STARFINDER SOCIETY

Ashes of Discovery

BY JOHN LAFFAN AND CRYSTAL MALARSKY

HOW TO PLAY

Starfinder Society Scenario #1–12: Ashes of Discovery 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 **StarfinderSociety.club**.

Table of Contents

GM Resources

Ashes of Discovery makes use of the *Starfinder Core Rulebook* and *Starfinder Alien Archive*. This adventure assumes the GM has access to these sourcebooks. All rules referenced in this adventure are available in the free online Starfinder Reference Document at **paizo.com/sfrd**, and the relevant rules from the *Alien Archive* volumes are reprinted at the back of the adventure for the GM's convenience.

Scenario Tags

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

☑ **REPEATABLE**　　　　☑ **STARSHIP**

ASHES OF DISCOVERY

BY JOHN LAFFAN AND CRYSTAL MALARSKY

The Starfinder Society has always engaged in a variety of missions that take field agents beyond the confines of the Pact Worlds. In recent years, the Society's ability to partake in such missions has dwindled due to reduced assets and numbers. Thanks to the recent achievements of the latest generation of Starfinders, the Society has positioned itself to authorize the next wave of missions to various unexplored worlds, sending Starfinder agents across the galaxy. Each group of Starfinders follows up on reports filed by other field agents, in a self-perpetuating cycle to create a more complete map of the known galaxy.

For their protection, new Starfinders are often assigned to missions in and around the Society's headquarters on Absalom Station. Due to recent events and the constantly changing numbers of field agents on Absalom Station, recruits are now being authorized to command newly built starships and explore planetary systems closer to the Pact Worlds. While there are millions of stars in the Vast ripe for exploration, the Society makes a point of routinely exploring the unexplored systems in Near Space.

In the last week, another one of the Pact Worlds' major organizations uncovered records about a staging outpost it abandoned centuries ago in Near Space. The organization deemed the outpost as a low-priority endeavor, mostly due to its abandonment and relative lack of impact on the organization's modern enterprises. The organization has offered the Starfinder Society a contract to explore and secure the site, based on the Starfinders' excellent track record in recent months. The organization has authorized the Society to take any items or copies of data found at the abandoned staging area in exchange for providing the organization with any data they uncover.

The outpost has been left relatively untouched in the time since the owning organization abandoned it. Unknown to the organization and the Society, in the past decade, an exile from the local native life-forms found the outpost and converted it into a personal lair. To further complicate matters, a monstrous space-dwelling creature known as a Besmaran whelp has claimed the orbital region of the abandoned colony as its hunting grounds. With multiple threats abound, it's up to the PCs to reclaim this outpost.

ADVENTURE SUMMARY

The PCs receive their assignment from Guidance, an amalgam of uploaded Starfinder consciousnesses and a common first contact

Where in the Universe?

Ashes of Discovery takes place on a planet in Near Space. An outpost was established here during the colonization rush that followed the advent of Drift travel. Outsiders have paid little heed to the planet, and as a result the world is identified by a basic numbering system: Colony-753. If you're running this scenario for players who've already played it on a different character, feel free to rename the colony to a different randomly determined number.

Use Table 1 and Table 2 on page 19 to fill in the specific information about the planet. Feel free to add descriptive elements to the planet that are in line with the randomized results. Predetermine the planet before the start of the game so you can familiarize yourself with any special rules in the *Starfinder Core Rulebook*.

for new field agents. The PCs' assignment is a mission to a world in Near Space with limited information, save that there's an abandoned outpost that the hiring organization wants investigated. Guidance offers advice on the choice of starship and an overview of the situation, including the potential for encounter native life-forms on the planet. The PCs then choose their starship before taking off into the Drift.

After a short trip in the Drift, the PCs arrive at the planet. A space monster known as a Besmaran whelp attacks the PCs' starship almost immediately. The monster has a randomized set of abilities and is hungry to devour the PCs' starship. After the PCs defeat the whelp, they can land near the site of the outpost. Extreme weather conditions on the planet prevent landing next to the site, but the PCs can touch down close enough to make a short land journey to the abandoned outpost.

Landing outside of the worst of the weather phenomena, the PCs meet a group of native creatures. These local life-forms are mostly friendly and have a set of randomized traits, making each encounter with this species a unique experience for players. The PCs can engage in a first contact with the locals, which

Colony-753

Site of an Abandoned Outpost
Diameter ×2/3; **Mass** ×2/3
Gravity Variable
Location Near Space
Atmosphere Variable
Day 1 day; **Year** 1 year
Special This has variable elements determined by rolling on Table 1 and Table 2 on page 19.

Prerolling the Scenario

This scenario involves several randomized elements intended to enhance the repeatable nature of the adventure. Some results can be dependent on others or involve some additional planning on your part. It is recommended that you roll on the randomized tables prior to running the scenario, rather than doing so during the adventure. Feel free to consider the makeup of the PCs' group and make changes accordingly; for example, a ysoki-heavy group might enjoy natives who are followers of Lau Shu Po. As this is a repeatable scenario, each running of this scenario should feel unique and let players feel that they are the ideal candidates for this assignment.

The randomized tables are found in **Appendix 1: Tables** beginning on page 19.

Colony-753

may be complicated by how these creatures view the death of the Besmaran whelp. The locals are excited about meeting with outsiders but concerned about potentially disturbing the exile in the outpost. They direct the PCs to the outpost while providing serious warnings.

As the PCs travel to the outpost, they encounter the same hostile environment that forced them to land their starship away from the area. They have a chance to rescue a native trapped in the storm, earning some extra equipment and information on the way. Once the PCs arrive at the outpost, the exile is waiting for them. The exile tries to use the remaining security defenses, and his own magical might, to defeat those he sees as intruding on his home. To reclaim the outpost, the PCs must persevere through these threats and eventually confront the exile in a climactic final combat.

GETTING STARTED

The adventure begins on Absalom Station at the Lorespire Complex, where the PCs receive their assignment from Guidance. Read or paraphrase the following.

A cluster of sleek black computers rests against the far wall of the meeting room. The Starfinder Society emblem at the center of the server cluster shines and begins projecting a stream of holographic light. The light takes the form of humanoid figure bereft of any definition, standing at the end of the meeting table closest to the servers.

"Greetings, I am Guidance. I have a new assignment for you. Please observe."

The projection gestures a flicking hand to its side, and a stream of data detailing an outpost made of interconnected circular chambers scrolls beside it. "One of the Pact Worlds' most prestigious organizations recently discovered a dataset detailing the location of an outpost abandoned over two hundred years ago. The organization has requested that the Starfinder Society dispatch a team of agents to secure the site, along with any remaining equipment or data. Your team will travel to this outpost and retrieve as much information about it as possible. You should also salvage any relevant equipment, which the Society will take as part of its payment. If you have questions, now is the time to present them."

Guidance answers any questions the PCs ask. Below are some examples of those questions along with Guidance's responses.

What else do we know about the outpost? "It is a prefabricated modular outpost made by Veylen Enterprises. These outpost models used to be quite common. However, the presence of unfamiliar modifications is very possible."

What organization hired the Society for this mission? Guidance informs them of the specific organization rolled on Table 3 on page 19. Give additional information on any group mentioned in the *Core Rulebook*, if appropriate.

AbadarCorp: "AbadarCorp is the largest corporation in the Pact Worlds and has many subsidiaries underneath it. The outpost was one of many sponsored by AbadarCorp during the post-Drift colonization rush."

Church of Desna: "The Church of Desna has a history of encouraging travel and exploration in space. The outpost's location was near a holy site and intended as a waystation for travelers and faithful alike."

Hellknights of the Order of the Nail: "The Hellknights of

the Order of the Nail is a militant order that enforces law and regulations on civilized planets. The outpost was intended to be a monitoring station for the other colonies in the area."

Knights of Golarion: "The Knights of Golarion is a religious order that protects Pact World races. The outpost was intended to give them a monitoring station to guard the colonies established in the area."

Skyfire Legion: "The Skyfire Legion is a group of dragonriders who defend Triaxus and, to some extent, the rest the Pact Worlds as well. The outpost was a colony of ryphorians that served as an early-detection base for deep-space threats to the Pact Worlds."

Ulrikka Clanholdings: "Ulrikka Clanholdings is a large dwarven corporation. While not exclusively a mining company, Ulrikka Clanholdings turns their greatest profits from and directs their greatest focus toward their mines. This outpost was a sponsored prospecting site."

Veylen Enterprises: "Veylen Enterprises is a sizable corporation that came into prominence during the post-Drift colonization rush. Originally a tool and equipment manufacturer, Veylen Enterprises became famous for making inexpensive modular building designs, which are still used today by many colonists. This outpost was a sample showpiece for prospective colonists to view."

Xenowardens: "The Xenowardens are dedicated to preserving the natural environment of planets from colonization by outsiders. The outpost was intended to be a resource to other colonies in the area that needed help reducing the impact they had on local flora and fauna."

Why was the outpost abandoned? "The exact reason remains unknown—and part of the reason you're all needed to investigate the site. Records indicate the outpost confirmed its arrival and establishment with the hiring organization, but since then there have been limited communications. No reports or responses have been received in over two hundred years."

