

YEAR OF A THOUSAND BITES

STARFINDER SOCIETY SCENARIO #2-11, TIER 3-6



DESCENT INTO VERDANT SHADOW

BY LARRY WILHELM





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How to Play

Starfinder Society Scenario #2-11: Descent into Verdant Shadow 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 campaign, but it can easily be adapted for use with any world. For more information on the Starfinder Society Organized Play Campaign, 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.

GM Resources

Descent Into Verdant Shadow makes use of the *Starfinder Core Rulebook*, *Starfinder Alien Archive 1*, *Starfinder Alien Archive 2*, *Starfinder Alien Archive 3*, and rules from the Signal of Screams Adventure Path. GM has access to these sourcebooks. All rules referenced in this adventure are available in the free online Starfinder Reference Document at paizo.com/sfrd and are reprinted in the back of this adventure for the GM's convenience.

Scenario Tags

Scenario tags provide additional information about an adventure's contents. For more information on scenario tags see Chapter 1 of the *Starfinder Society Roleplaying Guild Guide*. This scenario has no scenario tags.

DESCENT INTO VERDANT SHADOW

BY LARRY WILHELM



Sprawling megaplexes cover the barren, metallic world of Aballon, teeming with mechanical beings known as anacites who threaten the planet's few remaining natural wonders with their ceaseless industry. Chief among these waning environmental features are the Ice Wells, half-frozen jungles located deep inside Aballon's most primordial craters. Unfortunately, the anacites' rapid industrialization has led to the destruction of several Ice Wells already, and today, only a handful of these ecological marvels remain.

Stretching down dozens of miles beneath Aballon's surface, the Ice Well known as Gullet is the deepest of these sites, and its remote location and pristine condition make it one of the most sought-after research points on the entire planet. To prevent the site's exploitation, the Xenowardens aggressively patrol Gullet's surface periphery, and organizations interested in exploring the Ice Well must reach out to these ecological activists for permission. For years, the Starfinder Society has petitioned for the rights to explore Gullet, and in the past weeks, the Xenowarden watchers have finally approved its first expedition.

Unknown to the Society, the Xenowardens, and the rest of Aballon's population, the Gullet Ice Well is home to a bizarre extraplanar phenomenon. One of the comets that formed the crater in ages past pierced the barriers between several planes of existence, opening unstable pocket holes into the Shadow Plane that still exist to this day.

Recently, the malicious svartalfar fey known as Iziphis emerged from one of these planar pathways and found herself transported to a land overgrown with lush greenery. Intent on making this route permanent, the fey constructed a machine to force the portal to remain active. The strain her invention placed upon the gate released denizens of the Shadow Plane, including invasive tenebrous worm hatchlings and a virulent contagion known as monochromatic sickness. As a result, the Xenowardens observed a spike of unexplained occurrences within Gullet: the sudden deaths of indigenous life-forms, sightings of invasive species, and other unnatural disturbances. Because patrols routinely encountered these troubling events, the Xenowardens granted the Starfinder Society rights to explore Gullet in hopes of discovering the source of the contamination before it engulfs the entire planet.

WHERE IN THE UNIVERSE?

Descent into Verdant Shadow takes place primarily within Gullet, one of Aballon's few remaining Ice Wells, located in the wilderness west of Striving. Gullet was formed by an ancient meteor strike. At its deepest point, this Ice Well supports a temperate rainforest rich with diverse plant and animal life. For more information on Aballon, see page 18 of *Starfinder Pact Worlds*, available at bookstores and hobby shops everywhere and online at paizo.com.

SUMMARY

The PCs rappel into Gullet at Venture-Captain Naiaj's request. Their mission involves a series of unique conservation challenges, including harvesting a delicate plant, obtaining a volatile mushroom sample in total darkness, and herding confused sharpwing eggs. These encounters influence the Starfinders' reputation with the Xenowardens, and if the PCs take steps to preserve the ecosystem, they win the approval of their assigned ecological advisor, a khizar named Hemlock.

Unfortunately, the PCs' intervention with the sharpwing eggs alerts the clutch's diseased mother, which rushes to defend her brood. If the PCs identify this predator's affliction, they can treat her and further impress Hemlock.

Once the PCs complete their descent, they arrive at a cavern where the Xenowardens have granted the Society surveying rights. Inside, the PCs discover a ravaged sharpwing nest and signs of an invasive species. As the PCs investigate, they trigger a trap that alerts one or more aggressive tenebrous worm hatchlings.

At Hemlock's urging, the PCs then enter a jungle vault and encounter hobkins gremlins and their vracinea pet guarding the entrance to the Shadow Gate. The hobkins gremlins serve Iziphis and previously managed to capture her nemesis, the ravai known as Radiance.

STARFINDER SOCIETY SCENARIO

Finally, the PCs descend into a cenote where a supernatural whirlpool churns within a ring of dark stones—the Shadow Gate. This portal tethers the Ice Well to the Shadow Plane, and the PCs must discover the means to close it before the opening becomes permanent. Iziphis is hellbent on preventing the PCs from stabilizing the gate and soars throughout this encounter astride her gloomwing mount, feverishly defending her work.

GETTING STARTED

Venture-Captain Naiaj (LN female bleaching gnome envoy) awaits the PCs' arrival within a rented conference room in the city of Striving. When the PCs arrive, Naiaj is preoccupied with a cluster of holographic screens floating about her head. Amid her fixation, she frustratedly swipes several screens away, only to have twice as many pop into view. Naiaj continues her frantic perusal of the displayed documents oblivious to her guests' arrival until the PCs announce their presence. When Naiaj becomes aware of the PCs, read or paraphrase the following to get the adventure underway.

"Ah! By the stars, you startled me!" Venture-Captain Naiaj, a white-haired gnome, reveals herself by swiping away the barrage of buzzing displays around her. "I did not expect you to arrive so soon. Just finishing with a bit of legalese, nothing interesting. Don't worry, I won't bore you with details." As the last screen disappears, she moves forward and waves at a holographic image of a floating planetoid.

"Aballon is known for its technology and constant innovation. Today, its magnificent natural resources draw the Society's attention. Rapid industrialization is threatening Aballon's few natural areas, and it's only a matter of time until they are gone. The Starfinder Society requires a group of agents to delve into the Gullet Ice Well and document the flora and fauna found deep inside before it's too late." Naiaj furrows her brow in frustration and continues, "While this sounds straightforward, it certainly isn't, and the exasperated state you found me in attests to that. You see, the Xenowardens—a group of little more than glorified eco-terrorists—guard the entrances to the remaining Ice Wells, including Gullet. I was eyebrow deep in legal documents looking for a way around our next dilemma, but these plant herders seem to know their rights.

"We had to agree on a condition to gain access to Gullet. The condition requires that an ecological advisor accompany you to monitor your activities. If this advisor determines that you

pose a threat to the ecosystem, our future rights to explore the Ice Wells may suffer. Starfinders, may I introduce you to Hemlock."

The door swings open and a vine pokes out in an exploratory gesture. A moment later the vine fully emerges, revealing itself as one limb of a plantlike humanoid wielding a flamethrower. The creature leans against the doorway, the seedpod cluster that serves as their head glowing a mix of muted pastels. With this kaleidoscope of hues Hemlock makes their telepathic introduction: "Dudes, I'm so excited to be delving down the Gullet with you. The name's Hemlock." Without waiting for an invitation, Hemlock submerges a vine into a nearby receptacle of cloudy water. Their scintillating pastel seed cluster brightens to a vibrant shade of orange, and Hemlock's mental voice addresses Naiaj. "Thanks, that totally satisfies the munchies."



VENTURE-CAPTAIN NAIJAJ

Eager to assist the PCs, Naiaj provides them with any additional information they request. Some likely questions and answers are listed below. Any PC who addresses Hemlock with the same questions elicits a simple and relaxed telepathic response, "I'm only here to observe and report to the Xenowardens, I'm not the 'Society.'" If a PC tells Hemlock not to address them as "dude," they apologize and instead refer to that PC as "buddy" or by their name.

Before the PCs depart, Naiaj warns them that the Ice Wells are lightless and have steep walls that prove a difficult climb in certain areas. Naiaj gives the PCs a lantern, two grapplers, and 100 feet of titanium alloy cable line. In addition to these items, she also provides the PCs with a genetic sampler device to store organic specimens during their expedition.

What is an Ice Well? "Ice Wells are microclimates within impact craters amicable to sustaining organic life, counter to Aballon's inhospitable surface environment. While you explore Gullet, collect as many organic samples from the Ice Well as you can."

What are the dangers of Ice Wells? "Besides climbing down a wall of ice in total darkness, there's an entire ecosystem to contend with. The apex predators within these wells are sharpwings." Naiaj glances at Hemlock and adds, "Of course, you are to preserve rather than prune, and while I expect you to defend yourselves if necessary, I'd recommend you incapacitate rather than kill any aggressive wildlife."

Who are the Xenowardens/Hemlock? "The Xenowardens are an eclectic group united to protect the sanctity of the wilds. While the majority of their membership is mystics and scientists, they aren't without their career soldiers like our friend Hemlock. Indeed, our honored guest is a fierce and

passionate environmentalist who acts as our advisor on behalf of the Xenowardens.”

Why do we have to work with the Xenowardens? “Quite simply, they have the legal right to patrol the Ice Wells. The Society has a positive history with the Xenowardens and we would like to keep it that way. If we have to jump through a few hoops to maintain this, then that’s what we’ll do. Watch your step so you don’t destroy a pretty flower, pet a few of the local wildlife instead of shooting them—that’s not too much to ask, is it?”

THE ECOLOGICAL ADVISOR

The PCs’ advisor and primary ally in this scenario is Hemlock. The khizar accompanies the PCs into Gullet, but unless otherwise noted, they take no actions to aid the PCs other than to provide advice. Hemlock records the PCs’ treatment of the local ecosystem by marking tallies that indicate positive or negative interactions. The PCs’ primary success condition depends on gaining positive tallies equal to or greater than the number of negative tallies on Hemlock’s report. Hemlock is a laid-back, friendly khizar who enjoys preparing cuisine using fresh local ingredients and partaking in extreme spelunking. They’re passionate about conservation and care deeply for all Gullet’s creatures, from lowly fungal growths to predatory sharpwings. Even though their main concern is evaluating the PCs’ environmental consciousness, they brighten their allies’ experience by sharing meals and maintaining a positive attitude.

When the expedition discovers tenebrous hatchlings and signs of monochromatic sickness within Gullet, however, Hemlock’s personality abruptly shifts to that of a hardened soldier obsessed with eradicating all invasive species from the Ice Well. From this point on, Hemlock takes an aggressive role against the PCs’ foes. Use the following statistics for Hemlock in Subtier 5–6. To adjust Hemlock’s statistics for Subtier 3–4, reduce their maximum Hit Points to 48, melee attack bonus to +8, ranged attack bonus to +11, and all saving throws by 2.

HEMLOCK

CR 5

Agender khizar soldier (*Starfinder Pact Worlds* 212)
NG Medium humanoid (khizar, plantlike)

Init +3; **Senses** blindsense (vibration) 30 ft., blindsight (life) 30 ft.;
Perception +11

DEFENSE

HP 84

EAC 17; **KAC** 20

Fort +9; **Ref** +5; **Will** +6; +2 vs. mind-affecting effects, paralysis, poison, sleep effects, and stun



HEMLOCK

BLIGHTED LANDS

An unnatural blight affects Gullet, oozing from the straining Shadow Gate. This planar ailment afflicts Gullet’s ecosystem with monochromatic sickness. For the purposes of this scenario, there are two forms of this contagion (minor in Subtier 3–4 and major in Subtier 5–6). When a stat block indicates an attack or effect that inflicts this disease, refer to the subtier-appropriate affliction.

MINOR MONOCHROMATIC SICKNESS

Type disease (inhaled or injury); **Save** Fortitude DC 13

Track mental; **Frequency** 1/day

Effect no latent state; at the impaired state, the penalties from the weakened state become permanent, and the victim’s eyes, hair, and skin blanch a pallid grey until the victim benefits from a *restoration* spell.

Cure 2 consecutive saves

MAJOR MONOCHROMATIC SICKNESS

Type disease (inhaled or injury); **Save** Fortitude DC 15

Track mental; **Frequency** 1/day

Effect no latent state; at the impaired state, the penalties from the weakened state become permanent, and the victim’s eyes, hair, and skin blanch a pallid grey until the victim benefits from a *restoration* spell.

