

YEAR OF SCOURED STARS  
STARFINDER SOCIETY SCENARIO #1-03 TIER 1-4

# STARFINDER SOCIETY

## Yesteryear's Truth

BY JASON KEELEY





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## HOW TO PLAY

*Starfinder Society Scenario #1-03: Yesteryear's Truth* is a Starfinder Society Scenario designed for 1st- through 4th-level characters (Tier 1-4, Subtiers 1-2 and 3-4). This scenario is designed for play in the Starfinder Society Roleplaying Guild campaign, but can easily be adapted for use with any world. For more information on the Roleplaying Guild, how to read the attached Chronicle sheets, and how to find games in your area, check out the campaign's home page at [paizo.com/starfinderSociety](http://paizo.com/starfinderSociety).



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## GM RESOURCES

*Yesteryear's Truth* makes use of the *Starfinder Core Rulebook*. This adventure assumes the GM has access to this sourcebook. All rules referenced in this adventure are available in the free online Starfinder Reference Document at [paizo.com/sfrd](http://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 *Starfinder Society Roleplaying Guild Guide*.

-  **FACTION (WAYFINDERS)**
-  **STARSHIP**



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# YESTERYEAR'S TRUTH

BY JASON KEELEY



Just over 300 years ago on a planet in the Vast, a race of insectile humanoids called ghibranis engaged in a brief but deadly nuclear war between several of its now-forgotten nation states. Prior to their cataclysmic conflict, ghibranis paid their respects to an aspect of Damoritosh—a god of war most commonly worshipped by the vesk in modern times. This worship shaped the race into a strong coalition of militarized states, with religious servants of Damoritosh in key advisory positions. The war that destroyed most of the ghibrani race occurred only decades after the Gap, as the addled state of the world's leaders in the Gap's aftermath only exacerbating existing tensions.

A small percentage of ghibranis survived the devastation. A powerful force field spared the metropolis of Arkeost the brunt of the nuclear war, but subsequent radiation carried by shifting wind currents wracked the city. Many died, but a sizable population endured. The ghibrani leaders knew the city didn't have sufficient resources to support all the survivors, so after much discussion, they purposefully engineered several additional minor disasters to trouble the populace. The leaders then seeded rumors that an angry Damoritosh was responsible for this "divine" punishment and devised the creation of a false deity—Mother Toulou—who promised salvation to those ghibranis who gave up the comforts of civilization. Agents planted within the populace spread this false religion, leading a sizeable contingent of ghibranis into the wastelands. Meanwhile, the leaders of Arkeost and their closest family and friends remained behind.

Over the following centuries, very little contact occurred between the ghibranis who chose to live in the wastes and those who stayed in Arkeost, though both remained acutely aware of each other's presences. The passing years, as well as healthy doses of lingering radiation, caused a physical division to occur between the two factions. The ghibranis in the badlands lost the use of their wings and developed hardier exoskeletons; they became known as "husks." Those who lived within the surviving city kept their wings, but became thinner and more fragile; they are known to the husks as "membranes."

Today, while the membranes have all but forgotten their true past, the husks continue to believe in the fictional Mother Toulou. They remain focused on survival in the harsh desert wastelands surrounding Arkeost, battling against vicious fauna, and view

## Where in the Universe?

Elytrio, the ghibrani home world, is the fourth planet orbiting an unnamed sun. The planet used to have a thriving ecosystem, with biomes ranging from rain forest to arctic tundra, but a global thermonuclear war devastated the environment and left most of the planet a wasteland. Elytrio has two barren moons, which are referred to collectively as the Companions. Though ghibranis never achieved full spaceflight technology, they constructed automated research facilities on both moons; after hundreds of years, only a couple of these stations remain barely functional.

the membranes as keepers of the vast "metal graveyards" of the old city. Meanwhile, the membranes lead a relatively privileged lifestyle. Some of the ancient ghibrani technology persists, but centuries of indolence have left the membranes unaware of the treacherous deeds perpetrated by their ancestors.

A Starfinder Society starship briefly charted the ghibranis' home star system, but they were able to obtain only a few samples of orbital satellite data before being driven off by still-active orbital defense drones. The fate of these Starfinders is fully described in *Starfinder Society Quest Pack #1: Into the Unknown*, in which they were ambushed by space pirates and forced to crash on another uncharted planet in the Vast.

## SUMMARY

Venture-Captain Arvin assigns the PCs to investigate a recently charted world. As the PCs arrive at the planet, orbital drones immediately attack. After defeating the drones, the PCs scan the world to discover a large city that has several signs of life and technology. Unfortunately, the scans also reveal an immense dome of force encasing the city and surrounding area that makes a direct landing impossible. Choosing another spot to touch down, the PCs cross a stretch of wasteland and are attacked by a large beast, possibly getting aid from the local husk ghibranis. Despite a



language barrier, the Starfinders need to make a good impression on these aliens. Regardless, the husk ghibranis lead the PCs to cave shelters where they meet Klarima, a membrane ghibrani from Arkeost. In exchange for their protection on the trip, she allows the PCs into the city.

The PCs reach Arkeost without further incident, and are taken to a meal with the city's membrane leaders. Thanks to a bit of magic, the PCs can learn more about the city and its residents, discovering that Arkeost's central tower is off-limits to the membrane ghibranis. Fortunately, Klarima and the other membranes are happy to let the PCs explore that location, which turns out to be an archive containing the amassed history and knowledge of the ghibrani race. After dealing with automated robot defenders, the Starfinders access the data and learn the membranes' shameful secret. Do the PCs share this information or leave the past as something better left forgotten?

## GETTING STARTED

The PCs start in Absalom Station at the Lorespire Complex, where **Venture-Captain Arvin** (N male damaya lashunta mystic) has summoned them for a standard briefing. Read or paraphrase the following to begin the scenario.

Venture-Captain Arvin stands before a hologram of a planet that appears to have been ravaged by some disaster; there is very little water and no obvious greenery. "Greetings, Starfinders," he says, without turning. "You are looking at Elytrio, a newly charted planet in the Vast. While you might dismiss it as a lifeless rock at first glance, it still has mysteries to plumb. The starship that discovered it was attacked by some kind of orbital defense system when it got too close; the vessel didn't have the firepower to respond, so the crew made a prudent retreat. But we Starfinders don't let these sorts of things go." He pauses before continuing. "I'd like you to take a starship, travel to Elytrio, and discover all you can about it. If you find any inhabitants on the planet, do everything in your power to make peaceful contact with them. If the place is deserted, try to locate information about who might have built those defenses. Once you've got something interesting, report back to me here at the Lorespire Complex. Any questions?"

Arvin answers any queries the PCs might have.

**What else do we know about this planet?** "Not much, I'm afraid. Initial scans were too brief to get too many details. The other Starfinders did report trace amounts of radiation in the

atmosphere, so there is a distinct possibility the planet's current appearance is not entirely natural."

**What exactly are we looking for?** "I would start with any signs of civilization: a city, or even the ruins of one. If the planet is completely deserted, search for some kind of interesting flora, fauna, or mineral deposit. Those defenses have to have been put there for a reason."

**What if we can't make peaceful contact with the natives?**

"Defend yourselves, of course, but let's not start a war here. Return to Absalom Station and we'll assess our options from there."

The venture-captain trusts the Starfinders to make their own decisions when out in the field, and dismisses them to purchase any last-minute supplies they might need. He informs them a starship of their choosing, will be programmed with the proper coordinates and awaiting in Docking Bay 27 when they are ready to leave.

Before they depart, the PCs must choose which starship they take: the *Drake* or the *Pegasus*. This is also when the PCs should slot their boons for this scenario.

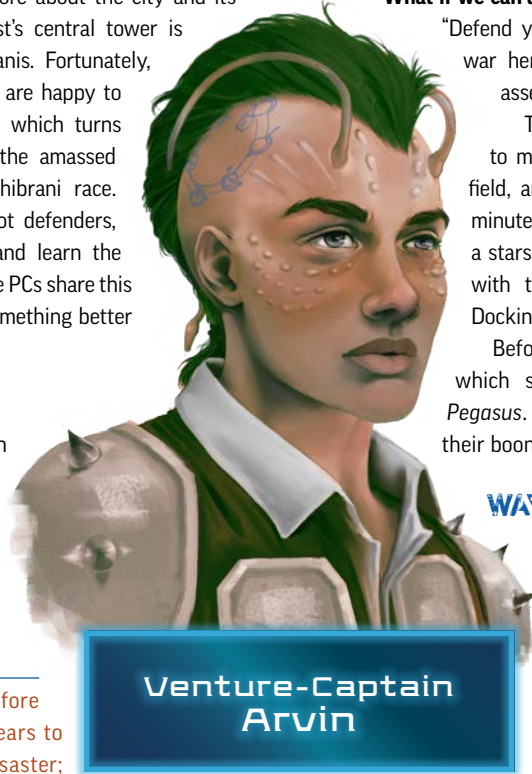
## WAYFINDERS GIFT

A small robotic drone intercepts the PCs as they depart from their briefing. The floating drone projects a holoscreen in front of it. The source of the transmission is **Fitch** (CN female ysoki technomancer), the leader of the Wayfinders faction. Fitch contacts the PCs from the *Master of Stars*, the Wayfinders' flagship that is currently undergoing

repairs amidst the Armada outside Absalom Station. Read or paraphrase the following.

The drone projects a holoscreen with the image of a confused looking ysoki child, whose head is quickly pushed out of the screen by an older ysoki woman. "Fitch from the Wayfinders here. Sorry about Kirkath popping on the screen; kids always like the holoprojectors. Anyways, long and short, I hear you've been assigned to explore Elytrio. First contact is important. Need to make a good impression. Wayfinders specialize in this sort of thing, so I wanted to offer some help! The drone has a translation module strapped on its back. It's not as reliable as some magical solutions you might have, but if you're in a pinch for communicating, it might help!"

**Treasure:** As promised, the back of the drone has a Tetrard certified translator (see Appendix 2 of the *Starfinder Society Roleplaying Guild Guide*). The PCs can use this device for the remainder of the adventure. It should assist any players without access to the *share language* spell.