What dangers might we encounter? Guidance describes the basic environment such as the biome, gravity, and atmospheric concerns, as determined on Table 1 and Table 2 on page 19. Guidance then continues, "Beyond the environment of the planet, it is unknown what threats may exist at the outpost. You should prepare for many possibilities, such as pirates, large predators, hostile native cultures, or supernatural events."

Are there any sentient species on the planet? "There is limited data on the planet's inhabitants, if any. As always, endeavor for a peaceful first contact, and keep the reputation of the Starfinder Society and the Pact Worlds in mind."

How do we get there? Whether or not the PCs ask this, Guidance finishes the briefing discussing the starship options available to the PCs.

"For this assignment, you have been authorized use of a Drake or a Pegasus starship. Both starship frames can complete this assignment. Please consider the following advantages when making your decision: Drake frames have greater firepower, whereas Pegasus starships are equipped with advanced science labs and sensors. As always, to optimize the chances of completing the assignment, it is recommended that each Starfinder team choose a ship that covers any area of weakness. However, the final decision is based on your personal preference. Safe travels."

Have the players finalize their boon slots for this scenario. Once the players have agreed on a starship, continue on to the following encounter.
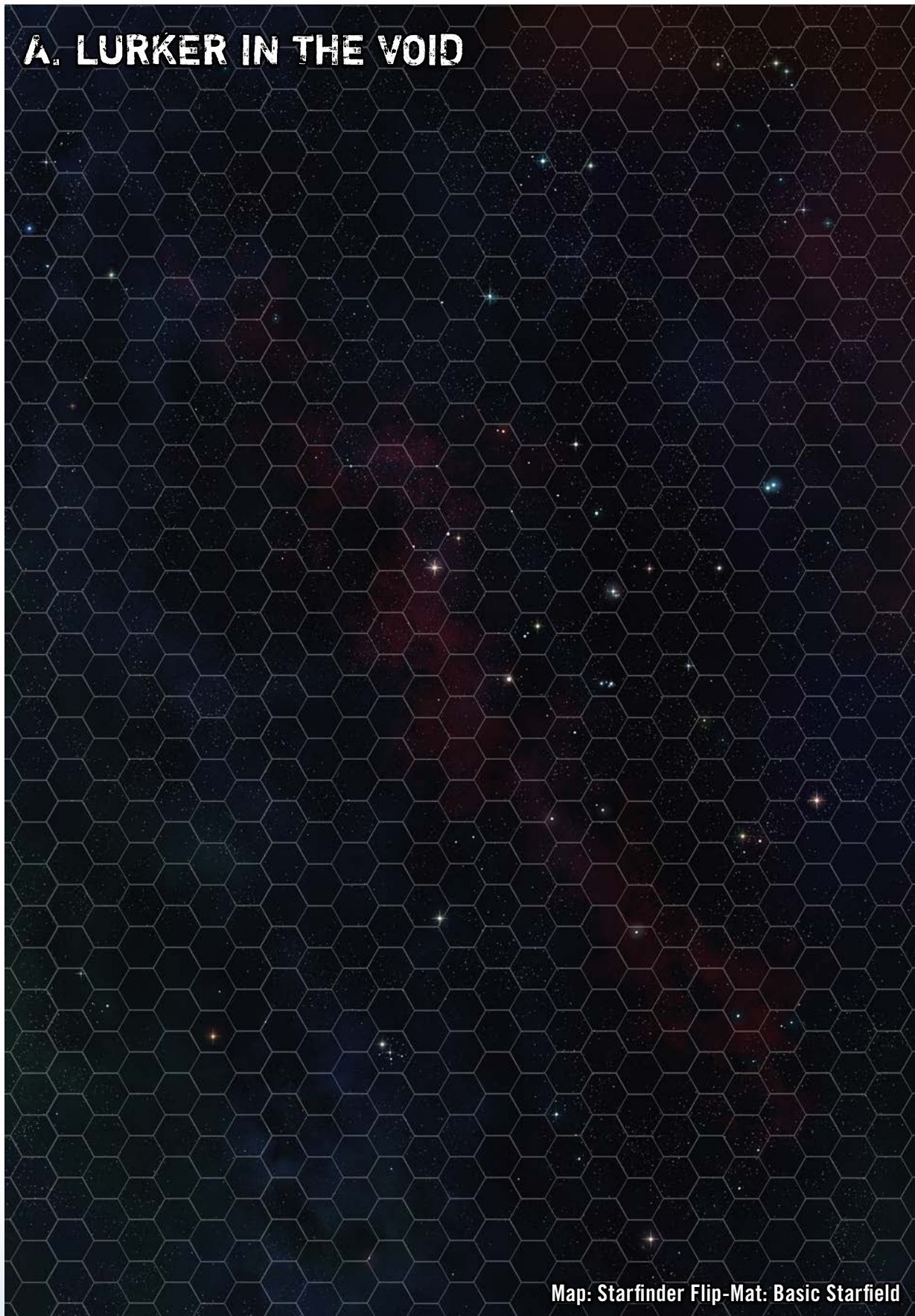
A. LURKER IN THE VOID

The PCs' journey to their destination takes 3d6 days of Drift travel. During this time, the PCs should choose their roles aboard their starship. Shortly after the PCs arrive in system, their ship's sensors pick up an unusual object coming directly toward them!

Guidance

A. LURKER IN THE VOID

Map: Starfinder Flip-Mat: Basic Starfield

As the destination planet appears on the starship's main viewscreen, alarms suddenly blare. A slender form emerges from the distant void, slithering from out of the planet's shadow. It moves directly toward the starship, as if drawn to it.

Prior to the start of starship combat against the incoming creature, a PC acting as the science officer who succeeds at a DC 16 Life Science check (DC 19 in Subtier 3–4) can identify the initial scans of the creature coming toward the ship as a spacer legend known as a Besmaran whelp. The name is a catchall title for a wildly diverse group of immense space-dwelling aliens, which scientists are still researching if they are one species or several. For the most part, Besmaran whelps have a long wormlike body, two appendages, and a narrowed tail, and they typically feed on energy—their favorite meal being the power cores of starships. Otherwise, they vary wildly in appearance. Use Tables 4, 5, and 6 on pages 19–20 to determine the exact traits of this particular Besmaran whelp; roll once for each section in the table and apply the effects to the stat block below. After determining the abilities of the creature, use the results to provide any further description to the PCs.

Starship Combat: Sensing a meal, the Besmaran whelp emerges from behind the planet and moves directly toward the ship. The Besmaran whelp begins 3d6+5 hexes away from the PCs' starship. Both starships begin with their forward arcs facing each other.

The Besmaran whelp prefers to move alongside the PCs' starship, maneuvering into the adjacent port or starboard hex and attacking with its claws. The whelp fights until reduced to 20 or fewer Hull Points, at which point it flees. If the PCs pursue it after this, the whelp fights to the death (which occurs when it's reduced to 0 or fewer Hull Points).

SUBTIER 1–2

BESMARAN WHELP   TIER 1

N Medium starship aberration
Speed 10; **Maneuverability** good (+1 Piloting, turn 2)
AC 13; **TL** 11
HP 55; **DT** —; **CT** 11
Attack (Forward) energy drain bite +3 (special)
Attack (Port) claws +3 (3d4)
Attack (Starboard) claws +3 (3d4)
Attack (Aft) tail slap +3 (2d4)
Skills Engineering +5, Piloting +10
Power Core Besmaran whelp heart (150 PCU);
   Drift Engine none; **Systems** mk 2 armor;
   Expansion Bays none
Other Abilities living starship, no breath, randomized traits (per Tables 4, 5, and 6 on pages 19–20)

Scaling Encounter A

Make these changes to accommodate a group of four PCs.
   Both Subtiers: The whelp is injured from a previous battle. Reduce its speed by 2, and it takes a –1 penalty to all attack rolls.

SPECIAL ABILITIES

Claws (Ex) A Besmaran whelp can use its clawed appendages to grab and attach to a starship. A Besmaran whelp can make a claw attack against an adjacent ship in its port or starboard firing arc. If the attack deals hull damage, the Besmaran whelp attaches itself to the ship (if performing a flyby attack, the whelp must end its movement in an adjacent hex to benefit from the attached effect). A ship the whelp attaches itself to can still move and takes no other negative effects, but when the ship moves, the whelp moves with it and remains adjacent in the same relative position. A pilot on a ship with an attached Besmaran whelp can shake the whelp off by succeeding at a DC 18 Piloting check before moving. Succeeding at this check negates the attached effect, so the whelp does not move with the ship

Besmaran Whelp

Describing the Natives

The First Contact encounter provides you an opportunity to have fun and further make the adventure your own. Feel free to embellish the description of the natives and add unique touches, such as green fur, muzzled faces, or eyestalks. However, all of these should be superficial and not change stats of the natives in any way other than what is listed on the tables.

when the ship moves. Failure causes the pilot's starship to take 1d4 damage on the arc where the Besmaran whelp is attached, in addition to the whelp still moving with the attached starship when the ship moves. The attached effect continues until the end of the following helm phase.