Cure 3 consecutive saves

OFFENSE

Speed 30 ft.

Melee tactical swoop hammer +11 (1d6+10 B; critical knockdown)

Ranged ifrit-class flamethrower +14 (1d6+5 F; critical burn 1d6) or stickybomb grenade II +14 (explode [15 ft., entangled 2d4 rounds, DC 13])

Offensive Abilities fighting style (bombard), grenade expert, heavy fire

STATISTICS

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

Skills Acrobatics +11, Athletics +16, Engineering +11, Life Sciences +11, Survival +11



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Languages Common (can't speak any language); limited telepathy 30 ft.

Other Abilities carbonic respiration, evergreen, natural empathy

Gear basic lashunta tempweave, ifrit-class flamethrower with 1 high-capacity petrol tank (40 petrol), stickybomb grenades II (2), tactical swoop hammer

SPECIAL ABILITIES

Carbonic Respiration (Ex) Khizars breathe in carbon dioxide and exhale oxygen. In situations of slow suffocation, a khizar reduces the effective number of creatures consuming air by two, unless no oxygen-breathing creatures are present.

Evergreen (Ex) For effects targeting creatures by type, khizars count as both humanoids and plants. They receive a bonus to saving throws (as listed above) unless the effect specifies that it works against plants. Khizars can go without food or water for three times longer than other humanoids as long as they are exposed to natural sunlight for at least 4 hours per day.

DOWN THE GULLET

When the PCs arrive at the Gullet Ice Well, they discover the site teeming with Xenowarden activity. Several Xenowarden agents patrol the periphery and acknowledge Hemlock's passing with slight nods. Hemlock saunters to the crater's edge and peers down into its depths. A moment later, their seedpod glows a playful yellow and they telepathically address the PCs.

"Are you ready, fellow well-divers? It's three days' ride to the bottom, so let's do this!" Without further discussion, Hemlock's tendrils latch on to a nearby cable and they rappel headlong into the chasm.

If the PCs take advantage of the provided cable lines, they face little risk while completing their initial descent. A PC using a cable line must succeed at a DC 5 Athletics check to climb down into Gullet. If a PC fails this check, they fall 50 feet before a safety anchor locks and buffets them against the Ice Well's walls, dealing 2d6 bludgeoning damage (3d6 in Subtier 5-6). While scaling down Gullet, each PC must attempt two Athletics checks each day (six checks total) until they arrive at area B.

The PCs' journey to Gullet's floor takes 3 days, with the PCs resting each night at a preselected ledge where they can collect specimen samples. Gullet becomes pitch black after 3 hours of rappelling, so even if the PCs can see in total darkness, have alternate methods to sense their environments, or have an alternate light source, their range of perception might be limited. Furthermore, how the PCs treat the environment throughout the adventure influences Hemlock's report to the Xenowardens at the end of this scenario. When appropriate, the details of Hemlock's reports are included in each area's Development section.

At the beginning of the third day, the PCs notice a dramatic shift in Gullet's ecosystem, highlighted by a gradual transition from ice-coated walls with sparse vegetation to a vibrant jungle biome. At the end of the third day, the PCs arrive at area B.

SLUSHFLOWER SALVE COLLECTION

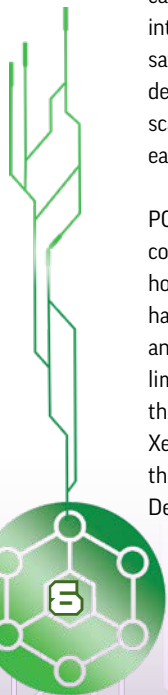
At the end of the first day, the PCs arrive at a slight hollow where clamps anchor a dozen large hammocks against the Ice Well's walls. As the PCs settle into this modest encampment, Hemlock emits a telepathic transmission.

"Dudes, it's paradise!" As Hemlock offloads their gear into the hollow, they rub a few burrs off their feet and mentally transmit the safest way to enter a sleeping hammock without plummeting to one's death. The demonstration is psychedelic and goofy in nature but gets the point across. As the demo ends, Hemlock's familiar mental drawl resumes. "Oh yeah, there's a batch of slushflowers to the east. It's an easy climb, and I think your venture-captain would like a small sample. As long as it's not too many, then you should be fine to take some." Hemlock projects an image of a slushflower and exclaims, "Get to it, Starfinders—chow's in an hour!"

The PCs can use their cables to climb toward the indicated area; however, a PC must succeed at a DC 16 Athletics check (DC 19 in Subtier 5-6) to maneuver laterally over the icy rocks. If a PC fails this check, their scrambling causes sizable chunks of ice to dislodge and careen down the Ice Well, and if two or more PCs fail this check, the debris wreaks havoc on the local plant life. A cluster of slushflower bushes sprout from an outcropping 10 feet above the camp, bearing 12 mature slushflowers. To harvest a slushflower specimen, a PC must remove its ice casing while keeping the roots intact. A PC who succeeds at a DC 21 Life Science or Profession (archeologist, farmer, or herbalist) check (DC 24 in Subtier 5-6) harvests a slushflower without damaging the roots. If a PC fails this check, they secure a specimen at the expense of stunting the plant's growth and preventing future harvests. A PC who succeeds at a DC 21 Medicine check (DC 24 in Subtier 5-6) recalls that slushflowers have medicinal properties and act as an antidote for many afflictions.

Development: When the PCs return from their harvest, Hemlock praises or chides them depending on the results of their skill checks. If the PCs caused any damage to the environment, Hemlock indicates two negative tallies on their report. Hemlock records a positive tally for each slushflower the PCs collected unless the PCs gathered more than six flowers. In this case, Hemlock reprimands them for overharvesting the plants and marks a negative tally. Once they finish their report, Hemlock offers each PC a bowl of tasty organic porridge and a sachet of water melted from the ice. The night passes uneventfully.

Treasure: Each slushflower has the medicinal properties of a medpatch.



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Rewards: If the PCs don't secure any slushflowers, reduce each PC's credits earned by the following amount.

Subtier 3-4: Reduce each PC's credits earned by 150.

Out of Subtier: Reduce each PC's credits earned by 375.

Subtier 5-6: Reduce each PC's credits earned by 600.

EXTREME SPELUNKING

At the beginning of the second day, Hemlock telepathically wakes the PCs, detailing a major adjustment to their methods.

"Rise and shine! We have a gnarly change today that should get the adrenaline flowing. A simple fungus, the blackshroud cap mushroom, blooms in this portion of the Ice Well, and it hates light. Out of respect for the blackshroud cap, we need to make this portion of our dive without lights!" Hemlock switches their lantern off and secures it into their pack. "Don't worry, buddies! I can still see, and if you can't, I'll guide you."

Unless the PCs can sense in darkness, they must rely on Hemlock's telepathic instructions to locate a blackshroud cap mushroom ring. To represent the difficulty of rappelling in the dark, increase the two Athletics checks needed to descend the Ice Well to DC 21 (DC 24 in Subtier 5-6). PCs who fail this check not only suffer the damage listed earlier, but also damage lichen growing on the surrounding rocks (see Development below). At some point during the climb, the PCs attempt to collect a sample of the blackshroud cap without releasing its spore cloud. A PC who succeeds at a DC 21 (DC 24 in Subtier 5-6) Life Science or Profession (farmer or herbalist) check harvests the mushrooms safely. If a PC fails this check, they harvest a mushroom sample but release its spores (see Hazard below). There are eight blackshroud caps available for sampling.

Hazard: Improperly harvested blackshroud caps release their spores in a 10-foot radius. Any creatures in this area are blinded for one round and have their darkvision ranges reduced by 30 feet for 1 hour (DC 15 Fortitude negates). The fungi are also infected with monochromatic sickness, and affected PCs risk inhalation exposure to the disease. A PC must succeed at a DC 13 Fortitude save (DC 15 in Subtier 5-6) or contract monochromatic sickness (page 5).

Development: At the end of the day, Hemlock commends or scolds the PCs depending on their actions. If two or more PCs failed an Athletics check to descend Gullet, Hemlock indicates two negative tallies on their report. If the PCs released a blackshroud spore cloud, Hemlock records one negative tally. If the PCs ignored Hemlock's request and activated a light source during their activities, Hemlock records three negative tallies. If the PCs obtained a mushroom without releasing its spore cloud, Hemlock enthusiastically marks two positive tallies. If the PCs harvested more than five mushrooms, Hemlock chides them again for overharvesting and marks a negative tally. Once the PCs have completed their rappel and harvested their mushrooms, they can proceed to area **A**.

Rewards: If the PCs fail to retrieve at least one blackshroud cap, reduce each PC's credits earned by the following amount.

Subtier 3-4: Reduce each PC's credits earned by 250.

Out of Subtier: Reduce each PC's credits earned by 375.

Subtier 5-6: Reduce each PC's credits earned by 500.

A. SCRAMBLED EGGS (CR 6 OR CR 8)

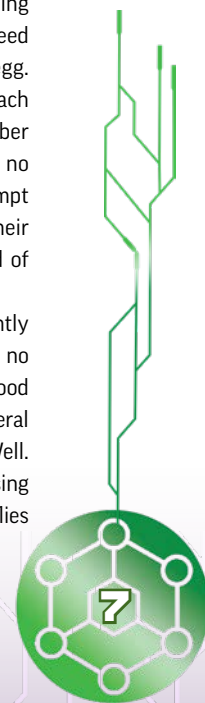
As the PCs' second day within Gullet ends, they emerge from their self-imposed dark zone and arrive at a robust campsite. A wide ledge leads to a sheltered cave that offers a welcome rest. Several large, multitiered hammocks swing from the cave's ceiling in a ring around an archaic camp stove radiating heat. Hemlock offers the PCs another helping of porridge accompanied by a steaming cup of spicy herbal tea. As the PCs sup on this offering, a distant echoing crack pierces the otherwise silent night. A few minutes later, a series of similar sounds interrupt the PCs' mealtime.

If the PCs investigate the clamor, or if a PC is already out on the ledge, read or paraphrase the following.

Scores of oversized eggs with spindly legs and manifold blinking eyes skitter down the Ice Well and scamper across the ledge in single file before leaping into the void. A moment later, a second herd of mobile eggs appear and crawl frantically toward the precipice.

A PC who succeeds at a DC 16 Life Science or Survival check (DC 19 in Subtier 5-6) identifies these mobile eggs as part of a sharpwing clutch. Their behavior is clearly atypical, as Hemlock rushes from the cave in a panic to herd the eggs away from their death plunge. Hemlock telepathically pleads with the PCs to assist them as they desperately try to corral the confused eggs. The PCs have two rounds to herd the remaining 24 sharpwing eggs into the cave. Each round, a PC can save up to two eggs by succeeding at a DC 21 Intimidate, Life Sciences, Profession (farmer or musician), or Survival check (DC 24 in Subtier 5-6). If a PC fails their check, they cannot affect the eggs' behavior this round but can attempt a second check during the following round. Each PC who succeeds saves two egg, and if they exceed their check's DC by 5 or more, they save one additional egg. Alternatively, a PC can attempt to grapple a single egg each round and corral it inside the cave to bolster the total number of surviving eggs. Each egg has a KAC of 12 and provides no resistance once grappled. If a PC uses food in their attempt to coax an egg, they receive a +5 circumstance bonus to their checks. Any remaining eggs crash to their doom at the end of the second round.

Creatures: The eggs belong to a sight of sharpwings recently ravaged by invasive tenebrous worms. While the eggs pose no physical threat to the PCs, the sharpwings' surviving brood mother does. This adult sharpwing fled her nest with several scores of eggs and deposited them higher up the Ice Well. Unfortunately, a nearby predator forced the eggs to flee, causing their current predicament. The sickened brood mother flies



A. SCRAMBLED EGGS



deliriously overhead in search of shelter until she senses her eggs' endangerment. She lands on the ledge two rounds after the initial two rounds, at the end of the initiative order.

SUBTIER 3–4 (CR 8)

WEAKENED SHARPWING **CR 6**

HP 125 (currently 75; *Starfinder Alien Archive* 102)

Melee bite +15 (1d6+11 P plus monochromatic sickness [page 5])

TACTICS

During Combat The sharpwing clumsily uses her Spring Attack feat; however, she makes only a single bite attack as she grasps for surviving eggs with her claws. In her desperation to save her clutch, she switches targets in each subsequent round to draw attention away from her eggs.

