she had in life, her mind was warped and reprogrammed by the nanites the nanotech golem infused into her mind and flesh. Doctor Hsiung is now consumed by an all-encompassing rage and a desire to eradicate any living thing she encounters.

SUBTIER 3–4 (CR 5)

DOCTOR HSIUNG **CR 3**

Variant corpsefolk operative (*Starfinder Alien Archive 2* 30)
NE Medium undead

Init +4; **Senses** darkvision 60 ft.; Perception +14

DEFENSE **HP** 42

EAC 14; **KAC** 15

Fort +3; **Ref** +6; **Will** +7

Defensive Abilities evasion; **DR** 5/magic; **Immunities** undead immunities

OFFENSE

Speed 40 ft.

Melee claw +7 (1d6+4 S)

Offensive Abilities nanite spray (30-ft. line, 4d6 P, Fortitude DC 14 or nauseated 1 round, usable every 1d4 rounds), trick attack +1d8

TACTICS

During Combat Doctor Hsiung behind the cover granted by her workstation. On the first round of combat, she targets a PC with her nanite spray. She then uses a full action to bring the nanite projector online and targets a PC with it the following round (see the **Development** section for information on operating the nanite projector). Hsiung then alternates attacking with the nanite projector and with her nanite spray, though she does not leave her position. She only uses her claw attack if a PC engages her in melee and her nanite spray is not available.

Morale Doctor Hsiung fights until destroyed.

STATISTICS

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

Skills Acrobatics +9, Computers +14, Engineering +14, Intimidate +9

Languages Common

Other Abilities operative exploits (uncanny mobility), specialization (hacker), unliving

SPECIAL ABILITIES

Nanite Spray (Ex) As a standard action, a nanite-infused undead can vomit forth a cloud of devouring nanites that affects all targets in a 30-foot line. Creatures caught in the nanites' path take 1d6 points of piercing damage plus an additional 1d6 points of piercing damage per CR. Creatures that take damage from the nanite spray must succeed at a Fortitude save (DC = 10 + 1-1/2 × the nanite-infused undead's CR) to avoid being nauseated for 1 round. Even with a successful save, the target creature is staggered for 1 round. A nanite-infused undead can use its nanite spray once every 1d4 rounds.

SKELETAL LAB WORKERS (4) **CR 1/2**

Variant skeletal undead (*Starfinder Alien Archive 114*)

NE Medium undead

Init +2; **Senses** darkvision 60 ft.; Perception +4

DEFENSE **HP** 13 EACH

EAC 10; **KAC** 12

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

DR 5/magic; **Immunities** cold, undead immunities

OFFENSE

Speed 30 ft.

Melee claw +6 (1d6+3 S)

Offensive Abilities nanite spray (30-ft. line, 2d6 P, Fortitude DC 10 or nauseated 1 round, usable every 1d4 rounds)

TACTICS

During Combat The undead lab workers immediately target the PCs with their nanite spray. The undead then lurch forward

to engage the PCs in melee. The creatures use their nanite spray whenever it is available.

Morale They fight until destroyed.

STATISTICS

Str +3; **Dex** +2; **Con** –; **Int** –; **Wis** +1; **Cha** +1

Skills Athletics +9

Other Abilities mindless, unliving

SPECIAL ABILITIES

Nanite Spray (Ex) As a standard action, a nanite-infused undead can vomit forth a cloud of devouring nanites that affects all targets in a 30-foot line. Creatures caught in the nanites' path take 1d6 points of piercing damage plus an additional 1d6 points of piercing damage per CR. Creatures that take damage from the nanite spray must succeed at a Fortitude save (DC = 10 + 1-1/2 × the nanite-infused undead's CR) to avoid being nauseated for 1 round. Even with a successful save, the target creature is staggered for 1 round. A nanite-infused undead can use its nanite spray once every 1d4 rounds.

SUBTIER 5–6 (CR 7)

DOCTOR HSIUNG

CR 3

HP 42 (see page 16)

TACTICS

Use the tactics from Subtier 3–4.

