

STARFINDER

SOCIETY



YEAR OF EXPLORATION'S EDGE

SCENARIO #3-14

LEVELS 9-12

FLEETING TRUTH: HOLLOW LIES

BY JESSICA CATALAN





FLEETING TRUTH: HOLLOW LIES

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GM RESOURCES

Campaign Home Page: starfindersociety.club

Books: *Starfinder Core Rulebook*, *Starfinder Alien Archive (AA)*, *Starfinder Alien Archive 2 (AA2)*, *Starfinder Armory (AR)*, *Starfinder Character Operations Manual (COM)*, and *Starfinder Pact Worlds (PW)*

Maps: *Pathfinder Flip-Mat: Mythos Dungeon*, *Pathfinder Flip-Tiles: Dungeon Perils Expansion*, and *Pathfinder Flip-Tiles: Dungeon Vaults Expansion*

Online Resource: Starfinder Reference Document at paizo.com/sfrd

SCENARIO TAGS

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

SUMMARY

The PCs travel to the undead-inhabited Pact World of Eox and negotiate with a bone sage in order to retrieve important intelligence that a former Starfinder hid in the region of the Lacustria Hollow. In exchange for granting the PCs access to the region, the bone sage demands the PCs assassinate a traitorous necrovite with connections to the Corpse Fleet and destroy his electroencephalon, thus ensuring his complete destruction. In the necrovite's asteroid complex, the PCs overcome twisted guardians and magical traps, gain access to his sanctum, and battle the necrovite. After his death, the PCs must find his electroencephalon and disable it. With their task complete, the PCs travel to Lacustria Hollow and retrieve the missing data segment.

HOW TO PLAY



PLAY TIME: 4–5 HOURS



LEVELS: 9–12



PLAYERS: 3–6



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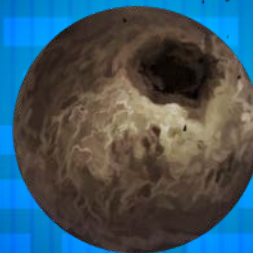
Two centuries ago, the Starfinder Society intercepted a mysterious vessel in Near Space. While investigating, they triggered an automated system that caused the vessel to self-destruct. The Starfinders escaped with their lives, a scan of the vessel, and a data sample copied from the starship's computers. Upon examining the data, they discovered a secret so dangerous it held the potential to cause civil unrest at a time when the Pact Worlds needed to stand united against the invading Veskarium. After much deliberation, the First Seeker destroyed all but one copy of the data, entrusting the last copy to the mysterious axiomite lorekeepers on the library world of Athaeum. The First Seeker shared knowledge of this final copy only with Guidance, the Starfinder Society's amalgam artificial intelligence.

Believing that the First Seeker planned to destroy every copy of this information, one of the Starfinders who uncovered the data made a secret copy. Understanding the danger the data posed, they split it into three pieces and hid the data segments throughout the Pact Worlds, on the planets of Aucturn, Eox, and Verces. When this Starfinder retired, they told Guidance about the data segments, their locations, and how to access them. Guidance kept both copies secret for the next two centuries.

In time, Hellknights of the Order of the Pyre learned the Starfinder Society hid inflammatory documentation on Athaeum. Well known for destroying dangerous documents and data, the Order of the Pyre bided their time until two years ago, when the Starfinders embarked on a mission to Athaeum. Worried over what the visit might entail, the Order of the Pyre joined the Starfinders on their trip. After arriving, they tracked down the data and destroyed it. In the process, they learned the information wasn't just dangerous, but heretical, and found an addendum that indicated the existence of a second copy. The Hellknights clashed with the Starfinders, left Athaeum, and returned to their headquarters to recruit assistance in tracking down and destroying the three data segments.

Recently, the Order of the Pyre discovered the first data segment was hidden among industrial plantations on the Darkside of Verces. Surmising their intent, Guidance broke its centuries-long silence and dispatched a team of senior agents to retrieve the first data segment before the Order of the Pyre could destroy it (see *Starfinder Society #3-08: Fleeting Truth: The Darkside Depository* for more information).

WHERE IN THE UNIVERSE?



EOX

The Dead

Diameter: $\times 2/3$; **Mass:** $\times 4/9$; **Gravity:** $\times 1$

Atmosphere: toxic and thin; **Day:** 30 days; **Year:** 5 years

This adventure takes place on Eox, a radioactive planet destroyed by interplanetary war long before the Gap that's primarily inhabited by undead. Although the adventure begins in the city of Orphys, the PCs soon infiltrate a necrovite's complex hidden in one of the Thousand Moons asteroids orbiting Eox. The PCs stop in Lacustria Hollow before heading home to Absalom Station. For more information on Eox, Orphys, Thousand Moons, and Lacustria Hollow, see *Starfinder Pact Worlds*.

With the first data segment secure, Guidance dispatched a team to retrieve the second data segment, located in Lacustria Hollow on the planet of Eox. Lacustria Hollow is only accessible with the permission of Eox's Eternal Convocation, a group of bone sages who make decisions regarding Eox's dealings with the rest of the system. Guidance has arranged a meeting between the Starfinder team and Melchrazor, a powerful bone sage and member of the

Eternal Convocation, who have had private dealings with the Starfinder Society in the past. With her approval, the Starfinders will be able to retrieve the data.

GETTING STARTED

The adventure begins in a richly decorated office on the top floor of a high-rise in Orphys, one of the few cities in Eox with a breathable atmosphere. Guidance, the Starfinder Society's amalgam artificial intelligence, sent the PCs here to meet with the **Melchrazor** (LE female necrovite^{AA}), a well-connected bone sage with whom the Starfinder Society has had dealings in the past. Melchrazor is a member of the Eternal Convocation, a coalition of Eoxian ambassadors that handles relations between the planet and the rest of the Pact Worlds. Provide the players **Handout: Guidance's Orders** (page 26).

Melchrazor is a gaunt necrovite with a skeletal grin and impeccable posture. She wears a broad, jeweled collar atop a high-collared blouse. Her eyes glow with eerie light and her voice is a rasping whisper. The bone sage stays completely still throughout most of the meeting. When she does move, it's with startling speed and precision, giving her a jerky, unnerving air.

Read or paraphrase the following to get the adventure underway.

The bone sage Melchrazor sits behind her desk in an imposing bone-carved chair topped with velvet cushions, hands in her lap. She regards those assembled in silence for a long time, then suddenly speaks, "Welcome to Orphys, Starfinders. I hope you find my city to your liking. Alas, my time is in high demand. What cause have you to seek me out?"

Give the PCs a chance to introduce themselves and explain their purpose, then read or paraphrase the following.

In a sudden clacking of teeth, Melchrazor laughs. "Many seek clearance to visit the Lacustria Hollow. The ruins of cities and wars long forgotten lay hidden under the Hollow's silt seas. The wait for access is long. Though, I suspect time is of the essence, yes? Why else seek me out personally?" Melchrazor falls deathly still as she thinks. Eventually, she jerks into motion with a crick of her bony neck. "You're in luck, Starfinders. I have a problem that requires violence discretion. I assume you're capable of both?"

"The Eternal Convocation recently discovered a bone sage named Scaranis has been illegally working with the Corpse Fleet—militant renegades who defected when Eox joined the

Pact Worlds instead of conquering them. The Corpse Fleet believe the living are little more than chattel and have taken countless lives since their inception. A coalition of bone sages destroyed Scaranis for his treachery but were unable to find his electroencephalon—a device capable of restoring a necrovite like Scaranis from even the most total destruction. I discovered the site of Scaranis's restoration mere moments before our appointment. If you kill him and destroy his electroencephalon, I will provide you with all the necessary documents and clearance to access Lacustria Hollow. Do we have an accord?"

Give the party an opportunity to react and negotiate with Melchrazor. Unfortunately, she's firm in her terms. The assassination of **Scaranis** (NE male necrovite) is the only payment she will accept. If the party is uncomfortable with this request, Melchrazor emphasizes the many atrocities committed by the Corpse Fleet and, by extension, Scaranis. When the party agrees to her terms, read or paraphrase the following.

"Excellent. Scaranis is hiding in an underground bunker located within one of the asteroids among the

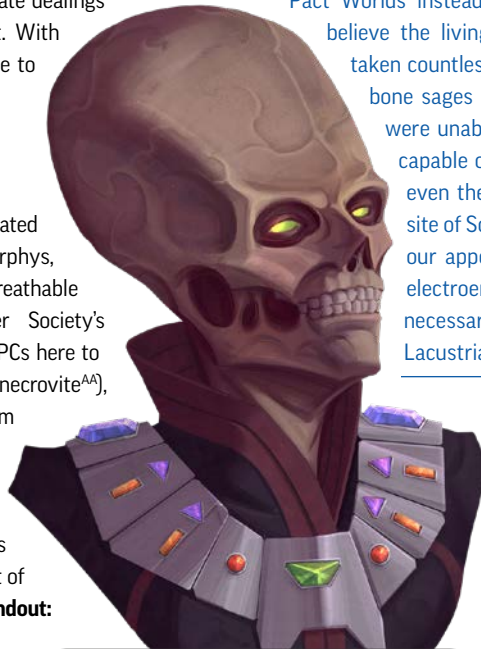
Thousand Moons orbiting Eox. My forces will transport you to the bunker. Explore the complex, kill Scaranis, and destroy his electroencephalon. You may keep whatever else you find inside. When your task is accomplished, my forces will transport you to your destination in Lacustria Hollow. Do you require further information?"

Melchrazor is willing to answer the PCs' questions. Some likely questions and answers are below.

What are the Thousand Moons? "Eox is surrounded by a ring of asteroids, each enchanted long ago by callous and heartless enemies to plummet into the planet's surface on command. Luckily, only one of the Thousand Moons asteroids ever crashed on Eox's surface, but the devastation it wreaked was extensive. Whoever triggered its fall destroyed an entire city and everything within 1,000 miles. The asteroid's remains are known as Blackmoon, and it numbers among the largest mountains in the Pact Worlds. The Thousand Moons kills planets. It is within one of these orbiting asteroids that Scaranis now hides."

What can we expect to face in Scaranis's bunker? "Scaranis is a necrovite—an undying spellcaster of significant power—just like me. I suspect his bunker has magical defenses and powerful guardians. Scaranis himself is capable of great magic."

What's an electroencephalon? "An electroencephalon is a device within which a necrovite stores their consciousness and



MELCHRAZOR

soul. Upon a necrovite's destruction, as long as the necrovite's electroencephalon remains intact, the necrovite regenerates completely within days. The process to make an electroencephalon is different for each individual, as is its appearance and components. Unfortunately, this means I can't tell you what Scaranis's electroencephalon looks like. However, as his existence depends upon the safety of his electroencephalon, it's likely he keeps it hidden and well protected."