Morale If the sharpwing remains conscious after two rounds of combat, she plummets awkwardly into the cliff, knocking herself out and crashing into the ledge to the west.

SUBTIER 5–6 (CR 8)

SICKENED SHARPWING **CR 8**

HP 125 (*Starfinder Alien Archive* 102)

Melee bite +19 (2d6+12 P plus monochromatic sickness [page 5])

TACTICS

During Combat The sharpwing clumsily uses her Spring Attack

feat; however, she makes only a single bite attack as she grasps for surviving eggs with her claws. In her desperation to save her clutch, she switches targets in each subsequent round to draw attention away from her eggs.

Morale If the sharpwing remains conscious after four rounds of combat, she plummets awkwardly into the cliff, knocking herself out and crashing into the ledge to the west.

Development: During their encounter with the sharpwing matriarch, observant PCs might note her sickened condition. Close inspection of the sharpwing reveals blackened wings and shadowy pus oozing from her numerous eyes. A PC who succeeds at a DC 18 Medicine check (DC 21 in Subtier 5–6) recognizes that the sharpwing is affected by a mysterious contagion. A subsequent successful DC 28 Medicine or Mysticism check (DC 31 in Subtier 5–6) identifies the condition as monochromatic sickness, an illness linked to the Shadow Plane.

Both the number of eggs saved and the PCs' treatment of the sickened sharpwing influence Hemlock's review. If the PCs refuse to act on behalf of the eggs, the PCs receive three negative tallies. If the PCs save at least one egg, but less than six, they receive one positive tally, and if they save six or more eggs, they receive two positive tallies. If the PCs continue attacking the fallen sharpwing or cause her death, Hemlock records two negative tallies. If the PCs leave the sharpwing to succumb to her sickness and die, they receive one negative tally. If the PCs ensure the sharpwing



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survives by treating her disease, Hemlock awards the PCs three positive tallies. PCs can collect a genetic sample of the sharpwing species from either an egg or the sharpwing.

The following morning, the PCs travel on foot through the cave system and arrive at area **B** in 6 hours.

B. JUNGLE HOLLOW

Beyond a yawning cave mouth, the surrounding rime-coated stone transitions to a steaming cavern system crowded with lush vegetation. The ceilings, floors, and walls of this area are unworked stone. The vine-choked emerald walls and mossy floors effuse an earthy, sweet odor. Gullet's innermost caverns are insulated from Aballon's freezing surface temperatures. A thin, verdant mist shrouds the cavern's tunnels and chambers; the mist grants cover and concealment against attack from laser weapons. Unless otherwise noted, the caverns lack natural light. The caverns' chambers have 50-foot-high ceilings, but the tunnels in the area shrink to a height of 8 feet.

B1. RAVAGED SHARPWING NEST

The reek of rotten eggs permeates this dark, bone-riddled cavity. A nearly impenetrable carpet of vines and leafy shrubs blankets the cave's floor and walls, and the vegetation is thick and vibrant with multihued floral blooms; the floor is difficult terrain. A partially decomposed adult sharpwing carcass slumps within one of the nearby nests. A PC automatically takes notice of this creature if they approach within 5 feet of it. If the PCs investigate the sharpwing corpse, a successful DC 16 Medicine, Physical Science, or Survival skill check (DC 19 in Subtier 5–6) reveals that acid partially dissolved the creature's body. Further to the east is a cavalcade of broken eggshells near a depression that leads eastward. The destruction is the result of a swarm of tenebrous worms feeding on an adult sharpwing to fuel their metamorphosis into gloomwings.

Development: The Starfinders and Xenowardens aren't the only parties interested in Gullet. The ravai Radiance pursued Izpiths through the Shadow Gate. Over the past few days, Radiance hunted their target through these caverns, hoping to put a stop to the svartalfar's machinations. Radiance spurred the recent sprouting of excess vegetation when they unleashed their flare supernatural ability in a battle with the tenebrous worms. Seriously injured in the conflict, Radiance fled deeper into the cavern system and was captured by the hobkins gremlins and their pet vracinea (see area **B3**). During their hurried withdrawal, Radiance's mystic symbol of Apholine snagged on a vine, broke off their necklace, and rolled under the ravaged sharpwing (see Treasure below).

Treasure: A PC who succeeds at a DC 21 Perception check (DC 24 in Subtier 5–6) notices a brilliant glint of metal beneath the sharpwing corpse. A successful DC 21 Mysticism check (DC 24 in Subtier 5–6) identifies the item as a mystic symbol associated with a sun cult. If a PC exceeds the check's DC by 5 or more, they can identify the specific entity as Apholine, one of the Eldest. This platinum symbol is worth 600 credits (1,200 credits in Subtier 5–6).

SCALING ENCOUNTER A

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

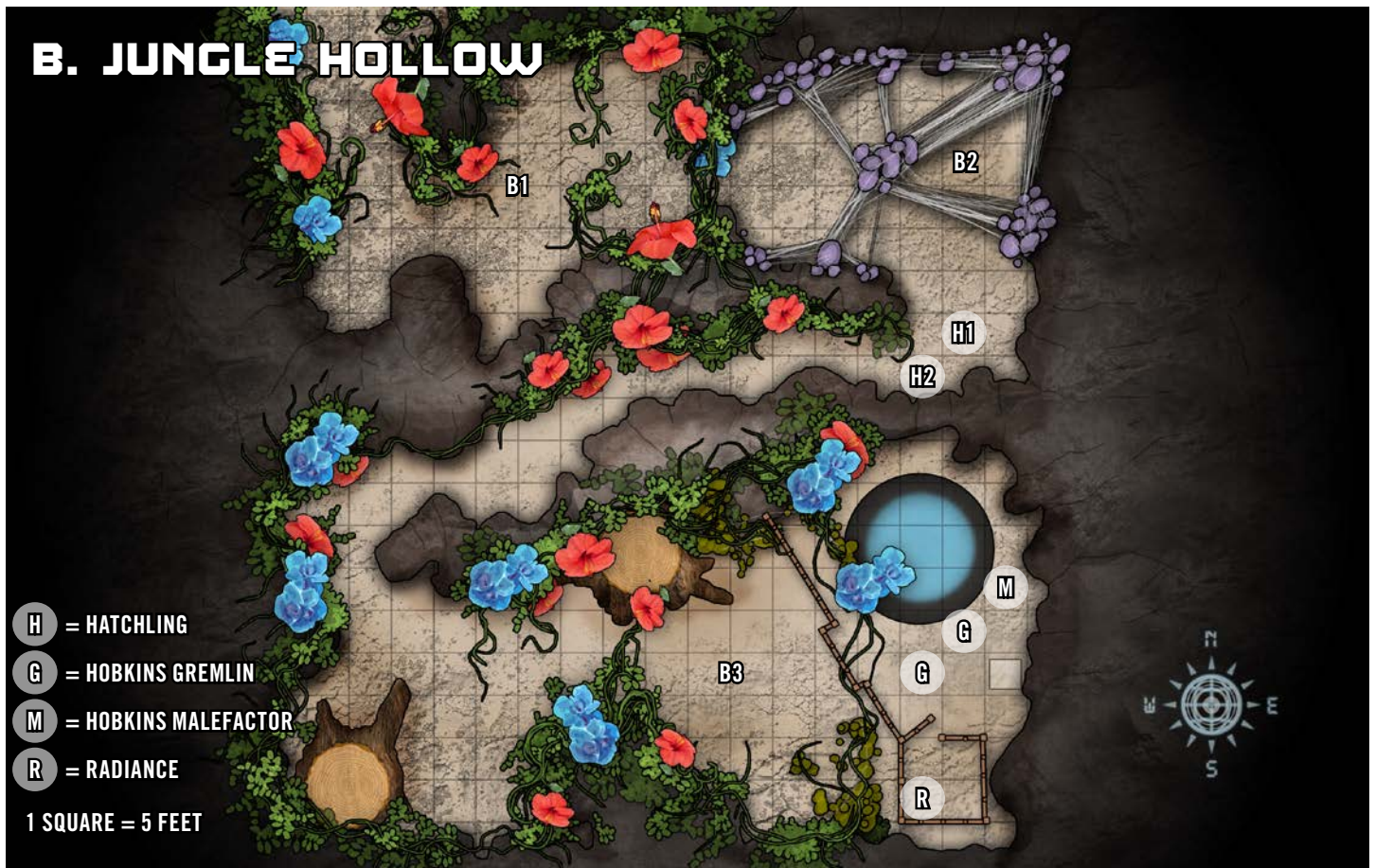
Both Subtiers: Reduce the number of rounds the sharpwing fights by one.



SHARPWING



B. JUNGLE HOLLOW



Rewards: If the PCs don't discover the mystic symbol, reduce each PC's credits earned by the following amount.

Subtier 3-4: Reduce each PC's credits earned by 100.

Out of Subtier: Reduce each PC's credits earned by 150.

Subtier 5-6: Reduce each PC's credits earned by 200.

B2. CHRYSALIS CHAMBER (CR 5 OR CR 7)

A tapestry of thick, fibrous strands crisscross throughout the chamber anchored to the surrounding cave walls. Woven within these fibers are globular pods that emit a faint violet light. Several of the pods are split open, leaving behind silken husks and fragments of chitinous material.

The pods found in this cavern are chrysalises connected to one another in a lattice pattern by thick protein strands. A PC can identify the pods' nature with a successful DC 16 Life Science check (DC 19 in Subtier 5-6). The sparse vegetation in this chamber disappears in places, as if it had been consumed. The pulsating violet emissions from the intact chrysalises provide dim illumination throughout this chamber. A successful DC 16 Survival check (DC 19 in Subtier 5-6) identifies multiple sets of slithering tracks made by an annelid-like species. If a PC's result exceeds this Survival check's DC by 5 or more, they also identify a large, powdery wing fragment caught within a fibrous strand as a specimen that failed to fully metamorphose.

Creatures: A tenebrous worm hatchling (two hatchlings in Subtier 5-6) writhes on the floor, feeding on the surrounding vegetation. When the hatchling senses the PCs' arrival, its instincts triggers its carnivorous urge to hunt for prey, and it attacks immediately.

Traps: To ensure the worms' transformation, some of the chrysalises mutated to protect the hatchlings encased within. If a PC approaches within 5 feet of the central cluster of mutated chrysalises, attacks any chrysalis in the area, or severs a fibrous strand (hardness 3, 5 HP), this cluster spews a corrosive ichor at all creatures in a 10-ft. radius each turn on the trap's initiative count. There is enough ichor stored in this chrysalis cluster to fire for five rounds. The chrysalises and tenebrous worm hatchlings are immune to this acid.

SUBTIER 3-4 (CR 5)

TENEBOUS WORM HATCHLING CR 4

Variant tenebrous worm (*Starfinder Adventure Path #10: The Diaspora Strain* 59)

N Small outsider (extraplanar)

Init +3; **Senses** darkvision 60 ft.; **Perception** +10

DEFENSE HP 50

EAC 16; **KAC** 18

Fort +6; **Ref** +6; **Will** +5

Immunities acid

OFFENSE

Speed 20 ft.

Melee bite +10 (1d4+5 P plus shadow acid; critical corrode 1d6)

TACTICS

During Combat The hatchling focuses on one foe before moving on to the next. If the hatchling fells its prey, there's a 20% chance it continues attacking that prey instead of switching targets.

Morale The ravenous hatchlings fight to the death.

STATISTICS

Str +1; **Dex** +3; **Con** +5; **Int** -4; **Wis** +0; **Cha** -2

Skills Stealth +10

SPECIAL ABILITIES

Shadow Acid (Su) A hatchling's bite delivers a powerful acid that dissolves organic matter into wisps of shadow. In dim light, this acid deals 3d4 acid damage. In normal light, it deals 2d4 acid damage. In bright light or darkness it deals 1d4 acid damage.

WEAK CORROSIVE CHRYSALIS TRAP CR 1

Type analog; **Perception** DC 21; **Disable** Mysticism DC 13 (neutralize one chrysalis) or DC 18 (neutralize all chrysalises)

Trigger proximity (thermal, 5 feet); **Init** +6; **Duration** 5 rounds; **Reset** 1 hour

Effect spray of acid +11 ranged (3d4 A); multiple targets (all targets within a 10-ft. radius); Reflex DC 12 half

Special Each chrysalis in the cluster has EAC 10, KAC 14, Fort +1, Ref +4, and 6 Hit Points. Destroying or neutralizing a single chrysalis reduces the damage dealt by the trap by 1d4.