ZOMBIE LAB WORKERS (4)

CR 1

Variant occult zombies (*Starfinder Alien Archive* 114)

NE Medium undead

Init +2; **Senses** darkvision 60 ft.; Perception +5

DEFENSE

HP 24 EACH

EAC 11; **KAC** 13

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

DR 5/magic; **Immunities** undead immunities

Weaknesses staggered

TACTICS

Use the tactics from the skeletal lab workers in Subtier 3–4.

OFFENSE

Speed 30 ft.

Melee slam +8 (1d6+5 B)

Offensive Abilities nanite spray (30-ft. line, 2d6 P, Fortitude DC 11 or nauseated 1 round, usable every 1d4 rounds)

STATISTICS

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

Skills Athletics +10

Other Abilities mindless, unliving

SPECIAL ABILITIES

Nanite Spray (Ex) As a standard action, a nanite-infused undead can vomit forth a cloud of devouring nanites that affects all targets in a 30-foot line. Creatures caught in the nanites' path take 1d6 points of piercing damage plus an additional 1d6 points of piercing damage per CR. Creatures

that take damage from the nanite spray must succeed at a Fortitude save (DC = 10 + 1-1/2 × the nanite-infused undead's CR) to avoid being nauseated for 1 round. Even with a successful save, the target creature is staggered for 1 round. A nanite-infused undead can use its nanite spray once every 1d4 rounds.

Staggered (Ex) The zombie lab workers are always considered staggered and can never take more than a single move or standard action in a round. They can't take full actions.

Development: The nanite projector Doctor Hsiung once used for her nanite experiments is still partially functional, though only as a weapon. It is attached to the ceiling 15 feet above the steel worktable. Though somewhat delicate, the nanite projector (hardness 5, HP 20, break DC 20) can be operated by a creature adjacent to the southeast computer. By succeeding at a DC 15 Computers check as a full action, a PC can bring the nanite projector online. Afterward, a creature can issue to commands to the projector via the computer, aiming and firing the weapon as a standard action with a second successful DC 15 Computers check. The projector's ranged attack bonus equals the computer operator's base attack bonus plus their Intelligence modifier and targets EAC. A successful attack indicates a creature is struck by a concentrated burst of nanites and takes 3d6 points of piercing damage (5d6 points in Subtier 5–6). If the nanotech golem is struck by the nanite projector, it takes 6d6 points of damage and is automatically stunned for 1 round. The nanite projector needs time to recharge and can only be used once every 1d4 rounds. the projector can fire a total of 6 times before it burns out and becomes useless.

Treasure: A PC who searches the laboratory's cabinets discovers a cache of rare crystals the Twilight Throne personnel mined and used for other weapon experiments. Retrieving the delicate crystals requires putting them into a special storage device, though the instructions for how to do so are explained on a handy reference card printed in Common and attached to the cabinet door. Storing the crystals in the storage device properly takes 1 minute; if the PCs do not take the time to store the crystals properly but try to take them anyway, they slowly dissolve into worthless dust. If the PCs return to Thosum's Vault with the crystals, Alazdra Magarak eagerly purchases these crystals from the PCs for 1,000 credits (1,700 credits in Subtier 5–6).

Rewards: If the PCs fail to defeat Doctor Hsiung and the undead lab workers, reduce each PC's credits earned by the following amount.

Subtier 3–4: Reduce each PC's credits earned by 336.

Out of Subtier: Reduce each PC's credits earned by 637.

Subtier 5–6: Reduce each PC's credits earned by 938.

A11. OFFICE

A withered corpse fills a padded chair in front of a broken computer console in this small, half-demolished office.



OPTIONAL ENCOUNTER

Encounter **A12** is optional. If fewer than 75 minutes remain, the PCs don't encounter the undead in this area.

The corpse is that of a human lab technician killed by the nanotech golem shortly after the creature began its rampage. The room is littered with debris from the collapse and both the north and west walls are slanting heaps of rocks and shattered building materials.

