

YEAR OF SCOURED STARS
STARFINDER SOCIETY SCENARIO #1-17 TIER 5-8

STARFINDER SOCIETY

Reclaiming the Time-Lost Tear

BY LARRY WILHELM





Author • Larry Wilhelm
Development Lead • Ron Lundeen
Contributing Artists • Graey Erb, Miroslav Petrov, and Leon Tukker
Cartographer • Robert Lazzaretti

Creative Directors • James Jacobs, Robert G. McCreary, and Sarah E. Robinson

Director of Game Design • Jason Bulmahn

Managing Developers • Adam Daigle and Amanda Hamon Kunz

Organized Play Lead Developer • John Compton

Developers • Eleanor Ferron, Crystal Frasier, Jason Keeley, Luis Loza, Ron Lundeen, Joe Pasini, Michael Sayre, Chris Sims, and Linda Zayas-Palmer

Starfinder Design Lead • Owen K.C. Stephens

Starfinder Society Developer • Thurston Hillman

Senior Designer • Stephen Radney-MacFarland

Designers • Logan Bonner and Mark Seifter

Managing Editor • Judy Bauer

Senior Editor • Christopher Carey

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HOW TO PLAY

Starfinder Society Scenario #1-17: Reclaiming the Time-Lost Tear is a Starfinder Society Scenario designed for 5th- through 8th-level characters (Tier 5-8; Subtiers 5-6 and 7-8). This scenario is designed for play in the Starfinder Society Roleplaying Guild campaign, but can easily be adapted for use with any world. For more information on the Roleplaying Guild, how to read the attached Chronicle sheets, and how to find games in your area, check out the campaign's home page at StarfinderSociety.club.



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GM RESOURCES

Reclaiming the Time-Lost Tear 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*.



FACTION (SECOND SEEKERS [LUWAZI ELSEBO])



Paizo Inc.
 7120 185th Ave NE, Ste 120
 Redmond, WA 98052-0577

paizo.com

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RECLAIMING THE TIME-LOST TEAR

BY LARRY WILHELM



Ages ago, the Scoured Stars—the systems in which most of the Starfinder Society's agents are currently trapped—were the home of the izalguuns. Sheltered by a domineering, oppressive deity, the izalguuns fled the Scoured Stars and embraced a peaceful, agrarian life on the planet Izalraan. The izalguuns buried their starships and their most advanced technology, but they realized that some of it was too dangerous to remain on Izalraan, particularly those items connected to the deity they had escaped. On a heat-blasted moon closer to Izalraan's sun, the izalguuns created a technological storehouse called the Repository. There, they stored the unwanted "godgifts" from their deity. As the izalguuns settled into their agrarian lifestyle, they eventually used the Repository as a dumping ground for other unwanted materials they deemed destructive or unnecessary. The caretakers of the Repository—brave izalguuns who sorted through the detritus to identify and destroy truly dangerous items—labored in a network of heat-resistant silos under the moon's surface.

Many years ago, a potent, golden artifact appeared on Izalraan. Called the *Tear*, this 2-foot-tall stone obelisk descended from the skies to land on Izalraan. The izalguuns identified it as a beacon from their oppressive deity and quickly transferred it to the Repository where it could languish among the other "godgifts."

The Starfinder Society recently made peaceful contact with the izalguuns and discovered that the Scoured Stars system once trapped the izalguuns just as it traps the bulk of the Starfinder Society's agents today. In addition, the *Tear* resembles a beacon the society's former First Seeker, Jadnura, discovered on a dead world. It was Jadnura's investigation of this relic that led to the Scoured Stars incident. The Society's new leader, First Seeker Luwazi Elsebo, wants to recover the *Tear* to pierce the enigmatic Godshield and rescue the trapped Starfinders.

The izalguuns gave Luwazi permission to recover the *Tear*, but warned that the Repository was constructed with guardians and traps. They long ago lost contact with the izalguun caretakers laboring in the Repository, and therefore have no concrete information about the defenses around the *Tear*. The best they can do is point the Starfinders to the silo in which the *Tear* was deposited long ago.

In truth, the situation is much more dire than the izalguuns realize. The strange and powerful energies of the *Tear* interacted with the other godgifts to create a foul and pervasive radioactivity.

Where in the Universe?

Reclaiming the Time-Lost Tear takes place on the heat-blasted moon of a planet in the Vast called Izal-4. The moon is scorched and lifeless, but a thick layer of clay beneath the surface insulates a network of subterranean chambers. The moon and the network beneath its surface are both called the Repository.

THE REPOSITORY

Storehouse of Detritus and Dangerous Relics

Diameter: $\times 1/4$; **Mass:** $\times 1/32$

Gravity: $\times 1$

Atmosphere: thin

Day: 8 hours; **Year:** 36 days

This eldritch energy infected the izalguun caretakers in the Repository, devolving them into degenerate brutes. The Repository now contains ancient defenses, dangerous junk, and bestial degenerates who, ironically, worship the godgifts with more reverence than the izalguuns ever paid.

SUMMARY

First Seeker Luwazi Elsebo introduces the PCs to the izalguun, Ulyapses, who briefs them on the *Tear*, a relic stored on Izal-4's smallest moon, the Repository. After the briefing, the PCs depart for the Repository and begin their search for the artifact within one of several silo storage facilities that dot the moon's blistered surface. Unfortunately, the facility is in disrepair, and the PCs must overcome environmental challenges and a deadly trap to gain entrance.