SUBTIER 5-6 (CR 7)

TENEBOUS WORM HATCHLINGS (2) CR 4

HP 50 each (page 10)

TACTICS

Use the tactics from Subtier 3-4.

STRONG CORROSIVE CHRYSALIS TRAP CR 3

Type analog; **Perception** DC 24; **Disable** Mysticism DC 16 (neutralize one chrysalis) or DC 21 (neutralize all chrysalises)

Trigger proximity (thermal, 5 feet); **Init** +8; **Duration** 7 rounds; **Reset** 1 hour

Effect spray of acid +13 ranged (6d4 A); multiple targets (all targets within a 10-ft. radius); Reflex DC 14 half

Special Each chrysalis in the cluster has EAC 13, KAC 17, Fort +3, Ref +6, and 13 Hit Points. Destroying or neutralizing a single chrysalis reduces the damage dealt by the trap by 2d4.

Development: With the defeat of the hatchlings, Hemlock's seedpod blanches a ghostly white. Their limbs shake violently, and they shriek: "Not here, no, not here!" Their seedpod slowly darkens as they aggressively stride toward a chrysalis cluster, ignite their flamethrower, and launch gouts of fire at the alien material.

SCALING ENCOUNTER B2

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

Both Subtiers: Reduce the hatchlings' maximum Hit Points to 30 and melee attack bonus to +9, and reduce the skill check DCs to disable each trap by 2.

Once they eradicate all chrysalis material from the area, Hemlock slumps, their pod shifting to a melancholy blue. They project to the PCs in an unfamiliar but serious tone: "It's exactly as I feared. An infestation plagues this Ice Well, and the sickened sharpwings are testament to its spread. We must venture farther into the caves and annihilate the source of this blight." If the PCs agree to assist Hemlock, the khizar motions to delve deeper into the cavern system; if they refuse, Hemlock continues down the path alone. If the PCs accompany Hemlock, they record two positive tallies on their report.

A PC can confirm that the hatchlings and chrysalis cluster are an extraplanar species with a successful DC 21 Life Science or Mysticism check (DC 24 in Subtier 5-6). If any PC's result exceeds this check by five or more, or they use the genetic sampler device to analyze the hatchlings, they pinpoint the origin of these creatures as the Shadow Plane.

Treasure: Several tattered sheets of gray silk line the split chrysalises. PCs can harvest intact sections of this silk with a successful DC 21 Survival check (DC 24 in Subtier 5-6). There are six sheets of fine silk in total, and each sheet is worth 150 credits (600 credits in Subtier 5-6).

Rewards: If the PCs fail to harvest any of the silk, reduce each PC's credits earned by the following amount.

Subtier 3-4: Reduce each PC's credits earned by 150.

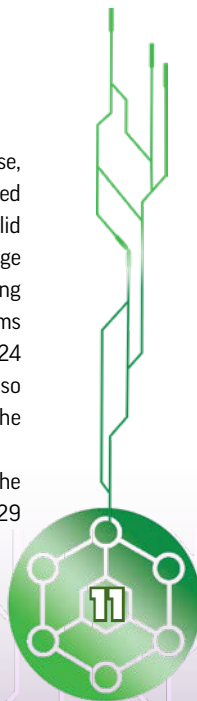
Out of Subtier: Reduce each PC's credits earned by 375.

Subtier 5-6: Reduce each PC's credits earned by 600.

B3. GREMLIN GROTTO (CR 5 OR CR 7)

Pinpricks of violet light flicker at the center of this immense, lightless grotto like distant stars twinkling in the void. Shrouded in the darkness is a sprawling jungle of gray-green vines, pallid flowers, and petrified trees. This area is difficult terrain. This change in flora is a by-product of the monochromatic sickness emanating from the nearby Shadow Gate. PCs can identify the symptoms of this blight with a successful DC 21 Mysticism check (DC 24 in Subtier 5-6). By succeeding at this check, the PCs can also connect the fading flora's symptoms to the disease afflicting the sickened sharpwing encountered earlier.

A copse of sickly trees crowds the southeast corner of the grotto. A PC who succeeds a DC 26 Perception check (DC 29



STARFINDER SOCIETY SCENARIO

in Subtier 5–6) notices a cube-shaped section of terrain that differs slightly from the surrounding vegetation, revealing a cage draped in a camouflaged tarp (hardness 20; HP 90; break DC 30; Engineering DC 20 to open). The ravaí Radiance (see Radiance below) huddles within the cage, too weak from their ordeal to call out for help. Desiccated flowers ring a hole in the ground 15 feet to the north of the cage; this sinkhole descends to area C. A 20-foot-tall wooden fence (hardness 5; HP 60; break DC 20; DC 20 Athletics to climb) runs between the cage and the cavern wall that partitions off the sinkhole.

Creatures: The grotto's sole source of light, though beautiful, is in fact the lure of a carnivorous vracinea plant. Until recently,



the vracinea subsisted on a steady supply of curious sharpwing eggs exploring the caverns. Once the Shadow Gate opened, the vracinea contracted monochromatic sickness. This natural predator now serves Iziphis and her hobkins gremlin minions, who tend to the plant's affliction. The nearby fey chose to keep the plant alive as a guardian to prevent trespassers from interfering with Iziphis's work. Two hobkins gremlins (three in Subtier 5–6) gather near the cage tormenting Radiance but hide behind the fence as soon as they sense intruders.

SUBTIER 3–4 (CR 4)

HOBKINS GREMLINS (2)

CR 1/2

HP 11 each (*Starfinder Alien Archive* 3 44, page 19)

TACTICS

During Combat The gremlins levitate throughout the cave, ignoring the area's difficult terrain. They initially avoid melee combat, preferring to hide behind the fence and hinder their enemies while the vracinea engages directly. To accomplish this, the gremlins cast *holographic image* to generate an illusion of a second vracinea silently moving into battle. The gremlins augment these images by casting *ghost sound* to create noises of bellowing beasts behind a nearby bush or tree. Once these tricky tactics prove ineffective, the gremlins levitate over the fence, enter melee, and take the total defense action. The hobkins gremlins rely on their collateral damage supernatural ability to frustrate the PCs.

Morale Fearing Iziphis more than the PCs, the gremlins fight to the death.

VRACINEA

CR 4

HP 51 (*Starfinder Alien Archive* 3 130, page 20)

Melee bite +12 (1d6+9 P plus monochromatic sickness [page 5])

TACTICS

During Combat The vracinea uses its lure ability to attract unwitting foes into its paralyzing scent. Once a target is paralyzed, the plant savages it with bite attacks. If its enemies initially ignore its lure, it patiently waits up to 4 rounds for its prey to approach to a radius of 15 feet, hoping to immobilize a morsel. If no prey has approached after four rounds, or once a PC recognizes the vracinea as a threat, the plant rushes the nearest foe and attacks.

Morale The vracinea attacks until reduced below 5 Hit Points, at which time the plant attempts to flee into the thick brush.

SUBTIER 5–6 (CR 6)

HOBKINS GREMLIN MALEFACTOR

CR 4

NE Small fey (*Starfinder Alien Archive* 3 44, page 19)

HP 43

TACTICS

During Combat The malefactor initially avoids melee combat, preferring to hide behind the fence and hinder its enemies while the vracinea engages directly. While the other hobkins gremlins survive, the malefactor uses its perfect coordination ability to bolster their illusions. Once this proves futile, the malefactor casts *hurl force disk* from behind the locked fence followed by castings of *fear* and *mind thrust*. Once the PCs bypass the fence, the malefactor enters melee and takes the total defense action, relying on its collateral damage supernatural ability to frustrate the PCs and damage their gear.

Morale Fearing Iziphis more than the PCs, the malefactor fights until defeated.

HOBKINS GREMLINS (2) CR 1/2

HP 11 each (*Starfinder Alien Archive* 3 44, page 19)

TACTICS

Use the tactics from Subtier 3–4.

VRACINEA CR 4

HP 51 (*Starfinder Alien Archive* 3 130, page 20)

Melee bite +12 (1d6+9 P plus monochromatic sickness [page 5])

TACTICS

Use the tactics from Subtier 3–4.

Development: If the PCs free Radiance, they find an ally in the depths. Radiance enlightens their saviors of the nearby link between the Material and Shadow Planes in the cenote below the sinkhole, a by-product of a long-forgotten meteor strike that created Gullet. Radiance explains that the meteor's impact thinned the barriers between several planes of existence and opened an unstable portal between the Material and Shadow Plane via the Shadow Gate. Radiance tells the PCs they followed Iziphis, a malicious svartalfar fey, through the gate to stop her from establishing a permanent link to the Shadow Plane. Radiance implores the PCs to assist them in defeating the svartalfar below so they can stabilize the portal.

If the PCs have yet to locate the gremlin's buried cache, Radiance directs the PCs to the object and offers its contents as payment for their help. If a PC displays Radiance's mystic symbol, they feign ignorance of the talisman and let the wearer keep it, believing that the object's return is a portent.

Treasure: A PC can notice a buried footlocker with a successful DC 26 Perception check (DC 29 in Subtier 5–6). The locker rests near the cavern's eastern edge contains the gremlins' cache of reagents crudely butchered from native creatures, including vials of pheromones milked from the vracinea's scent glands and pickled jars of sharpwing eyes. While these ingredients have little monetary value, the PCs can turn them over to the Starfinder Society to fashion several pheromone grenades and ocucloak processors. The PCs receive a portion of these crafted items in payment when they conclude their mission. Intermixed

SCALING ENCOUNTER B3

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

Both Subtiers: The vracinea has the sickened condition, remove the gremlins' damage reduction, and reduce all ability and spell DCs by 1.

with these gruesome treasures are several discarded electronics and a hodge-podge of technological ephemera worth 60 credits (600 credits in Subtier 5–6). The hobkins gremlins also stashed Radiance's serums in the footlocker; these include six *mk 2 serums of healing*, and three *serums of enhancement* (one of each: *commando*, *scientist*, and *sensate*); Radiance gladly rewards the PCs with these serums.

Rewards: If the PCs do not discover the buried footlocker, reduce each PC's credits earned by the following amount.

Subtier 3–4: Reduce each PC's credits earned by 362.

Out of Subtier: Reduce each PC's credits earned by 632.

Subtier 5–6: Reduce each PC's credits earned by 901.

RADIANCE

Radiance is a devout follower of the Eldest Apholine and finds signs and portents in mundane events. They are currently fixated on preventing Iziphis from creating a permanent doorway to the Shadow Plane inside Gullet. Radiance treats their rescuers with kindness and avidly fights alongside PCs who agree to help them stop Iziphis. Use the ravai fey's standard statistics to represent Radiance in Subtier 5–6; in Subtier 3–4, reduce Radiance's maximum Hit Points to 50, melee attack bonus to +9, ranged attack bonus to +12, and all saving throws and ability DCs by 2.

In both Subtiers, Radiance has already exhausted two of their resolve points when the PCs free them.

RADIANCE CR 6

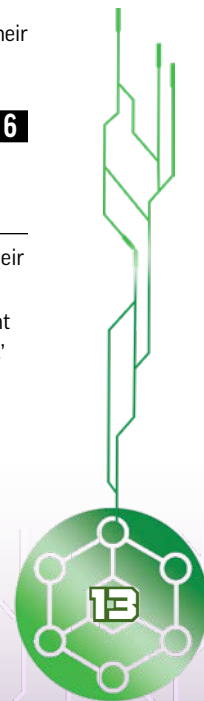
Ravai (*Starfinder Alien Archive* 2 106, page 20)

HP 90

TACTICS

During Combat Radiance favors fighting from range using their ejection ranged attack and harrying their enemies with their grasping vines connection power. They prefer to fight far removed from the PCs as they worry about their allies' safety should they die and trigger their implosion ability. Radiance cannot use their luminous ability until the PCs deactivate the submerged machine in area C.

Morale While the Shadow Gate remains strained, Radiance fights to the death.