Venture-Captain  
Arvin

## JOURNEY THROUGH THE DRIFT

It takes 5d6 days to make the journey through the Drift to Elytrio. The trip is mostly uneventful, though the PCs pass a ysoki salvage barge named *Clutter Collector*. The ship's captain, a ysoki named **Winks** (CN female ysoki) opens a communication link to talk to the Society starship, more out of boredom than anything else. She thanks the PCs for any conversation they engage in before having to end the link an hour later as her ship moves out of range. After re-entering normal space, the PCs' vessel is less than a few hours' travel from their destination.

As the PCs approach Elytrio, their comms suddenly squawk to life, filled with a crackling robotic voice in an alien language. The tone of the message is strident, and a PC who succeeds a DC 12 Culture or Sense Motive check (DC 15 in Subtier 3-4) recognizes it as a warning. Casting *comprehend languages* catches the warning as it repeats: "Unknown vessel: turn back or be destroyed." Subsequent recurrences of the message stutter and distort like a corrupted audio file, eventually cutting off with a loud burst of static. Simultaneously, a hemispheric vessel—an orbital drone platform—comes into view from behind one of the planet's moons. It approaches the PCs' starship, and while it has no visible weapons, it does emit a ring of red light from the edges of its flat bottom hull.

Attempting to contact this ship gets the same warning in reply (though again with annoying audio artifacts). A PC succeeding at a DC 14 Computers or Engineering check (DC 18 in Subtier 3-4) realizes the platform is part of an automated system and is completely unoccupied. Shortly afterward, apertures open on the platform's bottom hull as the vessel enters a combat posture.

The PCs' starship should start on the edge of the hex grid map and the orbital drone platform should be placed 15 hexes in the opposite direction; Elytrio and its moons are far enough away that their gravity won't affect the combat.

**Starship Combat:** Because it needs no crew, the orbital drone platform houses a small hangar bay that stores its many drones, as well as the machinery necessary to repair and replace them. The platform has remained operational over the past few centuries thanks to its solar panels and its debris recyclers, though it is in less than perfect condition. The platform currently holds 12 drones and long-standing orders to destroy any vessel without clearance.

## SUBTIER 1-2 (CR 2)

### ORBITAL DRONE PLATFORM TIER 1

Medium starship drone platform

**Speed** 6; **Maneuverability** average (turn 2)

**AC** 14; **TL** 13

**HP** 70; **DT** -; **CT** 14

**Shields** basic 40 (forward 10, port 10, starboard 10, aft 10)

**Attack (Any)** drone launch

**Power Core** Pulse Gray (100 PCU); **Drift Engine** none; **Systems**

basic computer, basic medium-range sensors, mk 2 defenses, mk 3 armor; **Expansion Bays** drone bays

**Modifiers** Computers +2, Piloting +1; **Complement** automated

### CREW

**On-Board Computer** Computers +10 (1 rank), Engineering +8 (1 rank), Piloting +8 (1 rank)

### SPECIAL ABILITIES

**Automated (Ex)** An orbital drone platform has no crew, though it has an on-board computer that can perform most crew actions. The on-board computer can perform engineer, pilot, and science officer actions as if it has a crew of three. When an orbital drone platform takes a critical damage effect, use the table below.

D%	System	Effect
1-25	Sensors	Condition applies to all science officer actions.
26-50	Drone launcher	The platform can only launch one drone every two rounds (glitching) or three rounds (malfunctioning). It cannot launch drones if the launcher is wrecked.
51-75	Engines	Condition applies to all pilot actions.
76-100	Power core	Condition applies to all engineer actions, except hold it together and patch; a malfunctioning or wrecked power core affects other crew actions as usual.

**Drone Launch (Ex)** During the gunnery phase, an orbital drone platform can launch one orbital drones (see below), which appear in any adjacent hex at the start of the next round. The platform cannot control more than four orbital drones at a time. It ceases launching drones when four are active.

### ORBITAL DRONE TIER -

Tiny starship drone

**Speed** 10; **Maneuverability** perfect (turn 0)

**AC** 16; **TL** 15

**HP** 20; **DT** -; **CT** 4

**Shields** none

**Attack (Turret)** light laser cannon (2d4)

**Power Core** Micron Light (50 PCU); **Drift Engine** none; **Systems** basic computer, budget short-range sensors, mk 2 defenses, mk 3 armor; **Expansion Bays** none

**Modifiers** Piloting +2; **Complement** automated

**Other Abilities** linked

### CREW

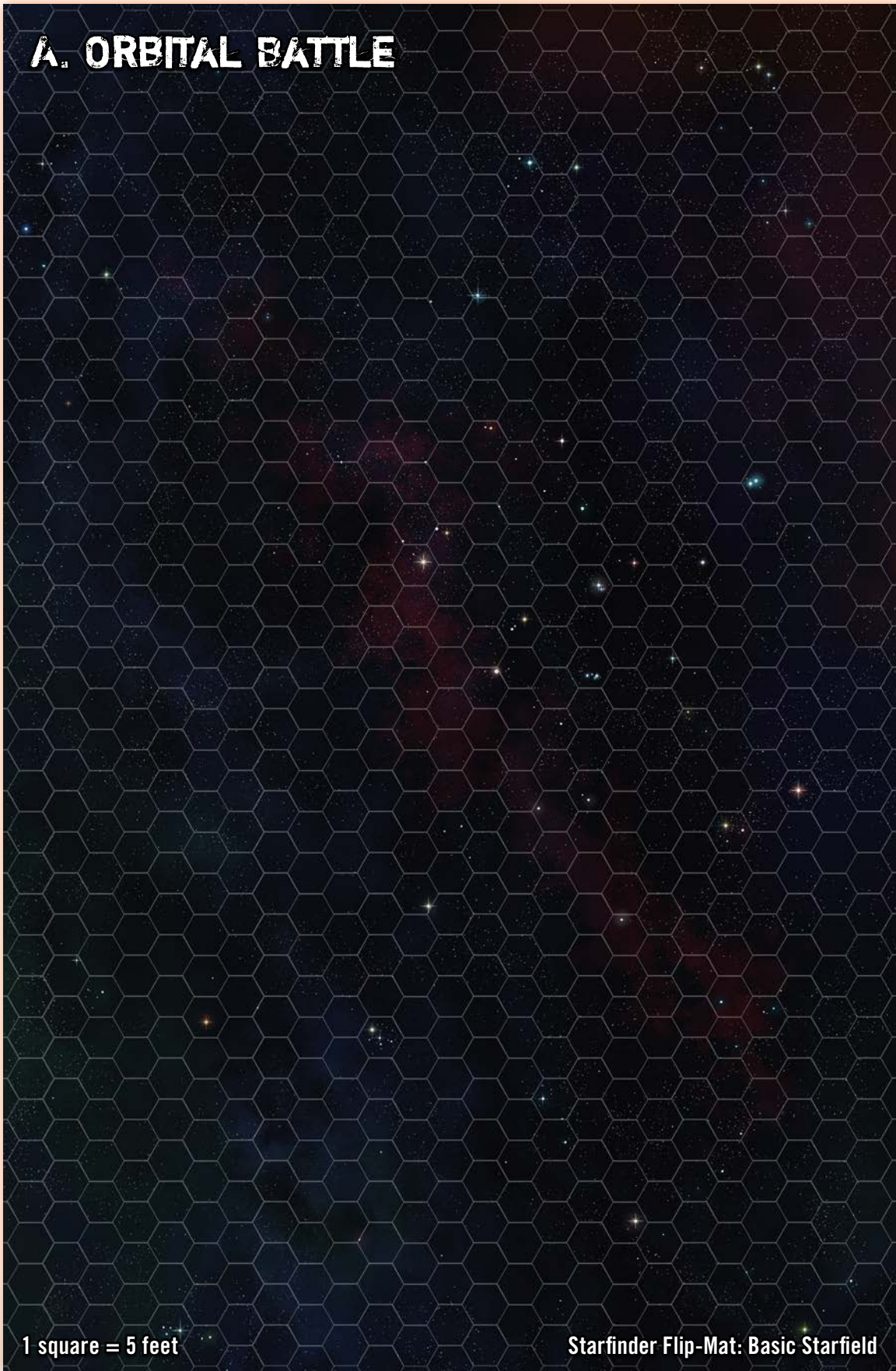
**On-Board Computer** gunnery +5, Piloting +10 (1 rank)

### SPECIAL ABILITIES

**Automated (Ex)** An orbital drone has no crew, though it has an on-board computer that can perform most crew actions. The on-board computer can perform pilot and gunnery actions



# A. ORBITAL BATTLE



1 square = 5 feet

Starfinder Flip-Mat: Basic Starfield

as if it has a crew of two. When an orbital drone takes a critical damage effect, it instead loses 2 hull points.

**Linked (Ex)** An orbital drone is linked wirelessly to the platform that deployed it. An orbital drone can benefit from information gained and bonuses granted by science officer actions performed by that orbital platform.

## SUBTIER 3-4 (CR 4)

### ADVANCED ORBITAL DRONE PLATFORM TIER 2

Medium starship drone platform

**Speed** 8; **Maneuverability** average (turn 2)

**AC** 16; **TL** 16

**HP** 70; **DT** –; **CT** 14

**Shields** light 80 (forward 20, port 20, starboard 20, aft 20)

**Attack (Any)** drone launch

**Power Core** Pulse Gray (100 PCU); **Drift Engine** none; **Systems** advanced medium-range sensors, basic computer, mk 4 armor, mk 4 defenses; **Expansion Bays** drone bays

**Modifiers** Computers +4; **Complement** automated

#### CREW

**On-Board Computer** Computers +13 (2 ranks), Engineering +9 (2 ranks), Piloting +8 (2 ranks)

#### SPECIAL ABILITIES

**Automated (Ex)** See Subtier 1-2.

**Drone Launch (Ex)** See Subtier 1-2.

### ADVANCED ORBITAL DRONE TIER –

Tiny starship drone

**Speed** 12; **Maneuverability** perfect (turn 0)

**AC** 18; **TL** 17

**HP** 25; **DT** –; **CT** 5

**Shields** basic 10 (forward 3, port 2, starboard 2, aft 3)

**Attack (Turret)** linked light laser cannons (4d4)

**Power Core** Micron Light (50 PCU); **Drift Engine** none; **Systems** basic computer, budget short-range sensors, mk 5 armor, mk 5 defenses; **Expansion Bays** none

**Modifiers** Piloting +1; **Complement** automated

**Other Abilities** linked

#### CREW

**On-Board Computer** gunnery +6, Piloting +10 (1 rank)

#### SPECIAL ABILITIES

**Automated (Ex)** See Subtier 1-2.

**Linked (Ex)** See Subtier 1-2.

**Development:** If the PCs destroy the orbital platform, the drones immediately cease attacking and deactivate. Due to a programming glitch the platform developed over the centuries, if the PCs' starship is brought to 0 Hull Points by the drones, it no longer sees the PCs as a threat. The platform recalls any remaining drones and returns to the far side of the moon. Whether the PCs defeat the platform or not, they are free to continue to explore Elytrio, though their starship may be heavily damaged.