A PC examining the north wall who succeeds at a DC 15 Perception check spots a datapad half-buried in the collapsed wall. The datapad can be easily pulled from the debris. Before the datapad can be powered up (as described in the Twilight Throne Datapads sidebar on page 14), a PC must clean it and perform some minor maintenance on the device. This requires a successful DC 15 Engineering check and 1 minute of uninterrupted work.

Datapad Log #4: "The nanotech experiment has escaped containment. Casualties mounting. Though she believes the creature to be beyond our ability to harm, Dr. Hsiung's research indicates that extreme cold should at least slow it down. Fire and acid will work as well and damage from those attacks will overextend its regenerative abilities. Vox and I are trapped in Hsiung's office. It's not looking good for us. Hsiung and her team are already dead."

A12. READY ROOM (CR 5 OR CR 7)

The northern section of this meeting room has collapsed, filling half of the room with tons of earth and shattered building components. A half-buried steel table runs the length of the room, it's embedded vidscreens and control panels cracked and inoperable.

This room was used as a meeting area and lounge for the facility's officers. Vending machines, vidscreens, and entertainment kiosks once lined the north wall, but these are now destroyed or buried under tons of debris.

Creatures: When the nanotech golem began its rampage, many of the facility's soldiers fought a brave but futile battle against the near-invincible creature. Though most of the soldiers were killed outright by the golem, a few were transformed into nanite-infused undead, which in turn began to prey on the facility's remaining personnel. In Subtier 3-4, a pair of nanite-infused undead soldier maintain their long vigil over this room. In Subtier 5-6, four undead soldiers guard the room. Though sentient, the undead soldiers are only interested in murdering every living creature they encounter.

SUBTIER 3-4 (CR 5)

UNDEAD SOLDIERS (2)

CR 3

Variant corpsefolk operative
NE Medium undead

Init +4; **Senses** darkvision 60 ft.; Perception +14

DEFENSE **HP 42 EACH**

EAC 16; **KAC** 19

Fort +3; **Ref** +6; **Will** +7

Defensive Abilities evasion; **DR** 5/magic; **Immunities** undead immunities

OFFENSE

Speed 30 ft.

Melee claw +7 (1d6+4 S)

Ranged frag grenade II +7 (explode [15 ft., 2d6 P, DC 15])

Offensive Abilities nanite spray (30-ft. line, 4d6 P, Fortitude DC 14 or nauseated 1 round, usable every 1d4 rounds), trick attack +1d8

TACTICS

Before Combat If an undead soldier hears gunfire or sounds of combat in area **A9**, it crouches down at the western end of the room, uses the meeting table for cover, and readies a frag grenade.

During Combat An undead soldier opens combat by throwing frag grenades at the PCs. Once out of grenades, an undead soldier engages the PCs in melee. When it first moves to engage a PC in melee, an undead soldier makes a trick attack.

Morale Each undead soldier fights until destroyed.

STATISTICS

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

Skills Acrobatics +9, Athletics +14, Intimidate +9, Stealth +14

Languages Common

Other Abilities operative exploits (uncanny mobility), specialization (daredevil), unliving

Gear frag grenades II (2), squad defiance series armor

SPECIAL ABILITIES

Ancient Grenades (Ex) An undead soldier's two frag grenades are ancient and only detonate 50% of the time.

SUBTIER 5-6 (CR 7)

UNDEAD SOLDIERS (4)

CR 3

HP 42 each (see Subtier 3-4)

A13. COMMANDER'S QUARTERS

Though the northern half of this room is a collapsed mass of rocks and mangled building materials. The southern half remains intact and contains a bed and a computer workstation with a padded chair. In the partially collapsed northeast corner of the room, about midway up the wall, is the entrance to a naturally formed crawl space through the debris that winds out of sight to the north.