C. THE SHADOW GATE (CR 6 OR 8)

This roughly cylindrical chamber is the impact site of an ancient meteor that created the Gullet Ice Well. The impact pummeled Aballon so fiercely that it pierced planar barriers. The chamber is 400 feet deep with water flooding its lower half to a depth of 200 feet. A 15-foot-diameter sinkhole in area **B3** offers ingress into this sodden realm where tangles of drab roots and vines descend far enough to skim the water's surface below. PCs can climb this column of colorless vegetation with a successful DC 15 Athletics check (DC 20 in Subtier 5–6); however, if a PC fails this check, they fall into the water and land in a random square below the opening marked with an "X" on the map (see page 401 of the *Core Rulebook* for rules on falling into water). The water is cold (*Core Rulebook* 400) and initially calm, requiring a successful DC 10 Athletics check to swim (see hazards for the water's dynamic behavior). A supernatural gloom pulsates 170 feet below the entrance, emitting from a group of stones that jut out from the depths. Each stone extends 10 feet higher than the platform it is adjacent to (for example, the stones adjacent to the highest part of the platform extends 70 feet above the water line). These stones cast a spectral violet light across the region, providing dim light in the area. The glowing stones and the whirlpool they surround harbor a portal between the Material and Shadow Planes called the Shadow Gate.

When the PCs descend far enough into the cavern to perceive the Shadow Gate, read or paraphrase the following.

A complex scaffolding system traverses a path around jagged, lavender crystalline stones that jut out from a deep, murky lake. These large stones emit a dim indigo light that provides shadowy illumination both above and below the water line, revealing a submerged machine to the southwest. Within the ring of standing stones, a gentle whirlpool sucks detritus slowly toward its vortex.

The Shadow Gate is an insubstantial globe of gray energy, concealed 20 feet below the water's surface and supernaturally anchored in place via the radiating stones. Until recently, this portal opened and closed at random intervals about once per decade. Iziphis augmented the gate via a machine she managed to bring over from the Shadow Plane version of Aballon. When activated, the machine triggers a cascade of events that causes the nearby whirlpool to rotate faster and more violently until its vortex reaches the submerged Shadow Gate. When the whirlpool touches the globe of energy below, a rift between the Material and Shadow Planes tears open, allowing unfettered access between the two realms. The Shadow Gate now strains under the machine's frequent activation. The pervading monochromatic sickness infecting Gullet's ecosystem is the result of this increased stress on the planar rift.

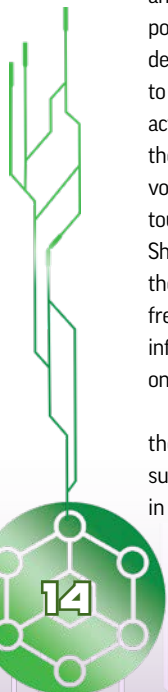
While it is impossible for the PCs to destroy the Shadow Gate, they can reduce the strain upon it. The PCs can mend the rift supernaturally with a successful DC 30 Mysticism check (DC 33 in Subtier 5–6) while standing directly above the whirlpool on

a 60-foot raised scaffold. Alternatively, the PCs can shut down Iziphis's machine by succeeding at two DC 21 Engineering checks (DC 24 in Subtier 5–6) (one per round), or by destroying the machine (hardness 8, HP 90). With the machine inert, the PCs can attempt a DC 21 Mysticism check to mend the rift (DC 24 in Subtier 5–6). Furthermore, switching the machine off affects the supernatural gloom around the stones; this allows Radiance to use their luminous supernatural ability, a fact that the ravai immediately senses when the PCs shut down the machine.

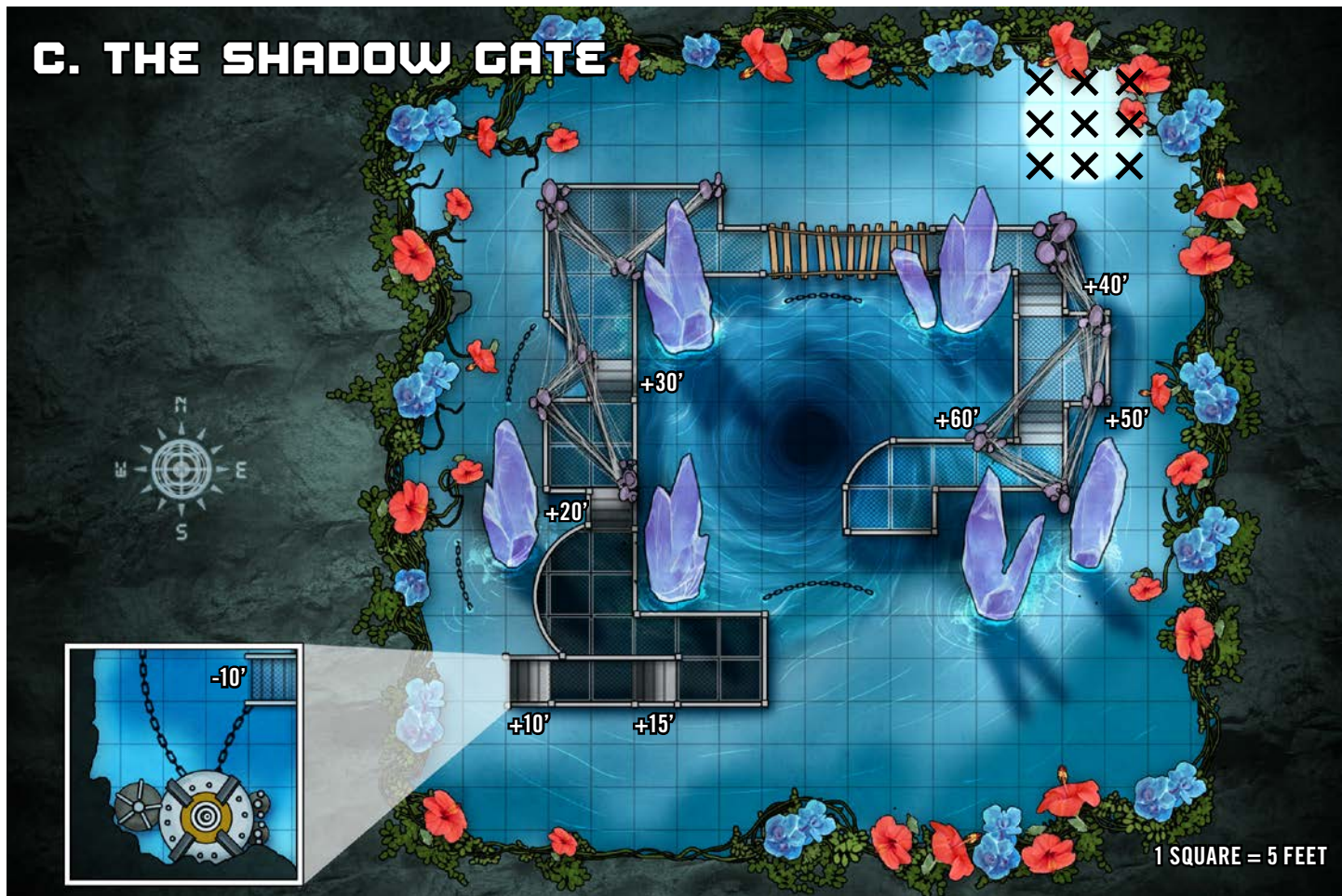
Creatures: Iziphis spends her time studying the Shadow Gate and devising a method to force the portal to open permanently. She is aware of the rift's strain and the resultant emissions of monochromatic sickness and employs the contagion as a weapon against those who oppose her. While not obsessing over her research, she tends to her combat-trained gloomwing pet (two in Subtier 5–6). Iziphis is riding her gloomwing, studying the Shadow Gate, when the PCs arrive. Unless her gremlin minions from above alert her, or the PCs fail attempts at Stealth when approaching, she is oblivious to the PCs' arrival. Iziphis is immune to the gloomwing's pheromone supernatural ability due to a special modification to her filtered rebreather, and she avoids looking directly at her pet, receiving a +4 bonus to her Will saving throw versus the gloomwing's confusion ability.

Hazard: The machine connected to the Shadow Gate causes several instabilities. First, it bolsters the stones' supernatural gloom generation, granting concealment to all creatures in the area (20% miss chance) and suppressing any spells and abilities that create light unless the caster succeeds at a DC 20 caster level check. If the PCs shut off the machine, reduce this caster level check to DC 16. Second, the machine causes turbulence within the surrounding waters. When the PCs first access the scaffold or enter the water, the water is calm; however, every 2 rounds (every round in Subtier 5–6) the water's turbulence increases one step (calm to rough to stormy to maelstrom). The current always moves toward the whirlpool's vortex, and PCs who fail their Athletics check DC to swim by 5 or more are pulled 10 feet toward the center (see *Starfinder Core Rulebook* 137 for information about swimming in changing environmental conditions). Finally, once the water reaches the maelstrom level, a foul geyser erupts from the whirlpool's vortex and rains down in a 30-foot-radius, 50-foot-high cylinder centered on the middle of the vortex. Creatures hit by this contaminated water take 2d6 bludgeoning damage and risk exposure to monochromatic sickness; PCs who succeed at a DC 12 Reflex save take half this damage (4d6 bludgeoning damage; DC 14 Reflex save for half in Subtier 5–6). Every 2 rounds after the initial geyser, an additional geyser erupts. These effects persist until the PCs shut down the submerged machine.

If the whirlpool pulls a PC into its vortex, they are trapped between the Material and Shadow Planes until the next geyser erupts. A PC previously caught in the vortex arrives prone at the end of initiative count atop the scaffolding at a location of their choosing.



C. THE SHADOW GATE



SUBTIER 3-4 (CR 6)

IZIPHIS

CR 3

Female svartalgar mystic (*Starfinder Adventure Path #11: The Penumbra Protocol* 60)

LE Medium fey (extraplanar)

Init +1; **Senses** darkvision 90 ft., low-light vision; **Perception** +13

DEFENSE **HP 32 RP 3**

EAC 13; **KAC** 14

Fort +4; **Ref** +4; **Will** +6; +2 vs. disease and poison

DR 5/cold iron; **Resistances** cold 5, electricity 5; **SR** 14

Weaknesses light blindness

OFFENSE

Speed 30 ft.

Melee tactical dueling sword +4 (1d4+3 S)

Ranged needler pistol +6 (1d4+3 P plus monochromatic sickness)

Offensive Abilities bane

Svartalgar Spell-Like Abilities (CL 3rd)

2/day—*supercharge weapon*

Mystic Spell-Like Abilities (CL 3rd)

At will—*mindlink*

Mystic Spells Known (CL 3rd; ranged +7)

1st (3/day)—*mind thrust* (DC 16), *slithering chain* (DC 16; see page 22)

0 (at will)—*daze* (DC 15), *ghost sound* (DC 15)

Connection shadow (*Starfinder Signal of Screams Adventure Path: Heart of Night* 51, see page 22)

TACTICS

Before Combat If Iziphis is aware of the PCs' arrival, she flies her gloomwing above the southwestern crystal cluster (high enough to remain hidden in the region's darkness) using her superior darkvision range to her advantage. She casts *ghost sound* centered on the whirlpool, mimicking a drowning cry for help to draw the PCs toward it. She then imbues her needler pistol with the *bane* weapon fusion, choosing the first recognizable enemy she senses (she chooses Radiance if there is a decision to make). She finally casts *supercharge weapon* on her needler pistol before sniping her chosen target from the cover of darkness with a monochromatic sickness-infused dart.

During Combat After her initial ambush, or on the first round of combat, Iziphis casts *slithering chain* (as a full round action if she is in short range, or as a standard action if she has to urge her gloomwing mount to advance). If possible, she uses a crystal cluster as cover. Iziphis then urges her gloomwing mount to fly straight up where she continues her barrage out of the PCs' range of vision. She favors bolstering her needler pistol with her *supercharge weapon* spell even if it means

SCALING ENCOUNTER C

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

Subtier 3–4: Reduce Iziphis's maximum Hit Points to 24, ranged attack bonus to +6, and reduce all spell DCs by 1. Reduce the gloomwing's maximum Hit Points to 40, and attack bonus to +12. Finally, increase the time between geyser eruptions to every 4 rounds.

Subtier 5–6: Remove one gloomwing from the encounter.

taking a round out of active combat. She uses her infused darts before switching to normal ammunition. If this tactic proves futile, Iziphis casts *mind thrust* on anyone within close range. Iziphis only engages in melee combat as a last resort. If she can, she uses *slithering chain* to keep foes away from her.