## Scaling Encounter A

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

**Both Subtiers:** The platform can only deploy one drone per round. Reduce the number Shield Points the platform has in each arc by 5.

**Treasure:** If the PCs take the time to salvage the destroyed orbital platform and succeed at a DC 16 Engineering check (DC 20 in Subtier 3-4), they retrieve part of its tracking system. While old, it contains some unique algorithms that current starship designers might find interesting. They gain the Automated Defenses boon on their Chronicle Sheet. Regardless, the destroyed platform has a salvage value of 900 credits (1,350 credits in Subtier 3-4).

**Rewards:** If the PCs fail to defeat the orbital platform, reduce the PCs' credits earned by the amount listed below.

*Subtier 1-2:* Reduce each PC's credits earned by 183.

*Out of Subtier:* Reduce each PC's credits earned by 292.

*Subtier 3-4:* Reduce each PC's credits earned by 400.

## ELYTRIO

The majority of Elytrio is a post-apocalyptic wasteland. Scans reveal that the planet has a breathable atmosphere, standard gravity, and higher than normal (though still harmless) levels of radiation. While most of Elytrio shows little sign of life, the ship's computer picks up a large energy output from what appears to be a fully functional city in the southern hemisphere. These readings indicate the city has a level of technology that is comparable to that of the Pact Worlds (albeit slightly outdated), and that the city contains life forms of some kind. It seems like the best place to fulfill the mission Arvin has sent them on.

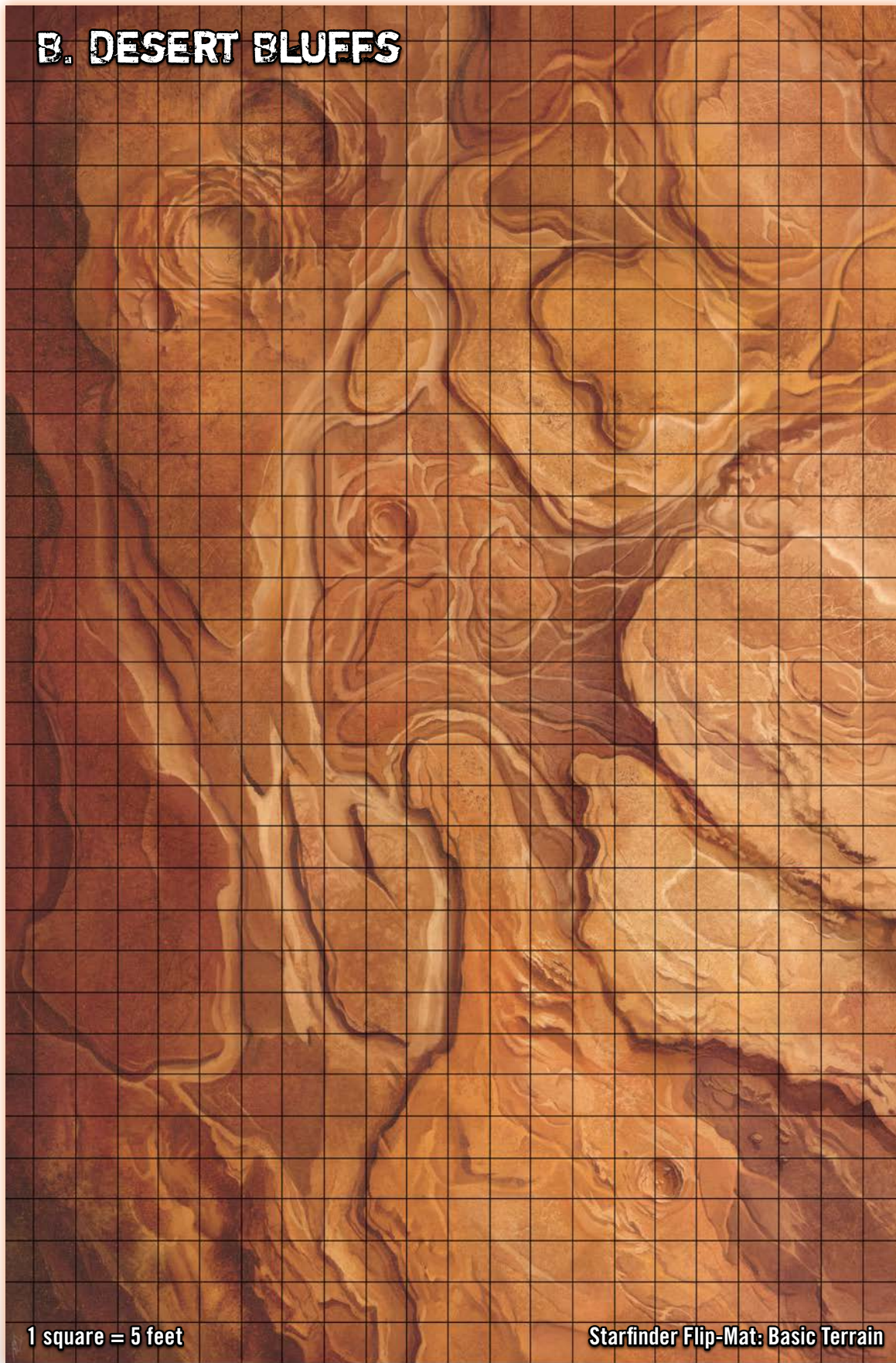
However, as the PCs enter Elytrio's atmosphere, the computer warns them that the city and a half-mile radius around it is encased in a powerful force field. The starship can't land in or next to the city, but there is a safe landing zone fairly close to the edge of the force field. The PCs can set down their vessel there with no problem—but that doesn't mean they can just stroll safely into the city!

A few hundred feet from the vessel, as the PCs trudge toward the nearest edge of the force field, they are ambushed by a hungry creature hiding in the sand. Each PC who succeeds at a DC 18 Perception check (DC 21 in Subtier 3-4) can act in the surprise round. The PCs should place themselves anywhere within the area marked on the map with a dotted line before you place the sand brute (see below) in the indicated squares.

**Creature:** Ghibranis weren't the only life forms on Elytrio affected by nuclear radiation over the centuries. Once just



# B. DESERT BLUFFS



1 square = 5 feet

Starfinder Flip-Mat: Basic Terrain





lizards only a foot long, the creatures now known as sand brutes grew to their current enlarged size and gained an increased appetite in the process. Sand brutes look like muscular lions with their beige-colored manes, but the rest of their body is covered with dark brown scales that partially reflect certain types of energy. They have stubby faces, big, fanged mouths, and segmented tails.

Sand brutes hunt alone using ambush tactics, though when desperate for food, they attack even when outnumbered. Husk ghibranis are aware of their ferociousness and try to drive the beasts off their own hunting grounds with crude, scarecrow-like markers and alchemically created scents, but the sand brutes aren't fooled for more than a few months at a time. Though sand brute meat is too tough to eat and contains almost no nutritional value, young husk ghibranis sometimes attempt to track one down as a ritual of strength; ghibranis successful in this endeavor often wear their kills' manes as trophies.

## SUBTIER 1-2 (CR 3)

### SAND BRUTE CR 3

NE Large animal

**Init** +1; **Senses** low-light vision; **Perception** +8

**DEFENSE** HP 40

**EAC** 14; **KAC** 16

**Fort** +7; **Ref** +7; **Will** +2

**Defensive Abilities** reflective hide

**OFFENSE**

**Speed** 30 ft.

**Melee** bite +11 (1d6+7 P)

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

**Offensive Abilities** imposing roar

**STATISTICS**

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

**Skills** Athletics +13, Intimidate +8, Stealth +8

**TACTICS**

**During Combat** The sand brute begins combat with its imposing roar and then closes to engage the strongest-looking PC. It makes full attacks with its bite attack when possible, unless it has difficulty hitting with the -4 penalty.

**Morale** Out of hunger and desperation, the sand brute fights to the death.

**SPECIAL ABILITIES**

**Imposing Roar (Ex)** As a move action, a sand brute can emit a ferocious roar. Each creature within 60 feet of the sand brute must succeed at a DC 12 Will saving throw or be shaken for 1d4 rounds. A creature who succeeds at its saving throw is immune to the same sand brute's imposing roar for 24 hours. This is a mind-affecting, sense-dependent, fear effect.

**Reflective Hide (Ex)** A sand brute's hide can reflect lasers. The creature takes only half damage dealt by weapons in the

## Scaling Encounter B

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

**Both Subtiers:** The sand brute hasn't eaten in a few days, so it has the sickened condition for the entire combat.

laser group, and when struck by an attack from a weapon in the laser group as a reaction it can make a ranged attack with a +9 bonus against the EAC of an enemy within 15 feet. If it hits, the sand brute deals an amount of fire damage to that target equal to the damage it took. This ranged attack doesn't provoke an attack of opportunity.