CULTURE (RECALL KNOWLEDGE) OR DIPLOMACY (GATHER INFORMATION)

Based on the result of a Culture check to recall knowledge or a Diplomacy check to gather information, the PCs might know more about the Lacustria Hollow. They learn all of the information whose DC is equal to or less than the result of their check.

15+: The Lacustria Hollow is a vast, flat basin of silt, dirt, and debris. Before Eox died, it was a vast arctic sea. The wrecks of aquatic vessels can still be found there today.

20+: The Lacustria Hollow has no settlements. Traveling there requires the permission of Eox's Eternal Convocation.

25+: Hidden beneath the shifting silt of the Lacustria Hollow are the remains of aquatic vessels, experimental ships, shattered strongholds, underwater settlements, naval battles, and eldritch wars, all of which indicate the region's one-time importance. New archaeological sites are discovered there regularly.

DIPLOMACY (GATHER INFORMATION) OR MYSTICISM (RECALL KNOWLEDGE)

Based on the result of a Diplomacy check to gather information or a Mysticism check to recall knowledge, the PCs might know more about necrovites. They learn all of the information whose DC is equal to or less than the result of their check.

15+: Necrovites are immortal undead spellcasters who bind their lifeforce to a hybrid device called an electroencephalon. As long as the electroencephalon exists, the necrovite regenerates whenever they are destroyed.

20+: Necrovites are immune to cold and electricity damage.

25+: A damaged necrovite's wounds rapidly heal. Approaching a necrovite can cause fatigue.

THOUSAND MOONS

After meeting with Melchrazor, the PCs can purchase any equipment up to item level 14 from the shops in Orphys, assuming they could normally purchase such equipment.

When they're ready to go, one of Melchrazor's aides directs the PCs to a covert ops shuttle staffed by tight-lipped bone troopers and corpsefolk. The soldiers usher the PCs aboard the shuttle and launch up to the Thousand Moons asteroids. The journey is quick and smooth, with little turbulence. The ship runs quietly and is obviously a top-of-the-line stealth shuttle intended to keep Scaranis from detecting the party's approach. If the PCs try to snoop around,

a corpsefolk soldier directs them back to their seats, flashing a rotting, lopsided smile intended to put them at ease (though this is unlikely to prove reassuring). If the PCs ask the corpsefolk for their name, they claim it is 'Grin'—an obvious pseudonym.

When the shuttle lands on its destination asteroid, Grin gives the party a thumb-sized disk covered in glowing runes. This is a beacon that will hail the shuttle when the party's mission is complete; the PCs need only hold the disk and say 'extraction' to activate it. Grin beckons them to the shuttle's exit ramp and ensures they disembark. Once they do, the ramp raises, and the shuttle flies away.

The asteroid is lifeless, barren, and riddled with tunnels and caves. It has high gravity (*Starfinder Core Rulebook* 402) and no atmosphere. Any characters who need to breathe begin to suffocate if they haven't already activated their armor's protections and do not have an alternate source of oxygen. The undead troops give no warning before opening the hatch, as the concept of breathing is foreign to them.

When the PCs enter the nearest tunnel, darkness envelopes them. They soon come to an underground lake of thick gray sludge, similar in appearance to molten metal. A creature that touches the sludge takes 2d10 acid damage, while a creature that falls into the sludge takes 8d10 acid damage (10d10 acid damage for Levels 11–12) per round. A path of slippery stepping stones leads across the lake. A creature attempting to cross the stones must succeed at a DC 26 Acrobatics check or slip and fall into the sludge during their journey (DC 28 for Levels 11–12, as the stones are smaller).

On the distant edge of the lake is the entrance to Scaranis's complex (**A1**).

A. SCARANIS'S REFUGE

This small outpost was once the base of operations for the sarcesian operatives who monitored the Thousand Moons, but Scaranis found and conquered the complex. After making sure it wouldn't plummet to Eox's surface, Scaranis transformed the tiny asteroid complex into a personal bunker to store his electroencephalon. Here, he also stored objects, resources, and supplies to reequip himself after destruction and regeneration, and protected his base with magical traps and living guardians held in stasis.

Later, when Scaranis allied with the Corpse Fleet and became a traitor to Eox's ruling bone sages, he stored other objects in this bunker, including scrying mirrors, sensitive data, and trophies from enemies he'd killed.

A globe of force surrounds the complex, intended to prevent the passage of ethereal creatures—a necessary precaution given the ghosts and other spirits that serve Scaranis's enemies. This effect doesn't prevent teleportation. The only way through the force globe is through the main entrance after it's been activated and unlocked.

Scaranis's Refuge has high gravity and no atmosphere. It's dark, although a number of statues emit dim light. Most halls in the complex are 5 feet wide. The ceilings are 20 feet high in hallways and 50 feet high in chambers. The floor and walls are constructed of fitted stone.

Powerful magic binds the creatures within Scaranis's Refuge to their chambers. Each is either held in stasis or summoned by the party's intrusion—they do not move around the complex. The party can take 10-minute rests at will, as long as they aren't in the middle of combat.

A1. CORPSE DOOR (CR 11 OR CR 13)

A writhing wall of humanoid hands, chomping mouths, and gnashing teeth blocks the way forward.

Hazard: This barrier of hands and mouths is a protective layer of necromantically preserved body parts intended to prevent access to the door it hides. The flesh barrier has EAC 12, KAC 16, and 180 Hit Points. The wall is also immune to cold damage. Destroying the flesh barrier reveals the stone door beneath. The flesh barrier regenerates fully over the course of 24 hours.

At the start of each round, the hands reach for any adjacent creatures and attempt to grapple them (+24 attack, or +28 for Levels 11-12). On a successful grapple check, the hands immediately pull the grappled creature close and feed them to the gnashing mouths, dealing 12d12 slashing damage (14d12 slashing damage for Levels 11-12). The barrier has no limit to the number of creatures it can grapple at one time.

A character that succeeds on a DC 29 Mysticism check realizes the hands and mouths were once living flesh which have been preserved through powerful necromancy and bound to this area. Additionally, they know the flesh barrier could be destroyed through violence or magic, though destroyed limbs and sections will likely reform in time.

A PC who succeeds at a DC 20 Life Science check identifies the corpses that make up the wall as primarily human and sarcesian in origin. A PC who succeeds at a DC 28 Perception check (DC 33 for Levels 11-12) notices a layer of stone beneath the writhing limbs. PCs who surpass the DC by 5 or more also notice three small sockets in the stone that look the right size and shape to hold a *spell gem*. The PCs can reach these slots without difficulty if they destroy the flesh barrier, otherwise, reaching a slot requires a successful DC 31 Sleight of Hand check (DC 34 for Levels 11-12); failure on this check results in the door making an additional grapple check against the character.

If a *spell gem* is inserted into one of these three slots, the limbs in that third of the flesh barrier disappear (reducing the flesh wall's maximum HP by 60), revealing the stone door beneath, and powering that section of the stone door. While powered, a colorful disk of magical energy appears over that *spell gem* slot, its edges lined in magical runes. A door section remains powered as long as a *spell gem* is inserted. If removed, the *spell gem* is drained of its power and the magic disk vanishes.

When all three slots are filled with gems, the three magical disks can be rotated as a complex combination lock. To determine the correct combination a PC must succeed at a DC 31 Mysticism check or a DC 35 Engineering check (DC 34 Mysticism and DC 38

Engineering for Levels 11-12). On a failed attempt, the character triggers a magical backlash that deals 6d12 force damage (8d12 force damage for Levels 11-12). Once unlocked, the stone door and its associated force barrier opens, sliding into the cavern walls and allowing entrance to Scaranis's Refuge.

If the party doesn't want to power the door with *spell gems*, they have two alternative power sources available. First, a character touching the slot can expend an unused spell slot to funnel their magical power into the door, powering it for 1 minute per level of spell slot expended; a Level 0 spell is too weak to power the door and causes the magic disk to flicker into existence and immediately vanish. Second, a character touching the slot can expend 1 Resolve Point to funnel a portion of their vitality into the door, powering it for a number of minutes equal to half their level and imposing one temporary negative level on the character.

Development: The stone door remains open and unlocked until the party closes it, for a maximum of 24 hours. After 24 hours, the flesh barrier reforms and pulls the door closed.

A2. ENTRY CHAMBER (CR 13 OR CR 15)

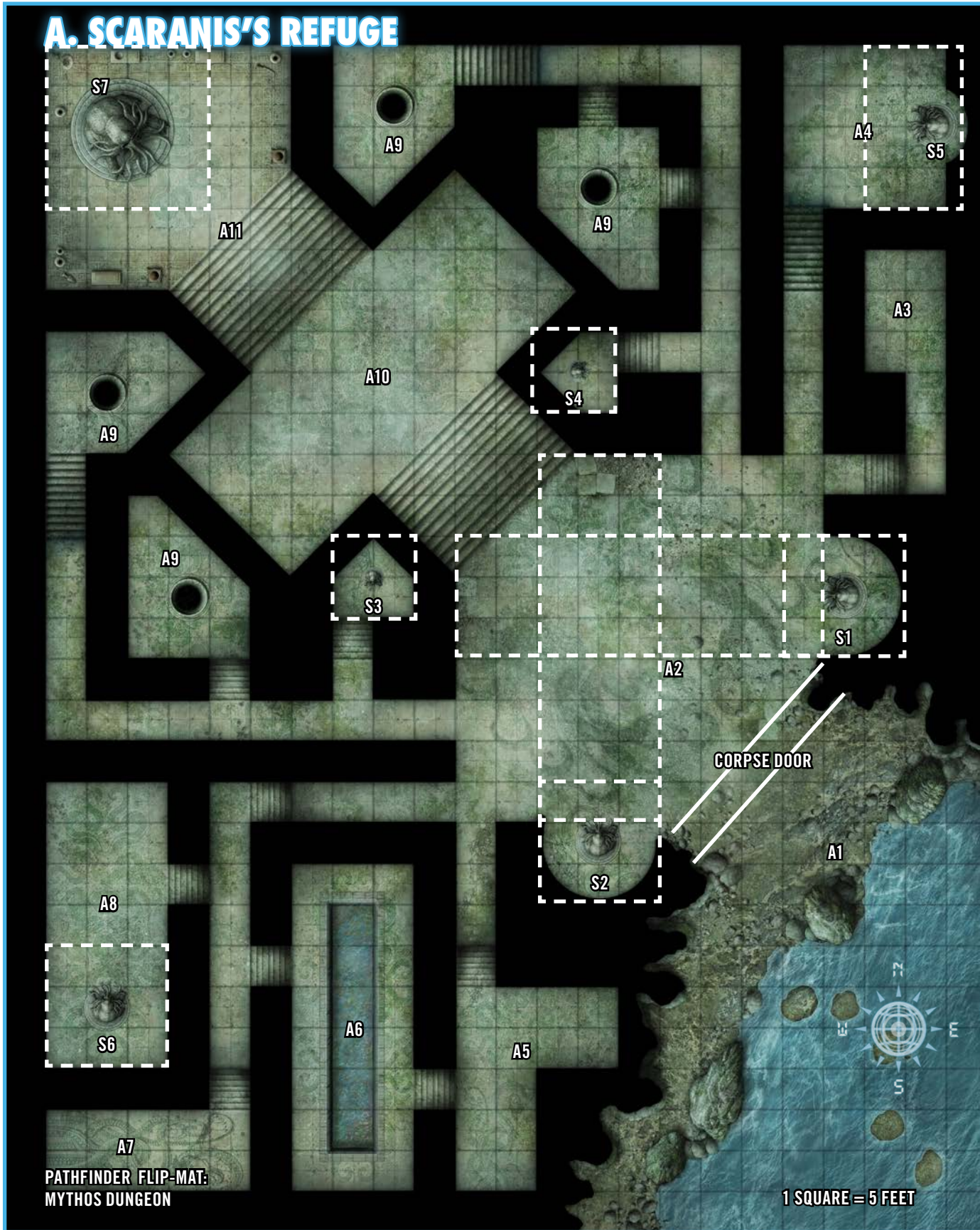
The bunker's hexagonal entry chamber is 45 feet long and nearly 70 feet wide, with the molten lake entrance at its southeast end, a wide stairwell leading up at its northwest end, and six other narrow hallways disappearing into darkness. A pair of large statues stand sentinel in curved alcoves on each side of the doorway, each a massive stone skull with glowing eye sockets that cast green or red light into the chamber. Each of the statues is surrounded by lashing tendrils of dark magical energy that grasp and reach into the room.