Energy Drain Bite (Ex) The "mouth" of a Besmaran whelp drains a ship of power. A Besmaran whelp can make an energy drain bite attack against an adjacent ship in its forward firing arc. If the attack hits, the ship is affected by an EMP effect.

Living Starship (Ex) A Besmaran whelp is a living creature, but it is so immense, it counts as a starship (and thus engages only in starship combat). Though it has no crew, it can still take engineer, gunner, and pilot actions (one each in the appropriate phases) using the skill bonuses listed above. Modifiers for its size, speed, and maneuverability have already been factored into its statistics. It has 1 rank in Engineering and Piloting and a base attack bonus of +1. Use the following table to determine the effects when a Besmaran whelp takes critical damage. The Besmaran whelp's brain doesn't take critical damage conditions.

d%	System	Effect
1–30	Weapons array	Randomly determine one arc containing weapons; condition applies to all gunner actions using weapons in that arc
31–60	Propulsion	Condition applies to all pilot actions
61–90	Heart	Condition applies to all engineer actions, except when patching or repairing the heart.
91–100	Brain	During the next round, each of the Besmaran whelp's attempted actions has a 25% chance of failure

Randomized Traits (Ex) Roll on Tables 4, 5, and 6 on pages 19–20 to determine a defensive, offensive, and special ability for this specific breed of Besmaran whelp. The whelp

uses the same attack bonus as its other weapons for any new weapons generated by these random elements.

Tail Slap (Ex) A Besmaran whelp can whip its narrow tail at a ship. A Besmaran whelp can make a tail slap attack against a ship in an adjacent hex in its aft firing arc.

SUBTIER 3–4

BESMARAN WHELP   TIER 3

N Medium starship aberration
Speed 12; **Maneuverability** good (+3 Piloting, turn 2)
AC 15; **TL** 12
HP 65; **DT** —; **CT** 13
Attack (Forward) energy drain bite +5 (special)
Attack (Port) claws +5 (4d4)
Attack (Starboard) claws +5 (4d4)
Attack (Aft) tail slap +5 (3d4)
Skills Engineering +8, Piloting +13
Power Core Besmaran whelp heart (175 PCU); **Drift Engine** none; **Systems** mk 3 armor; **Expansion Bays** none
Other Abilities living starship, no breath, randomized traits (per Tables 4, 5, and 6 on pages 19–20)

SPECIAL ABILITIES

Claws (Ex) A Besmaran whelp can use its clawed appendages to grab and attach to a starship. A Besmaran whelp can make a claw attack against an adjacent ship in its port or starboard firing arc. If the attack deals hull damage, the Besmaran whelp attaches itself to the ship (if performing a flyby attack, the whelp must end its movement in an adjacent hex to benefit from the attached effect). A ship the whelp attaches itself to can still move and takes no other negative effects, but when the ship moves, the whelp moves with it and remains adjacent in the same relative position. A pilot on a ship with an attached Besmaran whelp can shake the whelp off by succeeding at a DC 20 Piloting check before moving. Succeeding at this check negates the attached effect, so the whelp does not move with the ship when the ship moves. Failure causes the pilot's starship to take 2d4 damage on the arc where the Besmaran whelp is attached, in addition to the whelp still moving with the attached starship when the ship moves. The attached effect continues until the end of the following helm phase.

Energy Drain Bite (Ex) The "mouth" of a Besmaran whelp drains a ship of power. A Besmaran whelp can make an energy drain bite attack against an adjacent ship in its forward firing arc. If the attack hits, the ship is affected by an EMP effect.

Living Starship (Ex) A Besmaran whelp is a living creature, but it is so immense, it counts as a starship (and thus engages only in starship combat). Though it has no crew, it can still take engineer, gunner, and pilot actions (one each in the appropriate phases) using the skill bonuses listed above. Modifiers for its size, speed, and maneuverability have

already been factored into its statistics. It has 2 ranks in Engineering and Piloting and a base attack bonus of +2. Use the following table to determine the effects when a Besmaran whelp takes critical damage. The Besmaran whelp's brain doesn't take critical damage conditions.

d%	System	Effect
1–30	Weapons array	Randomly determine one arc containing weapons; condition applies to all gunner action using weapons in that arc
31–60	Propulsion	Condition applies to all pilot actions
61–90	Heart	Condition applies to all engineer actions, except when patching or repairing the heart
91–100	Brain	During the next round, each of the Besmaran whelp's attempted actions has a 25% chance of failure

Randomized Traits (Ex) Roll on Tables 4, 5, and 6 on pages 19–20 to determine a defensive, offensive, and special ability for this specific breed of Besmaran whelp. The whelp uses the same attack bonus as its other weapons for any new weapons generated by these random elements.

Tail Slap (Ex) A Besmaran whelp can whip its narrow tail at a ship. A Besmaran whelp can make a tail slap attack against an adjacent ship in its aft firing arc.

Development: If the PCs drive off or kill the Besmaran whelp, they are free to continue to the planet. If the PCs' starship is brought to 0 Hull Points, the whelp feeds on it for several minutes but no longer attacks the hull with its claws. After the creature has finished feeding, it heads away from the planet to rest. Emergency power keeps the PCs alive, and after a few hours they can restore enough power to make it to the planet, though the Besmaran whelp escapes into the void.

If the PCs drive off or kill the Besmaran whelp, they earn the Star Monster Slayer boon on their Chronicle sheets.

Rewards: If the Besmaran whelp defeats the PCs, reduce each PC's credits earned by the following amount, due to repairs.

Subtier 1–2: Reduce each PC's credits earned by 175.

Out of Subtier: Reduce each PC's credits earned by 287.

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

FIRST CONTACT

As the PCs approach the planet in their starship, they notice a dangerous storm that interferes with their ship's sensors. The storm's erratic movements and intensity make it too dangerous to land inside. The exact nature of the storm is based on the planet's biome (see Table 3 on page 19 for more information on the storm). To continue with their mission, the PCs must land several miles away and approach the site on foot.

Meeting the Locals: After landing, the PCs can make their way to the coordinates provided for the abandoned outpost. As they travel toward the outpost, they come across a small village of the planet's inhabitants. This species is humanoid, with random physical and cultural traits determined using Table 7 and Table 8 on pages 20–21. The village is small, with just under 40 basic structures appropriate to the native terrain. The locals' technological level is below the norm in the Pact Worlds, but they do have some projectile weapons and basic gas-powered vehicles.

As the PCs pass by the village, two precocious adolescents approach. They, like the other locals, are curious about the arrival of outsiders. The adolescents try to communicate with the PCs, but they know only their own language, so the adolescents try to communicate via hand gestures and other nonverbal clues. A PC who succeeds at a DC 12 Sense Motive check (DC 15 in Subtier 3–4) can determine that the natives are asking questions such as "Who are you?" and "How did you get here?" and "Do you know what happened to the space creature?" If the PCs have technological or magical ways to help them communicate, they can use those, but if not, the PCs must rely on nonverbal communication. A PC who succeeds at a DC 15 Culture check (DC 18 in Subtier 3–4) while making suitable gestures can convey simple ideas, such as their names and they arrived on a spaceship, though minor misunderstandings might occur if the PCs fail this check. Failing this check by 5 or more causes the locals to distrust the PCs, seeing them as hostile and ushering them to leave.

Visitors in a New Land: Assuming the PCs successfully communicate who they are, the inhabitants welcome them to the settlement. At this point, other locals want to see the PCs and ask them questions. The local are most curious about the great space battle in the sky and the death of the Besmaran whelp. Use Table 9 on page 21 to determine how the natives view the whelp and how they react to the PCs if communication is established and the story relayed. The locals might praise the PCs or be dismayed, but they don't get violent or aggressive unless the PCs act in a hostile manner.

Depending on the cultural trait of the natives, some races or classes may be of interest to the locals. This is listed on Table 8 on page 21. PCs of any race, class, or other description listed under the interaction bonuses gain a +2 bonus to Bluff or Diplomacy checks made to interact with the natives, as well as checks with the alternate skill that the PCs can use to interact with the natives as determined on Table 8 on page 21. This is a chance for those PCs to be an object of obsession to the natives, so if you roll a result that doesn't fit anyone in the party, consider rerolling or choosing a more appropriate cultural trait.

The exile who's taken up residence in the lost outpost is a taboo subject for the natives, and they won't talk about the exile or the outpost unless the PCs succeed at a sufficient number of DC 15 Bluff or Diplomacy checks (DC 18 in Subtier 3–4); see Development on page 10 for details. In addition, each cultural trait on Table 8 on page 21 gives an alternative skill that the PCs could use to impress and befriend the natives. These alternative skills should be invitations to participate, such as a challenge to a race or an offer to join in a song.

Optional Encounter

The encounter in area **B2** is an optional encounter. If the players have less than 120 minutes left to finish the scenario, assume the lost native left abandoned their quest and left their equipment behind.

Creatures: If necessary, use the statistics for the lost native in area **B2** (see page 12) to represent any natives in the village, should the PCs initiate combat.

Infamy: If the PCs initiate combat with the locals, it is considered an evil action. The inhabitants of the village do not wish to engage in combat and never try to do so without first being attacked. Any PC who attacks a native gains 1 Infamy.