Morale While her machine functions, Iziphis fights to the death. If the machine falters, or if the PCs reduce her below 5 Hit Points, the svartalfar flees into the whirlpool and subsequently to the Shadow Plane.

STATISTICS

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

Skills Athletics +8, Mysticism +13, Stealth +13, Survival +8

Languages Common, Shadowtongue

Other Abilities shadow infusion (see page 22), shadow shroud (see page 22), skilled rider

Gear graphite carbon skin (filtered rebreather), needler pistol with 25 darts (5 infused with monochromatic sickness), tactical dueling sword

SPECIAL ABILITIES

Bane (Su) Once per day as a swift action, a svartalfar can imbue one of its weapons with the *bane* weapon fusion. It must select one creature type (and subtype, if choosing humanoid or outsider) when it uses this ability. This lasts for 1 hour. This ability functions only while the svartalfar wields the weapon.

Skilled Rider (Ex) Iziphis does not need to make Survival checks to guide her mount in combat, and she can direct it as a move action that requires only one hand.

GLOOMWING

CR 4

HP 50 (*Starfinder Adventure Path #10: The Diaspora Strain* 56, page 19)

TACTICS

During Combat The gloomwing forces as many targets as possible to view its hypnotic wings to sow confusion. It follows Iziphis's commands and augments the fey's assault with its own pheromone-infused bite attacks.

Morale The gloomwing fights as long as its master remains in the battle. If Iziphis is defeated, the gloomwing uses a full action to implant any helpless victim with its eggs before fleeing.

SUBTIER 5–6 (CR 8)

IZIPHIS

CR 5

Female svartalfar mystic (*Starfinder Adventure Path #11: The Penumbra Protocol* 60)

LE Medium fey (extraplanar)

Init +2; **Senses** darkvision 90 ft., low-light vision; **Perception** +16

DEFENSE **HP** 60 **RP** 4

EAC 16; **KAC** 17

Fort +6; **Ref** +6; **Will** +8; +2 vs. disease and poison

DR 5/cold iron; **Resistances** cold 5, electricity 5; **SR** 16

Weaknesses light blindness

OFFENSE

Speed 30 ft.

Melee tactical knife +8 (2d4+5 S)

Ranged needler pistol +10 (1d6+5 P plus monochromatic sickness)

Offensive Abilities bane

Svartalfar Spell-Like Abilities (CL 5th)

2/day—*supercharge weapon*

Mystic Spell-Like Abilities (CL 5th)

At will—*mindlink*

Mystic Spells Known (CL 5th; ranged +10)

2nd (3/day)—*hold person* (DC 17), *paranoia* (DC 17; page 22)

1st (6/day)—*mind thrust* (DC 16), *reflecting armor*, *slithering chain* (DC 16; page 22)

0 (at will)—*fatigue* (DC 15), *ghost sound* (DC 15)

Connection shadow (*Starfinder Signal of Screams Adventure Path: Heart of Night* 51, page 22)

TACTICS

Before Combat As Subtier 3–4, except she also initially casts *reflecting armor*.

During Combat After her initial ambush, or on the first round of combat, Iziphis casts *paranoia* (moving into range if necessary). If possible, she uses a crystal cluster as cover. Iziphis then urges her gloomwing mount to fly straight up where she continues her barrage out of the PCs' range of vision. She favors bolstering her needler pistol with her *supercharge weapon* spell even if it means taking a round out of active combat. She uses her infused darts before switching to normal ammunition. If this tactic seems futile, Iziphis casts *mind thrust* on anyone within close range. Iziphis only engages in melee combat as a last resort. If she can, she uses *hold person* or *slithering chain* to keep foes away from her.

Morale See Subtier 3–4.

STATISTICS

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

DESCENT INTO VERDANT SHADOW

Skills Athletics +11, Mysticism +16, Stealth +16, Survival +11

Languages Common, Shadowtongue

Other Abilities shadow infusion (page 22), shadow shroud (page 22), skilled rider

Gear kasatha microcord III (filtered rebreather), needler pistol with 25 darts (10 infused with monochromatic sickness), tactical knife, *mk 2 serums of healing* (2)

SPECIAL ABILITIES

Bane (Su) See Subtier 3–4.

Skilled Rider (Ex) See Subtier 3–4.

GLOOMWINGS (2)

CR 4

HP 50 each (*Starfinder Adventure Path #10: The Diaspora Strain* 56, page 19)

TACTICS

Use the tactics from Subtier 3–4.

Development: If the PCs defeat Iziphis and stabilize the portal, Hemlock records 5 positive tallies on their report, assuming the khizar still lives. Radiance thanks the PCs for their assistance and murmurs a blessing in First Speech before assisting the PCs' return to Aballon's surface. If the PCs fail to stabilize the Shadow Gate, Radiance remains alone in the area anxiously guarding the portal.

Treasure: The chitin on a gloomwing's mandibles and head has a pearlescent quality. PCs can harvest four of these pearls from any defeated gloomwing with a successful DC 21 Survival check (DC 24 in Subtier 5–6) that takes 10 minutes per attempt; each pearl successfully harvested is worth 500 credits. In Subtier 5–6, Iziphis has an exquisite platinum moth pendant inlaid with several gloomwing pearls hung on a chain worth 10,500 credits.

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

Subtier 3–4: Reduce each PC's credits earned by 445.

Out of Subtier: Reduce each PC's credits earned by 911.

Subtier 5–6: Reduce each PC's credits earned by 1,378.

CONCLUSION

After the PCs stabilize the portal, the monochromatic sickness fades and gradually, the extraplanar taint afflicting Gullet Ice Well dissipates over time. Hemlock thanks the PCs for their efforts in stopping the corruption's spread, promising to grant the Society future access to Gullet to examine both the dormant Shadow Gate and the natural environment. Radiance departs, but not before spurring the growth of robust vines to help the PCs back to the surface. Atop Gullet's rim, a contingent of concerned Xenowardens gather and offer treatment for any lingering sickness.

Once the PCs return to Striving, they rendezvous with Venture-Captain Naiaj for a debriefing. Naiaj is pleased if the PCs impressed the Xenowardens, and she further praises their efforts if they allied with Radiance. Naiaj is concerned about the Ice Well's connection to the Shadow Plane but takes comfort in the fact that the Society has secured the rights to inspect the portal.

REPORTING NOTES

If the PCs defeated Iziphis and stabilized the Shadow Gate, check box A. If the PCs defeated Iziphis but were unable to stabilize the Shadow Gate, check box B. If Iziphis defeated the PCs and the Shadow Gate remains unstable, check box C.

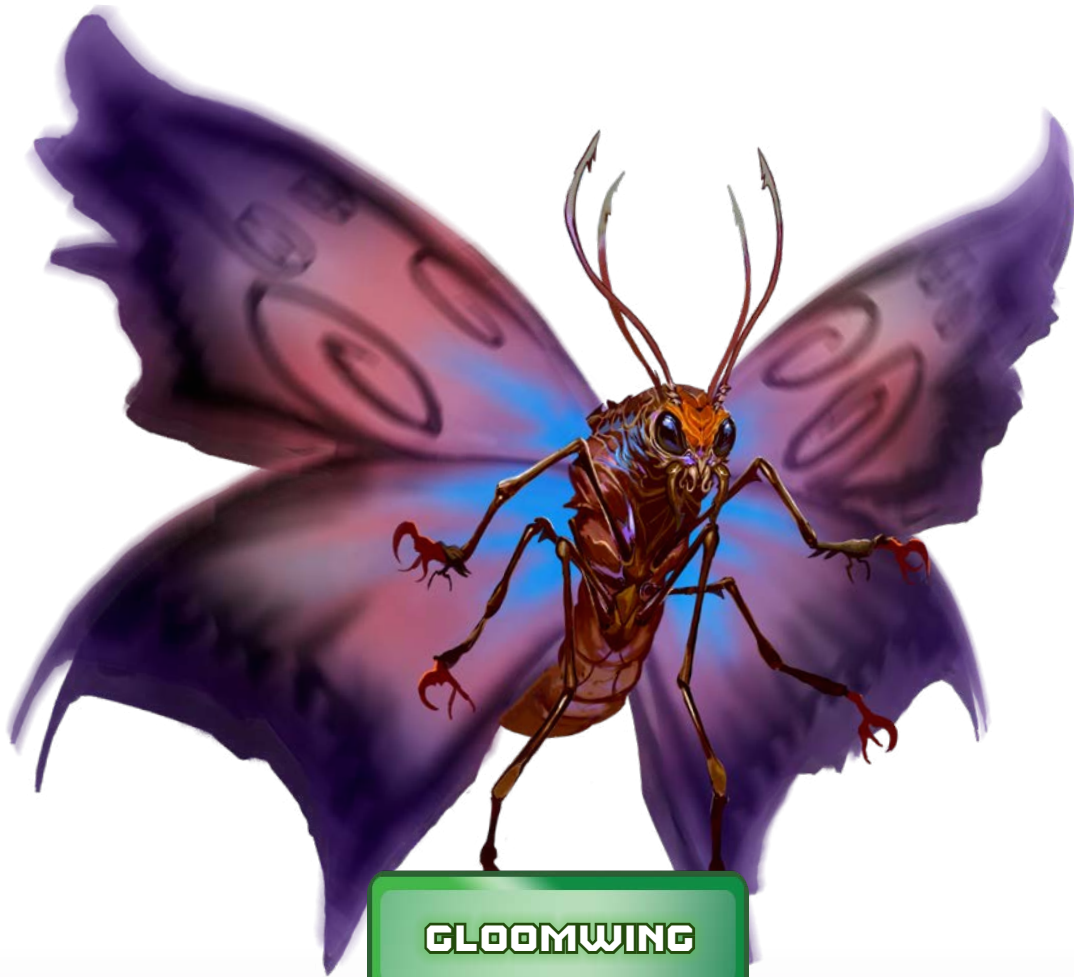


PRIMARY SUCCESS CONDITIONS

If the PCs receive a number of positive tallies equal to or greater than the number of negative tallies, they each earn 1 Fame and 1 Reputation for any factions associated with their current faction boon. PCs who complete this mission also receive the Khizar Admittance boon on their Chronicle sheets.

SECONDARY SUCCESS CONDITIONS

If the PCs successfully stabilize the Shadow Gate and defeat Iziphis, they each earn 1 additional Fame and 1 Reputation associated with their current faction boon. PCs who complete this mission also receive the Radiance's Favor boon on their Chronicle sheets.



GLOOMWING

APPENDIX 1: ALIEN ARCHIVE

GLOOMWING

CR 4

Starfinder Adventure Path #10: The Diaspora Strain 56
N Large outsider (extraplanar)

Init +5; **Senses** darkvision 60 ft.; **Perception** +10

DEFENSE **HP** 50

EAC 16; **KAC** 18

Fort +6; **Ref** +8; **Will** +3

OFFENSE

Speed 10 ft., fly 40 ft. (Ex, average)

Melee bite +13 (1d6+6 P)

Space 10 ft.; **Reach** 5 ft.

Offensive Abilities confusion, implant, pheromones

STATISTICS

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

Skills Acrobatics +15, Stealth +10

SPECIAL ABILITIES

Confusion (Su) The shifting patterns on a gloomwing's wings are hypnotic. A creature that starts its turn able to see the gloomwing must succeed at a DC 13 Will saving throw or become confused for 1 round. A creature can avoid looking directly at the gloomwing to gain a +4 bonus to the saving throw. However, doing so causes the creature to treat the gloomwing as if it has concealment (20% miss chance). Gloomwings and tenebrous worms are immune to this effect. This is a mind-affecting, sense-dependent effect.

Implant (Su) As a full action, a gloomwing can lay eggs in a Small or larger helpless living creature. The target creature contracts tenebrous gestation (see below).

Pheromones (Su) Starting on the round after a gloomwing becomes agitated (typically the second round of combat), the creature exudes an invisible cloud of weakening pheromones that creates a musky scent. Living creatures other than gloomwings and tenebrous worms within this 30-foot aura must succeed at a DC 13 Fortitude saving throw or become fatigued for 1 hour.

TENEBOUS GESTATION

Type disease (injury); **Save** Fortitude DC 13

Track physical (special); **Frequency** 1/day

Effect no latent state; if the victim dies, 1d4 young tenebrous worms emerge 4d6 hours later and devour the corpse completely.