This entry chamber is the main hub for the complex and leads to multiple areas.

A PC who succeeds at a DC 26 Perception check notices there are weathered runes carved into the stone walls. Many of these runes have been defaced or worn away completely. A character who examines these runes and succeeds at a DC 28 Mysticism check determines these are magical runes that allude to the Thousand Moons trap that Melchrazor may have mentioned to the PCs, although they're inactive and no longer contain any magical energy—this asteroid is not at risk of plummeting into Eox. A character who succeeds at a DC 30 Perception check notices scorch marks in the stone wall directly across from each of the stone statues. This damage was caused by skull statues **S1** and **S2** (see Traps). **S1** glows red, while **S2** glows green.

Finally, a character who succeeds at a DC 32 Perception check notices on the ceiling 50 feet above two incredibly life-like carvings of asterays, mischievous fey who ply the vacuum of space. A character who notices these carvings and succeeds at a DC 30 Life Science check determines these aren't carvings at all, but actual asterays hibernating on the chamber ceiling.

A. SCARANIS'S REFUGE



PATHFINDER FLIP-MAT:
MYTHOS DUNGEON

1 SQUARE = 5 FEET

SKULL STATUES

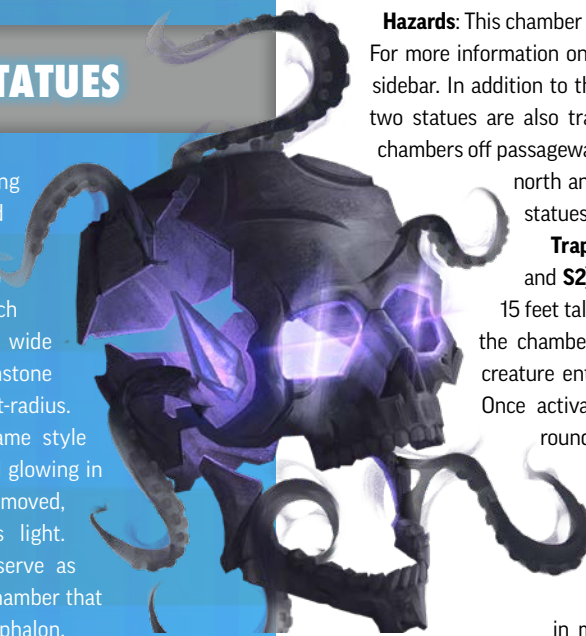
There are seven matching statues of varying size located throughout Scaranis's Refuge. Each is a stone statue carved to depict a large skull. Behind each skull's eye sockets is a single wide cavity that holds a glowing gemstone that emits dim light in a 20-foot-radius. The gemstones are all the same style and cut, but different sizes and glowing in different colors. If a gem is removed, the statues no longer emit light. Together, these seven gems serve as the key to unlock the hidden chamber that hides Scaranis's electroencephalon. Each of the skull statues is marked on the map and labeled **S1** through **S7**.

Each skull statue emanates writhing tendrils of magical energy, similar to the tentacles of an octopus. A creature that enters a space adjacent to a skull statue is affected by the tendrils of magic. These tendrils drain fragments of the souls of those they touch, dealing 12d12 damage (14d12 damage for Levels 11–12). A character who succeeds at a DC 20 Fortitude saving throw reduces this damage by half (DC 21 Fortitude for Levels 11–12). The area that each statue's tendrils can affect is marked on the map.

A character can deactivate a magical skull statue with a successful targeted *dispel magic* (DC 24 or DC 26 for Levels 11–12) or with a successful DC 31 Mysticism check as a standard action (DC 35 for Levels 11–12) while within 10 feet of a statue; this causes the magical tendrils to vanish. Alternatively, these statues automatically deactivate if the gem inside is removed.

Keep track of the number of the statues the players deactivate, as this changes the number of times Scaranis can trigger an additional magical hazard in the final encounter (see area **B**).

Two of the statues (**S1** and **S2**) have an additional power, as described in area **A2**. The largest statue (**S7**), in area **A11**, creates a magical portal to Scaranis's Sanctum (area **B**) when powered by the four arcane generators in area **A9**. For more information, see areas **A9** and **A11**.



SKULL STATUE

Hazards: This chamber contains two skull statues, **S1** and **S2**. For more information on these statues, see the Skull Statues sidebar. In addition to the effects listed in the sidebar, these two statues are also trapped (see Traps below). Two small chambers off passageways leading from this room, one to the north and one to the west, also contain skull statues (**S3** glows yellow and **S4** glows blue).

Traps: Each of the trapped statues (**S1** and **S2**) fires a laser beam 15 feet wide and 15 feet tall in a straight line from its face across the chamber. Both traps activate as soon as a creature enters the area of one of these lasers. Once activated, each laser fires in alternating rounds. The area of each laser is marked on the map.

Creatures: A century ago, Scaranis encountered two hibernating asterays on the asteroid's surface. He froze them in magical stasis and transported them here to guard his entry chamber. As soon as the PCs move more than fifteen feet into the chamber, Scaranis's magic awakens the asterays, who attack any creature in this chamber. To open combat, one casts *confusion* and the other casts *overload systems* on the PC furthest into

the chamber. They follow-up with tail whip attacks and electrical blasts at range. If the party attempts to flee, the asterays follow.

LEVELS 9–10 (CR 13)

SEARING SKULLS (2) **CR 7**
Page 16

WEAKENED ASTERAYS (2) **CR 10**
Page 16

LEVELS 11–12 (CR 15)

ASTERAYS (2) **CR 12**
Page 20

BLASTING SKULLS (2) **CR 9**
Page 20

Treasure: Each of the skull statues contains a valuable glowing gem which has a hidden purpose (see area **B**).

A3. CELLS

An ancient cage littered with the skeletal remains of long-forgotten prisoners fills most of the chamber. Some of the

bones lay undisturbed, while others are in a jumbled heap. A key hangs from a hook on the wall fifteen feet from the cage—in sight but out of easy reach.

The cage is locked and filled with the remains of prisoners. The key nearby is illusory, there only to taunt the prisoners with false hope. A PC can unlock the cage with a successful DC 28 Engineering check to disable the device (DC 30 for Levels 11–12).

A PC who examines the bones up close finds that they have been gnawed on. A PC who succeeds at a DC 27 Medicine check determines the cage holds the remains of five humanoid of various sizes. The two undisturbed dead starved to death, while the other three in the jumbled pile were murdered and then consumed. It's likely that two of the prisoners turned on the others, eating them in desperation.

Treasure: Among the skeletal remains are three rings (worth 1,000 credits) and an *iridescent spindle aeon stone*, personal possessions the prisoners managed to hide from Scaranis.

A4. ARCAN REPOSITORY

The walls of this chamber are lined with shelves that display an array of objects and equipment. In an alcove along the back wall is a skull statue with eye sockets that emit a purple glow. Grasping tendrils of dark energy surround the statue and reach into the room, encompassing the most valuable-looking equipment.

Scaranis stores magical objects and gear on the shelves in this chamber to reequip himself each time his electroencephalon restores him to unlife. Gaps on the shelves indicate objects Scaranis has already reclaimed. The most valuable objects are near the skull statue, within reach of its magical tendrils.

Hazard: This chamber contains one skull statue, **S5**, which glows purple. For more information, see the Skull Statues sidebar on page 8.

Treasure: The skull statue contains a valuable purple glowing gem which has a hidden purpose (see area **B**). Among the objects stored in this chamber are twelve batteries, two *serums of enhancement* (sensate), one *spell gem of hurl forcedisk*, one *spell gem of arcane sight*, two sets of d-suit III armor, and an officer dueling sword (Corpse Fleet marked; *Starfinder Alien Archive 2* 23). At the back, within reach of the skull statue, is a lenticular lens pistol (*Starfinder Armory* 40), an elite semi-auto pistol, and a *necrotic mantle* (*Starfinder Pact Worlds* 203). For Levels 11–12, there is also a set of *mk 3 plasma beads* and two canisters of *mk 3 ablative insulation* (*Pact Worlds* 202).