Development: The number of successes the PCs get on Bluff, Diplomacy or the randomly determined alternative skill checks determines how forthcoming the natives are. If a PC fails a check by 5 or more, then that PC cannot attempt any more checks using the same skill.

1 Success—The locals allow the PCs to stay in the village, but they avoid discussing the outpost and the exile.

2 Successes—The local warn the PCs about the "haunted" outpost, which shoots fire at those that approach. There should be enough clues, even in mistranslations, that clever PCs realize the outpost is simply more technologically advanced than the village. The locals plead with the PCs to not go near the site.

3 Successes—The locals warn the PCs about the exile and the forbidden magic the exile uses. These descriptions can give clues to that the exile has magical powers, and likely a mystical connection. The rationale on Table 9 on page 21 informs the local opinion of the exile and why the exile was originally banished from the village. The villagers plead with the PCs not to antagonize the exile, but they still provide information on the location of the outpost.

4+ Successes—The locals give the exact details of the outpost's location along with all the previous information. They warn the PCs of the dangers, but no one protests them going to the site. They also inform the PCs about the member of their settlement who went off in search of the exile, who can now be found in area **B2**. If the PCs have this information, they gain a +4 bonus to skill checks when interacting with the local in area **B2**. If the optional encounter is skipped, instead, the PCs don't need to make a skill check to find the local's belongings in area **B2.**

If the PCs fail to impress the natives and don't achieve at least three successes, the natives avoid the subject of the outpost, so the PCs must search for it on their own. While the PCs know the general direction, the extra searching causes them to be caught in the storm for 2 additional hours before reaching the gorge in area **B.**

B. THE STORM

After the PCs depart the village, they eventually encounter the edge of the storm that forced them to land away from the outpost. It takes 3 hours of travel from the village to reach the outpost. PCs attempting to wait out the storm find that it is stationary—clearly some kind of ongoing phenomena that cannot be waited out. The closer the PCs get to the outpost, the stronger the effects of the storm become.

Hazard: For each hour after the first the PCs travel in the storm, they must succeed at a DC 10 Fortitude save (DC 12 in Subtier 3–4) or suffer the effects of the storm. The storm has strong winds (*Starfinder Core Rulebook* 400). The other specifics of the storm are given on Table 3 on page 19; failing at a Fortitude save results in the PC taking 1d4 damage (1d6 in Subtier 3–4) of the type listed on Table 3 on page 19. Some storms are more natural while others are magical in nature; be sure to alter your descriptions to make the storm fit the specific traits of the world the PCs are on.

Following their 3-hour trek, the PCs reach a notable gorge that leads to the outpost.

B1. The Crossing

Dilapidated circular buildings dot the landscape. A tumultuous storm rages all around, strong and fierce, without any sign of slowing down. A crumbling stone bridge crosses a broad gorge, offering a pathway directly into the heart of the turmoil.

The PCs arrive at the remains of a circular structure, with a partly broken stone bridge that crosses a deep gorge. The constant battering of the storm devastated the buildings, reducing them to little more than ruins. The bridge is severely damaged and is in danger of collapsing. To cross the bridge, PCs must succeed at a DC 10 Acrobatics check (DC 12 in Subtier 3–4) to maintain balance. Falling prone results in falling from the bridge into the chasm 20 feet below (30 feet in Subtier 3–4). The walls of the chasm are rough and pitted from the storm, making climbing out uncomplicated and requiring a PC to succeed at a DC 12 Athletics check (DC 15 in Subtier 3–4). Industrious PCs with the appropriate equipment (such as cable lines or grapplers) can attempt a DC 10 Engineering check (DC 12 in Subtier 3–4) to temporarily stabilize the bridge, granting a +2 bonus to checks made to cross it. The outpost is to the southwest, and once the PCs leave the map via that corner, they enter the eye of the storm and can see their goal.

Hazard: The tempest is at its strongest here, near the eye of the storm. Every round, creatures in the area must succeed at a DC 10 Fortitude save (DC 12 in Subtier 3–4) or take 1 point of damage (1d3 in Subtier 3–4) of the type listed on Table 3 on page 19. Moving cautiously at half speed grants a +2 bonus to saves made to resist the storm. Creatures in the circular building areas receive a +5 bonus to the Fortitude save due to the shelter the blasted walls provide. The red-reef structures on the map should be substituted with appropriate plant life and count as difficult terrain.

B. THE STORM

B1

N

B2

1 square = 5 feet

Pathfinder Flip-Mat: Sunken City

This hazard lasts for 5 rounds, after which the storm dies down enough for the PCs to continue traveling without round-by-round effects (though the hazard listed in the area **B** description remains in effect.)

B2. Just In Time

A body lies still inside the remains of this decaying structure. Rubble pins the body's feet to the ground. A hoarse sob resounds from the figure as the storm launches a piece of stone into its side. It twitches before going still once more, the rise and fall of its torso growing shallow with each breath.

Creatures: An explorer from the village lies trapped within the ruins of the southwestern structure. They are badly injured by the storm, and their leg is caught under a collapsed piece of the building. Trapped here for 3 days, the explorer has run out of food and water. Safely freeing the native from the debris requires a PC to succeed at a DC 13 Engineering or Medicine check (DC 15 in Subtier 3–4). Failure by 5 or more causes the native to take 1d4 damage and remain stuck.

LOST NATIVE   **CR 1/2**

CG Medium humanoid
Init +3; **Perception** +4
DEFENSE   **HP** 12 (CURRENTLY 4)
EAC 10; **KAC** 11
Fort +0; **Ref** +3; **Will** +3
OFFENSE
Speed 30 ft.
Melee survival knife +3 (1d4+1 S)
Ranged bow +4 (1d6 P)
STATISTICS
Str +1; **Dex** +3; **Con** +0; **Int** +1; **Wis** +0; **Cha** +0

Skills Acrobatics +9, Diplomacy +4, Perception +4, Stealth +9, Survival +9
Languages natives' language
Other Abilities randomized traits (per Table 7 and Table 8 on pages 20–21)
SPECIAL ABILITIES
Randomized Traits (Ex) See Table 7 and Table 8 on pages 20–21 for information on generating unique traits for this NPC.

Development: The lost native was exploring the area, hoping to learn more about the exile. The storm overcame the explorer, and they now wish to go home and not tempt fate any further. If freed and healed, the explorer attempts to return home by themself. If not healed, the lost native asks for one more favor: an escort through the worst of the storm, back to the northeast corner of the map.

Treasure: Grateful for any help, the explorer gives the PCs a *trailblazer* fusion seal (4th) and *mk 1 ring of resistance*. Along with these items, the native also provides a stash of gems worth 750 credits (1,600 credits in Subtier 3–4). If you skip this encounter, a PC who succeeds at a DC 13 Perception check (DC 15 in Subtier 3–4) discovers a satchel with this equipment in the same location.

Rewards: If the PCs fail to rescue the lost native or never find the equipment, reduce each PC's credits earned as followings.
Subtier 1–2: Reduce each PC's credits earned by 156.
Out of Subtier: Reduce each PC's credits earned by 227.
Subtier 3–4: Reduce each PC's credits earned by 298.

C. THE ABANDONED OUTPOST

The exile lairs in the abandoned outpost that once belonged to the hiring organization from the start of the adventure. The ceilings of the circular structures are 20 feet high, while the connecting corridors' ceilings are 15 feet high. The rooms and corridors are prefabricated structures built using a sturdy plastic material.

Each room and corridor has a security camera in the center of the ceiling and is wired with an intercom system, which connect to the security center (area **C4**) and the command center (area **C7**). Although the outpost was abandoned centuries ago, the security system still mostly works—the exile rudimentarily maintains these systems. Throughout the PCs' exploration inside the outpost, if the exile notices them, they use the intercom to taunt and berate the PCs. Unlike the villagers, the exile learned some Common from the outpost's computer. As a result, they can verbally communicate with the PCs. Feel free to improvise this dialogue at your discretion, especially based on the traits of the native species.

C1. Entrance Chamber (CR 1 or CR 3)

Debris litters the floor of this otherwise empty chamber. The floor paneling has been ripped up in several areas, revealing the same ground as the exterior. The door to the west sits halfway open, leading outside. The doors to the north and south remain securely closed.