By opening an airlock to the facility, the PCs unknowingly release a unique form of radiation created as a by-product of so many relics and dangerous substances kept in close proximity. This radiation could affect the PCs, regressing their DNA and transforming them into beasts. As the PCs explore the upper levels of the Repository, they might learn that the lead caretaker and her husband fell victim to this radiation, transforming them and their

offspring into feral monsters. A few guardian robots remain in the upper levels; they rush to attack the PCs if reactivated. The lower level of the Repository includes a junkyard with a predatory ooze and a malfunctioning factory. This level also contains the *Tear*, although its storage vault has become a swampy morass guarded by frog-like devolved izardguuns.

GETTING STARTED

Read or paraphrase the following to get the adventure under way.

Rising from her chair, First Seeker Luwazi Elsebo proclaims, "Ah, these are the agents I spoke about! Starfinders, may I introduce to you Ulyapses, a new friend from the Vast." A massive, six-limbed alien rises from its chair, barely avoiding a collision with the ceiling. She clears her throat, and in a deep, bellowing voice begins, "I am honored to stand in the presence of those as accomplished as you. I am Ulyapses, and it seems our past and your present have come together." As she speaks, she retrieves a holographic projector from the folds of her simple robe. "This is our history," Ulyapses continues, gesturing to the images appearing from the projector.

Over the next several moments, the projector displays an advanced society of creatures shaped like Ulyapses laboring under an opaque golden sky. The creatures toil with obvious dissatisfaction, creating monolithic tributes to an unseen entity. At times, the shield fades, and in these moments the aliens quickly turn to the frantic design of rockets, starships, and other methods of leaving their world. Each time, the aliens fail to pierce the golden sky and must return to their toil. As the playback accelerates, the images speed past a myriad of failed escape attempts before suddenly slowing as the glimmering shield winks out of existence. As the barricade vanishes, the subjugated aliens swiftly escape aboard their highly sophisticated starships.

The images then show the aliens arriving upon a fertile planet. They bury the majority of their ships and load the remaining few with relics that remind them of the world where they had been held hostage. A small group of custodians flies these ships, laden with reminders of their grim history and other technological advances, to a nearby, heat-blasted moon. On the newly settled world, the aliens live a peaceful, agrarian life for generations. Suddenly, a short golden obelisk descends from the heavens, igniting panic among the people.

With obvious sadness, Ulyapses shuts off the projector. With a tremble, she stammers, "Your brothers and sisters wait trapped behind the same barrier that once imprisoned us—Luwazi calls it the 'Godshield.' For us, escape took many generations and considerable luck. For you, perhaps, we have another path. We call the golden relic deposited on our world the *Tear*. We fear it heralded a return to our captivity, so we quickly deposited it on the same rocky moon where we sent our unnecessary technology and unpleasant reminders of our past. We call that facility the Repository. Perhaps the *Tear* is a key, or a beacon. But if it has answers, we don't want them." Ulyapses collapses back into her chair with a thud.

Elsebo steps forward. "We have permission to access the Repository and claim the *Tear*, on the sole condition that we take it far away from Ulyapses's people and never bring it back. The key to pierce the Godshield awaits, and the Society needs you to retrieve it."

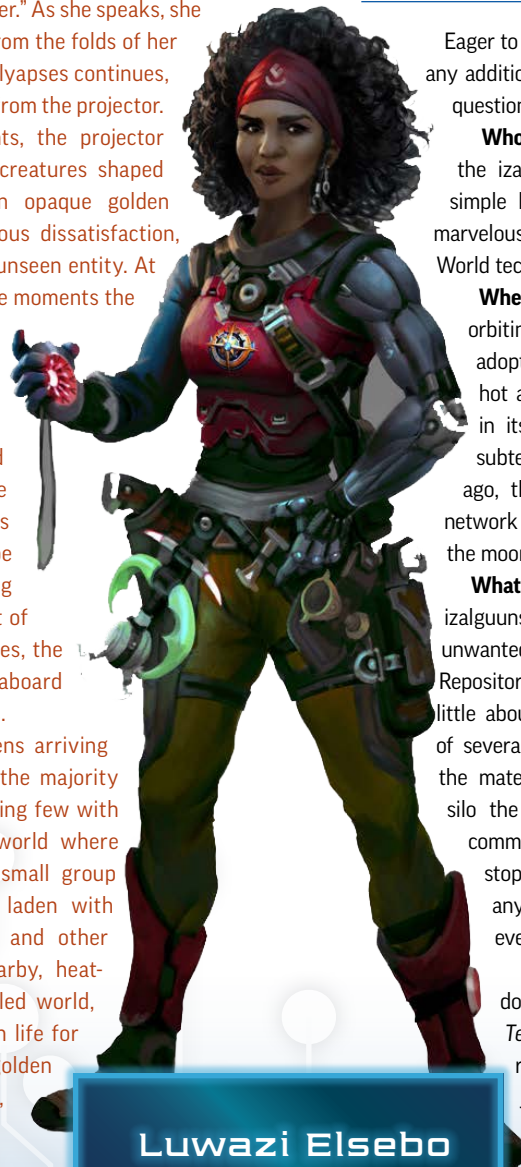
Eager to assist the PCs, Luwazi provides them with any additional information they request. Some likely questions and answers are listed below.

Who are these aliens? "They call themselves the izardguuns. Despite their modest attire and simple lives, their culture was once capable of marvelous feats of engineering that surpass Pact World technology."

Where is the Repository? "It's on a moon orbiting Izal-4, in the same system as the adopted planet of the izardguuns. It's blisteringly hot and has virtually no atmosphere, but clay in its crust acts as an insulator that makes subterranean chambers habitable. Generations ago, the izardguun built a vast, interconnected network of silos and storage facilities underneath the moon's surface."

What will we find at the Repository? "The izardguuns have been dumping technology and unwanted relics—godgifts, they call them—at the Repository for some time. However, they know very little about the Repository, as it was the purview of several izardguun custodians to store and study the materials sent there. Ulyapses knows which silo the *Tear* was sent to, but nothing more—communications with the izardguun custodians stopped decades ago. I'd be prepared for anything: advanced technology, radiation, or even strange magic."