A5. HALL OF ASHES

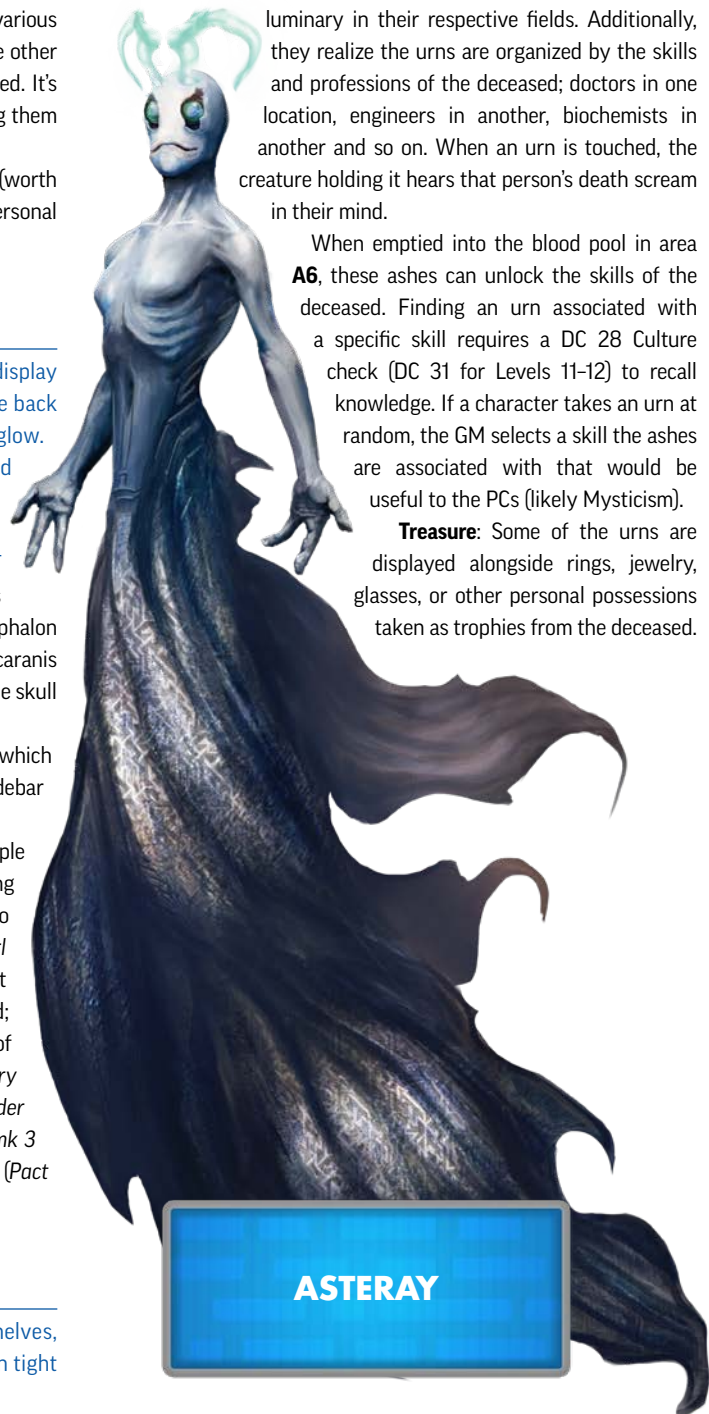
The walls of this L-shaped chamber are lined with deep shelves, each holding row upon row of urns. Each urn is labelled in tight

Eoxian script. Two flights of stairs exit this chamber, one down to the entry chamber and one up to a room containing a sunken pool of red-brown fluid.

Each of the urns is filled with the ashen remains of a person Scaranis killed and is labelled with their name in Eoxian. A character who examines these urns, can read Eoxian, and succeeds at a DC 25 Culture check (DC 28 for Levels 11–12) to recall knowledge identifies the names as people who mysteriously vanished throughout the Pact Worlds; each was an expert or luminary in their respective fields. Additionally, they realize the urns are organized by the skills and professions of the deceased; doctors in one location, engineers in another, biochemists in another and so on. When an urn is touched, the creature holding it hears that person's death scream in their mind.

When emptied into the blood pool in area **A6**, these ashes can unlock the skills of the deceased. Finding an urn associated with a specific skill requires a DC 28 Culture check (DC 31 for Levels 11–12) to recall knowledge. If a character takes an urn at random, the GM selects a skill the ashes are associated with that would be useful to the PCs (likely Mysticism).

Treasure: Some of the urns are displayed alongside rings, jewelry, glasses, or other personal possessions taken as trophies from the deceased.



Combined, the most valuable of these trophies are worth a total of 15,000 credits.

A6. BLOOD BATH

This chamber contains a large sunken pool filled to the brim with thick, semi-congealed blood. The pool is surrounded by a stone walkway. A single urn sits near the edge of the pool, empty save for ashen residue. Two flights of stairs exit this chamber, one down to a room filled with urns and the other up to a branching hallway.

The pool of blood is five feet deep and radiates a powerful necromantic aura. The urn resting on the pool's edge came from area **A5**. Scaranis emptied it into the pool a day ago.

An undead creature that submerges in the blood pool for at least 10 minutes regains 3d8+5 Hit Points (5d8+5 Hit Points for Levels 11-12), or double that if they submerge for an hour or more. Living creatures take that much damage instead, as the pool drains their vitality.

If a creature places the remains of a humanoid (such as the ashes in **A5**) into the pool, a creature that submerges in the pool for at least 10 minutes absorbs the knowledge of that corpse. For 8 hours, that creature can attempt skill checks with a single skill associated with that corpse as if they had a +15 bonus (+17 for Levels 11-12) or, if they already have a higher bonus, they gain a +2 circumstance bonus with that skill.

A PC who succeeds at a DC 30 Mysticism check (DC 33 for Levels 11-12) discerns the properties of the blood pool and how to use it.

Development: A PC who pours ashes from area **A5** into the pool and bathes in it to acquire the skills of the deceased gains 1 Infamy.

A7. SCRYING HALL

The walls in this chamber are lined with tall mirrors, each reflecting a different figure going about their day. The closest mirror to the entrance reflects the image of the bone sage, Melchrazor, as she works at her desk.

The mirrors lining the walls are powerful scrying mirrors, each focused on a different person of import, including Melchrazor. None of the mirrors within the chamber can be moved, and they are all unique magical items set to focus on specific targets. Other mirrors in the chamber include the following visions:

- A vision of a data server ticking away with robot attendants moving between rows. Computer screens within the vision display several starships under construction and a sizable fleet growing in orbit over an unknown planetoid. A PC who succeeds at a DC 15 Computers check to Recall Knowledge recognizes that many of the computer terminals have interfaces similar to Starfinder Society designs.
- A rotting corpse of a vesk stands on the bridge of a starship crewed by undead members of various species belonging

to Veskarium-occupied worlds. A PC who succeeds at a DC 25 Culture check to recall knowledge notes that all of these undead wear the blue attire of the Corpse Fleet.

- Garbed in the vestments of Triune, a hidden humanoid figure works with dozens of others while operating on a large device. A PC who succeeds at a DC 25 Engineering or Mysticism check to recall knowledge notices that the humanoids seem to be performing maintenance on a Drift Beacon.
- The final vision takes place in a sleek metallic room, with a human-sized figure wearing advanced armor that has a curved golden faceplate to obscure the face. The figure cocks its head at the watching PCs, while a small robotic figure seems to mill about in the background. A PC who succeeds at a DC 25 Engineering or Culture check to recall knowledge recognizes the figure as an anacite, native to Aballon. Shortly after this, the armored figure snaps its fingers and the vision ends.

Development: There is nothing of interest in this area other than the mirrors. Each of the visions portray important individuals or groups that have intended roles to play in future Starfinder Society adventures.

A8. DATA STORAGE

Tiny clear drawers line this chamber, each containing a single fist-sized orb traced with a lattice of lines and ridges. At the chamber's south end, behind a skull statue emitting a pink glow from its eye sockets, is a series of receptacles perfectly sized to fit these orbs.

Wary of technology and fearing computers are too easily hacked, Scaranis created this chamber to function as a magical database. Each orb contains data. After placing an orb in one of the receptacles, a character can touch and manipulate the orb to view its stored information within their own mind. A character who succeeds at a DC 29 Mysticism check or a DC 33 Computers check (DC 32 Mysticism or DC 36 Computers for Levels 11-12) discerns the purpose of this chamber and how it functions.

The first orb the party attempts to view includes data logs that tie Scaranis to the Corpse Fleet, including multiple atrocities that resulted in the deaths of hundreds of innocents. Other data orbs store information recorded by the scrying mirrors in area **A7**. The personal entries read as follows:

- Melchrazor is my most obvious opponent. She's likely discerned my true allegiances and will need to be dealt with.
- There's a growing force in the Vast that is preparing some sort of massive operation. I've tried to determine the identity of its leader, but I am unable to.
- Captain Kovlov and his crew are my likely escape vector from the Pact Worlds should I need to rejoin the Corpse Fleet.
- The priests of Triune have been acting in increasingly indecipherable ways. I have identified at least one major fringe element within the church that seems to be planning some large-scale operation.

☉ The Corpse Fleet requested I investigate the mysterious new arrival to Aballon. I have yet to discern anything about this individual, only that they seem exceptionally powerful and act as though they want to be watched.

Hazard: This chamber contains one skull statue, **S6**, which glows pink. For more information, see the Skull Statues sidebar on page 8.

Treasure: The skull statue contains a valuable pink glowing gem which has a hidden purpose (see area **B**). The data orbs are valuable and worth 3,000 credits (6,000 credits for Levels 11-12) if turned over to the Starfinder Society.

A9. ARCANE GENERATOR

Each of these small chambers contains a tall pillar decorated with a network of lines, grooves, and runes. These pillars are magical generators that collectively power a portal to Scaranis's Sanctum (area **B**). A PC can deduce the pillar's purpose as a power source with a successful DC 24 Engineering or Mysticism check (DC 26 for Levels 11-12). A PC can activate a pillar with a successful DC 26 Mysticism or DC 28 Engineering check (DC 28 Mysticism and DC 30 Engineering for Levels 11-12). Once activated, a pillar's lines pulse with colorful energy, which then flows across the ceiling and through the walls directly toward area **A11**.

If the PCs fail these checks, then their only alternative option is to power the pillars with their own life force. Doing so imparts two temporary negative levels on a PC but counts as succeeding the above checks and powers the portal without requiring a skill check to proceed.

Development: When the PCs activate all four arcane generators, the pillars power a portal to Scaranis's Sanctum (see area **A11**).

A10. SUMMONING CHAMBER

The floor of this chamber is inscribed with two permanent summoning circles, one in the northeast wing and one in the southwest wing. The summoning circles are damaged and worn from centuries of neglect.

Creatures: When the PCs pass through this room after all four arcane generators (see area **A9**) are active, the summoning circles activate, calling poisonous earth elementals into the chamber to attack the party. The elementals fight until their destruction.

LEVELS 9-10 (CR 11)

TOXIC EARTH ELEMENTALS (2) **CR 9**

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LEVELS 11-12 (CR 13)

RADIOACTIVE EARTH ELEMENTALS (2) **CR 11**

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A11. PORTAL

This chamber contains the largest skull statue (**S7**). On the ceiling are lines and grooves matching those on the arcane generators (see

area **A9**). These lines intersect directly above the skull statue and extend out in the four cardinal directions.