C. THE ABANDONED OUTPOST

C2

C8

C7

C1

C9

C5

C6

C3

C4
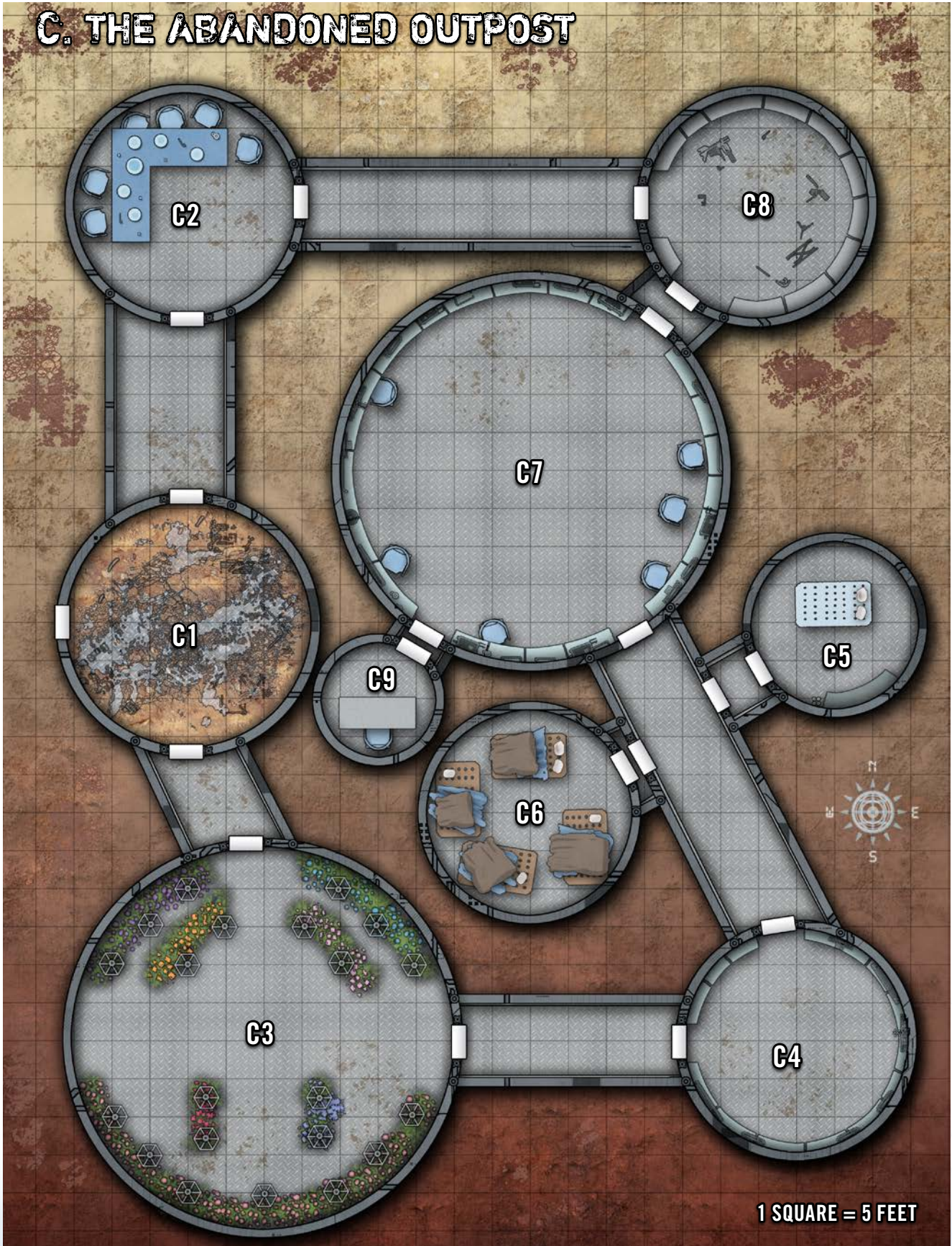
1 SQUARE = 5 FEET

Scaling Encounter C2

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

Both Subtiers: The security entities are in a state of disrepair and take a –2 penalty to attack rolls, damage rolls, saving throws, and skill checks.

There are three heavy blast doors inside this chamber: a broken door to west leading outside, a locked door to north (leading to area **C2**) and a door to the south (leading to area **C3**). A PC who succeeds at a DC 15 Engineering check (DC 18 in Subtier 3–4) can override the security panels and unlock the door. A PC who succeeds at a DC 12 Perception check (DC 15 in Subtier 3–4) notices a camera at top of ceiling.

Trap: The entrance chamber is equipped with standard security in the form of a laser hidden in the eastern wall. This trap activates 1d4+1 rounds after the PCs enter the room and begin exploring. The activation also alerts the exile to the PCs' presence in the outpost.

SUBTIER 1–2 (CR 1)

VEYLEN LASER SECURITY TRAP	CR 1

Type technological; **Perception** DC 21; **Disable** Engineering DC 15 (disable motion sensors)
Trigger location; **Reset** 1 minute
Effect laser +11 ranged (3d6 F)

SUBTIER 3–4 (CR 3)

DELUXE VEYLEN LASER SECURITY TRAP	CR 3

Type technological; **Perception** DC 24; **Disable** Engineering DC 19 (disable motion sensors)
Trigger location; **Reset** 1 minute
Effect laser +13 ranged (6d6 F)

Development: Claxons go off immediately after the laser trap activates, alerting the exile of the PCs' arrival. The exile uses the security cameras to monitor the PCs' progress and directs the security (see area **C2**) to intercept them–they remotely unlock the doors to area **C2** to accomplish this.

If the PCs manage to successfully disable the trap and avoid triggering the claxons, they still have to contend with the security cameras in the chamber. For every minute the PCs spend in this room, the exile (in area **C7**) attempts a DC 15 Perception check to notice the PCs on the security cameras.

When the exile notices the PCs, read or paraphrase the following; feel free to adjust the text based on any of the randomized elements in the adventure.

Static crackles as an intercom pops to life. A voice reverberates from the walls. "So, it seems I have some unwelcome guests intruding upon my solitude. Leave now, or you will regret ever venturing farther. This is my first and final warning, trespassers."

C2. MESS HALL (CR 1 OR CR 3)

An L-shaped plastic table and accompanying chairs are haphazardly shoved in the northwest area of this circular space. Doors exit to the south and east of this otherwise empty chamber.

This mess hall is mostly abandoned and rarely used, with randomly placed tables and chairs pushed against walls or carelessly overturned.

Creatures: A patrol of outpost security entities can be found in this chamber. These entities are randomly created using a method based on the summoning rules found on page 146 of the *Starfinder Alien Archive*. These entities use the base elemental statistics (*Alien Archive* 46) and are further modified using summoning grafts based on the results of rolling on Table 3 on page 19.

Once the exile realizes there are intruders, they direct this security force to intercept the PCs wherever they are in the outpost. If the exile remains unaware of the PCs, the patrol is instead found in this chamber, responding immediately to any intrusion by attacking.

SUBTIER 1–2 (CR 1)

OUTPOST SECURITY (2)	CR 1/3

N Tiny outsider
Init +1; **Senses** darkvision 60 ft.; **Perception** +3

DEFENSE	HP 6 EACH

EAC 11; **KAC** 12
Fort +3; **Ref** +1; **Will** +0
Immunities elemental immunities

OFFENSE
Speed 20 ft.
Melee slam +5 (1d6+3 B)

TACTICS
During Combat The exile ordered the security entities to attack intruders on sight without giving a warning. They target opponents with noticeably powerful weaponry (such as heavy weapons or longarms) first. If multiple opponents seem equally dangerous, they divide their attacks between such opponents.
Morale The outpost security entities fight to the death.

STATISTICS
Str +3; **Dex** +1; **Con** +0; **Int** –3; **Wis** +0; **Cha** +0
Skills Acrobatics +3, Athletics +3

SPECIAL ABILITIES
Summoning Graft (Ex) Add a summoning graft to the above template per the rules for summoning on page 146 of the

Alien Archive. The appropriate summoning graft is listed on Table 3 on page 19 and is linked to the hiring organization. This security represents the summoned or programmed security the organization would have employed.

SUBTIER 3–4 (CR 3)

OUTPOST SECURITY (2)	CR 1

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

DEFENSE	HP 20 EACH

EAC 12; **KAC** 13
Fort +5; **Ref** +3; **Will** +1
Immunities elemental immunities

OFFENSE

Speed 20 ft.
Melee slam +9 (1d6+5 B)

TACTICS

Use the tactics from Subtier 1–2.

STATISTICS

Str +4; **Dex** +2; **Con** +1; **Int** −3; **Wis** +0; **Cha** +0
Skills Acrobatics +5, Athletics +5

SPECIAL ABILITIES

Summoning Graft (Ex) Add a summoning graft to the above template per the rules for summoning on page 146 of the *Alien Archive*. The appropriate summoning graft is listed on Table 3 on page 19 and is linked to the hiring organization. This security represents the summoned or programmed security the organization would have employed.

Development: If the PCs defeat the outpost security, the exile hesitates to send reserve units in area **C7** to further counter them. The exile continues to berate the PCs but also tries intimidating them into leaving, with phrases such as "That was just a small fraction of my forces" or "You can't fathom the power of this technology bolstered by my magic!" You can use this opportunity to have the exile indicate its motivation and relationship with the Besmaran whelp.

If the PCs fail, the security brings them to the exile, who deals with them as detailed in the Development section of area **C7** on page 17.

C3. Hydroponics

Rows of greenery line the southern and northern spaces of this fifty-foot-wide circular chamber. Curved plastic walls lead up to a transparent ceiling, partially obscured by chunks of random debris atop it but still clear enough to admit sunlight. Doors exit the area to the north and east.

The exile uses this area to maintain an ongoing supply of food. The fruits and vegetables grown here provided nourishment for the former colonists, and the exile has taken to consuming them on a regular basis. You are encouraged to provide unique descriptions for the plants found in this chamber based on the randomly determined hiring organization.

Both doors that lead out of this chamber are closed but unlocked.

Special: If the PCs triggered the trap in area **C1** and immediately entered this room, it's likely the exile orders the security in area **C2** into this area to pursue.