Can this *Tear* pierce the Godshield? "We don't know, but we want to find out. The *Tear* sent to the izardguun is a near-perfect replica of a similar relic that led First Seeker Jadrura to the Scoured Stars. I hypothesize they are related, and the *Tear*'s arrival



Luwazi Elsebo

among the izalguun was an invitation for reentry into the Scoured Stars. I intend for us to accept this invitation."

The PCs should finalize their boon slots for the session. This scenario is important to the Second Seekers (Luwazi Elsebo) faction; GMs should encourage the PCs to slot their faction boon accordingly.

DEVOLUTION RADIATION

Due to the intermixing of the strange technology held within this part of the Repository, strange radiation fills the area (medium radiation in Subtier 5–6, high radiation in Subtier 7–8; *Starfinder Core Rulebook* 403). This devolution radiation differs from typical radiation in three ways. First, rather than cause death or disease, those with prolonged exposure to devolution radiation regress into animalistic forms. Second, the entire complex is suffused with the same strength of radiation; it is not more or less intense in any area the PCs will explore. Third, the PCs need to make checks to stave off the effects of devolution radiation only once per hour instead of once per minute, with the first check triggered on initial exposure (when an airlock door to the Repository is opened). Armor protects against devolution radiation just like it does any other radiation; see page 198 of the *Starfinder Core Rulebook*. Like all poisons, devolution radiation deals damage upon initial exposure: a PC loses 7 Hit Points (12 Hit Points in Subtier 7–8), regardless of whether the PC succeeds at the initial saving throw.

DEVOLUTION RADIATION

Type poison, emanation (entire complex); **Save** Fortitude DC 17 (DC 20 in Subtier 7–8)

Track Constitution (special); **Frequency** 1/hour

Effect progression track is Healthy–Weakened–Reverted–Degenerated–Devolved. Devolved functions as an end state. Reverted, degenerated, and devolved are explained below.

Cure none

REVERTED

At this stage, determine the creature type the victim is becoming (choose randomly among avian, batrachian, or simian). The victim takes on minor physical attributes of this creature type: feathers appear on the victim's skin, the victim's tongue becomes unusually elongated, or the victim sprouts thick hair across her body. The victim takes a –2 penalty to all Intelligence-, Wisdom-, and Charisma-based ability checks and skill checks, but gains a +4 circumstance bonus on Acrobatics checks made to fly (if avian), Athletics checks made to jump (if batrachian), or Athletics checks made to climb (if simian).

DEGENERATED

At this stage, the victim takes on major physical attributes and exhibits typical behaviors of the creature type (jittery alertness, mucous-coated skin, or a hunched and muscular posture). The victim takes an additional –2 penalty to affected checks, and the

DCs of her spells and special abilities decrease by 2. In addition, the victim gains the following effects:

Avian: The victim gains a +2 bonus to Initiative checks, but takes a –2 penalty to Will saving throws.

Batrachian: The victim gains a +2 bonus to KAC, but all of its speeds are reduced by 10 feet.

Simian: The victim gains a +2 bonus to attack rolls and damage rolls with melee weapon attacks, but is always encumbered regardless of the weight she carries.

DEVOLVED

At this stage, the victim appears as a hybrid of her original creature type and her new creature type. The victim can no longer speak any languages she knows, but she can still understand them. The victim takes an additional –2 penalty to affected checks and gains the following effects:

Avian: The victim gains a fly speed of 30 feet (average maneuverability) but takes double damage from attacks that deal bludgeoning damage.

Batrachian: The victim gains a swim speed of 30 feet but takes double damage from attacks that deal electricity damage.

Simian: The victim gains a climb speed of 30 feet, but takes a –6 penalty to all weapon attacks that aren't unarmed strikes. The victim always counts as armed and can deal lethal damage with her unarmed strikes. The victim's unarmed strikes don't count as archaic and deal an additional amount of damage equal to $1\frac{1}{2} \times$ her character level.

A. REPOSITORY UPPER LEVEL

Thick nanocarbon walls shelter the silo Ulyapses identifies. The silo is a deep, conical depression in the moon's surface into which passing spacecraft could dump their payloads. The silo's retractable roof is jammed closed with age and disuse, sheltering the interior from the heat, but this means the PCs can only access the silo through an airlock door at ground level and must descend a long, curving stairway around the conical depression to access the Repository complex itself. Unfortunately for the PCs, the bridge at the bottom of this stairway is gone, leaving a wide gap, as described in area **A1**.

Other than the silo, which is hundreds of feet deep, all the rooms on the Repository's upper level are 20 feet high. Lighting in the facility is offline, so all interior rooms are dark. The airlock doors into the main silo (connecting areas **A1** and **A2**, and connecting area **B1** to the trash compactor in area **A7**) are as durable as starship bulkheads. All other doors are made of ceramic polymer and are magnetically secured (hardness 10; HP 60; break DC 30; Engineering DC 20 to open). In the research lab (area **A4**), the PCs can access the facility's computer to turn on the lights and unlock the magnetically secured doors; once they do, the doors open automatically whenever any creature approaches them. The furniture, doors, and fixtures throughout the Repository are sized for the Large izalguun, making them imposing to smaller creatures.

A. REPOSITORY UPPER LEVEL



TO AREA B3

1 square = 10 feet

A1. MISSING BRIDGE (CR 7 OR CR 9)

Steep stairs curve around the interior of the cone beneath the silo, descending to a small platform that overlooks a smog-shrouded region below. The platform ends with jagged metal and torn struts, obvious clues that it once anchored a bridge to an airlock across the cone, dozens of feet away. Only a single small ledge remains in front of the airlock. Next to the airlock is an unlit computer terminal.