This room served as the facility commander's private quarters, which once extended to include a private bathroom and an entertainment cubicle to the north. The commander's tier 3 computer still functions. A PC that logs on to the computer and succeeds at a DC 18 Computers check realizes the computer has the command authorization codes required to command the sentry robots in area **A14**. A PC who spends 2 minutes using the computer and succeeds at a DC 20 Computers check (DC 23 in Subtier 5-6) can deactivate those sentry robots. PCs that succeed at the Computers check by 5 or more can instead transfer the command authorization codes for the robots to a datapad or comm unit, allowing the PCs to take complete control of the robots as long as the PCs remain on Thosum V.

The crawl space connects to area **A8**.

Treasure: Lying in plain sight on the bed is the commander's service weapon: a thunderstrike sonic pistol (a corona laser rifle in Subtier 5-6). The weapon is in perfect condition, though it is partially disassembled (the commander was in the middle of cleaning it when the nanotech golem began its rampage). A PC with who spends 2 minutes assembling the weapon and succeeds at a DC 12 Engineering check successfully reassembles it.

Rewards: If the PCs do not recover the weapon, reduce each PC's credits earned by the following amount.

Subtier 3-4: Reduce each PC's credits earned by 388.

Out of Subtier: Reduce each PC's credits earned by 581.

Subtier 5-6: Reduce each PC's credits earned by 774.

A14. COMMAND CENTER AND ENTRY DOOR (CR 4 OR CR 6)

This large room has computers lining the east and west walls. A raised platform rests in the middle of the room, surrounded by a waist-high metal railing. A computerized table studded with blank view-screens and blinking indicator lights sits atop the raised area. Suspended above the table is the flickering holographic image of a map of Thosum V. A double door made of heavy steel is slightly ajar along the southern wall. A cool breeze occasionally blows through the partially open door.

This spacious area served as the command and control center for the facility. Three of the computers were destroyed long ago, but one of them, a tier 3 computer in the northeast corner, still functions. Its view-screen shows the still image of a double door outlined in red with the words "South Exterior Door Damaged: Reboot Required" displayed across the screen in blinking characters. Unlike the rest of the facility, this chamber has been exposed to the elements due to the slightly ajar exit door (see below). A thin layer of grime covers the entire chamber.

When the nanotech golem rampaged through the facility, the installation's commander fled here and tried to escape through the steel exit door. Unfortunately, the golem was functioning at peak efficiency at the time and it had full access to the facility's security systems, including control of the exit door. When the commander tried to open the door, the golem detected the breach,

SCALING ENCOUNTER A12

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

Subtier 3-4: Remove the undead soldier's frag grenades.

Subtier 5-6: Remove one undead soldier.

instantly overrode the commander's command code, and cut off the door's power supply (effectively freezing the door in place). The commander and a few other survivors frantically tried to physically force the door the rest of the way open with the inadequate tools they had on hand, but only managed to open the door about three inches before the golem arrived and slaughtered them.

The steel double door is three inches ajar and remains stuck in place. A cave tunnel dug by Twilight Throne engineers long ago extends beyond the door. Regular gusts of fresh air waft through the tunnel and into the chamber—a clue that the tunnel eventually connects to the planet's surface (after meandering for nearly a quarter mile). The door is currently unlocked but stuck, and its internal systems need to be rebooted. To escape the facility, the PCs must perform a computer reboot on the door and then physically force it the rest of the way open. Doing so involves the following tasks.

- A PC must log on to the functional computer to the northeast and reboot the door. This takes 5 rounds and requires a successful DC 15 Computers or Engineering check (DC 17 in Subtier 5-6). Subsequent attempts at this check only require 1 round to perform.
- After the door is rebooted, one or more PCs must physically force the door the rest of the way open. This requires three successful DC 18 Strength checks. Each check is a full action.
- If the PCs can't make a Computers or Engineering check, they can attempt to force the door open, though the DC on the above Strength check increases by 4.

Creature: Shortly after the nanotech golem cleansed the facility of its human occupants, the facility's security AI brought several sentry robots up from their guard positions in the lower levels of the facility to provide additional security. In Subtier 3-4 one sentry robot is present, while in Subtier 5-6, two robots are present. When the PCs enter the command center, the robots immediately attack.