Hazard: This room contains one skull statue, **S7**, which glows white. For more information, see the sidebar on page 8.

Treasure: The skull statue contains a valuable white glowing gem which has a hidden purpose (see area **B**).

Development: Activating an arcane generator in **A9** causes the lines and grooves flowing toward it in **A11** to pulse with magical energy. When all four arcane generators are activated, the top half of the skull statue tilts back, opening its mouth. In between its stone jaws is a black portal. Anyone entering the portal is teleported to Scaranis's Sanctum (area **B**). A character can deduce that the portal will teleport anyone entering it with a successful DC 27 Mysticism check.

B. SCARANIS'S SANCTUM (CR 14 OR CR 16)

Scaranis's Sanctum has high gravity and no atmosphere. The ceilings are 60-feet high. The floor and walls are constructed of fitted stone. It's dark, although the skulls, arcane generators, and force barrier emit dim light. Many of these objects darken as the battle progresses.

The PCs emerge here from a magical portal. Read or paraphrase the following when they enter Scaranis's Sanctum.

The black portal leads to a large chamber nearly 90 feet across, with a ceiling rising up 60 feet. In the center of the room is a platform orbited by a series of metal rings that rotate in a blur of motion. Surrounding this device is a shimmering barrier of force, and within it, a necrovite, crackling with magical energy, holds his arms aloft as he chants continuously.

Two sets of four pillars covered with strange lines and ridges are located in the northeast and northwest corners of the room; each thrums with magical energy that flows from the pillars, across the floor, and into the platform.

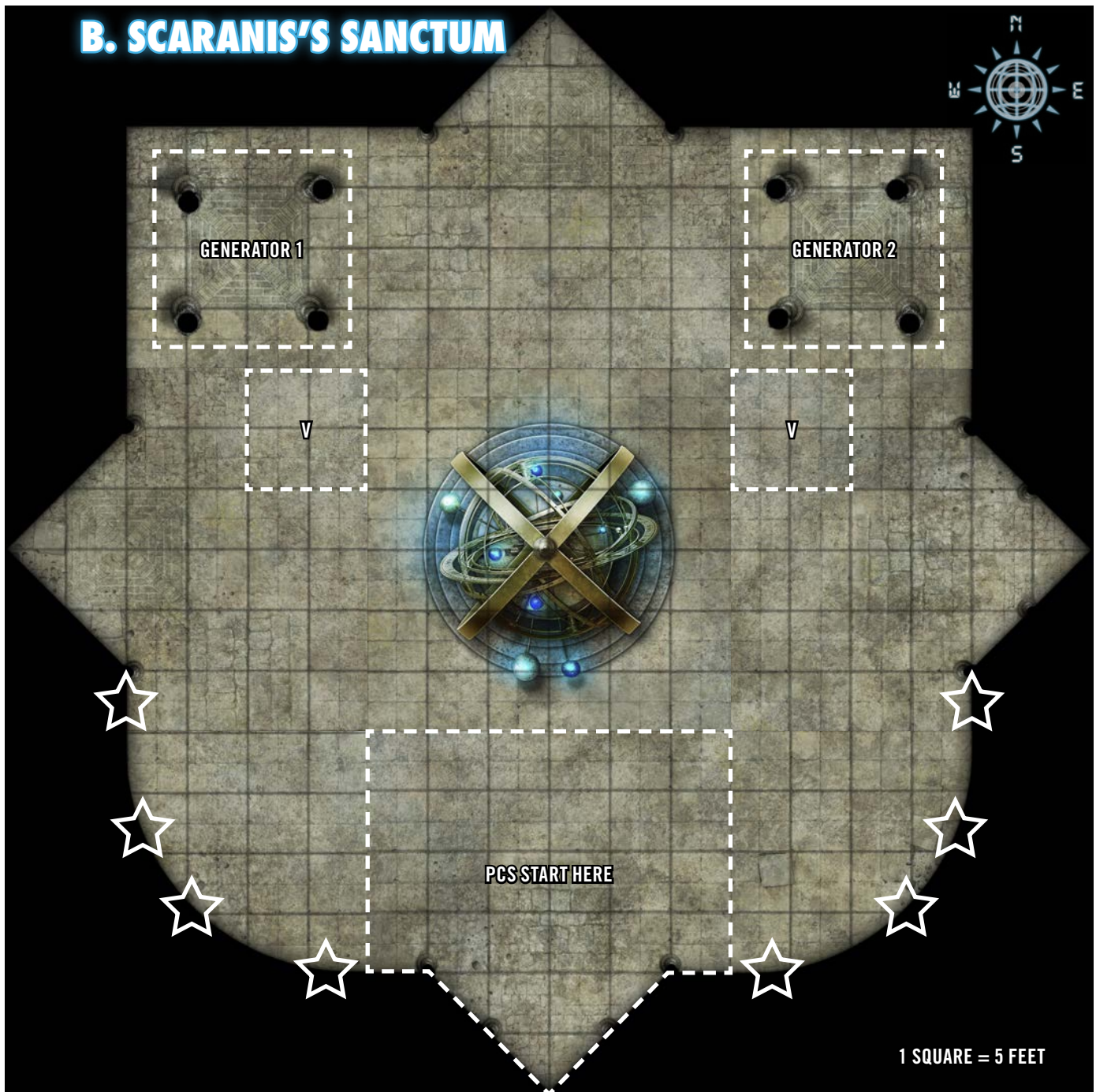
On the opposite side of the room, twenty feet in the air along the curving southeast and southwest walls, are eight skulls. Some emit a glow from their eye sockets.

As the necrovite completes his incantation, a pair of draconic carvings on the wall glow with green light. The carvings bulge from the stone and with a sudden shift, step out from the wall and into existence! Scaranis shakes with soundless laughter as two void dragons emerge to defend him.

Scaranis's Sanctum is intended to protect both Scaranis and his electroencephalon.

In the center of this chamber is a magical platform orbited by a series of rings constructed from various metals and precious stones. When activated, these rings rotate rapidly, creating a magical barrier of force capable of deflecting all attacks originating from outside the orb. The barrier emits dim white light. Scaranis is already aware of the party's intrusion and begins the battle inside this orb while it's activated.

B. SCARANIS'S SANCTUM



The platform is powered by eight arcane generators similar to those located in area **A9**. These arcane generators are thinner and operate in groups of four. If used for cover, they grant partial cover. The pillars are covered in lines, grooves, and runes that go from the tops of the pillars, down to the floor, then across the floor, directly into the base of the magical platform. When the party enters the chamber, these arcane generators are all activated, and glow with a dim white light. This glow stops when an arcane generator is deactivated.

A character can deactivate one group of arcane generators as a standard action if they stand in between that group, succeed at

a DC 26 Mysticism check or DC 28 Engineering check as a full action (DC 28 Mysticism and DC 30 Engineering for Levels 11-12), and supply a surge of magical power. A character can provide the necessary magical power in one of the following ways: expend an unused spell slot of 2nd level or higher, spend 2 RP, or offer up their own lifeforce and take one temporary negative level.

When one of the arcane generators is deactivated, Scaranis's magical sphere no longer functions as a force barrier. Instead, it grants him cover from attacks outside the sphere. When both of the arcane generators are deactivated, the magical platform shuts down, the magical sphere vanishes, and the rings stop

rotating. Even deactivated, any creature standing on the magical platform has partial cover from those outside it due to the rings.

Traps: Lining the curved walls are a total of eight skulls that look like miniature versions of the skull statues seen throughout Scaranis's Refuge. Instead of the typical statue powers, these are linked to a magical trap that enables Scaranis to monitor how many of the keys to his electroencephalon have been disturbed. Seven of these stone skulls are linked to their associated stone statues throughout the asteroid complex (**S1-S7**). If a stone skull is still active in Area **A**, the associated skull here glows. If a stone skull has been deactivated, its associated skull here is dark. This allows Scaranis to see which of his electroencephalon keys have been disturbed or stolen. The eighth of these skulls is linked to Scaranis's electroencephalon (and remains glowing no matter how many of the other skulls the party deactivated). While Scaranis is in this chamber, he can trigger the magic in one of these skulls as a move action. When he does, the skull sprays freezing cold energy into the chamber, then its glow is extinguished for 24 hours. Because his ability to trigger the trap is linked to the number of statues the party deactivated, Scaranis may be able to trigger this trap anywhere from 1 to 8 times during the battle, but no more than once per round.

Creatures: When the party enters this room, Scaranis is waiting for them and immediately activates two magical wall carvings of rampaging void dragons. Each of these sculptures is linked to a specific void dragon and, when activated, summons that dragon from stasis to the chamber. The void dragons are magically bound to protect Scaranis and fight to the death. A defeated dragon become insubstantial, then is sucked across the room and back into its respective wall carving.

Scaranis begins the battle upon his already activated platform, safe within his sphere of force. He focuses his magic on spellcasters and anyone meddling with the arcane generators or glowing skulls. He fights to the death. If the PCs deactivate the magical platform and confront Scaranis in melee, he flies up into the chamber's higher reaches and attacks the PCs from the air.

LEVELS 9-10 (CR 14)

SCARANIS **CR 13**
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YOUNG VOID DRAGONS (2) **CR 8**
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FREEZING BREATH **CR 7**
Page 19

LEVELS 11-12 (CR 16)

SCARANIS **CR 15**
Page 22

JUVENILE VOID DRAGONS (2) **CR 10**
Page 23

FREEZING BREATH **CR 9**
Page 23



Treasure: In addition to Scaranis's gear, there's a crate of supplies in this chamber (worth 40,000 credits), which Scaranis intended to turn over to the Corpse Fleet.

Development: After the PCs defeat Scaranis, anyone examining the magical platform finds seven impressions shaped like the gems from the skull statues. If all seven gems are placed into these impressions, the rings around the platform descend to the ground and the platform opens, revealing a cavity. Within this cavity is a thick bone tube with capped ends—Scaranis's electroencephalon. The party may need to revisit the other skull statues after passing through the black portal to retrieve the missing gems.

Destroying the electroencephalon requires a minimum of three different characters working in tandem. First, a character must grasp the capped ends of the tube and pull them apart. Grasping a capped end causes a spike to pierce the character's flesh, dealing 2d6 piercing damage and 2d6 bleed damage per round. This bleeding can't be staunched until the character releases the tube. Pulling the capped ends apart to open the tube requires a successful DC 29 Athletics check (DC 31 for Levels 11–12). Up to two characters can work together on this check by grasping alternate ends of the tube; doing so allows both PCs to roll.