C4. Security Center

Panels of electronics wrap around this thirty-foot-wide circular room. The steady hum of energized computers gently drones, while lights rhythmically flash on and off. Monitor screens display live images of various rooms throughout the outpost. Door exit to the west and north.

This is the security center for the outpost. Displays feed the video from the outpost's cameras into this room. The controls are an older form of hybrid technology and magical defenses; the hybridization was intended to allow easier access to the chamber for colonists that were proficient in one or the other.

The terminals in this chamber have the command authorization to program the magical or technological security forces in area **C2**. A PC who spends 5 minutes at one of the terminals and succeeds at a DC 15 Computers or Mysticism check (DC 18 in Subtier 3–4) can deactivate the outpost security in area **C2**, preventing them from reinforcing the exile. The PCs cannot control the security in area **C7** from these terminals, so they can't make those entities stand down before the PCs confront the exile.

Development: The PCs might get their first glimpse of the exile here on one of the video screens and can use the cameras to see the video feed of the other rooms. The exile destroys the camera in area **C7** if they realize the PCs can see the video feed from that room. The PCs can gain control of the cameras in areas **C3**, **C4**, **C5**, **C6**, and **C8** by succeeding at a DC 12 Computers or Mysticism check (DC 14 in Subtier 3–4), allowing them to turn those cameras on or off. The controls for the other cameras are damaged. An outpost-wide intercom can also be used in this room.

C5. Medical Center

A medical bed stands in the center of this room. A plastic shelving unit that curves around the southern wall of the circular chamber contains an assortment of vials and random tools. The only exit is a door to the southwest.

This room served as the medical center for the colonists. Although it is in some disrepair, it is still functional and can be used as an immovable medical lab.

The exile has used most of the supplies over the years, but some valuable medical equipment remains.

Treasure: The shelving unit in this chamber contains four *mk 1 serums of healing*, two basic medkits, and four medpatches;

Scaling Encounter C7

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

Both Subtiers: Remove one of the outpost security from the encounter.

in Subtier 3–4, the shelving unit instead contains two doses of sprayflesh and an advanced medkit. A locked cabinet near the bottom shelf contains an advanced medkit, a *spell gem of remove condition*, and a *spell gem of lesser restoration*; in Subtier 3–4, the locked cabinet contains two *spell gems of remove affliction*, a *spell gem of remove condition* and a *spell gem of lesser restoration*. A PC can open this locked cabinet by succeeding at a DC 16 Engineering check (DC 19 in Subtier 3–4).

Rewards: If the PCs fail to uncover the medical equipment in this room, reduce each PC's credits by the following amount.

Subtier 1–2: Reduce each PC's credits earned by 70.

Out of Subtier: Reduce each PC's credits earned by 96.

Subtier 3–4: Reduce each PC's credits earned by 121.

C6. Barracks

This was the sleeping quarters of the former colonists. Now rarely used by the exile, the room is mostly empty except for some bunk-bed units and remnants of personal items from the original residents.

C7. Command Center (CR 3 or CR 5)

This immense circular room is bare, except for several computer screens and databanks that line the inner walls. Chairs jut out from some of these computerized desks, while doors exit to the northeast, southeast, and southwest.

This spacious area served as the command and control center for the outpost. Several of the computers have short circuited or broken down due to random events, but about half of the terminals are still functioning. The exile has mastered the use of the surviving systems and is able to perform most control functions for the facility from this chamber.

Creatures: The exile from the local settlement waits in this chamber. They watch the monitors and brood over thoughts of revenge against the trespassing PCs for their recent intrusion. When the exile sees a PC approach the door to this room, they prepare for an all-out assault, ordering the security forces to mobilize and assist in combat. The exile projects many of its complaints onto the PCs and criticizes the Starfinders for the many imagined slights against them. The exile has equipped themself with armor and weapons they found in area **C8**.

SUBTIER 1–2 (CR 3)

THE EXILE   CR 1

NE Medium humanoid

Init +2; **Perception** +5

DEFENSE   **HP** 16 **RP** 4

EAC 10; **KAC** 11

Fort +1; **Ref** +3; **Will** +4

OFFENSE

Speed 30 ft.,

Melee survival knife +3 (1d4 S)

Ranged azimuth laser pistol +4 (1d4+1 F; critical burn 1d4)

Offensive Abilities inexplicable commands

Mystic Spells Known (CL 1st; ranged +4)

1st (3/day)—*command* (DC 14), *mind thrust* (1st level, DC 14)

0 (at will)—*daze* (DC 13), *telekinetic projectile*

Connection overlord

TACTICS

Before Combat The exile takes cover and prepares to fire on any PC who enters the area.

During Combat The exile assumes that any foes who favor melee combat or are especially well-armored must be weak-willed, so the exile targets such creatures with *mind thrust*–particularly those who are attacking the security units. The exile casts *command* on those closing into melee range, ordering them to flee. Once their 1st-level spells are used up, the exile casts *daze* on opponents who get too close and *telekinetic projectile* to attack from range. The exile is hesitant to use the laser pistol because it runs out of power.

Morale The exile is enraged at the PCs for invading their home and probably ruining their other plans regarding the Besmaran whelp. They fight to the death.

STATISTICS

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

Skills Diplomacy +5, Intimidate +10, Mysticism +10

Languages Common, natives' language, one more learned from the outpost if appropriate (for example, Infernal in a Hellknight outpost)

Other Abilities mindlink, randomized traits (per Table 7 and Table 8 on page 21)

Gear graphite carbonskin, azimuth laser pistol with 1 battery (14 charges), survival knife, credstick (800 credits)

SPECIAL ABILITIES

Randomized Traits (Ex) See Table 7 and Table 8 on pages 20–21 for information on generating unique traits for this NPC.

OUTPOST SECURITY (2)   CR 1/3

hp 6 each (see page 14)

TACTICS

During Combat The security entities target opponents as directed by the exile. They typically focus fire on a foe that is the closest or most threatening to the exile.

Morale The outpost security fights until destroyed.

SUBTIER 3–4 (CR 5)

THE EXILE   CR 3

NE Medium humanoid
Init +2; **Perception** +8

DEFENSE   **HP** 32 **RP** 4
EAC 13; **KAC** 14
Fort +2; **Ref** +4; **Will** +6

OFFENSE
Speed 30 ft.
Melee tactical dueling sword +6 (1d6 S)
Ranged thunderstrike sonic rifle +7 (1d10+3 So; critical deafen)
Offensive Abilities forced amity, inexplicable commands
Mystic Spells Known (CL 3rd; ranged +7)
    2nd (1/day)—*force blast* (DC 17), *hold person* (DC 17)
    1st (3/day)—*command* (DC 16), *mind thrust* (1st level, DC 16)
    0 (at will)—*daze* (DC 15), *telekinetic projectile*
    Connection overlord

TACTICS
Before Combat The exile prepares for combat by readying an action to shoot when the PCs enter the area.
During Combat The exile casts *force blast* against a close group of PCs, preferring to catch multiple targets in the cone. They also cast *hold person* to disable melee foes, while using *mind thrust* against especially well-armored targets attacking the security units. The exile casts *command* on those closing into melee with them, ordering them to flee.
Morale The exile is enraged at the PCs for invading their home and probably ruining their other plans regarding the Besmaran whelp. They fight to the death.

STATISTICS
Str +0; **Dex** +2; **Con** +0; **Int** +1; **Wis** +4; **Cha** +0
Skills Diplomacy +8, Intimidate +13, Mysticism +13
Languages Common, natives' language, one more learned from the outpost if appropriate (for example, Infernal in a Hellknight outpost)
Other Abilities mindlink, randomized traits (per Table 7 and Table 8 on pages 20–21)
Gear estex suit II, thunderstrike sonic rifle with 1 high-capacity battery (36 charges), tactical dueling sword, credstick (1,400 credits)

SPECIAL ABILITIES
Randomized Traits (Ex) See Table 7 and Table 8 on pages 20–21 for information on generating unique traits for this NPC.

OUTPOST SECURITY (2)   CR 1

hp 20 each (see page 14)
TACTICS
Use the tactics from Subtier 1–2.

Development: If the PCs defeat the exile, then there are no more active threats against them within the outpost. The PCs can explore any missed sections of the compound at their leisure. They can access the command-center computer and retrieve information on what happened to the outpost and several interesting finds that the colonists discovered about nearby systems (see Conclusion on page 18 for details). These systems are far more accessible than the other systems in the complex and do not require any skill checks to access–part of the reason the exile used them to such efficacy. The PCs can also deactivate or control any remaining security using the command terminals in this chamber.

If the exile manages to defeat the PCs, pragmatism gets the better of them and they decide to ransom the PCs back to the hiring organization. The PCs aren't slain, but their mission is a failure as the exile offers up the secrets of the compound to the hiring organization in the Society's stead.

Rewards: If the PCs fail to defeat the exile, reduce each PC's credits by the following amount.
Subtier 1–2: Reduce each PC's credits earned by 161.
Out of Subtier: Reduce each PC's credits earned by 252.
Subtier 3–4: Reduce each PC's credits earned by 343.