SUBTIER 3-4 (CR 4)

SENTRY ROBOT

CR 4

Variant patrol-class security robot (*Starfinder Alien Archive* 94)
N Medium construct (technological)

Init +5; **Senses** darkvision 60 ft., low-light vision; Perception +10



TENSION CLIMAX

The encounter in area **A14** represents the climactic final encounter in the scenario. It's quite possible the PCs can enter this room having already usurped control of the guardian robots from area **A13**. With this in mind, the nanotech golem should make one final appearance, getting a swipe or two off at the PCs before they make a (somewhat) heroic retreat from the complex to warn the rest of the colony. As with previous encounters, the GM should use the golem to create tense moments, but not punish the PCs—unless the PCs make the unwise choice of making a desperate stand against the golem instead of fleeing!

DEFENSE

HP 52

EAC 16; **KAC** 18

Fort +4; **Ref** +4; **Will** +1

Defensive Abilities integrated weapons, nanite repair;

Immunities construct immunities

Weaknesses vulnerable to critical hits, vulnerable to electricity

OFFENSE

Speed 30 ft.

Melee slam +10 (1d6+7 B)

Ranged integrated tactical crossbolter +13 (1d10 P)

Offensive Abilities nanite emitter

TACTICS

During Combat The sentry robot initiates combat by attacking with its nanite emitter. The robot then tries to keep its distance, so it can employ its ranged attacks. It only uses its slam attack if the PCs engage it in melee.

Morale The sentry robot fights until destroyed.

STATISTICS

Str +3; **Dex** +5; **Con** —; **Int** +1; **Wis** +0; **Cha** +0

Skills Acrobatics +10, Computers +10, Intimidate +15

Languages Common

Other Abilities unliving

Gear tactical crossbolter with 40 bolts

SPECIAL ABILITIES

Integrated Weapons (Ex) The sentry robot's weapons are integrated into its frame and can't be disarmed.

Nanite Emitter (Ex) Once every 1d4 rounds as a standard action, a sentry robot can shoot a jet of nanites in a 15-ft. cone. The nanites deal 1d8 piercing damage to each target (Reflex DC 13 half).

Nanite Repair (Ex) A sentry robot's nanites heal it, restoring a number of Hit Points per hour equal to its CR (4 Hit Points per hour for most security robots). Once per day

as a full action, a patrol-class security robot can restore 3d8 Hit Points to itself or any touched construct with the technological subtype.

SUBTIER 5–6 (CR 6)

SENTRY ROBOTS (2)

CR 4

HP 52 each (see page 19)

TACTICS

During Combat Same as Subtier 3–4.

Morale Same as Subtier 3–4.

Development: When PCs first enter area **A14**, the facility's security AI determines that their biosignatures do not match any of the long-deceased facility personnel. The AI immediately alerts the nanotech golem, who arrives via the facility's power conduits 1d4+4 rounds later (GMs should adjust this timing so that the golem's arrival occurs before the PCs can retreat from the complex).

Rewards: If the PCs do not defeat the robots, reduce each PC's credits earned by the following amount.

Subtier 3–4: Reduce each PC's credits earned by 80.

Out of Subtier: Reduce each PC's credits earned by 119.

Subtier 5–6: Reduce each PC's credits earned by 158.

CONCLUSION

Once the PCs exit the facility, it takes them several hours to reach the Three Spires mining camp. Upon their return, Stomeg urges the PCs to immediately return to Thosum's Vault to speak with Taxmaster Alazdra. In return for their efforts, the PCs receive vouchers to purchase a small array of goods at a discounted price (reflected in the discounted price items on the Chronicle sheet) and thanked for their assistance.

Though the Alazdra is friendly at first and listens to the PCs, he makes it clear that AbadarCorp sees a long-term investment in the gas-mining operations on Thosum V and the drilling will continue. If the PCs insist that AbadarCorp ceases drilling at once or threaten to leak their story about the nanotech golem to the media, Alazdra's attitude becomes icy cold. Before he has the PCs escorted out of the building by armed shobhad mercenaries, he warns them not to try to influence the locals with their "wild tales" as AbadarCorp needs the workforce and any attempt to convince people to leave the planet could jeopardize the Society's ongoing agreements with the corporation.