A metal bridge once spanned the 75 feet to the airlock leading to area **A2**, but it long ago collapsed into the foul-smelling junkyard below (area **B1**). To reach the airlock, PCs may use equipment (such as jump jets or jetpacks) or magic (such as *flight* or *spider climb*). Alternatively, they can climb around the interior of the cone with a successful DC 20 Athletics check (DC 25 in Subtier 7–8). A PC that falls lands in area **B1**. In Subtier 5–6, PCs fall onto a modest hill of junk (a distance of 60 feet that is treated as a yielding surface); in Subtier 7–8, the fall is 80 feet. In either case, the PCs must contend with the scavenger slime lurking in the junkyard.

Once at the airlock, PCs that cannot hover must balance on the narrow ledge remaining there. The ledge is only 3 inches wide, requiring a successful DC 15 Acrobatics check to balance while

working the door or the terminal (DC 20 in Subtier 7–8, as the ledge is severely slippery with discarded oil).

Gaining entry through the airlock requires bashing through the door (hardness 35; HP 160, break DC 40) or hacking the computer terminal next to the door. In Subtier 5–6, this is a tier 3 computer (DC 25 Computers check to hack); in Subtier 7–8, it is a tier 4 computer (DC 29 Computers check to hack).

Trap: If the PCs attempt to bash their way through this door or if an attempt to hack the computer fails, five hidden panels rotate open to reveal sentry gun turrets that fire upon all creatures in the silo each turn on the trap's initiative count. The trap has sufficient ammunition to fire each round for its duration.

SUBTIER 5–6 (CR 7)

SENTRY GUN TURRET TRAP **CR 7**

Type technological; **Perception** DC 30; **Disable** Engineering DC 22 (disable one turret) or DC 27 (disable all turrets)

Trigger location; **Init** +12; **Duration** 5 rounds; **Reset** manual
Effect sentry guns +19 ranged (5d8 P); multiple targets (all targets in area **A1**)

Special Each turret has EAC 18, KAC 22, Fort +10, Ref +7, hardness 5, and 13 Hit Points. Destroying a turret reduces the damage dealt by the trap by 1d8.

SUBTIER 7-8 (CR 9)

ADVANCED SENTRY GUN TURRET TRAP CR 9

Type technological; **Perception** DC 33; **Disable** Engineering DC 25 (disable one turret) or DC 30 (disable all turrets)

Trigger location; **Init** +15; **Duration** 7 rounds; **Reset** manual

Effect sentry guns +22 ranged (5d10+5 P); multiple targets (all targets in area A1)

Special Each turret has EAC 21, KAC 25, Fort +12, Ref +9, hardness 5 and 30 Hit Points. Destroying a turret reduces the damage dealt by the trap by 1d10+1.

Development: Once the PCs open the airlock door, they unknowingly release a form of specialized radiation known as devolution radiation (see page 5) that afflicts all of the PCs.

A2. ENTRY

A short set of stairs to the north and another set to the south flank this long hall. Each set of stairs terminates at double doors, although the doors to the north swing audibly on neglected hinges. At the west end of the hall stands a massive metal storage locker. Debris and trash are scattered across the hall.

The doors to the north lead to area A3, while the magnetically secured doors to the south lead to area A4. The storage locker is unlocked, but due to its size and age, it requires a successful DC 18 Strength check to open (DC 21 in Subtier 7-8).

Treasure: The locker contains several brightly colored geometric containers, many containing what appear to be large toys made of silvery plastic. A PC that succeeds at a DC 22 Culture check identifies these as typical gifts given to expectant izarguun mothers. Now rare antiques, these items are worth 2,000 credits (3,200 credits in Subtier 7-8) to any izarguun.

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

Subtier 5-6: Reduce each PC's credits earned by 333.

Out of Subtier: Reduce each PC's credits earned by 433.

Subtier 7-8: Reduce each PC's credits earned by 533.

A3. CARETAKER QUARTERS

Ruined linens lay scattered about this partially flooded room. A steady stream of brackish water washes out from under a door along the area's eastern wall and drains into cracked flooring near double doors to the south. A huge, nest-like structure dominates the western half of the room, comprised of shattered furniture, shredded mattresses, and several torn pillows.

This private room was once shared by the izarguun caretakers Ralveen and Prima. As both succumbed to the devolution radiation many years ago, Prima became more frog-like and Ralveen became more avian. Prima was pregnant, and became intensely paranoid

Scaling Encounter A1

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

Both Subtiers: The trap has less ammunition, so reduce its duration by 2 rounds. In addition, the trap is disabled as soon as three turrets are destroyed.

and suspicious; ultimately, she murdered Ralveen in area A3a in a misguided attempt to protect herself and her unborn young.

The nest reeks with the stench of mildew. If the PCs inspect it, they discover large pieces of shed skin with a silvery hue and several rotting feathers. A PC who succeeds at a DC 20 Life Science check (DC 23 in Subtier 7-8) identifies the shed skin belonging to a frog or toad, and the partially decomposing feathers similar in nature to a swan. A PC succeeding at this check by at least 5 determines that the skin and the feathers also contain traces of izarguun DNA. This nest is where Ralveen and Prima once slept.

To the east of this bedroom is the area's lavatory (area A3a), where a massive bathtub overflows with muddy water dribbling from a tap. The PCs can easily stanch this flood by turning off the tap. If the PCs inspect the tub, they find a submerged izarguun skeleton wearing a strange visor. The PCs can identify this skeleton as a male izarguun with a successful DC 15 Life Science check. PCs who succeed at a DC 20 Medicine check (DC 23 in Subtier 7-8) determine the cause of death was not drowning, but rather blunt-force trauma to the head. A PC succeeding at this check by at least 5 notes that the skeleton's bones are unusually porous and practically hollow.