Cure 2 consecutive saves; the eggs can also be removed with a successful DC 13 Medicine check that takes 1 hour or if the victim is targeted by *remove affliction*.

HOBKINS GREMLIN

CR 1/2

Starfinder Alien Archive 3 44

NE Small fey

Init +3; **Senses** low-light vision; **Perception** +4

DEFENSE**HP** 11

EAC 9; **KAC** 10

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

Defensive Abilities out of phase; **DR** 5/cold iron

OFFENSE

Speed 30 ft.

Melee bite +1 (1d4-1 P) or
claw +1 (1d4-1 S)

Spell-Like Abilities (CL 1st)

3/day—*holographic image* (1st level, DC 14)

At will—*ghost sound* (DC 13), *psychokinetic hand* (DC 13)

STATISTICS

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

Skills Acrobatics +4, Intimidate +9, Stealth +9

Languages Aklo, Common

Other Abilities collateral damage, minor levitation

SPECIAL ABILITIES

Collateral Damage (Su) Whenever an attack fails to damage a hobkins, whether due to a low attack roll, a miss chance, or a failure to penetrate DR, the hobkins can redirect the attack to any target in range of the original attack (if any), including objects. The attack can't be redirected against the original attacker, though it can be redirected against the original attacker's gear (but not the weapon used to make the original attack). The attacker rolls a new attack and damage roll against the new target, and the attack is considered to have the penetrating weapon special quality.

Minor Levitation (Su) A hobkins floats about 1 inch about the ground, allowing it to ignore difficult terrain. As a move action, a hobkins can levitate up to 20 feet straight up, but at the end of the movement, unless it has found something to cling to, it returns to 1 inch above the nearest flat surface below it.

Out of Phase (Su) Hobkins exist slightly out of phase with the Material Plane, causing all ranged attacks against them to suffer a 50% miss chance. This ability functions as *displacement*.

HOBKINS GREMLIN MALEFACTOR

CR 4

Starfinder Alien Archive 3 44

NE Small fey

Init +5; **Senses** darkvision 60 ft.; **Perception** +10

DEFENSE **HP** 43

EAC 15; **KAC** 16

Fort +5; **Ref** +5; **Will** +1

Defensive Abilities out of phase; **DR** 5/cold iron

OFFENSE

Speed 30 ft.

Melee bite +7 (1d4+3 P) or
claw +7 (1d4+3 S)

Spell-Like Abilities (CL 4th, ranged +7)

1/day—*hologram memory* (2nd level, DC 17), *hurl forcedisk* (DC 17)

3/day—*fear* (1st level, DC 16), *mind thrust* (1st level, DC 16),

reflecting armor (DC 16)



STARFINDER SOCIETY SCENARIO

At will—ghost sound (DC 15), psychokinetic hand (DC 15)

STATISTICS

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

Skills Computer +10, Engineering +10, Intimidate +15, Stealth +15

Languages Aklo, Common; limited telepathy 60 ft.

Other Abilities collateral damage, minor levitation, perfect coordination

SPECIAL ABILITIES

Collateral Damage (Su) Whenever an attack fails to damage a hobkins, whether due to a low attack roll, a miss chance, or a failure to penetrate DR, the hobkins can redirect the attack to any target in range of the original attack (if any), including objects. The attack can't be redirected against the original attacker, though it can be redirected against the original attacker's gear (but not the weapon used to make the original attack). The attacker rolls a new attack and damage roll against the new target, and the attack is considered to have the penetrating weapon special quality.

Minor Levitation (Su) A hobkins floats about 1 inch about the ground, allowing it to ignore difficult terrain. As a move action, a hobkins can levitate up to 20 feet straight up, but at the end of the movement, unless it has found something to cling to, it returns to 1 inch above the nearest flat surface below it.

Out of Phase (Su) Hobkins exist slightly out of phase with the Material Plane, causing all ranged attacks against them to suffer a 50% miss chance. This ability functions as *displacement*.

Perfect Coordination (Su) A hobkins malefactor can use its psychic ability to orchestrate precise mayhem and destruction with other hobkins. As a full action, the malefactor can telepathically instruct up to 15 hobkins that are within 60 feet; each of the chosen gremlins gains a +2 circumstance bonus to its next skill check or attack roll, or the DC of the next spell it casts increases by 2.

RAVAI

CR 6

Starfinder Alien Archive 2 106

N Medium fey (fire)

Init +5; **Perception** +13

DEFENSE **HP 90 RP 4**

EAC 18; **KAC** 20

Fort +7; **Ref** +10; **Will** +8

Immunities electricity, fire, radiation

Weaknesses vulnerable to cold

OFFENSE

Speed 30 ft., fly 60 ft. (Su, perfect)

Melee slam +12 (1d8+6 E & F)

Ranged ejection +15 (2d6+5 E & F; critical burn 1d4)

Offensive Abilities flare, grasping vines, implosion

STATISTICS

Str +0; **Dex** +5; **Con** +0; **Int** +2; **Wis** +1; **Cha** +3

Skills Acrobatics +13 (+21 to fly), Culture +13, Diplomacy +18, Mysticism +13

Languages Common, First Speech

Other Abilities luminous, no breath, solar adaptation

SPECIAL ABILITIES

Ejection (Su) A ravai's ejection ranged attack has a range increment of 90 feet.

Flare (Su) Once every 1d6 rounds, as a full action, a ravai can spend 1 Resolve Point to emit a burst of solar energy in a 20-foot-radius spherical spread centered on the ravai. Creatures in the area take 6d8 electricity and fire damage and are blinded for 1 round. A creature that succeeds at a DC 14 Fortitude saving throw takes half the damage and isn't blinded. Creatures that are vulnerable to sunlight take a -6 penalty to this saving throw. Plants that aren't fungi and plant creatures that aren't fungoid take no damage; instead, this effect restores 6d8 Hit Points to such targets.

Grasping Vines (Su) As a standard action, a ravai can use the xenodruid mystic's grasping vines connection power (Reflex DC 14) as if the ravai were a 6th-level mystic.

Implosion (Su) When killed, a ravai implodes into a gravitational singularity as the forces that hold the creature's body together collapse. This singularity makes one combat maneuver (+16 attack bonus) against creatures within a 60-foot-radius spherical spread from the slain ravai. If the attack is successful, a creature moves 10 feet toward the singularity plus 10 feet for every 5 by which the result exceeds the target's KAC + 8. Creatures drawn into the ravai's space take 6d6 damage and are knocked prone in the nearest unoccupied space. Unattended objects of light bulk or less are automatically drawn into the ravai's space and remain there.

Luminous (Su) A ravai is supernaturally luminous, shining bright light out to a range of 60 feet, normal light for another 60 feet, and dim light for another 60 feet. A magical effect can reduce the light in this area only if from a source that has a higher level or CR than the ravai. As a move action, a ravai can reduce the area of this light by half or return it to normal.

VRACINEA

CR 4

Starfinder Alien Archive 3 130

N Large plant

Init +3; **Senses** low-light vision; **Perception** +10

Aura paralyzing scent (15-ft., Fortitude DC 13)

DEFENSE **HP 51**

EAC 16; **KAC** 18

Fort +8; **Ref** +6; **Will** +3

Immunities plant immunities

OFFENSE

Speed 15 ft.

Melee bite +12 (1d6+9 P)

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

Offensive Abilities lure (120 feet, Will DC 13)

DESCENT INTO VERDANT SHADOW

STATISTICS

Str +5; **Dex** +3; **Con** +1; **Int** -4; **Wis** +0; **Cha** +0

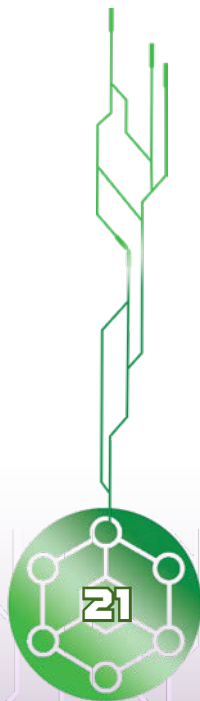
Skills Athletics +10, Stealth +15, Survival +10

SPECIAL ABILITIES

Lure (Su) Each living creature within 120 feet of a vracinea that can see its violet blossoms must succeed at a DC 13 Will save each round at the beginning of its turn or be drawn toward the plant. An affected target must use 2 move actions each round to move directly toward the vracinea at its full speed, and it can't move in such a way that it loses line of sight to the vracinea. If the only path to the vracinea passes through terrain that could harm the target (such as a river of lava or a bed of sharp thorns), the target can attempt an additional

saving throw to shake off the effect before moving into the dangerous area. An affected creature within 5 feet of the vracinea can take no actions and offers no resistance to the vracinea's attacks. Once a creature successfully saves against this effect, it is immune to the same vracinea's lure ability for 24 hours. This is a mind-affecting, sense-dependent effect.

Paralyzing Scent (Ex) A vracinea constantly exudes a sweet odor to a radius of 15 feet. Any living creature with a sense of smell that enters or starts its turn in this area of effect must succeed at a DC 13 Fortitude save or be paralyzed for 1 round. Once a creature successfully saves against this effect, it is immune to the same vracinea's paralyzing scent for 24 hours. This is an inhaled poison effect.



APPENDIX 2: SHADOWY ARSENAL

Iziphis uses rules found within the pages of the Signal of Screams Adventure Path. These rules are reprinted here for reference.

SHADOW CONNECTION POWERS

The following connection powers appear in *Starfinder Adventure Path #12: Heart of Night*.

Shadow Infusion (Su): You gain darkvision with a range of 60 feet. If you already have darkvision, its range increases by 30 feet. In addition, if the concealment that allows you to attempt a Stealth check to hide comes from dim light or darkness, you can double the bonus you receive from your channel skill mystic feature. Finally, add Stealth to your list of class skills.

Shadow Shroud (Su): As a move action, you can spend 1 Resolve Point to shroud yourself in dim light for 1 minute. Darkvision provides no benefit against this gloom, and nonmagical light can't change this light level. Magical light can change this light level only if from a source with a CR or level higher than yours. You can dismiss this dim light as a move action, and it ends automatically if you lose consciousness.

SHADOW SPELLS

PARANOIA



Starfinder Adventure Path #10: The Diaspora Strain 52

School illusion (mind-affecting)

Casting Time 1 standard action

Range close (25 ft. +5 ft./2 levels)

Targets one creature

Duration 1 round/level (D)

Saving Throw Will negates; **Spell Resistance** yes

The target treats all other creatures as enemies and only itself

as an ally. It must attempt attacks of opportunity whenever any creature provokes them. In addition, the target is shaken while adjacent to more than one creature.