C8. ARMORY

Supply lockers line the walls of this thirty-foot-wide circular room. Varied pieces of equipment are visible within some of the open lockers, while others are piled on the floor in front of hastily cleared units. Doors exit this chamber to the west and southwest.

This room served as the supply room and arsenal for the former colonists. Though mostly ransacked by the exile, it still contains some useful items.

Treasure: The lockers here contain four incendiary grenades I and a set of squad defiance series armor. In Subtier 3–4, they instead contain four shock grenades II and a set of lashunta ringwear II. A PC who succeeds at a DC 16 Perception check (DC 19 in Subtier 3–4) notices a hidden compartment behind one of the lockers that contains a squad machine gun and two screamer grenades I; in Subtier 3–4, the compartment instead contains a static shock caster and two incendiary grenades II.

Rewards: If the PCs fail to uncover the items in this room, reduce each PC's credits earned by the following amount.
Subtier 1–2: Reduce each PC's credits earned by 104.
Out of Subtier: Reduce each PC's credits earned by 154.
Subtier 3–4: Reduce each PC's credits earned by 204.

C9. OFFICER QUARTERS

This tight room contains little beyond an imposing plastic desk and an nearby chair. A single exit door leads to the northeast.

This room was once the private quarters for the outpost's commanding officer; the exile claimed the room as their personal lair. Inside, the PCs discover items the exile has stolen or hoarded over the years.

Treasure: The nature of the exile's pilfered belongings changes based on the outpost. Feel free to embellish the type of treasure based on this, such as using rare gems for Ulrikka Clanholdings or old relics for the Knights of Golarion. The value of the items is 400 credits (800 credits in Subtier 3–4).

Rewards: If the PCs fail to explore this room, reduce each PC's credits earned by the following amount.

Subtier 1–2: Reduce each PC's credits earned by 67.

Out of Subtier: Reduce each PC's credits earned by 100.

Subtier 3–4: Reduce each PC's credits earned by 252.

CONCLUSION

Once the PCs manage to clear the exile out of the outpost and secure the site, they can access the command-center computers and retrieve all relevant information requested by the hiring organization. You can use the results of Table 9 on page 21 to help determine the reason for the abandonment of the colony. If the natives viewed the Besmaran whelp as a rampaging demon, it was the cause of the colonists fleeing and eventual demise—the whelp attacked the colony's shipments and destroyed the last fleeing vessel. If the natives viewed the whelp as a reincarnation of an elder, then a rogue strain of the Stardust Plague swept through the colony, wiping it out in days. If the natives protect the whelp's eggs, then the colonists were wiped out by internal strife, with leaders believing they had been infiltrated by sinister shape-shifting threats. If the whelp was thought of as a prophecy, then some other extrasolar force attacked the colony, but there is no concrete information on what this force was.

If the PCs return to the village, they find the inhabitants pleased with their return and victory over the exile. They ask the PCs many questions about if the "haunts" will return and if it is safe to venture to the outpost now. They throw a small celebration in the PCs' honor and promise to look favorably upon Starfinders in the future.

Guidance debriefs the PCs when they arrive on Absalom Station. Read or paraphrase the following.

"Welcome back, Starfinders. The contracting organization is eager to review the data you have recovered. I've prepared a list of subsequent missions that might appeal to you, once you're properly debriefed. There are a multitude of other lost outposts in Near Space, and with your experience, we hope you will take these assignments into consideration. Now, what have you to report?"

PRIMARY SUCCESS CONDITIONS

If the PCs defeat the exile and recover the data the Society was contracted to collect, they succeed at their mission and earn 1 Fame and Reputation for their currently slotted faction boon. The PCs receive the Contractor's Respect boon on their Chronicle sheets.

SECONDARY SUCCESS CONDITIONS

If the PCs succeed at three or more Bluff, Diplomacy or alternative skill checks to befriend the natives, they each earn 1 additional Fame and Reputation for their currently slotted faction boon.

APPENDIX 1: TABLES

TABLE 1: PLANET GRAVITY

d4	Gravity
1	Low gravity (×1/3)
2	Standard (×1)
3	High gravity (×2)
4	Standard (×1)

TABLE 2: PLANET ATMOSPHERE

d6	Atmosphere
1	Thick
2	Standard
3	Thin
4	Toxic[1]
5	Disruptive to technology[2]
6	Standard

[1] **Type** poison (inhaled); **Save** Fortitude DC 10; **Track** Strength; **Frequency** 1/day (creatures are considered exposed only once per day); **Cure** 1 save. The natives are immune to any negative effects of their environment.

[2] After 1 hour in this environment, any item that can be targeted by technological effects must roll 1d6 each time it is used. On a result of 1, the item does not function that round. Analog items are immune to this effect. (The outpost equipment has been adapted to the environment and is not subject to this effect.)

TABLE 3: HIRING ORGANIZATION

d8	Organization	Linked Biome	Security Summoning Graft*	Storm Damage Type
1	AbadarCorp	Urban ruins	Robot	Erratic energy fields (E)
2	Church of Desna	Meteor shower	Azata	Falling stars (P)
3	Hellknights of the Order of the Pike	Hellscape rifts	Devil	Hellfire (F)
4	Knights of Golarion	Temperate grassland	Archon	Lightning (E)
5	Skyfire Legion	Tundra	Air elemental	Snow and ice (C)
6	Ulrikka Clanholdings	Mountainous	Earth elemental	Bludgeoning rocks (B)
7	Veylen Enterprises	Rocky desert	Inevitable	Toxic (A)
8	Xenowardens	Thick forest	First World beast	Razor leaves (S)

* Apply these summoning grafts to the outpost security, following the rules on page 146 of the *Alien Archive*. See Appendix 2 on page 22 for descriptions of these summoning grafts.

TABLE 4: BESMARAN WHELP OFFENSIVE TRAITS

d4	Offense
1	**Breath Weapon:** The whelp gains a forward arc weapon. *Range* short; *Damage* 3d4; point (+8).
2	**Tracking Quills:** The whelp gains a turret weapon: *Range* short; *Damage* 3d6; limited fire 5.
3	**Pulsing Bite:** The whelp's bite deals 2d4 damage in addition to the EMP effect.
4	**Radioactive Beam:** The whelp gains a forward arc weapon. *Range* medium; *Damage* 4d4; line.

TABLE 5: BESMARAN WHELP DEFENSIVE TRAITS

d4	Defense
1	**Armored:** The whelp gains +1 AC.
2	**Bioshields:** The whelp gains shields 40 (forward 10, port 10, starboard 10, aft 10).
3	**Tracking Symbiotic Decoys:** The whelp gains +2 TL.
4	**Crystalline:** The whelp takes half damage from any weapon with the word "laser" in its name.

TABLE 6: BESMARAN WHELP SPECIAL TRAITS

d6	Special
1	Roll again on Table 4.
2	**Abnormally Fast:** The whelp adds +2 speed.
3	**Death Throes:** Upon death, the whelp acts as if it had activated a self-destruct system and deals 4d4 damage to any adjacent starships.
4	**Cybernetics:** The whelp has advanced computers and sensors that allow it to take science officer actions, as well as the normal actions from living starship. It counts as having a +5 bonus to Computers checks (+8 in Subtier 3–4).
5	**Drift Hop:** The whelp can teleport to any hex within 3 hexes instead of taking a gunnery action.
6	Roll again on Table 5.

TABLE 7: NATIVE PHYSICAL TRAITS

d8	Physical Traits
1	The natives have 4 legs and gain +10 land speed.
2	The natives have compact or few bones. They can squeeze as if they were Small, and they have a 20% chance to treat a critical hit against them as a regular hit. Roll this chance before the critical damage is rolled.
3	The natives are simian creatures and have a prehensile tail. They can hold three hands' worth of weapons and equipment. This does not increase the number of attacks they can make in combat.
4	The natives have rocklike skin. They gain a +2 bonus to KAC.
5	The natives are bioluminescent and can absorb energy. They gain resistance 3 to electricity and fire.
6	The natives are draconic creatures. They are immune to paralysis and sleep. They gain a breath weapon (15-ft. cone, 2d4 E, Reflex DC 12 half) 1/day; replace the damage type with the same damage type of the storm (see Table 3).
7	The natives have visible tentacles. Add +1 to melee attack rolls and damage rolls. Change melee damage type to bludgeoning, and add the grab special ability.
8	The natives have a connection with trolls. They gain regeneration 2 that is suppressed by fire.

TABLE 8: NATIVE CULTURAL TRAITS

d8	Cultural Trait	Racial Trait	Alternative Skill	Interaction Bonuses
1	The natives are awed by technology.	Distracting hack (per the mechanic trick)	Engineering	Androids and mechanics
2	The natives are led by solarian leaders.	+1 bonus to all saves	Mysticism	Solarians
3	The natives are reverent of Lao Shu Po, the Grandmother Rat.	Trick attack +1d4 (per the operative ability)	Stealth	Ysoki and operatives
4	The natives are obsessed with racing old, wheeled, gas-powered vehicles.	+1 bonus to EAC and KAC	Piloting	Ace pilots
5	The natives are fighting a plague. While they are not contagious, the exile has a mutant strain that is.*	–	Medicine	Mystics and anyone who can heal
6	The natives were conquered by the Veskarium in the past.The Veskarium has forgotten about them for now, but the natives still revere their old masters.	+1 bonus to attack rolls and damage rolls with melee weapons.	Martial prowess (1d20 + BAB + Strength modifier)	Vesk and soldiers
7	The natives are music aficionados.	+4 bonus to Perception checks.	Profession (musician)	Anyone who has unique digital music
8	The natives have encountered and. are hiding from the Swarm. They are eager to hear of any stories a about opposing the Swarm	Once per round, a native can roll twice and take the better result on a save against a mind-affecting effect.	Culture	Shirrens

*   **Exile Strain—***Type* disease (inhaled); *Save* Fortitude DC 13; *Track* physical; *Frequency* 1/day; *Cure* 2 consecutive saves.