## SUBTIER 3-4 (CR 5)

### SAND BRUTE ALPHA CR 5

NE Large animal

**Init** +0; **Senses** low-light vision; **Perception** +11

**DEFENSE** HP 70

**EAC** 17; **KAC** 19

**Fort** +9; **Ref** +9; **Will** +4

**Defensive Abilities** reflective hide

**OFFENSE**

**Speed** 30 ft.

**Melee** bite +14 (1d6+10 P)

**Offensive Abilities** imposing roar

**STATISTICS**

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

**Skills** Athletics +16, Intimidate +11, Stealth +11

**TACTICS**

Use the tactics from Subtier 1-2.

**SPECIAL ABILITIES**

**Imposing Roar (Ex)** As a move action, a sand brute alpha can emit a ferocious roar. Each creature within 60 feet of the sand brute alpha must succeed at a DC 13 Will saving throw or be shaken for 1d4 rounds. A creature who succeeds at its saving throw is immune to the same sand brute alpha's imposing roar for 24 hours. This is a mind-affecting, sense-dependent fear, effect.

**Reflective Hide (Ex)** A sand brute alpha's hide can reflect lasers. The creature takes only half damage dealt by weapons in the laser group, and when struck by an attack from a weapon in the laser group, as a reaction it can make a ranged attack with a +12 bonus against the EAC of an enemy within 15 feet. If it hits, the sand brute alpha deals an amount of fire damage to that target equal to the damage it took. This ranged attack doesn't provoke an attack of opportunity.

## Help from the Ghibranis

If more than half of the PCs are knocked unconscious by the sand brute and it doesn't look like the rest of the Starfinders are faring much better, the husk ghibrani hunting party can appear to save the day. At a climactic moment, a spear suddenly embeds itself in the sand brute's hide, killing it (or driving it off, if hadn't been wounded before this). That's when the PCs spot the ghibranis, as detailed in the Ghibrani Hunting Party section.

**Development:** The PCs encounter the husk ghibranis immediately after their combat with the sand brute. Alternatively, if the PCs start stumbling against the sand brute, refer to the Help from the Ghibranis sidebar for information on having the husk ghibranis step in to assist the PCs.

## GHIBRANI HUNTING PARTY

During the PCs' fight with the sand brute, several husk ghibrani watch the conflict warily from the edge of the bluffs. The PCs' defeat of the sand brute impresses the ghibranis, while PCs who stumble in the fight draw their curiosity and aid. The ghibranis have never seen people like the PCs before and don't know what to expect. The hunters are clearly armed, though with strange arquebus-style weapons that incorporate slightly dated energy weapon magazines, but they are not pointing the weapons at the PCs. A successful DC 12 Sense Motive check (DC 15 in Subtier 3-4), lets a PC can realize that the ghibrani's intentions are not immediately hostile.

If the PCs do not make the first overtures of contact, hopefully by holstering their weapons and showing their empty hands, the leader of the hunting party, **Dystane** (N female husk ghibrani soldier), shouts a greeting in Ghibran (the ghibrani native language). A PC who succeeds at a DC 18 Culture (DC 22 in Subtier 3-4) recognizes the language as similar to the one transmitted by the orbital drone platform, though simpler and more guttural. Dystane holds up one of her hands and lowers her head to show the flat of her twin mandibles. She straps her rifle to her back and begins to slowly approach the PCs, continuing to try her greeting. However, she doesn't get closer than 20 feet to any one PC.

**Non-Verbal Communication:** The PCs can attempt some non-verbal communication with Dystane to prove their intentions aren't harmful, but not until they have lowered or holstered their weapons. A PC who succeeds at a DC 15 Diplomacy check (DC 18 in Subtier 3-4) while making suitable gestures puts the other ghibranis more at ease and Dystane steps another 5 feet closer. From here, the PCs can try to introduce themselves (probably by pointing to themselves and saying their names slowly and clearly). If so, Dystane does the same. The PCs could try other friendly invitations as they see fit (or even try to ask about the city), and as long as they don't make loud sounds or violent motions, they can attempt another DC 15 Diplomacy check (DC 18 in Subtier 3-4). If they succeed, all the ghibranis move in just a bit closer, while Dystane moves to within 10 feet of the party. These movements should appear more curious than threatening (which a PC can tell with a successful DC 12 Sense Motive check). If the PCs have succeeded at one or more of these Diplomacy checks, Dystane gives a couple of friendly nods and gestures for the PCs to follow her to the husk caves. If they fail both, Dystane and her ghibranis back away slowly and return to their caves, but they don't prevent the PCs from following.

**Using Magic:** It is possible that one or more of the PCs has access to the *share language* spell, which would make this first contact encounter much simpler. However, note that this spell works on only one target and requires the caster to touch the target. A PC still has to successfully make at least one of the Diplomacy checks described above in order to show that the PC spellcaster means no harm to Dystane with his touch. In this



Ghibrani Husk



case, Dystane doesn't attempt the Will saving throw against the spell. Otherwise, if the spellcasting PC attempts to rush Dystane or some kind of trickery, he needs to succeed at a melee attack against EAC 13 (EAC 16 in Subtier 3-4) to touch Dystane, and Dystane attempts a Will save against the spell (she has a total Will save bonus of +3 in Subtier 1-2 and +4 in Subtier 3-4). Even if the spell is successful, Dystane won't be too pleased with the PCs, and a PC needs to succeed at a DC 18 Diplomacy check (DC 21 in Subtier 3-4) to calm her down.

**Infamy:** If for any reason, the PCs initiate combat with the husk ghibranis, it is considered an evil action. The husks have no desire to fight, and never initiate combat in this scenario. Any PC partaking in such an attack on the husks gains 1 Infamy.

**Development:** There are several ways this initial contact can play out. If, for any reason, the PCs end up initiating combat with the ghibranis, the husks don't try to fight and retreat as best they can. It should be incredibly difficult for the PCs to track the husk ghibranis to their hidden home. The remainder of the adventure can still be salvaged, as the PCs should encounter Klarima (see Meeting Klarima on page 12) as she returns to Arkeost.

As long as combat doesn't erupt between the two parties, proceed to the Husk Enclave below.

## HUSK ENCLAVE

A tribe of husk ghibranis lives within a network of caves adjacent to the bluffs (only a 30-minute trek on foot from the sand brute encounter), though in the opposite direction of the city. A married couple known as **Brother Koseemo** and **Sister Alomir** (N male and female husk ghibrani envoys) leads the colony. These ghibranis consider themselves the chosen children of the fictional deity, Mother Toulou. Read or paraphrase the following as the PCs approach the enclave.

Dozens of beetle-like aliens crawl in and out of the many caves that dot the face of this otherwise drab cliff. Most of them are dressed in simple leather frocks, while the few with crude weapons are covered with sturdier armor. A small garden filled with sickly plants is visible off to one side, next to what looks like the opening to a well. A handful of children sits in front of a pair of older aliens, who are both wearing brightly colored necklaces. They appear to be either telling the young ones a story or teaching them a lesson.

As Dystane and her hunters approach, the enclave lets out a friendly cheer, which dies off as the other ghibranis notice the PCs. Dystane quickly strides up to Alomir and Koseemo and begins an animated conversation involving various clacking mandibles. If Dystane led the PCs here, the two settlement leaders' mandibles clatter and they gesture for the PCs to come close. If the PCs weren't invited, the two leaders look a bit sterner and approach the PCs, motioning for the children to go inside.

This is a chance for the PCs to make a better second impression or further their good relations with these ghibranis. If the PCs

aren't yet on the ghibranis' good side, a PC who succeeds at a DC 15 Culture or Life Science check (DC 18 in Subtier 3-4) realizes, from the general environment and the condition of their garden, that food and water are most likely precious resources on this planet. An offering of any kind of food or drink (even field rations) is immediately met with head bobbing and an invitation to enter the cave; proceed to The Welcoming below. Otherwise, a player who explains her plan for changing the ghibranis' attitude toward them (for instance, making a show of leaving anything remotely resembling a weapon on the ground away from the cave or presenting a trophy from the sand brute corpse) can attempt a DC 18 Diplomacy check (DC 21 in Subtier 3-4). If she succeeds, the PCs are invited inside. If she fails, the PCs are politely but firmly given the cold shoulder; they still meet Klarima (see page 12) and continue the scenario, though that scene now occurs out on the bluffs.

If the PCs shared their language with Dystane by using magic (and did not anger her in the process), she serves as a translator. She welcomes the PCs to her home, introduces Alomir and Koseemo, and offers them the blessings of Mother Toulou (any PC trained in Mysticism doesn't recognize that name). Dystane also explains that before they can talk in depth, their tribe must perform a special rite known as the Welcoming to officially receive her returning hunting party; they would be overjoyed if the PCs would join in.

If the PCs want to cast *share language* on either Alomir or Koseemo (or both), they can do so without incident if they already cast it on Dystane. If not, they need to succeed at a Diplomacy check or melee attack as described above. Either of the leaders repeats what Dystane had to say, though with a bit more enthusiasm.

## THE WELCOMING

The interior of the husk's cave is spacious, with plenty of natural handholds leading up to other tunnels into the cliff. A large bonfire burns in the center of a cleared-out space, providing light but making the cave quite stuffy. As the PCs step inside, it seems as though the entire tribe is converging here. The PCs can see that many of the ghibranis are carrying drums and assorted instruments made from stone. A few moments later, they begin playing a stately tune and the remaining ghibranis face each other in a couple of straight lines. The husks proceed to start a formalized processional dance.

The PCs don't have to join in the dance, though this is clearly disappointing to the husk ghibranis, and prevents them from making a good enough impression with the husks to fulfill the scenario's secondary success conditions. To have the best chance of gaining the husk ghibranis' favor, all of the PCs should participate in the ceremony.