Treasure: The strange visor is an X-ray visor with buttons on the side that allow it to function as a motion detector. In Subtier 7-8, the visor also functions as *aura goggles* (*Starfinder Alien Archive* 25). If the PCs recover the visor, they earn the Ralveen's Visor boon on their Chronicle sheets.

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

Subtier 5-6: Reduce each PC's credits earned by 350.

Out of Subtier: Reduce each PC's credits earned by 425.

Subtier 7-8: Reduce each PC's credits earned by 500.

A4. RESEARCH LAB

A large computer mainframe stands against the area's eastern wall, its guts exposed and several of its components sprawled throughout the room amid a layer of junk. Opposite this computer is a collapsed hallway, its chunks of concrete adding to the debris. Double doors stand in the north wall and the south wall, although the southern exit is partially concealed behind piles of trash.

Scaling Encounter A5

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

Subtier 5-6: Remove one guardian-class security robot from the fight as it fails to power up.

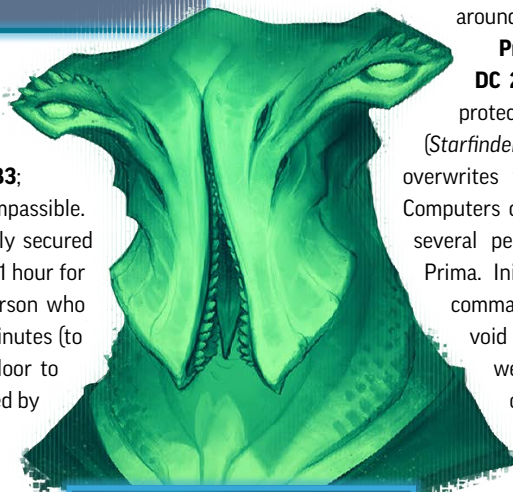
Subtier 7-8: Remove two guardian-class security robots from the fight as they fail to power up.

This room is difficult terrain due to the debris. The passage to the west once led to other silos of the Repository, as well as to stairs leading down to area **B3**; they are now collapsed and completely impassible. The junk piled in front of the magnetically secured doors leading south (to area **A6**) requires 1 hour for a single individual to clear; for every person who assists, reduce the time required by 10 minutes (to a minimum of 20 minutes). The secret door to the security center (area **A5**) can be spotted by a PC who succeeds at a DC 20 Perception check (DC 23 in Subtier 7-8).

The mainframe isn't operational, but it can be repaired by a PC who succeeds at a DC 20 Engineering check (DC 23 in Subtier 7-8) and spends 1 hour of work. Once repaired, the mainframe is a tier 2 computer (tier 3 in Subtier 7-8). It provides access to the complex's lighting, temperature controls, and magnetically secured doors. From here, the PCs can turn on the lighting through the facility and can open the magnetic locks on all interior doors. Once this mainframe is repaired, it also begins recharging the facility's sentry robots in area **A5**, as described in that room (the recharging process isn't noted on this computer, and can't be prevented from here).

Once repaired, the mainframe displays two secure data files (one labeled "Ralveen" and one labeled "Prima"), each secured behind separate firewalls. Anyone attempting to hack the mainframe realizes the system usually requires a scan of genetic material to access it, but the scanner is currently missing. A PC can find the missing scanner among the junk in this room by succeeding on a DC 18 Perception check, remounting it into the mainframe with a successful DC 20 Engineering check (DC 23 in Subtier 7-8). If the PCs remount the scanner and scan a sample of izalguun DNA from area **A3**, they gain a +5 bonus to all Computers checks to use this mainframe.

Ralveen's Personal Log (Computers DC 23 [27 in Subtier 7-8]): This file is guarded with a feedback countermeasure (*Starfinder RPG Core Rulebook* 217), which infects any system used to hack the computer if the PC fails the Computers check by 5 or more.



Prima

It contains several personal video logs of the izalguun Ralveen, who wears a thick ocular visor. Initially, Ralveen appears as a jovial, middle-aged male with several patches of brown mottling intermixed amid his silvery flesh. The initial logs are exceedingly dull, but in the third-to-last entry, he explains the arrival of a curious golden artifact. In the next day's log entry, Ralveen plainly suffers some sort of ailment, and his skin has strange, downy patches. The last entry is dated many years ago and is provided as **Handout #1**. In this final entry, Ralveen's skin is covered with feathers. He perches awkwardly on the back of his chair rather than sitting in it, and his eyes dart around nervously as he speaks.

Prima's Personal Log (Computers DC 23 [27 in Subtier 7-8]): This file is protected with a wipe countermeasure (*Starfinder RPG Core Rulebook* 217), which overwrites the information if a PC fails the Computers check to access it twice. It contains several personal video logs of the izalguun Prima. Initially, she appears as a stern and commanding female with a silver coloration void of any dappling or marbling. She wears fashionable clothing and is obviously pregnant. Her logs detail major decisions and mark her as the facility's chief caretaker. Her second-to-last entry describes the arrival of the golden obelisk artifact, which she finds particularly exciting. Her final entry, recorded the day after Ralveen's final entry, is provided as **Handout #2**. In it,

Prima constantly scratches at a mucus-like sheen over her skin, particularly between her fingers. She seems distressed, and her speech is garbled, as if her tongue was swollen.

Development: One minute after the PCs repair the mainframe, the robots in area **A5** are at full power. They open the secret door and enter this room, interacting with creatures here as described in area **A5**.

A5. SECURITY CENTER (CR 8 OR CR 10)

The door leading from the research lab (area **A4**) to this room is cunningly hidden; a PC can spot it with a successful DC 20 Perception check (DC 23 in Subtier 7-8). The side of the door that leads back to area **A4** is clearly visible.