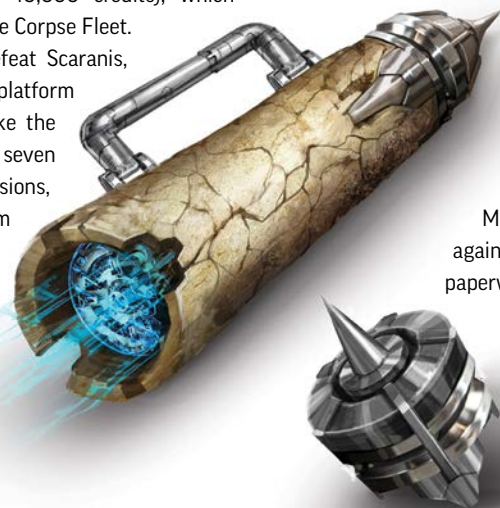
Pulling open the capped ends exposes the interior of the electroencephalon, revealing a network of interlocking parts that can be slid, shifted, and rearranged. This mechanical puzzle can be solved with a successful DC 30 Computers or Engineering check (DC 33 for Levels 11–12). Each attempt to solve the puzzle requires 1d4 rounds. Sliding the final piece of the puzzle into place requires a character to place a finger into a small hole lined with ridges. These ridges draw vitality from the character, draining 1 RP from whoever places their finger in the hole. If a character has no Resolve Points, they instead take one temporary negative level. If an unliving object is placed into the hole, such as a tool or the finger of an undead, the final puzzle piece won't move or activate—a living digit must be inserted.

When the puzzle is solved, the electroencephalon projects a holographic image of magical runes into the air, which must be placed into the correct configuration. Configuring the image requires a successful DC 32 Computers or Mysticism check (DC 36 for Levels 11–12). Each attempt to configure the image requires 1d4 rounds.

When they succeed, the electroencephalon crumbles to ash, ensuring Scaranis is permanently destroyed. If the party is unable

to open the electroencephalon, they can bring it with them in the hopes of solving it later. Doing so affects their secondary mission objectives but doesn't prevent them from proceeding with the adventure.

The party can collect whatever they like from the complex, then contact their ride for transport to Lacustria Hollow. Melchrazor refuses to meet with the PCs again and simply provides them the necessary paperwork to visit the Hollow without incident.



LACUSTRIA HOLLOW

The covert ops shuttle picks up the party and flies them to their destination in Lacustria Hollow. Grin and the crew assume the party completed their mission and don't question them. Lacustria Hollow is a vast, flat expanse of silt, dust, and wreckage. Once the party disembarks, finding the forcevault—an immovable opaque globe of force two-feet square—is fairly straightforward and only

requires thirty minutes of digging. Upon discovering it, the PCs can open the forcevault by inputting the access codes that Guidance provided and retrieve Data Segment Two, which takes the form of a highly secured datapad that requires further decrypting at the Lorespire Complex.

CONCLUSION

The covert ops shuttle returns the party to Orphys, where they're quickly ushered back to their ship and off world. The journey back to Absalom Station is uneventful.

When the PCs arrive in Absalom Station, Guidance thanks them for their efforts and silence. The artificial intelligence suggests the PCs rest. She explains that Data Segment Three is located on one of the most dangerous worlds in the system: the mysterious planet of Aucturn—an assignment for another day. The details of the information held by the data segments, as well as the revelation within, can be found in the next and final *Fleeting Truths* scenario.

If the party didn't kill Scaranis or destroy the electroencephalon, Melchrazor soon finds out and contacts Guidance, swearing she'll ensure her fellows know the Starfinder Society can't be trusted unless restitution is made.

REPORTING NOTES

If the PCs destroyed Scaranis's electroencephalon, check Box A. If the PCs did not destroy it, check box B.

PRIMARY OBJECTIVES

The PCs complete their primary objective if they retrieve the data module from Lacustria Hollow. Doing so earns each PC 1 Fame and 1 Reputation for their selected faction.

SECONDARY OBJECTIVES

If the party defeated Scaranis and destroyed his electroencephalon, they complete their secondary objective and earn 1 additional Fame and 1 Reputation for their selected faction.

APPENDIX 1: LEVEL 9–10 ENCOUNTERS

The statistics presented in this appendix include full stat blocks for creatures appearing in this adventure, including any variation described in the text. These encounters are written for a group of 5–6 PCs of 9th level. Use the scaling sidebars for each encounter to adjust the encounters for a group of 4 PCs. For groups of different levels, consult the *Guide to Organized Play: Starfinder Society* for instructions.

ENCOUNTER A2 (LEVELS 9–10)

WEAKENED ASTERAYS (2) CR 10

Variant asteray (*Starfinder Alien Archive* 18)

CN Medium fey

Init +5; **Senses** low-light vision; **Perception** +19 (+27 in space)

DEFENSE HP 140 EACH

EAC 22; **KAC** 23

Fort +11; **Ref** +11; **Will** +13

Immunities cold, fire, vacuum

OFFENSE

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

Melee tail whip +17 (2d8+11 S)

Ranged electrical blast +15 (3d4+10 E)

Space 5 ft.; **Reach** 5 ft. (10 ft. with tail whip)

Offensive Abilities sensor song

Spell-Like Abilities (CL 9th; melee +17)

1/day—*confusion* (DC 22), *overload systems* (DC 22)

3/day—*arcane sight*, *charm monster* (DC 21), *discharge*

(DC 21), *nondetection*

At will—*holographic image* (2nd-level, DC 20), *spider climb*

STATISTICS

Str +1; **Dex** +5; **Con** +3; **Int** +1; **Wis** +2; **Cha** +8

Skills Bluff +24, Culture +24, Stealth +19

Languages Common; telepathy 300 ft.

Other Abilities no breath, wake rider

SPECIAL ABILITIES

Electrical Blast (Ex) As an attack, an asteray can unleash an electrical blast with a range increment of 70 feet at a single target.

Sensor Song (Ex) An asteray can “sing” electronic signals that mask or mimic sensor readings. As a standard action, an asteray can create a false image of an object as if it had cast the 4th-level version of the spell *holographic image* (CL 10th). This false reading affects only electronic sensors. Multiple asterays can sing together, increasing the caster level by 1 for each asteray beyond the first singer for the purposes of determining the spell’s range and area affected.

SCALING ENCOUNTER A2

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

Only one of the asterays awakens from hibernation. Remove one weakened asteray from the encounter.

Wake Rider (Su) By touching a starship, an asteray can bond to the energy wake it leaves as it travels. This allows the fey to match speeds with the starship and ride along with it, treating the ship as if it were the “ground” so long as it remains within 100 feet. If the starship enters the Drift, the asteray can choose to accompany the ship into the Drift, or it can disengage as a reaction and remain behind.

SEARING SKULLS (2) CR 7

Type magical; **Perception** DC 30; **Disable** Mysticism DC 25 (*dispel magic*)

Trigger location; **Init** +12; **Duration** 1 minute; **Reset** immediately
Effect laser (8d10 F); Reflex DC 17 half; shoots every other round; multiple targets (all targets in 50 ft. line, 15-ft. wide)

ENCOUNTER A10 (LEVELS 9–10)**TOXIC EARTH ELEMENTALS (2)** CR 9

N Huge outsider (earth, elemental, extraplanar)

Init +4; **Senses** blindsense (vibration) 60 ft., darkvision 60 ft.;

Perception +17

Aura radiation (medium, 15 ft., DC 17)

DEFENSE HP 145 EACH

EAC 22; **KAC** 24

Fort +13; **Ref** +11; **Will** +8

DR 10/–; **Immunities** elemental immunities

OFFENSE

Speed 20 ft., burrow 20 ft.

Melee slam +22 (2d10+15 B)

Space 15 ft.; **Reach** 15 ft.

STATISTICS

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

Skills Acrobatics +17, Athletics +17

Languages Terran

Other Abilities earth glide, earth mastery

SPECIAL ABILITIES

Earth Mastery (Ex) An earth elemental gains a +1 bonus to attack and damage rolls if both it and its foe are touching the solid surface of a planet or asteroid. If an opponent is airborne or waterborne, the elemental takes a –2 penalty to attack and damage rolls. These modifiers apply to initiating or resisting bull rush combat maneuvers.

SCALING ENCOUNTER A10

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

Degraded summoning circles have weakened the radioactive earth elementals, giving them the sickened condition and reducing their Hit Points by 20.

ENCOUNTER B (LEVELS 9–10)

SCARANIS

CR 13

Male necrovite (*Starfinder Alien Archive* 80)

NE Medium undead

Init +3; **Senses** blindsight (life) 60 ft., darkvision 60ft.;**Perception** +23**Aura** fatigue aura (30 ft., DC 21)**DEFENSE** **HP** 186; **RP** 5**EAC** 26; **KAC** 27**Fort** +12; **Ref** +12; **Will** +18**Defensive Abilities** fast healing 10, rejuvenation (1d8 days), share pain (DC 21); **Immunities** cold, electricity, undead immunities**OFFENSE****Speed** 30 ft., fly 60 ft. (Su, average)**Melee** *Eoxian wrackstaff* +20 (6d4+13 B; critical *inflict pain* [DC 21])**Ranged** *paragon semi-auto pistol* +22 (4d6+13 P)**Offensive Abilities** sow doubt (6 rounds, DC 21), undead mastery**Spells Known** (CL 13th; ranged +22)5th (3/day)—*dominate person* (DC 24), *greater dispel magic*4th (3/day)—*cosmic eddy* (DC 23), *hold monster* (DC 23),*necromantic revitalization*^{PW}, *resistant armor*3rd (at will)—*discharge* (DC 22), *mind thrust* (DC 22)**STATISTICS****Str** +0; **Dex** +3; **Con** —; **Int** +8; **Wis** +4; **Cha** +6**Skills** Bluff +28, Computers +28, Culture +23, Diplomacy +28, Engineering +28, Mysticism +28, Sense Motive +28**Languages** Common, Draconic, Eoxian, Sarcisian, Terran; limited telepathy 30 ft.**Other Abilities** unliving**Gear** *estex suit IV*, *Eoxian wrackstaff*^{AA}, *paragon semi-auto pistol* with 32 small arm rounds, *spell gem of psychokinetic strangulation*, *spell gem of tongues***SPECIAL ABILITIES****Fatigue Aura (Su)** Any creature that comes within 30 feet of Scaranis is fatigued unless it succeeds at a DC 21 Fortitude saving throw. A creature that is already fatigued suffers no additional effect. A creature that successfully saves cannot be affected again by Scaranis's aura for 24 hours.**Rejuvenation (Su)** When Scaranis is destroyed, his electroencephalon immediately begin to rebuild his body nearby and download his consciousness into it. After 1d8 days, Scaranis awakens fully healed (albeit without any gear left behind on his old body).