The PCs can sit back and watch for a moment, and a PC who succeeds at a DC 15 Culture check or DC 20 Perception check (DC 17 and DC 22, respectively, in Subtier 3-4) recognizes the general steps of the dance, granting each PC who participates a +2 circumstance bonus on the dance check. Each PC is approached by one of the husk ghibranis, who performs a clearly welcoming

## Impressing the Husks

To satisfy the secondary success condition of the scenario, the PCs need to make a strong positive impression on the husk ghibranis. Unless the PCs attack the husk hunting party, they can follow the husks back to their enclave without any problems. At least one PC needs to offer food or water or succeed a Diplomacy check to create enough trust for the party to be allowed into the enclave cavern. Once inside, the PCs must succeed at an Acrobatics or appropriate Profession check to participate in the husk welcoming ceremony. As long as the PCs succeed at a number of checks equal to half the number of PCs (rounding down), then they successfully impress the husks.

gesture. To join in the dance without embarrassment, each PC must succeed at a DC 12 Profession (any appropriate profession, such as dancer) or DC 14 Acrobatics check (DC 14 and DC 16, respectively, in Subtier 3–4). A PC who exceeds the DC by 10 or more counts as having two successes.

**Development:** If the PCs succeed at making a good impression, by collecting a number of successes equal to half the number of PCs (round down), the ghibranis rejoice and warmly embrace the PCs as unofficial members of the tribe. Otherwise, the ghibrani remain wary of the PCs, treating them as strangers.

Shortly after the welcoming ceremony, another ghibrani steps into the firelight. She is thinner than the others and dressed in shimmering fabrics, though it is clear she has a few bandaged wounds. Most strikingly, she sports a pair of membranous wings, unlike any of the other ghibranis!

### MEETING KLARIMA

The newcomer is **Klarima** (LN female membrane ghibrani mystic), a citizen of the city of Arkeost and itinerant wanderer. The husk ghibranis treat her with respect, though not reverence, as she enters, and allow her to walk right up to the PCs. She looks over the PCs for a moment and then gestures to her throat and mouth. Her hand lights up with energy, and she uses it to point to one of the PCs' throat and mouth. A PC who succeeds at a DC 15 Mysticism check notes that she just cast *share language* and needs to touch someone for the spell to take effect. If the PCs cast their own *share language* on one of the husk ghibrani, that ghibrani explains that Klarima's magic does them no harm. Otherwise, a PC who succeeds at a DC 12 Sense Motive check realizes that Klarima's intentions are benign.

If the PCs allow it, Klarima casts *share language* on three of the PCs, granting them the Ghibran language. She then introduces herself, as well as her husk hosts (if they haven't already been introduced). She says, "You are unlike any other people I have

ever met. Possibly the same is true of you for me. We have much we can teach one another." She agrees to answer their questions as best she can, but also queries the PCs about who they are, where they are from, and what they want. The PCs are free to tell her whatever they want. Questions they are likely to ask and Klarima's answers are presented below.

**What happened to this planet?** "Oh my, what a strange question! Surely, everyone knows of the great war between the nation-states. The invisible fire they rained down upon one another killed most living things across the globe. It was only thanks to the foresight of our ancestors that any of us survived to see today." This kind of question raises Klarima's suspicions that the PCs might be from another world (if they haven't already told her).

**What do you know about the city with the force field around it?** "That is Arkeost, a shining beacon of civilization! One of the few left on this world, I've been told. It is also my home. I can take you there if you agree to escort me across the wastes." Klarima repeats this offer at the end of the conversation.

**Why are you different from the others?** "Many generations ago, after the war, a faction of my people received protection from a divine power named Mother Touloo. They struck out into the wastelands at their deity's behest. In doing so, they eventually lost the use of their wings. These 'husks,' as we call them, are those you see before you." She gestures around the cavern. "Those of us who retained the power of flight are known as 'membranes' by these people. We live within the city of Arkeost."

**Why are you here/How were you wounded?** "Those in my city rarely leave it; our ancestors made sure we would be provided with everything we would need. However, I have been afflicted with a case of wanderlust. A near terminal case, it would seem, as my explorations outside the city found me stumbling into a tangle of soarnettles. They scratched me quite a bit and thanks to the pain, I lost my way. Luckily for me, I crossed paths with these kind husks, who bandaged my wounds and gave me a place to spend the night."

**What are soarnettles?** "Just a dangerous piece of local flora—razor-sharp weeds that can catch the winds. They aren't hard to avoid, unless of course, you've got your head in the clouds." She smiles at her own foolishness.

If any of Alomir, Dystane, or Koseemo can speak with the PCs (via magic), they participate in the conversation, affirming what Klarima says. It should be clear to the PCs that the two subspecies of ghibrani don't seem to have any animosity toward one another.

When the PCs are done asking their questions, Klarima offers them a deal. She needs to return to her home, and is willing to show the PCs how to get through the force field in exchange for their protection on the short journey. She can also introduce them to the leaders of the city, if the PCs so desire.

**Treasure:** Before the PCs leave with the enclave, if they have made a good impression on the husk ghibranis, Alomir and Koseemo present them a ritual weapon as a gift. The weapon



is a huchket, a rifle used by husk hunters (see sidebar for full information). Regardless of the PCs' success, the husks offer three vials of a dark liquid that tastes like black licorice, which function as *mk 1 serums of healing*. In Subtier 3–4, the husks only offer two vials, but they act as *mk 2 serums of healing*.

**Rewards:** If the PCs fail to make a good impression on the husk ghibranis, reduce the PCs' credits earned by the amount listed below.

*Subtier 1–2:* Reduce each PC's credits earned by 207.

*Out of Subtier:* Reduce each PC's credits earned by 310.

*Subtier 3–4:* Reduce each PC's credits earned by 413.

## INTO ARKEOST

Klarima leads the PCs through the badlands toward the shining metropolis in the distance. The journey takes only a few hours, allowing any *share language* spells to remain in effect. Elytrio's sun is beginning to set as they approach the edge of a visible force field half a mile outside of the city. Klarima retrieves a clunky and ancient-looking datapad from her pack and presses a few buttons on it. There is a brief pause when nothing happens and, a little frustrated, she touches the same sequence of buttons on the device. This time, a circular portion of the force field opens like a door. Klarima steps through and gestures for the PCs to follow. When all the PCs have passed through, Klarima presses another button on her datapad and the force field closes again.

By the time the PCs reach Arkeost, its lights have come on. Read or paraphrase the following.

This strange metropolis sparkles like a jewel in the gloom of dusk. In stark contrast to the desolation surrounding it, the city is a bustling center of activity, with dozens of winged insectoid aliens going about their business, flitting from one high doorway to another. The streets below seem almost like an afterthought, used only occasionally by small automated machines. Several overgrown flower beds and shaggy trees fill the spaces between the roads and hug the sides of the tall buildings. Though the structures still look sturdy, obvious patches of rust and other disrepair indicate that they haven't been very well taken care of.

Most of the ghibrani citizens stop what they are doing and stare at the PCs as they walk with Klarima. In short order, a contingent of ghibranis wearing formal armor and carrying weapons that look like taclashes flutters down to confront the group. A PC who succeeds at a DC 12 Profession (bounty hunter, mercenary) or a DC 16 Sense Motive check (DC 14 and DC 18, respectively in Subtier 3–4) notices that these guards don't seem very comfortable with their armaments—a subtle hint that the membranes live in a place far beyond their understanding. Luckily, Klarima steps forward to defuse any potential conflict, explaining to the guards that the PCs are her guests.

After a few moments spent conferring with the guards,

## Ghibrani Huchket Rifle

The huchket is a generational weapon of the husk ghibranis. It includes some technological elements from the ghibrani's past, but is otherwise appears like an archaic projectile longarm.

### HUCHKET RIFLE

A huchket rifle is a 3rd-level, projectile longarm ranged weapon that deals 1d10 piercing damage and has the wound critical hit effect. It has a range of 80 feet and holds 6 rounds. It has the analog special property and 1 bulk, and it costs 1,400 credits.



Ghibrani Membrane

Klarima turns to the PCs and says, "Good news! You are going to be allowed to speak to the Most Elevated!" If questioned, she explains that the Most Elevated are the city's council of rulers, the wisest and most learned membrane ghibranis who work in harmony to ensure the safety and comfort of the city's residents. She readily admits, if pressed, that the Most Elevated, and in fact most membrane ghibranis, have little to do with the husk ghibranis the PCs met outside of the city.

## A MOST ELEVATED DINNER

With their newly acquired honor guard, Klarima leads the PCs to the tallest, fanciest building in the center of the city. The guards flit their wings and fly toward an opening in the structure 40 feet off the ground. Klarima appears to be about to do the same, when she suddenly realizes that the PCs probably don't have the ability to fly. Using her datapad, she summons forth a table-sized hovering drone for each PC (unless that PC suddenly demonstrates the ability to fly, though either magic, technology, or a racial ability). These drones are clearly meant to only haul cargo and have no real safety measures for carrying living creatures. As one PC steps onto her means of conveyance, its hoverjets momentarily give out and it nearly crashes to the ground, but it powers back on just in time. In the end, though, the robots slowly but surely raise up the PCs to the height of the entranceway, where they can step inside.

The guards continue to usher the PCs, leading them to a large central chamber with vaulted ceilings. A large table occupies one end of the room, behind which sit five membrane ghibranis dressed in elaborate robes. They stand, bow to the PCs, and beckon them to approach. Klarima introduces the Most Elevated council and says that if the PCs wish, they can bestow the blessings of their language to those who don't have it yet. Likewise, one of the council members can cast *share language* on any remaining PC who isn't under that effect, so that everyone might participate in the conversation. Everyone is offered a chair.

**Catching Up:** The Most Elevated are as eager to learn about the PCs as the PCs are to learn about them. They give any information the PCs neglected to ask of Klarima (see Meeting Klarima on page 12), as well as many of the facts contained in the Adventure Background, though even the Most Elevated do not know that Mother Toulou is only a fabrication; they are as convinced she is real as are the husk ghibrani, though they do not worship her themselves. If the topic of religion arises, the council explains that their ancestors used to venerate a great god of battle and conquest, but they do not see the need for religion during these current times, as the city provides for their every need; a PC who succeeds at a DC 10 Mysticism check can guess this old deity is likely a form of Damoritosh. For every question the PCs ask, the council asks a question of their own, ranging from "Do all of your species look like you?" (they assume that the PCs are all one species of alien, regardless of the exact party composition) to "How did you travel to this place?" (they are nonplussed to learn the PCs are not from their world).