Six serpentine cables slither forth from a squat pillar in the center of this room. Tread marks and the stench of lubricants mar this otherwise pristine chamber.

This area houses some of the Repository's automated defenders. If the mainframe in area **A4** hasn't been repaired, this room is lifeless and the robots here are inert. Once the mainframe is repaired, however, this room hums with rhythmic droning. The

pillar here operates as an immobile recharging station (*Starfinder Core Rulebook* 234) that can recharge 1 charge to a battery or power cell per minute. One minute after the mainframe is repaired, the robots activate.

Creatures: Once restored to full power, the robots here approach any creatures here or in area **A4**. They resemble four-armed humanoids with treads rather than feet and a torso protected by thick polycarbonate plates. They advance menacingly, displaying a fan of red lights and commanding the PCs to "present yourself for scanning" in Izalguun. If a PC holds out a sample of izalguun DNA (such as the skin or feathers in area **A3**) within 1 round, the robots consider that PC to be authorized and won't attack that PC under any circumstances. After 1 round, the robots attack any PCs that aren't deemed authorized.

SUBTIER 5-6 (CR 8)

GUARDIAN-CLASS SECURITY ROBOTS (3) CR 5

N Medium construct (technological)

Init +3; **Senses** Darkvision 60 ft., low-light vision; **Perception** +16

DEFENSE HP 70 EACH

EAC 17; **KAC** 19

Fort +5; **Ref** +5; **Will** +2

Defensive Abilities integrated weapons; **Immunities** construct immunities

Weaknesses vulnerable to critical hits, vulnerable to electricity

OFFENSE

Speed 40 ft., climb 20 ft.

Melee slam +15 (1d6+10 B)

Ranged integrated corona laser pistol +12 (1d6+5 F; critical burn 1d4)

Offensive Abilities scan weakness, trample (1d6+10 B, DC 13)

TACTICS

During Combat Each robot attempts to trample its foes, then uses its scan weakness ability in conjunction with its slam attacks. If a robot is unable to reach its target, it uses its scan weakness ability with its ranged attacks.

Morale The robots fight until destroyed. They don't pursue intruders out of areas **A4** or **A5**.

STATISTICS

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

Skills Computers +11, Life Science +11, Intimidate +11

Languages Izalguun

Other Abilities climbing treads, efficient trample, unliving

Gear corona laser pistol with 2 batteries (20 charges each)

SPECIAL ABILITIES

Climbing Treads (Ex) A guardian-class security robot has durable treads in place of legs. These treads provide it with a climb speed of 20 feet and allow it to ignore the effects of difficult terrain.

Efficient Trample (Ex) Due to its impressive treads, a guardian-class security robot can trample creatures that are its own size or smaller.

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

Scan Weakness (Ex) A guardian-class security robot can, as a full action, attempt a Life Science check and then attack its foe. If the robot's Life Science check succeeds at the necessary DC to identify an average creature of the target's CR (DC = 10 + 1-1/2 × target's CR), the robot identifies a weak spot in the target and deals an additional 3d8 damage. If the robot fails this check, it cannot make another scan against the same target for 24 hours. This additional damage does not apply to targets that cannot be identified with the Life Science skill, such as constructs or outsiders.

SUBTIER 7-8 (CR 10)

GUARDIAN-CLASS SECURITY ROBOTS (6) CR 5

HP 70 each (see Subtier 5-6)

TACTICS

Use the tactics from Subtier 5-6.

Development: If the PCs can examine these robots (either after defeating them in combat or before they regain power), they can salvage their armor and weapons (see *Treasure* below) and can review their most recent activation logs. Accessing these logs requires a PC to succeed at a DC 22 Computers or Engineering check (DC 25 in Subtier 7-8). The last activation before the PCs arrived was many years ago, and it depicts a harrowing battle between a feathered monstrosity wearing an ocular visor and a bloated, toad-like behemoth. Initially, the robots rushed to meet these aggressive creatures, but their scans identified them both as izalguuns, and so the robots returned to their security center without intervening.

Treasure: The polycarbonate plating on each robot can be removed and functions as vesk overplate II. The PCs can also salvage the integrated corona laser pistols and batteries from the robots; this takes 10 minutes per robot, although a PC who succeeds at a DC 27 Engineering check (DC 30 in Subtier 7-8) reduces this time to 1 minute per robot.

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

Subtier 5-6: Reduce each PC's credits earned by 726.

Out of Subtier: Reduce each PC's credits earned by 1,089.

Subtier 7-8: Reduce each PC's credits earned by 1,452.