SCALING ENCOUNTER B

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

Scaranis hasn't fully recuperated from his recent destruction. Reduce his fast healing to 5 and expend one spell slot of each level. Additionally, remove one young void dragon from the encounter.

Undead Mastery (Su) As a standard action, Scaranis can cause one undead creature within 50 feet to fall under his control as per *control undead* (Will DC 21 negates). This control is permanent for unintelligent undead; an undead creature with an Intelligence score can attempt an additional saving throw each day to break free. A creature that successfully saves cannot be affected again by Scaranis's undead mastery for 24 hours. Scaranis can control a group of undead whose total CR is no greater than twice his CR (26).

YOUNG VOID DRAGONS (2) CR 8

Variant void dragon (*Starfinder Alien Archive 2 43*)

NE Large dragon

Init +2; **Senses** blindsense (vibration) 60 ft., darkvision 120 ft., low-light vision, see in darkness; **Perception** +16

DEFENSE HP 115 EACH

EAC 20; **KAC** 21

Fort +9; **Ref** +9, **Will** +13

Defensive Abilities void adaptation; **DR** 5/magic; **Immunities** cold, confusion, insanity, paralysis, sleep

OFFENSE

Speed 40 ft., fly 200 ft. (Ex, average)

Melee bite +18 (1d12+14 P plus obliterate)

Multiattack bite +12 (1d4+14 P plus obliterate), 2 claws +12 (1d4+14 S), tail slap +12 (1d4+14 B)

Space 10 ft.; **Reach** 5 ft. (10 ft. with bite)

Offensive Abilities breath weapon (35-ft. cone, 9d8 C, DC 18, usable every 1d4 rounds), suffocating breath (DC 18)

Spell-Like Abilities (CL 8th; ranged +16)

1/day—*bestow curse* (DC 18), *dispel magic* (DC 18)

3/day—*hold person* (DC 17), *inflict pain* (DC 17), *mind thrust* (2nd level, DC 17), *slice reality*^{COM} (DC 17)

At will—*lesser confusion* (DC 16), *puncture veil*^{COM}

STATISTICS

Str +6; **Dex** +2; **Con** +4; **Int** +2; **Wis** +1; **Cha** +1

Skills Acrobatics +21, Athletics +21, Bluff +16, Intimidate +21, Sense Motive +16

Languages Common, Draconic, Eoxian

Other Abilities spaceflight

SPECIAL ABILITIES

Obliterate (Su) A creature that is reduced to 0 Hit Points by a void dragon's bite attack must spend 1 Resolve Point or be immediately slain and reduced to dust.

Suffocating Breath (Su) Instead of a cone of cold, a void dragon can breathe a 30-foot cone of energy that suffocates those it touches. Air-breathing creatures within the cone must succeed at a Fortitude save or begin attempting Constitution checks to avoid suffocation, even if they have environmental protections. An affected creature can attempt a new Fortitude saving throw at the beginning of each turn to shake off this effect and regain its air supply.

FREEZING BREATH (VARIES; 1-8) CR 7

Type magical; **Perception** DC 30; **Disable** Mysticism DC 25 (dispel magic)

Trigger Scaranis activates as move action; **Reset** 24 hours

Effect freezing wave (8d10 C); Reflex DC 17 half; multiple targets (all targets in room)

APPENDIX 2: LEVEL 11–12 ENCOUNTERS

The statistics presented in this appendix include full stat blocks for creatures appearing in this adventure, including any variation described in the text. These encounters are written for a group of 5–6 PCs of 11th level. Use the scaling sidebars for each encounter to adjust the encounters for a group of 4 PCs. For groups of different levels, consult the *Guide to Organized Play: Starfinder Society* for instructions.

ENCOUNTER A2 (LEVELS 11–12)

ASTERAYS (2) CR 12

Starfinder Alien Archive 18

CN Medium fey

Init +5; **Senses** low-light vision; **Perception** +22 (+30 in space)

DEFENSE HP 170 EACH

EAC 25; **KAC** 26

Fort +13; **Ref** +13; **Will** +15

Immunities cold, fire, vacuum

OFFENSE

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

Melee tail whip +20 (2d12+13 S)

Ranged electrical blast +18 (2d8+12 E)

Space 5 ft.; **Reach** 5 ft. (10 ft. with tail whip)

Offensive Abilities sensor song

Spell-Like Abilities (CL 12th; melee +20)

1/day—*confusion* (DC 23), *overload systems* (DC 23)

3/day—*arcane sight*, *charm monster* (DC 22), *discharge* (DC 22), *nondetection*

At will—*holographic image* (2nd-level, DC 21), *spider climb*

STATISTICS

Str +1; **Dex** +5; **Con** +4; **Int** +2; **Wis** +3; **Cha** +8

Skills Bluff +27, Culture +27, Stealth +22

Languages Common; telepathy 300 ft.

Other Abilities no breath, wake rider

SPECIAL ABILITIES

Electrical Blast (Ex) As an attack, an asteray can unleash an electrical blast with a range increment of 70 feet at a single target.

Sensor Song (Ex) An asteray can “sing” electronic signals that mask or mimic sensor readings. As a standard action, an asteray can create a false image of an object as if it had cast the 4th-level version of the spell *holographic image* (CL 12th). This false reading affects only electronic sensors. Multiple asterays can sing together, increasing the caster level by 1 for each asteray beyond the first singer for the purposes of determining the spell’s range and area affected.

SCALING ENCOUNTER A2

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

The asterays are lethargic from their long hibernation. Give the asterays the fatigued condition.

Wake Rider (Su) By touching a starship, an asteray can bond to the energy wake it leaves as it travels. This allows the fey to match speeds with the starship and ride along with it, treating the ship as if it were the “ground” so long as it remains within 100 feet. If the starship enters the Drift, the asteray can choose to accompany the ship into the Drift, or it can disengage as a reaction and remain behind.

BLASTING SKULLS (2) CR 9

Type magical; **Perception** DC 33; **Disable** Mysticism DC 28 (*dispel magic*)

Trigger location; **Init** +15; **Duration** 1 minute; **Reset** immediately
Effect laser (10d10+5 F); Reflex DC 18 half; shoots every other round; multiple targets (all targets in 50 ft. line, 15-ft. wide)

ENCOUNTER A10 (LEVELS 11–12)

RADIOACTIVE EARTH ELEMENTALS (2) CR 11

N Huge outsider (earth, elemental, extraplanar)

Init +5; **Senses** blindsense (vibration) 60 ft., darkvision 60 ft.;

Perception +20

Aura radiation (medium, 20 ft., DC 17)

DEFENSE **HP 180 EACH**

EAC 24; **KAC** 26

Fort +15; **Ref** +13; **Will** +10

DR 10/–; **Immunities** elemental immunities

OFFENSE

Speed 20 ft., burrow 20 ft.

Melee slam +24 (4d6+11 B)

Space 15 ft.; **Reach** 15 ft.

STATISTICS

Str +8; **Dex** +5; **Con** +3; **Int** –3; **Wis** +0; **Cha** +0

Skills Acrobatics +20, Athletics +20

Languages Terran

Other Abilities earth glide, earth mastery

SPECIAL ABILITIES

Earth Mastery (Ex) An earth elemental gains a +1 bonus to attack and damage rolls if both it and its foe are touching the solid surface of a planet or asteroid. If an opponent is airborne or waterborne, the elemental takes a –2 penalty to attack and damage rolls. These modifiers apply to initiating or resisting bull rush combat maneuvers.

SCALING ENCOUNTER A10

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

Degraded summoning circles have weakened the radioactive earth elementals, giving them the sickened condition and reducing their Hit Points by 40.

ENCOUNTER B (LEVELS 11–12)

SCARANIS

CR 15

Male necrovite (*Starfinder Alien Archive* 80)

NE Medium undead

Init +4; **Senses** blindsight (life) 60 ft., darkvision 60ft.;

Perception +26

Aura fatigue aura (30 ft., DC 23)

DEFENSE **HP** 235; **RP** 6

EAC 28; **KAC** 29

Fort +13; **Ref** +13; **Will** +20 (+2 vs. mind-affecting effects)

Defensive Abilities fast healing 10, rejuvenation (1d8 days), share pain (DC 23); **Immunities** cold, electricity, undead immunities

OFFENSE

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

Melee basalt magma blade +22 (7d8+15 F & S; critical wound)

Ranged tactical gyrojet pistol +24 (3d12+15 B; critical knockdown)

Offensive Abilities mindkiller (DC 23), undead mastery

Spells Known (CL 15th; ranged +24)

5th (3/day)—*dominate person* (DC 24), *greater dispel magic*

4th (3/day)—*cosmic eddy* (DC 23), *hold monster* (DC 23),

necromantic revitalization^{PW}, *resistant armor*

3rd (at will)—*discharge* (DC 22), *mind thrust* (DC 22)

STATISTICS

Str +0; **Dex** +4; **Con** –; **Int** +9; **Wis** +5; **Cha** +7

Skills Bluff +31, Computers +31, Culture +26, Diplomacy +31,

Engineering +31, Mysticism +31, Sense Motive +31

Languages Common, Draconic, Eoxian, Sarcisian, Terran;

limited telepathy 30 ft.

Other Abilities unliving

Gear diamond carbon skin (*mk 1 spell reflector*, *mk 1 adaptive defense*^{AA2}), basalt magma blade^{AR} with 4 high-capacity batteries (40 charges each), tactical gyrojet pistol with 24 mini-rockets, *spell gem of dimension door*, *spell gem of tongues*, *mantle of willpower*^{AR}

SPECIAL ABILITIES

Fatigue Aura (Su) Any creature that comes within 30 feet of Scaranis is fatigued unless it succeeds at a DC 23 Fortitude saving throw. A creature that is already fatigued suffers no additional effect. A creature that successfully saves cannot be affected again by Scaranis's aura for 24 hours.

Rejuvenation (Su) When Scaranis is destroyed, his electroencephalon immediately begin to rebuild his body nearby and download his consciousness into it. After 1d8 days, Scaranis awakens fully healed (albeit without any gear left behind on his old body).

SCALING ENCOUNTER B

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

Scaranis hasn't fully recuperated from his recent destruction. Reduce his fast healing to 5 and expend one spell slot of each level. Additionally, remove one juvenile void dragon from the encounter.

Undead Mastery (Su) As a standard action, Scaranis can cause one undead creature within 50 feet to fall under his control as per *control undead* (Will DC 24 negates). This control is permanent for unintelligent undead; an undead creature with an Intelligence score can attempt an additional saving throw each day to break free. A creature that successfully saves cannot be affected again by Scaranis's undead mastery for 24 hours. Scaranis can control a group of undead whose total CR is no greater than twice his CR (30).