**Meal Time:** Before the PCs can ask too many questions about the city, a gentle tone rings throughout the room. Klarima visibly perks up. "Dinner!" she explains. "It feels like ages since I've had a proper meal." The guards, who had been standing at attention near the door to this room, pull chairs up to the table and a handful of hovering drones enter from previously hidden hatches in the walls. The drones place ceramic plates and utensils in front of each person; the utensil each person receives is a flat piece of metal with a slight indent at one end—almost like a spoon. Each person is then given a serving of a thick, light tan liquid in which floats irregular chunks of protein. The food has a smoky, cheesy odor. As the ghibranis begin scooping up their meals, Klarima explains this is a traditional dinner of "kahlgee," a word that doesn't really translate into Common.

The PCs can eat the kahlgee if they want, though it looks very unappetizing. If none of the PCs partake of the meal, the Most Elevated look a bit offended and Klarima appears a little disappointed in them. Klarima even goes so far as to suggest the PCs try the food, mentioning that it is a gift from the membranes and how "one should always accept a gift." A PC who consumes the food must succeed at a DC 12 Fortitude saving throw (DC 15 in Subtier 3–4) to avoid immediately spitting it back up as the taste and texture of the kahlgee is revolting to most life forms. A PC can pretend to eat the dinner with a successful DC 16 Bluff check (DC 20 in Subtier 3–4), either pushing it around on the plate long enough to look she has eaten it or by surreptitiously spitting a hunk of protein into a napkin.

**Power Outage:** Half way through the meal (when at least two PCs have attempted a saving throw or skill check), the power suddenly goes out. This gives one of the remaining PCs the opportunity to attempt the Bluff check mentioned above (with a +4 circumstance bonus to the check); the first player who jumps at this opportunity should be allowed to attempt the check. The lights snap back on a moment later (catching the PC in his sneaky act if he fails the check), removing the chance for the bonus for any other PC. The ghibranis don't seem too worried about the power fluctuation, noting that "the Mainframe acts up occasionally, but it always self-corrects after a few seconds."

If at least half the PCs (rounding down) succeed at saving throws to keep down the food or Bluff checks to trick the ghibranis, the council continues to chat happily, and they give a gift to the PCs when dinner concludes (see Treasure below). Otherwise, the council curtly answers a few more questions and then calls an end to the meeting. In such the latter case, Klarima escorts them to some guest quarters where they can rest for the night and sadly says that they should probably leave come morning, unless they have other pressing matters they want to deal with.

**Mainframe:** After the brief power outage, the PCs should be curious about its cause and might ask some questions about the "Mainframe" the council mentioned. The Most Elevated explain that the Mainframe is the heart of the city, constructed by their ancestors to provide continuous power and to house the many



drones that cater to their whims. Unfortunately, they can't say much more about the Mainframe, as it is taboo for ghibranis to enter the area of the city where it is housed. They don't seem very concerned by the implications, and have rarely questioned the tradition.

If the PCs ask if there is anything they can do to aid the people of Arkeost, the council thanks them for their generosity, but lightly comment on nothing being wrong. This statement is punctuated by dinner chime ringing once again, followed by drones placing clean plates on top of the dirty ones and inaccurately squirting kahlgee across the table. The ghibranis smile awkwardly and attempt to act as if nothing is amiss, although no one eats a second time. A minute later, the drones sweep in again to clean up the mess.

**Development:** At this point, the PCs are probably insistent about helping the ghibranis (or at least planning to sneak away after everyone has gone to sleep to investigate the problem). The Most Elevated are happy to point out where the Mainframe resides and, after a moment of discussion among themselves, note that nothing in the tradition mentions anything about non-ghibranis entering the area, so the PCs won't be stopped if they wish to go there. Klarima, the guards, or other ghibranis in the city can also point the PCs in the direction of the Mainframe if the PCs don't want to ask the Most Elevated. If the PCs don't have this idea, then Klarima approaches them afterwards, suggesting the idea of exploring the Mainframe—she's always been interested in the possibility, but she is an adherent of tradition and refuses to go herself.

As the meeting wraps up, Klarima informs the PCs that while they were eating, she requested some drones convert a few ground-level warehouses into sleep quarters for the PCs. She offers to lead them there so they can rest for the night.

**Treasure:** If the PCs impressed the Most Elevated by engaging in polite conversation and eating the kahlgee, the membrane leaders present the party with a dark blue metal crown embossed with silver thread that acts as a *mk 1 mindlink circuit*. In Subtier 3–4, the membranes instead give the group an *amulet of camouflage* shaped like a scarab beetle. Along with this, Klarima offers the PCs her membrane holdout pistol (see sidebar) to help with the PCs' expedition into the Mainframe.

**Rewards:** If the PCs fail to impress the Most Elevated council by eating the kahlgee, reduce the PCs' credits earned by the amount listed below.

*Subtier 1–2:* Reduce each PC's credits earned by 180.

*Out of Subtier:* Reduce each PC's credits earned by 237.

*Subtier 3–4:* Reduce each PC's credits earned by 294.

## C. GHIRANI MAINFRAME

The building housing the Mainframe is near the outskirts of Arkeost, on the opposite side of the city that the PCs entered. The PCs see an increased concentration of drones and other hovering robots in this neighborhood, though none seem to pay any attention to them. A large doorway leads into the structure and a

### Impressing the Membranes

To satisfy the secondary success condition of the scenario, the PCs need to stomach the traditional meal of the membranes—kahlgee. As long as half (rounding down) the PCs succeed a Fortitude save to keep the food down or succeed at a Bluff check to dispose of the meal, they successfully impress the membranes.

### Membrane Holdout Pistol

The original name of these pistols is forgotten, as the membrane ghibranis use them only in the direst circumstances. Under casual inspection, this pistol appears to be a sturdy laser weapon.

#### MEMBRANE HOLDOUT PISTOL

A membrane holdout pistol is a 3rd-level, laser small-arm ranged weapon that deals 1d6 fire damage and has the burn 1d6 critical hit effect. It has a range of 80 feet and holds 20 charges. It has L bulk and costs 1,250 credits.

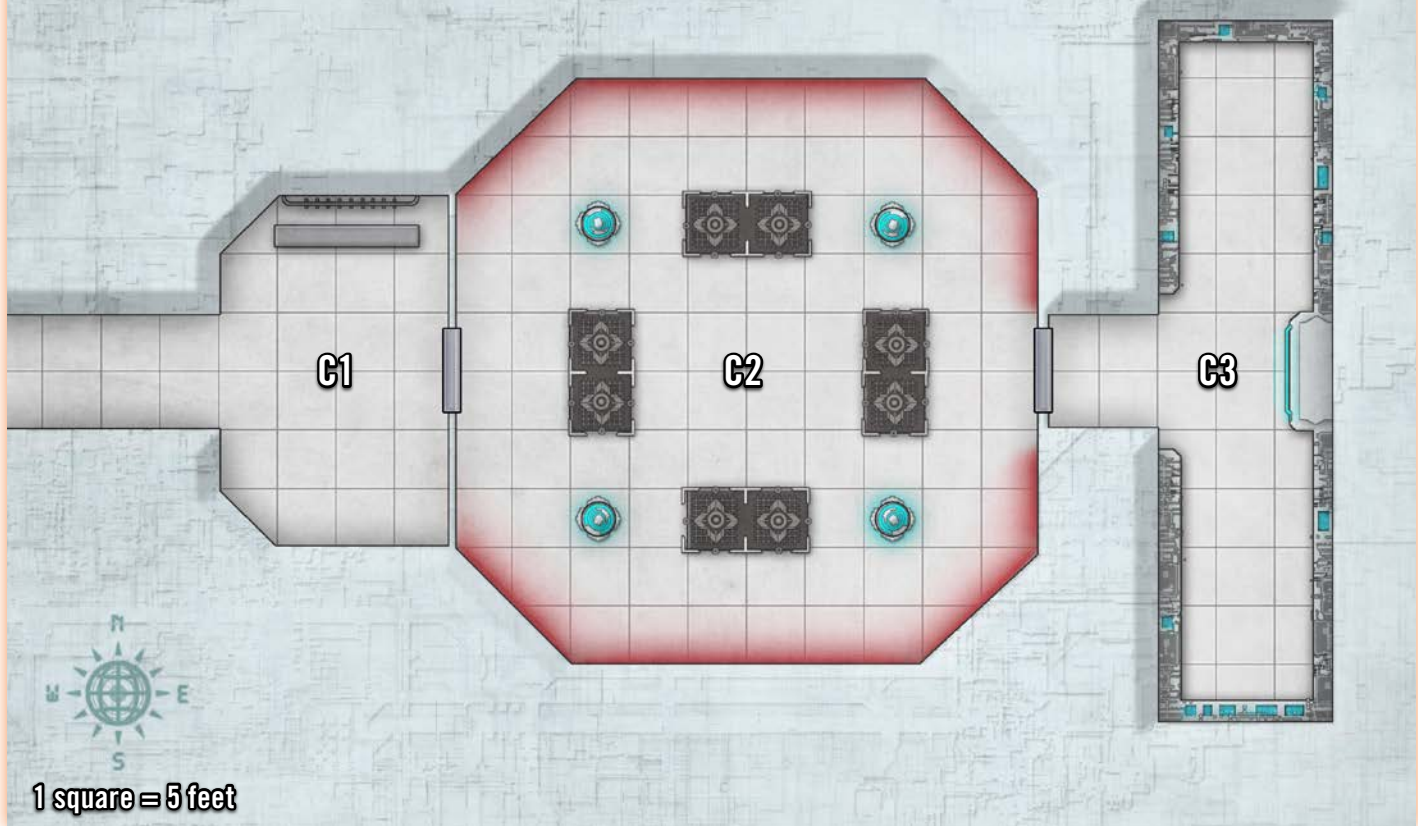
ramp descends a bit into open garage-like space where thousands of drones are stored. Many are powered down and others are being repaired by other drones, leaving the PCs to walk through patches of dead silence followed by stretches of frantic activity as they descended on curving ramps farther and farther below. As the PCs continue, they spot the several signs in Ghibrani that read "Taboo Area," "Keep Out," and other warnings with similarly grave images to accentuate the point. Eventually, the PCs reach a hallway that branches off from the garages.