SLITHERING CHAIN



Starfinder Adventure Path #12: Heart of Night 53

School conjuring (summoning) [emotion, fear, mind-affecting]

Casting Time 1 standard action

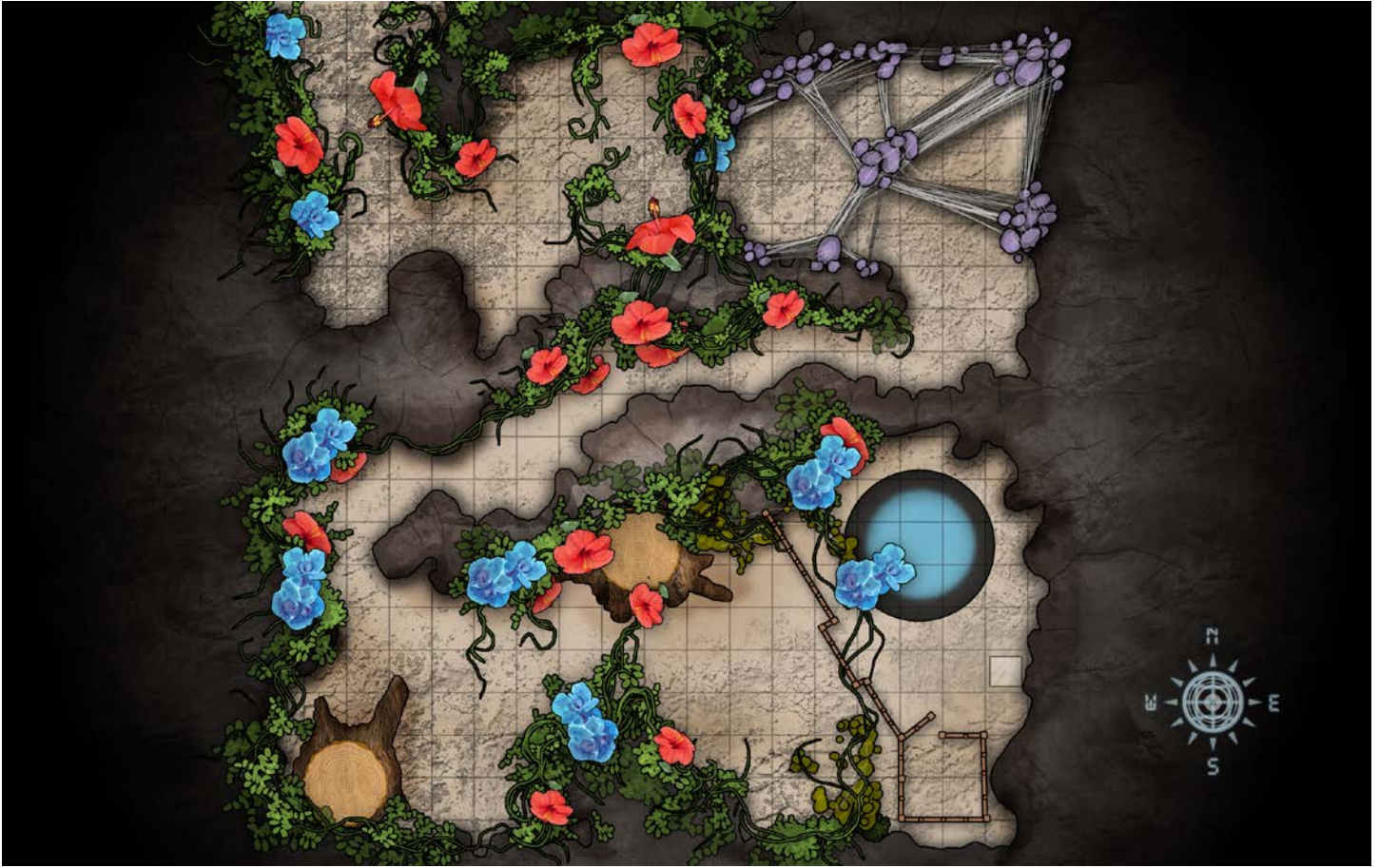
Range close (25 ft. +5 ft./2 levels)

Duration instantaneous

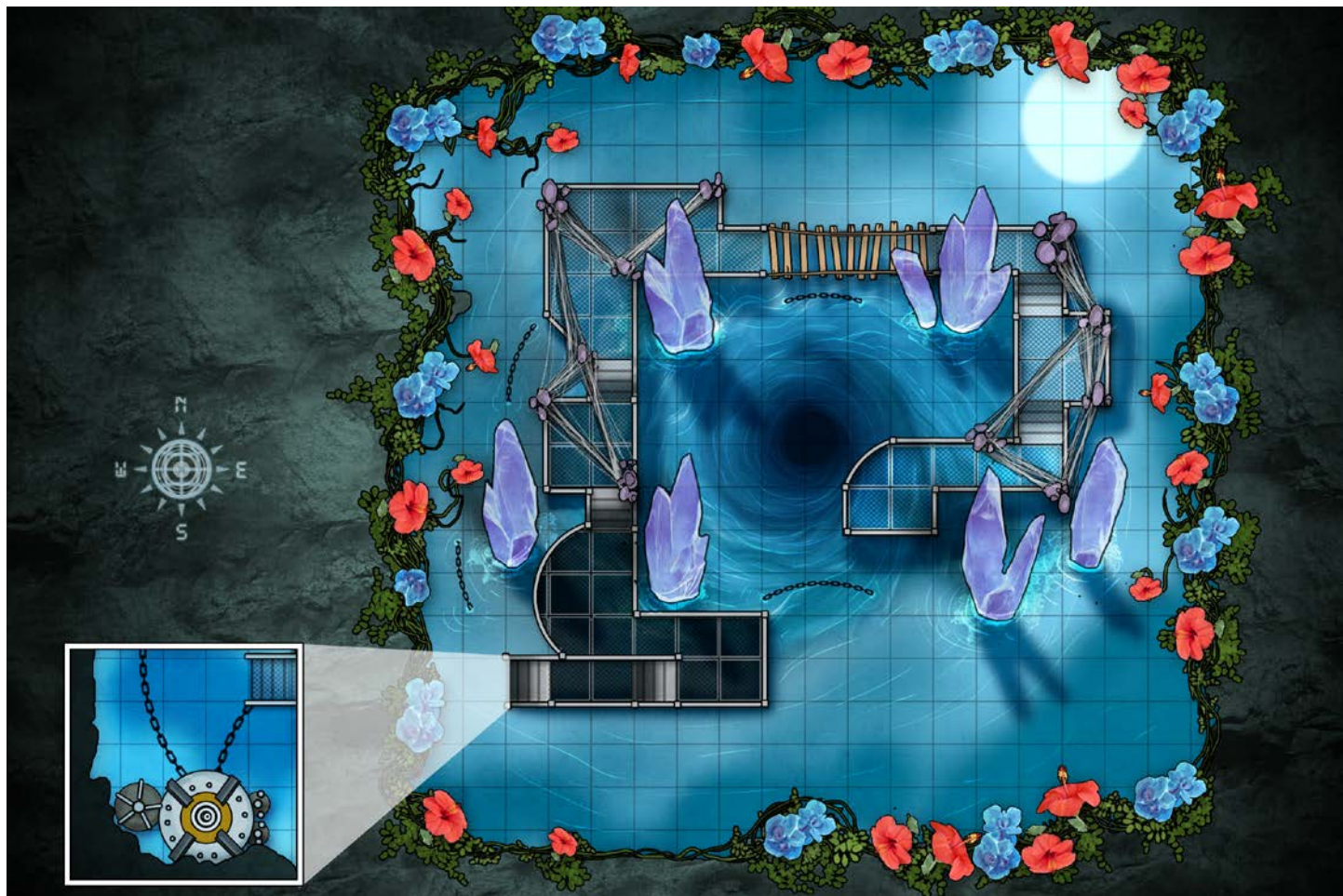
Saving Throw Will partial, see text; **Spell Resistance** no

You call forth a chain from the Shadow Plane, causing it to burst out from the ground and attempt to hinder a target within the spell's range. The chain attempts a trip combat maneuver against the target; its attack bonus is equal to your base attack bonus + your key ability modifier + 4. If the chain successfully trips the target, the target must attempt a Will saving throw or become shaken for 1d4 rounds. You can cast this spell as a full round action. If you do, you summon two chains instead of one. Each chain attempts its combat maneuver separately and they must attack two different targets within the spell's range.

DESCENT INTO VERDANT SHADOW



STARFINDER SOCIETY SCENARIO



DESCENT INTO VERDANT SHADOW



Event Reporting Form

Date _____ Event Code: _____

Location _____

GM Org Play #:	GM Name:	GM Faction:
Adventure #:	Adventure Name:	
Reporting Codes: (check when instructed, line through all if no conditions to report)		<input type="checkbox"/> A <input type="checkbox"/> B <input type="checkbox"/> C <input type="checkbox"/> D
Bonus Faction Goal Achieved: <input type="checkbox"/> Yes <input type="checkbox"/> No <input type="checkbox"/> N/A	Scenario-based Infamy earned? <input type="checkbox"/> Yes <input type="checkbox"/> No <input type="checkbox"/> N/A	Fame Earned:

Player Name:		Class	Faction:		<input type="checkbox"/> Dead
Character Name:		Org Play #:	Level	<input type="checkbox"/> Acquisitives <input type="checkbox"/> Dataphiles <input type="checkbox"/> Exo-Guardians <input type="checkbox"/> Wayfinders <input type="checkbox"/> Second Seekers ()	<input type="checkbox"/> Infamy

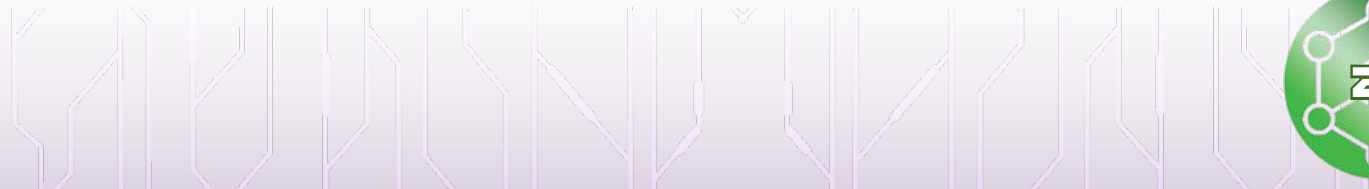
Player Name:		Class	Faction:		<input type="checkbox"/> Dead
Character Name:		Org Play #:	Level	<input type="checkbox"/> Acquisitives <input type="checkbox"/> Dataphiles <input type="checkbox"/> Exo-Guardians <input type="checkbox"/> Wayfinders <input type="checkbox"/> Second Seekers ()	<input type="checkbox"/> Infamy

Player Name:		Class	Faction:		<input type="checkbox"/> Dead
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Player Name:		Class	Faction:		<input type="checkbox"/> Dead
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Player Name:		Class	Faction:		<input type="checkbox"/> Dead
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Starfinder Society Scenario #2-11: Descent Into Verdant Shadow

Character Chronicle #

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

Items Found During This Scenario

Khizar Admittance (Personal Boon; Limited-Use): Your respect for Aballon's fragile ecosystem greatly impressed the Xenowarden Hemlock. Continuing to support the Xenowarden's efforts to preserve the Ice Wells not only bolsters your reputation with Hemlock's organization, but eventually inspires other khizars, such as those dwelling within Aballon's other Ice Wells, to seek admittance to the Starfinder Society.

Each time you complete a scenario, you can choose to donate 10% of your credits earned to the Xenowardens and check one of the boxes below.

□□□□□□□□□□□□

After all twelve boxes are checked, you can use this boon in one of two ways:

New Character: You can play a khizar character (*Starfinder Pact Worlds*), beginning at 1st level as normal. Other than access to this additional race, all character creation rules are the same as those outlined in the *Starfinder Society Guide*. A copy of this Chronicle sheet must be the first Chronicle sheet for the given character.

Existing Khizar: You can apply this boon to an existing khizar character in your possession that you earned from another source. You can increase one ability score that is a 14 or lower by 2. Cross this boon off your Chronicle sheet, but keep a copy with the character you apply this change to. A character can earn this benefit from this boon only once.

Radiance's Favor (Social Boon): The ravai fey Radiance gifted you with an unusual piece of jewelry to commemorate your new friendship. When you slot this boon, you can bring this relic with you on your adventures. This star-shaped pendant radiates light in a 10-ft.-radius; you can activate or suppress this light source as a move action. The true significance of this otherwise mundane trinket will be detailed in future scenarios.

All Subtiers	Subtier 5-6
filtered rebreather (4,600; item level 6) graphite carbon skin (1,200; item level 3) ocucloak processor (2,200; item level 4; <i>Starfinder Alien Archive</i> 103) pheromone grenade, mk 1 (325; item level 4; <i>Starfinder Alien Archive</i> 3 131) <i>serum of enhancement (commando, sensate, or scientist)</i> (475; item level 5) tactical dueling sword (475; item level 2)	kasatha microcord III (9,000; item level 8) pheromone grenade, mk 2 (1,400; item level 8; <i>Starfinder Alien Archive</i> 3 131) tactical knife (6,000; item level 7) <i>mk 2 serum of healing</i> (425; item level 5; limit 2)

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

MAX CREDITS	SUBTIER <input type="checkbox"/> Normal Max Credits	3-4	1,457
	SUBTIER <input type="checkbox"/> Normal	Out of Subtier	2,818
	SUBTIER <input type="checkbox"/> Normal	5-6	4,179
	SUBTIER <input type="checkbox"/> Normal	-	-
EXPERIENCE	Starting XP		+
	XP Gained (GM ONLY)		GM's Initials
	=		Final XP Total
	Initial Fame		+
FAME	Fame Gained (GM ONLY)		GM's Initials
	-		Fame Spent
	Final Fame		-
	Starting Credits		+
CREDITS	Credits Garnered (GM ONLY)		GM's Initials
	+		Day Job (GM ONLY)
	-		Credits Spent
	=		Total

For GM Only				
EVENT	EVENT CODE	DATE	Game Master's Signature	GM Organized Play #