Once the PCs leave Alazdra's office, the PCs can decide if they want to stay quiet about the threat under the planet's surface or risk losing the Society's contract with AbadarCorp and begin warning people. PCs who choose to reveal the truth of what lies beneath Thosum V's surface gain the Champion of the Downtrodden boon on their Chronicle sheet, while PCs who keep AbadarCorp's secret gain the Friends in High Places boon instead. Regardless of their choice, all surviving PCs receive the Nanotech Survivor boon on their Chronicle sheets.

Either way, the PCs eventually leave Thosum V and return to Absalom Station aboard an AbadarCorp bulk freighter called the *Aurum Bastion*. During their journey to Absalom Station, the PCs catch a vidcast transmission showing a ysoki garbed in AbadarCorp businesswear armor, proselytizing about a new wave of AbadarCorp-sponsored colonies being established in Near Space and beyond. PCs who have played *Starfinder Society #2-01: Pact World Warriors* recognize the ysoki as **Datch** (female ysoki), a mysterious visitor who arrived between competitions to meet the PCs and left a food arrangement in their suite. The viewing should leave the PCs somewhat uneasy, foreshadowing more rampant colonization, along with the threats of what else AbadarCorp might unleash.

Following their journey back to Absalom Station, Venture-Captain Arvin debriefs the PCs. In an uncharacteristic display, Arvin fails to provide the PCs with any offers of additional amenities or luxuries—something PCs familiar with Arvin note is one of the venture-captain's usual post-mission offerings. Instead, a PC who succeeds at a DC 20 Sense Motive check recognizes that Arvin is perturbed by the PCs' discovery, as well as the reaction of his former friend, Taxmaster Alazdra.

PRIMARY SUCCESS CONDITIONS

The PCs succeed at their primary success condition if they retrieve at least three of the four Twilight Throne datapads and each earn

SCALING ENCOUNTER A14

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

Subtier 3-4: Remove the sentry robot's tactical crossbolter.

Subtier 5-6: Remove one sentry robot.

1 Fame and 1 Reputation for any factions associated with their current faction boon.

SECONDARY SUCCESS CONDITIONS

If the PCs succeed at either of the following objectives, they succeed at their secondary success condition and each earn 1 additional Fame and 1 additional Reputation for any factions associated with their current faction boon.

- Retrieve the crystals from area **A10**.
- Successfully gain control of one of the robots in area **A14**.
- Successfully retrieve all four of the Twilight Throne datapads.



STARFINDER SOCIETY SCENARIO

APPENDIX 1: HANDOUTS

The datapad log entries are reprinted below so GMs can use them as handouts.

DATAPAD LOG #1

"Mivren says one of the officers has a zero-rifle in his armory cubicle, but that's hard to believe. I haven't seen one of those since the Nightharch operation, right before we left the home system."

DATAPAD LOG #2

"Doctor Hsiung did it! But now we're as good as dead. [Unreadable] breached the containment field and killed Zimzer, I thought Hsiung's nanite projector might be able to harm them or at least drive them off, but I couldn't get the bloody thing online in [unreadable] was only able to escape the lab because it took a moment to obliterate Hsiung and the rest of her team. Oh, gods! It riddled them with holes! [Unreadable] hiding in one of the bunk rooms. I'll try to circle back to the lab and finish bringing the nanite projector online. [Unreadable] I just heard screams in the lounge. I think..."