#### C1. CLEAN ROOM (CR 1 OR CR 3)

The hallway opens into a rectangular room of white plastic, a stark contrast to the smoky, grease-stained garages that led up to this place. Fans whirl quietly overhead. Track lighting along the floor illuminates much of the chamber. Several white coveralls hang on the wall behind a bench to the north. A door leads to the east.

The coveralls are designed for ghibrani anatomy, though they can be stretched onto any humanoid body. Wearing a coverall grants a +1 circumstance bonus to the Reflex saving throw if the trap on the door activates (see below).

## C. GHIBRANI MAINFRAME



**Trap:** The door is locked (hardness 8, HP 30, break DC 24, Engineering DC 15 in Subtier 1–2 and DC 18 in Subtier 3–4 to disable) and unless the PCs find and disable the trap on the door, they receive a nasty shock when they try to open it.

### SUBTIER 1–2 (CR 1)

#### TRAPPED DOOR **CR 1**

**Type** technological; **Perception** DC 21; **Disable** Engineering DC 16 (disable shock emitter)

**Trigger** touch; **Reset** 1 minute; **Bypass** wireless key card reader (Computers DC 16 to hack)

**Effect** arc of electricity (3d6 E); Reflex DC 12 half; multiple targets (all targets within 10 ft. of door)

### SUBTIER 3–4 (CR 3)

#### TRAPPED DOOR **CR 3**

**Type** technological; **Perception** DC 24; **Disable** Engineering DC 19 (disable shock emitter)

**Trigger** touch; **Reset** 1 minute; **Bypass** wireless key card reader (Computers DC 19 to hack)

**Effect** arc of electricity (6d6 E); Reflex DC 14 half; multiple targets (all targets within 10 ft. of door)

### C2. POWER STATIONS (CR 3 OR CR 5)

Four pillars, each covered in glowing circuitry, break up the floor of this chamber. Though slightly out of date by modern Pact Worlds standards, the four power generators in between the pillars nevertheless hum with energy. The room is illuminated from below, and doors lead east and west.

The generators are about waist high and can provide cover to creatures standing behind them. The console on the northern generator flashes red, displaying a malfunction in one of its coils. A PC who spends 20 minutes and succeeds at a DC 18 Engineering check can repair the damaged coil, ending Arkeost's current power fluctuations.

**Creatures:** Entering this room activates several security robots, which emerge from closets in the northeast and northwest corners of the room. They first demand the PCs leave, uttering a mechanical demand in Ghibran. The robots start shooting on the following round. These robots are shaped a bit like ghibranis; a PC who succeeds at a DC 16 Life Sciences or DC 20 Perception check (DC 20 and 24, respectively, in Subtier 3–4) recognizes their forms are a combination of husk and membrane physiology—thick shells but with winglike appendages. This likely makes more sense to



the PCs when they access the computer in area **C3**.

## SUBTIER 1-2 (CR 3)

### GHIBRANI GUARDBOTS (2) CR 1

N Medium construct (technological)

**Init** +8; **Senses** darkvision 60 ft., low-light vision;

**Perception** +5

**DEFENSE** HP 20 EACH

**EAC** 14; **KAC** 15

**Fort** +1; **Ref** +1; **Will** -1

**Immunities** construct immunities

**Weaknesses** vulnerable to critical hits, vulnerable to electricity

#### OFFENSE

**Speed** 30 ft.

**Melee** slam +6 (1d6+3 B)

**Ranged** eye laser +9 (1d4+1 F; critical burn 1)

**Offensive Abilities** strafing fire

#### STATISTICS

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

**Skills** Acrobatics +10, Computers +5

**Other Abilities** unliving

#### TACTICS

**During Combat** The guardbots use the generators for cover, using their strafing fire ability when two or more PCs are adjacent to one another. If the PCs are also using the generators for cover and causing the guardbots to miss consistently, they move to engage the PCs in melee combat.

**Morale** The guardbots fight until they are destroyed.

#### SPECIAL ABILITIES

**Eye Laser (Ex)** A ghibrani guardbot can fire laser beams from its eyes. This ranged attack has an increment of 30 feet and can't be disarmed.

**Strafing Fire (Ex)** As a standard action, a ghibrani guardbot can make a single ranged attack against AC 15 to apply the effects of harrying fire to two adjacent enemies. This action does not provoke an attack of opportunity.

## SUBTIER 3-4 (CR 5)

### ADVANCED GHIBRANI GUARDBOTS (2) CR 3

N Medium construct (technological)

**Init** +8; **Senses** darkvision 60 ft., low-light vision;

**Perception** +8

**DEFENSE** HP 40 EACH

**EAC** 14; **KAC** 16

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

**Immunities** construct immunities

**Weaknesses** vulnerable to critical hits, vulnerable to electricity

#### OFFENSE

**Speed** 30 ft.

**Melee** slam +9 (1d6+5 B)

**Ranged** eye laser +12 (1d4+4 F; critical burn 1d4)

## Scaling Encounter C2

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

**Both Subtiers:** The guardbots are in a state of disrepair and take a -2 penalty to their attack rolls every other round. In Subtier 3-4, increase this penalty to -3.

#### STATISTICS

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

**Skills** Acrobatics +15, Computers +8

**Other Abilities** unliving

#### TACTICS

Use the tactics from Subtier 1-2.

#### SPECIAL ABILITIES

**Eye Laser (Ex)** An advanced ghibrani guardbot can fire laser beams from its eyes. This ranged attack has an increment of 30 feet and can't be disarmed.

**Strafing Fire (Ex)** As a standard action, a ghibrani guardbot can make a single ranged attack against AC 15 to apply the effects of harrying fire to two adjacent enemies. This action does not provoke an attack of opportunity.

**Treasure:** One of the storage slots that held one of the ghibrani guardbots contains a set of equipment left over from the ancient living ghibrani soldiers who operated out of this area. The set includes an ember flame doshko, two shock grenades II, and a set of casual stationwear armor. In Subtier 3-4, the weapons are a red star plasma doshko and two flash grenades II.

**Rewards:** If the PCs don't overcome the ghibrani guardbots, reduce the PCs' credits earned by the amount listed below.

*Subtier 1-2:* Reduce each PC's credits earned by 171.

*Out of Subtier:* Reduce each PC's credits earned by 272.

*Subtier 3-4:* Reduce each PC's credits earned by 373.

## C3. ACCESS TERMINAL

The temperature of this narrow room is a few degrees warmer than the previous chambers. Racks of computers line the walls, with tiny lights blinking and hard drives audibly whirring. A single terminal stands opposite the only door to the west, an input prompt flashing serenely.

As most of the PCs should still be under the effects of *share language*, the language barrier shouldn't be a problem when they want to access the computer. However, the interface is unfamiliar. A PC who succeeds at a DC 13 Computers check (DC 15 in Subtier 3-4) can log into the terminal. The PCs have three attempts to succeed at this check before they are locked out. If no PC is

trained in Computers, the PCs can attempt DC 10 Intelligence checks instead.

When the PCs gain access to the computer, they learn all the information presented in the Adventure Background on page 3. This includes several confessional vidclips recorded by the ghibranis who originally orchestrated the creation of Mother Touloo, photos of the planet as it was before the attack, and information on the orbital defense system. The PCs can download all this information onto their personal datapads or other digital storage devices. Even if the PCs were locked out of the terminal, they can download the encrypted data for future investigation by trained data-sniffers from the Lorespire Complex.

## CONCLUSION

Once they have learned the specifics of recent ghibrani history, the PCs must decide what they are going to do with that knowledge. Do they tell the ghibranis of the fabricated history or allow them to live as they have for generations? The immediate implications of this choice are detailed below.

**Tell No One Elytrio:** The PCs can easily get back to their starship and return to Absalom Station without letting anyone know what they know; Klarima opens a hole in the force field without asking any questions. Hopefully, the PCs maintained good relations with both factions of ghibranis, for which Venture-Captain Arvin applauds their efforts. He commiserates with them about the difficulty of the decision they faced regarding the ghibrani history they learned, but offers neither praise nor condemnation on that front. The Starfinder Society must decide what to do with this information!

The PCs receive this result if they failed to access the terminal in area **C3**.

**Tell Only the Membranes:** The PCs are granted another audience with the Most Elevated (even if they didn't maintain good relations with them) if they ask. The council is thankful if the PCs repaired the generator, and they are surprised to learn the actions of their ancestors. However, as they are quite comfortable, they see no reason to change the way they currently live and posit that the husks probably feel the same way. They vow to uphold the tradition of keeping the Mainframe area taboo. When Klarima escorts the PCs back to the force field to open an exit for them, she seems a bit distracted. "You have given me much to think about, new friends," are her last words to them.

Back on Absalom Station, Venture-Captain Arvin appreciates that the PCs chose to do something with the information they discovered, but he doesn't assure them that they made the right or

wrong decision. The Starfinder Society will keep an eye on Elytrio for any future developments!

**Tell Only the Husks:** Klarima is sad to see the PCs go, but shows them an exit. She expresses a hope that they will meet again someday. Returning to the husk enclave, Alomir and Koseemo are understandably upset to hear that their religion is fictional. While the husks are not upset with the bearers of this bad news, they ask to be left alone to process the information. Dystane is the most visibly angry at the disclosure, and she and her hunters begin taking stock of their weapons.

Back on Absalom Station, Venture-Captain Arvin's reaction is much the same as in the Tell Only the Membranes conclusion, though his note to the Society to watch over Elytrio has a bit more urgency to it.

**Tell Everyone:** The outcomes are similar to the two previous ones, but depending on which faction knows that the other faction also knows, the membranes might be prepared for the husks when the inevitable revolt comes!

## REPORTING NOTES

If the PCs tell none of the ghibranis about what they discovered, check box A. If the PCs tell only the membranes, check box B. If the PCs tell only the husks, check box C. If the PCs tell everyone, check box D.