A6. STORAGE ROOM

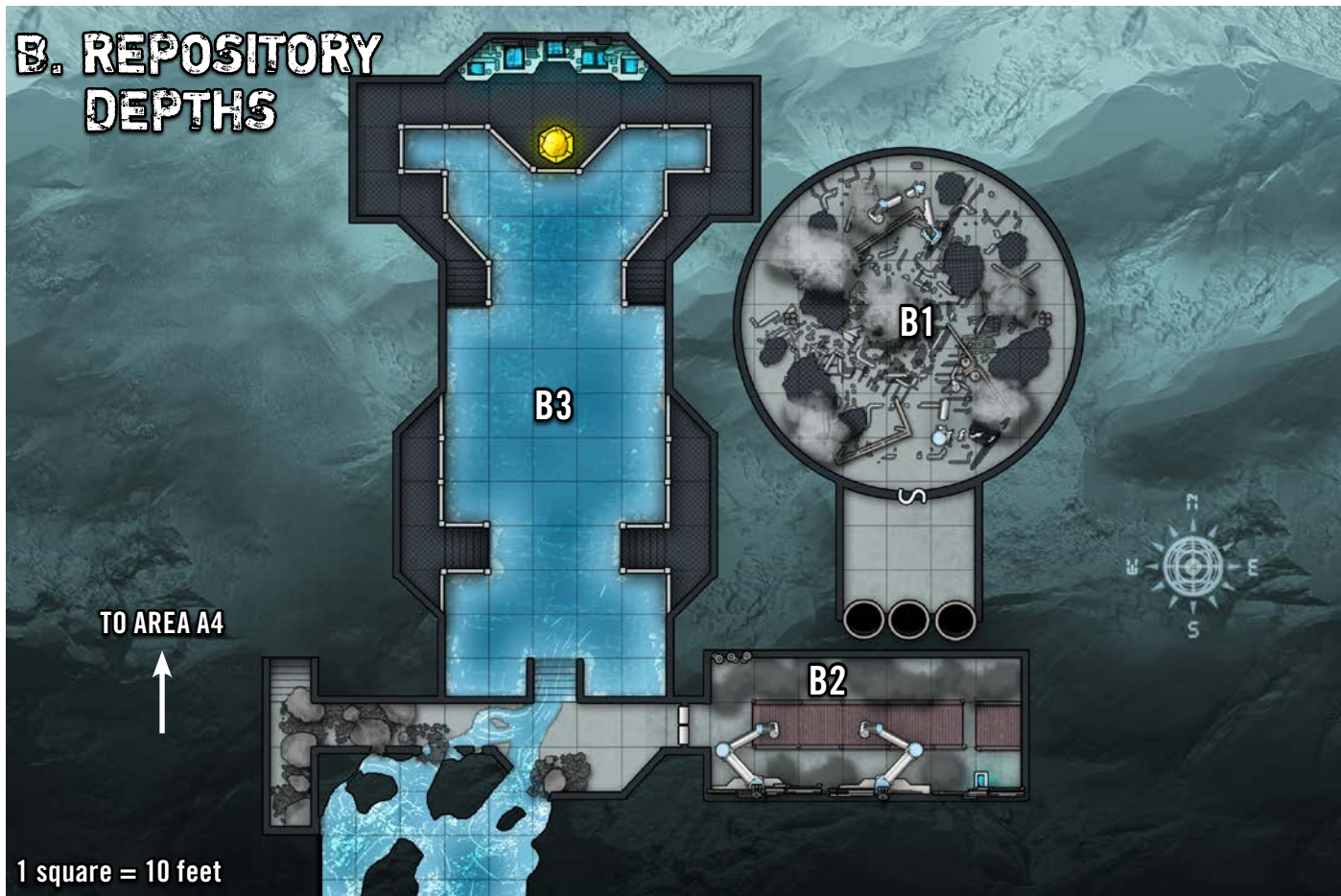
Trash fills this ransacked storage room. A door to the north leads to the research lab (area **A4**). A set of stairs along the eastern wall leads to a magnetically secured door to the conveyor belt (area **A7**).

Treasure: Hidden amid the detritus stored here is an undamaged *mk 2 null space chamber*, which a PC can discover by succeeding on a DC 20 Perception check.

Rewards: If the PCs fail to locate the *mk 2 null space chamber*, reduce each PC's credits earned by the following amount.

Both Subtiers: Reduce each PC's credits earned by 204.

B. REPOSITORY DEPTHS



A7. CONVEYOR BELT (CR 6 OR CR 8)

A small landing ends at a 10-foot wide conveyor belt that leads east and slopes slightly downward. The belt leads to others, all descending into a bank of greasy black smoke 60 feet below. There is a gap in the railing that lines the landing, but only the top two rungs of a ladder remain; the rest of the ladder is missing, providing only a vertiginous drop. The wheezing and clanking of machinery echo up from somewhere within the smoke.

This landing was used to load the conveyor belt with trash to be dumped into a compactor or items to be carried down to the factory floor (area B2). The factory floor is 80 feet below the landing, but it is obscured by 20 feet of thick smoke. The ladder that once led from this landing to the factory floor is a crumpled mass of metal far below; climbing down without the ladder is particularly difficult, requiring a successful DC 25 Athletics check (DC 28 in Subtier 7–8).

The conveyor belts move at a speed of 20 feet per round. Although the belts appear positioned to carry a rider downward, riders face two hazards. First, the highest belt rolls past hatches to the trash compactor and dumps any heavy cargo into the trash compactor chutes (see Trap below). Second, the lowest conveyor

belts are missing, and anyone riding the conveyor belts simply falls the final 20 feet to the center of factory floor, taking 2d6 points of falling damage. Neither of these hazards is visible from the landing; the trash compactor hatches are closed, and the missing belts far below aren't visible due to the smoke.

Trap: The upper conveyor belt runs past several hatches that lead to a trash compactor (see the area B map); the compactor used to compress and expel trash into the junkyard (area B1). Although machinery on the factory floor (area B2) used to control these hatches, these machines are broken, and they can no longer stop the hatches from opening. Now, any weight on the conveyor belt greater than 50 pounds is automatically dumped through a hatch and into a chute to slide down to the compactor area. Climbing back up a chute requires a successful DC 29 Athletics check (DC 32 in Subtier 7–8). The airlock door between the compactor area and the junkyard provides a route for escape, but it requires a successful DC 26 Engineering check (DC 29 in Subtier 7–8) to open.

Whenever an object slides into the compactor area, the south wall of the compactor moves forward 10 feet 1 round later, on the trap's initiative. The wall moves 10 feet each round thereafter. On the first round it moves, this deals 2d6 bludgeoning damage to all nonamorphous creatures in the compactor. This damage increases to 8d6 on the second round, then 32d6 on the third round. On the fourth round, the wall resets.