TABLE 9: NATIVES' VIEW OF THE BESMARAN WHELP

d4	Natives' View	Exile's View
1	The natives viewed the whelp as a rampaging demon; the natives view the PCs as heroic warriors.	The exile remained devout to the whelp and is enraged at their god's destruction.
2	The natives viewed the whelp as an enlightened reincarnation of an elder. The natives are dismayed at the whelp's destruction, but they understand that even powerful beings need to move along the cycle of reincarnation to become one with the universe.	The exile was studying the whelp in the hopes of becoming one. Now, they can no longer learn from the whelp, and the PCs must suffer for that loss.
3	The natives were tasked with protecting the Besmaran whelp's eggs. They now insist that the PCs have inherited that responsibility because they killed the mother and that the PCs must start fulfilling that responsibility by defeating the exile, who wants to steal the eggs.	The exile hopes to steal the eggs and create an interstellar armada to conquer others. The PCs are their only obstacle.
4	The whelp was part of a prophecy that foretold hero-gods would one day overcome the creature and teach the natives how to reach the stars.	The exile is sure they are the subject of the prophecy. The exile hates the PCs for stealing that destiny.

APPENDIX 2: SUMMONING GRAFTS

Apply the following summoning grafts to the outpost security based on the result of rolling on Table 3 on page 19.

AIR ELEMENTAL

Traits: Air subtype, supernatural fly speed of 100 ft. (perfect).

Abilities: Air mastery (*Starfinder Alien Archive* 47), whirlwind (*Alien Archive* 158).

Languages: Auran.

ARCHON

Type: Outsider (archon, extraplanar, good, lawful).

Alignment: Change to LG.

Traits: Low-light vision; supernatural fly speed of 30 ft. (perfect); +4 to saving throws against poison; immunity to electricity and petrification.

Skills: Add Diplomacy and Intimidate.

Languages: Common and Celestial.

Attack: Add a ranged attack with a range increment of 60 ft.

CR 1/3: Add **Ranged** light ray +2 (1d4 F).

CR 1: Add **Ranged** light ray +6 (1d4+1 F).

AZATA

Type: Outsider (azata, chaotic, extraplanar, good).

Alignment: Change to CG.

Traits: Low-light vision; land speed increases to 30 ft.; immunity to electricity and petrification; resistance equal to creature's CR to cold and fire.

Skills: Add Culture.

Languages: Common and Celestial.

Attack: Add a ranged attack with a range increment of 120 ft. that acts as a natural weapon.

CR 1/3: Change melee attack bonus to +2, and add **Ranged** celestial bow +5 (1d4 P).

CR 1: Change melee attack bonus to +6, and add **Ranged** celestial bow +9 (1d6+1 P).

DEVIL

Type: Outsider (devil, evil, extraplanar, lawful).

Alignment: Change to LE.

Traits: See in darkness; land speed increases to 30 ft..; immunity to fire and poison; resistance equal to creature's CR to acid and cold.

Skills: Add Bluff and Mysticism.

Languages: Common and Infernal.

Attack: Change melee attack to claw (slashing damage).

EARTH ELEMENTAL

Traits: Earth subtype, blindsense (vibration) 60 ft., burrow speed of 20 ft.

Abilities: Earth glide, earth mastery (*Alien Archive* 47).

Languages: Terran.

FIRST WORLD BEAST

Type: Magical beast (extraplanar).

Traits: Low-light vision; blindsense (scent) 30 ft.; land speed increases to 30 ft.; climb speed of 30 ft.

Skills: Add Perception, Stealth, and Survival.

Languages: Common and Gnome.

Attack: Change melee attack to bite (piercing damage) with the grab special ability.

INEVITABLE

Type: Outsider (extraplanar, inevitable, lawful).

Alignment: Change to LN.

Traits: Constructed (per the android racial trait); regeneration 1 suppressed by chaotic attacks.

Skills: Add Engineering and Perception.

Languages: Common.

Attack: Add a ranged attack with a range increment of 50 ft. that acts as a natural weapon.

CR 1/3: Add **Ranged** arc gun +2 (1d4 E).

CR 1: Add **Ranged** arc gun +6 (1d4+1 E).

ROBOT

Type: Construct (extraplanar, technological).

Traits: Low-light vision; land speed increases to 30 ft.; construct immunities; unliving; vulnerable to electricity.

Skills: Add Computers.

Languages: Common.

Attack: Add a ranged attack with a range increment of 40 ft. that acts as a natural weapon.

CR 1/3: Change melee attack bonus to +2, and add **Ranged** sonic gun +5 (1d4 So).

CR 1: Change melee attack bonus to +6, and add **Ranged** sonic gun +9 (1d4+1 So).

Starfinder Society Scenario #1-12: Ashes of Discovery

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

	SUBTIER	☐ Normal Max Credits
	1–2	733

	SUBTIER	☐ Normal
MAX CREDITS	Out of Subtier	1,116

	SUBTIER	☐ Normal
	3–4	1,499

	SUBTIER	☐ Normal
	–	–

A.K.A.

_____   _____   _____ - **7**

Player Name   Character Name   Organized Play #   Character #   Faction

This Chronicle sheet grants access to the following:

☐ ☐ ☐ **Contractor's Respect (Social Boon; Limited Use):** By successfully completing a mission to investigate an abandoned outpost in Near Space, you also earned the esteem of a prominent organization within the Pact Worlds. You can call upon the resources of this organization by slotting this boon. The organization loans you a set of armor or a nonconsumable weapon (but fully loaded with conventional ammunition) for the duration of the adventure. The loaned equipment must have an item level equal to or less than your character level + 1, up to a maximum item level of 8. The item must be returned to the organization at the end of the adventure. Whenever you slot this boon, you must check one of the boxes.

This boon might have additional uses based on the organization you have influenced. How this influence will play out in the future is not yet clear. You will be told if this boon is important to a future scenario prior to slotting your boons. When all the boxes are checked, you can no longer earn loaned equipment while slotting this boon, as your preferred standing with this organization is expended.

For tracking purposes, your GM should mark the name of your hiring organization here: _____

Star Monster Slayer (Starship Boon): You defeated a spacefaring monster known as a Besmaran whelp. Since this battle, you've mastered the art of battling against living starship-sized enemies when operating a starship of your own. While this boon is slotted, you gain a +2 bonus to all skill checks made in a starship combat against an enemy living starship. Any of your fellow crewmates who don't have this boon slotted instead gain a +1 bonus to their skill checks against enemy living starships—the direct result of your guidance during the battle.

All Subtiers	Subtier 3–4

All Subtiers

advanced medkit (2,700; item level 5; limit 2)
azimuth laser pistol (425; item level 1)
basic medkit (100; item level 1; limit 2)
graphite carbonskin (1,220; item level 3)
incendiary grenade I (375; item level 2; limit 4)
medpatch (50; item level 1; limit 4)
mk 1 ring of resistance (735; item level 2)
mk 1 serum of healing (50; item level 1; limit 4)
screamer grenade I (725; item level 4; limit 2)
spell gem of lesser restoration (450; item level 5; limit 1)
spell gem of remove condition (450; item level 5; limit 1)
squad defiance series armor (1,220; item level 3)
squad machine gun (2,060; item level 4)
survival knife (95; item level 1)
trailblazer fusion seal (4th) (1,114; item level 4)

Subtier 3–4

estex suit II (2,700; item level 5)
incendiary grenade II (1,040; item level 6; limit 2)
lashunta ringwear II (2,970; item level 5)
shock grenade II (650; item level 4; limit 4)
spell gem of remove affliction (1,400; item level 8; limit 1)
sprayflesh (440; item level 5; limit 2)
static shock caster (4,620; item level 6)
tactical dueling sword (475; item level 2)
thunderstrike sonic rifle (3,400; item level 5)

Reputation

Faction _____ Reputation ____|____   Faction _____ Reputation ____|____

Faction _____ Reputation ____|____   Infamy _____

EXPERIENCE

Starting XP

+ _____ | GM's Initials

XP Gained (GM ONLY)

= _____

Final XP Total

FAME

Initial Fame

+ _____ | GM's Initials

Fame Gained (GM ONLY)

– _____

Fame Spent

Final Fame

CREDITS

Starting Credits

+ _____ | GM's Initials

Credits Garnered (GM ONLY)

+ _____ | GM's Initials

Day Job (GM ONLY)

– _____

Credits Spent

= _____

Total

For GM Only

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