## PRIMARY SUCCESS CONDITION

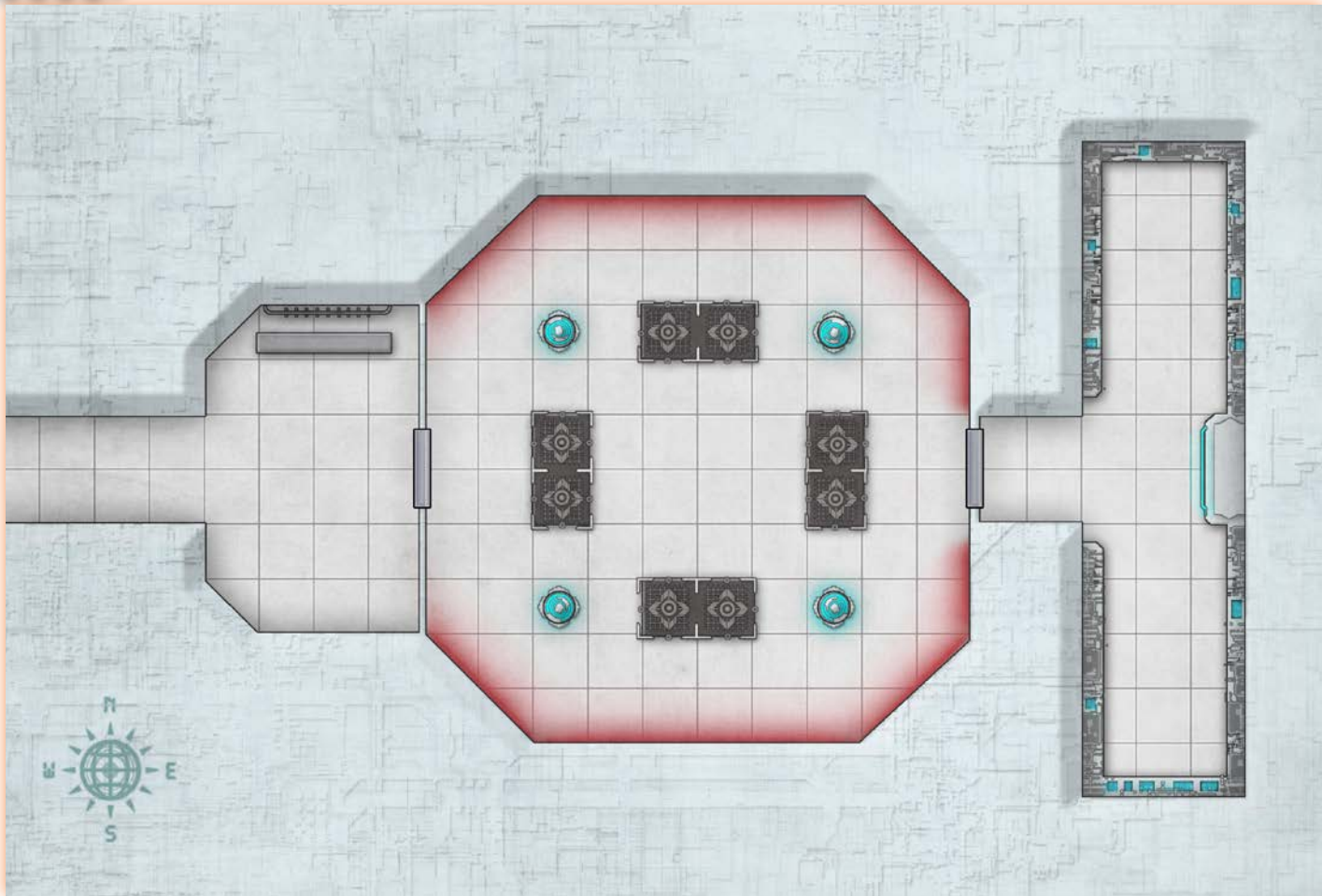
If the PCs return the historical records of Arkeost to the Lorespire Complex, even if they didn't successfully log into the mainframe themselves, they succeed at their mission and each earn 1 Fame and 1 Reputation for any factions associated with their current faction boon, regardless of what they did with that information.

## SECONDARY SUCCESS CONDITIONS

If the PCs establish good relations with both the husk and membrane ghibranis (as detailed in Husk Enclave and A Most Elevated Dinner), they each earn 1 additional Fame and 1 Reputation for any factions associated with their current faction boon. What the PCs do with the secrets they discover in the mainframe does not affect this success condition.

## FACTION NOTES

If the PCs completed the secondary success conditions, they impress the Wayfinders faction. Each PC earns 1 additional Reputation with the Wayfinders faction, in addition to any other Reputation earned as a result of completing this scenario.





## Starfinder Society Scenario #1-03: Yesteryear's Truth

Event \_\_\_\_\_ Date \_\_\_\_\_

GM # \_\_\_\_\_ GM Character # \_\_\_\_\_

GM Name \_\_\_\_\_ GM Fame Earned \_\_\_\_\_

Acquisitives       Exo-Guardians       Dataphiles  
 Second Seekers (    )       Faction \_\_\_\_\_       Wayfinders  
 A       B       C       D

\_\_\_\_\_    
 Character #      Fame      Faction Boons

Character Name  
 Acquisitives       Exo-Guardians       Dataphiles  
 Second Seekers (    )       Faction \_\_\_\_\_       Wayfinders

\_\_\_\_\_    
 Character #      Fame      Faction Boons

Character Name  
 Acquisitives       Exo-Guardians       Dataphiles  
 Second Seekers (    )       Faction \_\_\_\_\_       Wayfinders

\_\_\_\_\_    
 Character #      Fame      Faction Boons

Character Name  
 Acquisitives       Exo-Guardians       Dataphiles  
 Second Seekers (    )       Faction \_\_\_\_\_       Wayfinders

\_\_\_\_\_    
 Character #      Fame      Faction Boons

Character Name  
 Acquisitives       Exo-Guardians       Dataphiles  
 Second Seekers (    )       Faction \_\_\_\_\_       Wayfinders

\_\_\_\_\_    
 Character #      Fame      Faction Boons

Character Name  
 Acquisitives       Exo-Guardians       Dataphiles  
 Second Seekers (    )       Faction \_\_\_\_\_       Wayfinders

\_\_\_\_\_    
 Character #      Fame      Faction Boons

Character Name  
 Acquisitives       Exo-Guardians       Dataphiles  
 Second Seekers (    )       Faction \_\_\_\_\_       Wayfinders

\_\_\_\_\_    
 Character #      Fame      Faction Boons

Character Name  
 Acquisitives       Exo-Guardians       Dataphiles  
 Second Seekers (    )       Faction \_\_\_\_\_       Wayfinders

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Starfinder Society Scenario #01-03: Yesteryear's Truth © 2017, Paizo Inc.; Author: Jason Keeley.



# Starfinder Society Scenario #1-03: Yesteryear's Truth

Character Chronicle #

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

**This Chronicle sheet grants access to the following:**

**Automated Defenses (Starship Boon):** You defeated one of the orbital defense platforms orbiting the planet Elytrio. The platform contained several unique, albeit technologically outdated, innovations in starship design. The most promising adaptation of the technology is its ability to deter oncoming missiles using miniature automated drones. When you slot this starship boon, once per starship combat, a science officer can reduce the speed of a single tracking weapon fired at your starship by 50% for 1 round. Declare the use of this ability when the enemy weapon is fired but before its gunnery check is attempted. A science officer can spend a Resolve Point to activate this boon again in any subsequent round or encounter. A starship can only be improved by a single copy of this boon.

**Friend of the Ghibrani (Social Boon):** During your time on Elytrio, you had the opportunity to interact with the two subspecies of the resident ghibrani race: the husks and the membranes. Depending on your interactions, you befriended one or more of these subspecies. This boon might have repercussions in future scenarios, which you will be told of prior to slotting your boons. Your GM will cross out the entry for any subspecies you failed to befriend during this scenario.

Husk Ghibranis

Membrane Ghibranis

**Ghibran Linguist (Slotless Boon):** So long as you possess this boon, all of your Starfinder Society Roleplaying Guild characters have access to the Ghibran language and can select it any time they would learn a new language.

### HUCHKET RIFLE

A huchket rifle is a 3rd-level, projectile longarm ranged weapon that deals 1d10 piercing damage and has the wound critical hit effect. It has a range of 80 feet and holds 6 rounds. It has the analog special property and 1 bulk, and it costs 1,400 credits.

### MEMBRANE HOLDOUT PISTOL

A membrane holdout pistol is a 3rd-level, laser small-arm ranged weapon that deals 1d6 fire damage and has the burn 1d6 critical hit effect. It has a range of 80 feet and holds 20 charges. It has L bulk and costs 1,250 credits.

<b>MAX CREDITS</b>	SUBTIER	<input type="checkbox"/> Normal
	1-2	741
	SUBTIER	<input type="checkbox"/> Normal
	Out of Subtier	1,111
<b>EXPERIENCE</b>	SUBTIER	<input type="checkbox"/> Normal
	3-4	1,480
	SUBTIER	<input type="checkbox"/> Normal
	-	-
<b>FAME</b>	Starting XP	
	+	<small>GM's Initials</small>
	XP Gained (GM ONLY)	
	=	
	Final XP Total	
<b>CREDITS</b>	Initial Fame	
	+	<small>GM's Initials</small>
	Fame Gained (GM ONLY)	
	-	
	Fame Spent	
Final Fame		
<b>CREDITS</b>	Starting Credits	
	+	<small>GM's Initials</small>
	Credits Garnered (GM ONLY)	
	+	<small>GM's Initials</small>
	Day Job (GM ONLY)	
Credits Spent		
=		
Total		

All Subtiers	Subtier 3-4
casual stationwear (1,300; item level 3)	amulet of camouflage (1,400; item level 3)
ember flame doshko (750; item level 2)	flash grenade II (1,350; item level 6; limit 2)
huchket rifle (1,400; item level 3)	mk 2 serum of healing (425; item level 5; limit 2)
membrane holdout pistol (1,250; item level 3)	red star plasma doshko (4,650; item level 6)
mk 1 mindlink circuit (1,600; item level 2)	
mk 1 serum of healing (50; item level 1)	
shock grenade II (650; item level 4; limit 2)	

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

**For GM Only**

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