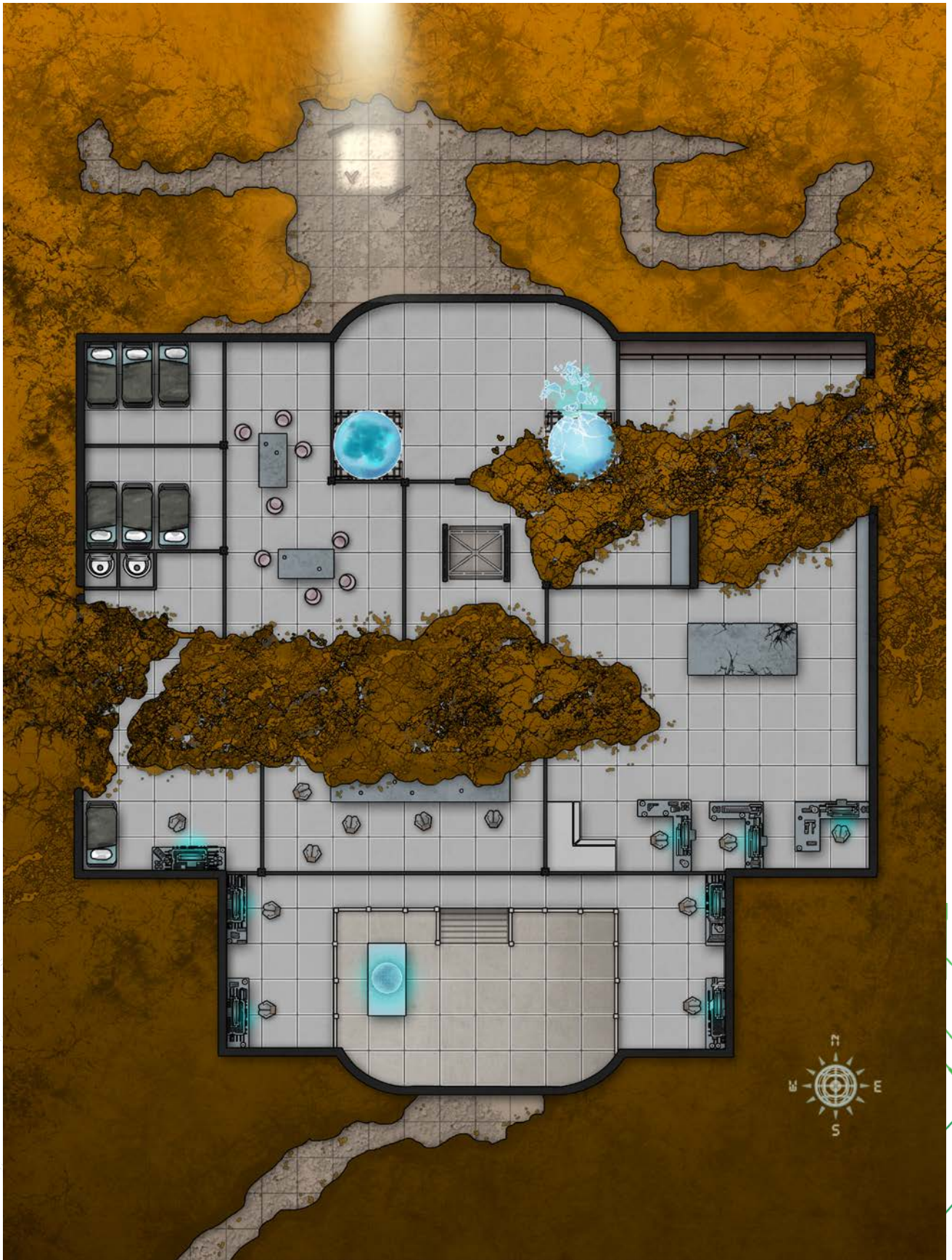
DATAPAD LOG #3

"Our time will soon come. We left the Golarion system to escape the wrath of alien-loving, small-minded fools. But we've not been idle. In a few short years our military might will equal that of any of the civilized worlds we left behind. And when we return, we will no longer skulk in the shadows. [Unreadable] -ion, Akiton, and Castrovel will all burn! Hail, the Twilight Throne! Forever to thee!"

DATAPAD LOG #4

"The nanotech experiment has escaped containment. Casualties mounting. Though she believes the creature to be beyond our ability to harm, Dr. Hsiung's research indicates that extreme cold should at least slow it down. Fire and acid will work as well and damage from those attacks will overextend its regenerative abilities. Vox and I are trapped in Hsiung's office. It's not looking good for us. Hsiung and her team are already dead."