JUVENILE VOID DRAGONS (2) CR 10

Variant void dragon (*Starfinder Alien Archive 2 43*)

NE Large dragon

Init +3; **Senses** blindsense (vibration) 60 ft., darkvision 120 ft., low-light vision, see in darkness; **Perception** +19

Aura alien presence (160 ft., sickened 2d4 rounds, DC 19)

DEFENSE HP 150 EACH

EAC 23; **KAC** 24

Fort +11; **Ref** +11, **Will** +15

Defensive Abilities void adaptation; **DR** 5/magic; **Immunities** cold, confusion, insanity, paralysis, sleep

OFFENSE

Speed 40 ft., fly 200 ft. (Ex, average)

Melee bite +21 (2d8+18 P plus obliterate)

Multiattack bite +15 (1d8+18 P plus obliterate), 2 claws +15 (1d8+18 S), tail slap +15 (1d8+18 B)

Space 10 ft.; **Reach** 5 ft. (10 ft. with bite)

Offensive Abilities breath weapon (40-ft. cone, 11d8 C, DC 19, usable every 1d4 rounds), suffocating breath (DC 19)

Spell-Like Abilities (CL 10th; ranged +18)

1/day—*confusion* (DC 20), *enervation*

3/day—*bestow curse* (DC 19), *dispel magic* (DC 19), *mind thrust* (3rd level, DC 19), *ray of exhaustion* (DC 19)

At will—*hold person* (DC 18), *inflict pain* (DC 18)

STATISTICS

Str +8; **Dex** +3; **Con** +5; **Int** +2; **Wis** +2; **Cha** +2

Skills Acrobatics +24, Athletics +24, Bluff +19, Intimidate +24, Sense Motive +19

Languages Common, Draconic, Eoxian

Other Abilities spaceflight

SPECIAL ABILITIES

Obliterate (Su) A creature that is reduced to 0 Hit Points by a void dragon's bite attack must spend 1 Resolve Point or be immediately slain and reduced to dust.

Suffocating Breath (Su) Instead of a cone of cold, a void dragon can breathe a 30-foot cone of energy that suffocates those it touches. Air-breathing creatures within the cone must succeed at a Fortitude save or begin attempting Constitution checks to avoid suffocation, even if they have environmental protections. An affected creature can attempt a new Fortitude saving throw at the beginning of each turn to shake off this effect and regain its air supply.

FREEZING BREATH (VARIES; 1-8) CR 9

Type magical; **Perception** DC 33; **Disable** Mysticism DC 28 (dispel magic)

Trigger Scaranis activates as move action; **Reset** 24 hours

Effect freezing wave (10d10+5 C); Reflex DC 18 half; multiple targets (all targets in room)

APPENDIX 3: GAME AIDS



MELCHRAZOR



SKULL STATUE



ASTERAY



SCARANIS



**SCARANIS'S
ELECTROENCEPHALON**

HANDOUT: GUIDANCE'S ORDERS

Attention Starfinder: Emergency Mission Incoming...

...

Mission Accepted.
Clearance Granted.

...

Emergency Mission Parameters

Mission: SFSPW-Eox-XX314

Threat Assessment: High

Sponsor: Guidance

Parameters: Retrieve Data Segment Two. Government clearance required to approach (contact: Melchrazor).

Status: Accepted (Agents Deployed)

Clearance: Confidential; no exemptions. Guidance sole mission contact.

Importance: Paramount. All other concerns secondary.

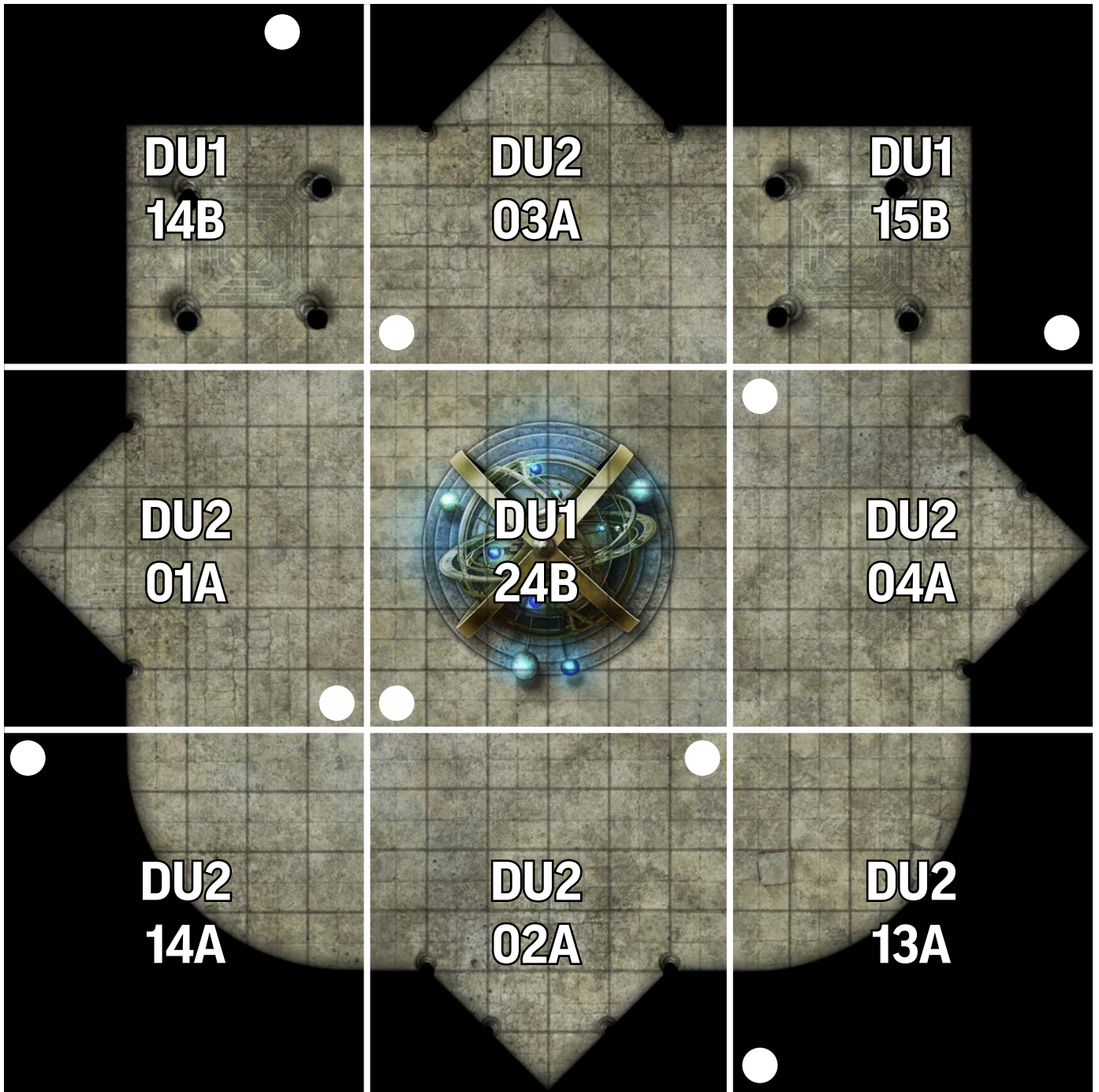
Two centuries ago, the Starfinder Society uncovered information capable of destabilizing the Pact Worlds at a time when galactic unity was necessary to withstand a Veskarium invasion. The information was suppressed, and two copies were preserved for future dissemination: one by the First Seeker and one by a dissatisfied Starfinder who discovered the information. The First Seeker's copy was stored on the library world of Athaeum. The second copy was split into three Data Segments and hidden throughout the Pact Worlds.

Two years ago, Hellknights from the Order of the Pyre destroyed the Athaeum copy. Now, they seek to destroy the Data Segments. I had thought them well hidden, but recent events have proven this a miscalculation. Data Segment One was almost lost. I task you with securing Data Segment Two.

Data Segment Two is locked in a forcevault in the Lacustria Hollow region (access code: 201103082012). The region is tightly controlled by Eox's Eternal Convocation. I've arranged a meeting with a member of the council, Melchrazor, who's dealt with the Society in the past. She can grant you clearance to access Lacustria Hollow, though it's highly improbable she'll do so without compensation. Do whatever necessary to earn her approval.

Retrieve Data Segment Two and bring it to the Lorespire Complex for decoding.

Guidance



ORGANIZED PLAY

REWARDS TABLE

Encounter	Level 9-10 Reward	Out of Level Reward	Level 11-12 Reward
Area A1	2,880 credits	4,190 credits	5,500 credits
Area A2	2,900 credits	4,475 credits	6,050 credits
Area A8	2,950 credits	4,550 credits	6,150 credits
Area A11	2,990 credits	4,370 credits	5,750 credits
Area B	3,000 credits	4,650 credits	6,300 credits

REWARD CONDITIONS

The PCs earn the rewards for each area if they meet the conditions listed below.

A1: The PCs keep these rewards if they bypass the corpse door and enter Scaranis's Refuge.

A2: The PCs keep these rewards if they overcome the asterays.

A8: The PCs keep these rewards if they collect at least one data orb.

A11: The PCs keep these rewards if they activate the portal and enter Scaranis's Sanctum.

B: The PCs keep these rewards if they destroy Scaranis.

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Scenario #3-14: Fleeting Truth: Hollow Lies

Character Chronicle #

A.K.A. _____					LEVELS	<input type="checkbox"/> Normal Max Credits								
Player Name _____	Character Name _____	Organized Play # _____	Character # _____	Faction _____			9-10	14,720						
Adventure Summary					MAX CREDITS	<input type="checkbox"/> Normal								
<p>At the command of Melchrazor, a member of Eox's Eternal Convocation, you assassinated the murderous necrovite Scaranis, either <input type="checkbox"/> temporarily defeating him or <input type="checkbox"/> permanently destroying him by destroying his electroencephalon. This earned you Melchrazor's favor and entry into the Lacustria Hollow region of Eox. There, you retrieved an important data segment for Guidance.</p>							Out of Level	22,235						
							11-12	29,750						
							-	-						
					EXPERIENCE					Starting XP				
+	<small>GM's Initials</small>													
XP Gained (GM ONLY)														
=														
FAME					Final XP Total									
					Initial Fame									
					+	<small>GM's Initials</small>								
					Fame Gained (GM ONLY)									
CREDITS					Fame Spent									
					Final Fame									
					Starting Credits									
					+	<small>GM's Initials</small>								
REPUTATION					Credits Garnered (GM ONLY)									
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For GM Only

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Organized Play #