WAKING THE PAST



STARFINDER SOCIETY SCENARIO

Starfinder Society Scenario #2-02: Waking the Past

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

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Acquisitives Exo-Guardians Dataphiles

Second Seekers () Faction _____ Wayfinders

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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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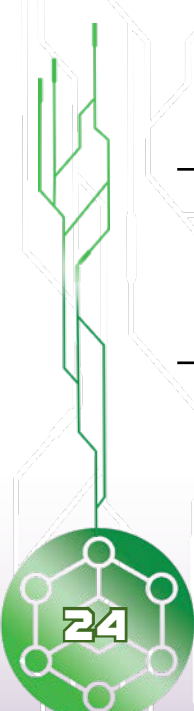
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Starfinder Society Scenario #2-02: Waking the Past

Character Chronicle #

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

Items Found During This Scenario

Champion of the Downtrodden (Ally Boon): You refused to compromise your principals and revealed the truth behind the deadly facility beneath Thosum V. This has inspired one of the more adventurous miners to assist you in future endeavors. This functions as the Basic Hireling Access boon (see the Starfinder Society Roleplaying Guild Guide), though you recruit this dwarf whose skills include three of the following, selected when you choose the boon: Athletics, Engineering, Perception, or Physical Science. When you acquire the Amateur Hireling Access, Professional Hireling Access, Elite Hireling Access, or Master Hireling Access boons, you can choose to have them improve this dwarven hireling.

Friends in High Places (Ally Boon): You have agreed to keep quiet about the deadly creature lurking beneath AbadarCorp's gas extraction site. Although this may endanger some of their employees, AbadarCorp has made one of their shobhad mercenaries available to assist you in future endeavors. This functions as the Basic Hireling Access boon (see the Starfinder Society Roleplaying Guild Guide), though you recruit this shobhad whose skills include three of the following, selected when you choose the boon: Athletics, Intimidation, Sense Motive, or Survival. When you acquire the Amateur Hireling Access, Professional Hireling Access, Elite Hireling Access, or Master Hireling Access boons, you can choose to have them improve this shobhad hireling.

Nanotech Survivor (Personal Boon): You used your wits and skill to survive the rampage of a deadly nanotech golem. During combat at the start of your turn, you can check a box that precedes this boon to gain a +1 circumstance bonus to initiative checks and EAC until the end of the encounter.

You can activate this boon even if you do not have it slotted. However, when you do so, you must check two boxes each time you activate it. Should you ever encounter this golem again, this boon may have another, as of yet unidentified, purpose.

All Subtiers

Subtier 5-6

frag grenade II (discounted price; 600; item level 4; limit 5)
 golemforged plating II (discounted price; 1,500; item level 3; limit 1)
 thunderstrike sonic pistol (discounted price; 1,800; item level 4; limit 1)

corona laser pistol (discounted price; 3,900; item level 6; limit 1)
 incendiary grenade II (discounted price; 900; item level 6; limit 5)
 golemforged plating III (discounted price; 5,000; item level 7; limit 1)

Reputation

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

MAX CREDITS	SUBTIER <input type="checkbox"/> Normal Max Credits	3-4	1,455
	SUBTIER <input type="checkbox"/> Normal	Out of Subtier	2,819
	SUBTIER <input type="checkbox"/> Normal	5-6	4,183
	SUBTIER <input type="checkbox"/> Normal	-	-
EXPERIENCE	Starting XP		
	+	XP Gained (GM ONLY)	<small>GM's Initials</small>
	=	Final XP Total	
	Initial Fame		
FAME	+	Fame Gained (GM ONLY)	<small>GM's Initials</small>
	-	Fame Spent	
	Final Fame		
	Starting Credits		
CREDITS	+	Credits Garnered (GM ONLY)	<small>GM's Initials</small>
	+	Day Job (GM ONLY)	<small>GM's Initials</small>
	-	Credits Spent	
	=	Total	

For GM Only

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Organized Play #