SUBTIER 5-6 (CR 6)

ADVANCED TRASH COMPACTOR TRAP CR 6

Type technological; **Perception** DC 29; **Disable** Engineering DC 22 (disable compression for 1 round) or DC 26 (open airlock door to area **B1**)

Trigger location; **Init** +11; **Duration** 4 rounds; **Reset** 1 minute

Initial Effect 80-ft long chutes (4d6 falling damage); Reflex DC 16 avoids; multiple targets (any targets on the upper conveyor belt); **Secondary Effect** crushing walls (30-ft.-square room compresses 10 ft. per round, 2d6 B on first round, 8d6 B on second round, and 32d6 B on third round); Reflex DC 16 half; never miss; onset delay (1 round); multiple targets (all nonamorphous targets in the compactor area)

Special The gears controlling the compression mechanism have EAC 17, KAC 21, hardness 20, and 88 Hit Points.

SUBTIER 7-8 (CR 8)

INCENDIARY TRASH COMPACTOR TRAP CR 8

Type technological; **Perception** DC 32; **Disable** Engineering DC 25 (disable compression for 1 round) or DC 29 (open airlock door to area **B1**)

Trigger location; **Init** +14; **Duration** 4 rounds; **Reset** 1 minute

Initial Effect 80-ft long superheated chutes (4d6 falling damage and 6d6 F); Reflex DC 18 avoids; multiple targets (any targets on the upper conveyor belt); **Secondary Effect** crushing walls (30-ft.-square room compresses 10 ft. per round, 2d6 B on first round, 8d6 B on second round, and 32d6 B on third round); Reflex DC 18 half; never miss; onset delay (1 round); multiple targets (all nonamorphous targets in the compactor area)

Special The gears controlling the compression mechanism have EAC 19, KAC 23, hardness 20, and 125 Hit Points.

Treasure: A bright-yellow case is lodged between the conveyor belts at the east end of this room, past the hatches to the trash compactor. Labeled "Vaccine" in Izalguun, this case contains a needler pistol with 6 darts. Each dart contains Ralveen's cure: a yellow medicinal that immediately restores anyone suffering from devolution radiation to a healthy state on the progression track (although a cured target might be affected again if she remains in the Repository). The case also contains three vials of *mk 3 healing serum*.

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

Both Subtiers: Reduce each PC's credits earned by 99.

B. REPOSITORY DEPTHS

Constructed of the same materials as the Repository's upper level, this level contains the factory, junkyard, and storage facility for the relics deposited here. This level is 80 feet below the upper level and is in even worse disrepair: every room shows signs of

Scaling Encounter B1

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

Both Subtiers: The scavenger slime has been somewhat affected by the devolution radiation in the Repository. It is sickened; furthermore, it loses its damage reduction and energy resistance.

vandalism, such as exposed electrical wiring and piles of debris. Even if the PCs turned on the lighting in the research lab (area **A4**); these levels remain dark; the wiring connecting the lights here is all corroded or missing.

B1. JUNKYARD (CR 7 OR CR 9)

Several hills of trash crest above the refuse floor and emit the stench of grease, rust, and old medicine. Miasmic vapors swirl in clouds around the garbage piles.

This junkyard is far below the main silo doors (area **A1**) and stacked with trash dozens of feet deep. This area is treated as difficult terrain. Although most of the trash is sufficiently compacted to form a "floor" of garbage 80 feet below area **A1**, it is heaped in uneven hills, some as much as 20 feet tall. The bridge that once spanned the entry high above lies here in three twisted pieces.

The trash here includes items jettisoned by the izalguun, but which weren't deemed significant enough for the Repository's caretakers to repair, store, or study. This heap also includes trash intentionally discarded into the trash compactor in area **A7**.

Climbing the greasy silo back to area **A1** is difficult, requiring a PC to succeed at a DC 20 Athletics check (DC 25 in Subtier 7-8). The airlock door leading the trash compactor (see area **A7**) is hidden among the debris here and can be located by succeeding at a DC 24 Perception check (DC 28 in Subtier 7-8). It is a sturdy airlock door (hardness 35; HP 160, break DC 40) that can be opened by a PC who succeeds at a DC 26 Engineering check (DC 29 in Subtier 7-8). If the PCs happen to open this airlock door before they open the airlock door in area **A1**, they are afflicted with the devolution radiation as described there.

Creatures: Years ago, a scavenger slime stowing away on a starship was unknowingly jettisoned here. Although the izalguun caretakers would normally have detected and eliminated the creature, it arrived after the caretakers had already fallen to devolution and infighting. The creature has thrived in this trash pit, its immunity to poison staving off the effects of the devolution radiation. It's currently hiding amid the trash, but it slithers forth to attack 1d4 rounds after anyone enters this area.

Optional Encounter

Encounter **B2** is optional. If less than 75 minutes remain to play the scenario, the trap doesn't activate.

SUBTIER 5–6 (CR 7)

IMMATURE SCAVENGER SLIME **CR 7**

Starfinder Alien Archive 100

N Large ooze

Init +2; **Senses** blindsight (vibration) 60 ft., sightless;

Perception +14

DEFENSE **HP** 105

EAC 19; **KAC** 24

Fort +11; **Ref** +7; **Will** +4

Defensive Abilities scavenger shell; **DR** 5/adamantine;

Immunities ooze immunities; **Resistances** fire 10

OFFENSE

Speed 20 ft.

Melee pseudopod +14 (2d6+11 B)

Ranged corona artillery laser +17 (2d8+7 F; critical burn 1d6) or red star plasma rifle +17 (1d10+7 E & F; burn 1d4) or static arc rifle +17 (1d12+7 E; critical arc 1d6)

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

TACTICS

During Combat The scavenger slime favors its artillery laser, but it uses its plasma rifle whenever at least 3 foes are standing in a line.

Morale The slime fights to the death to protect its territory.

STATISTICS

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

Skills Stealth +19 (+24 in ruins or garbage)

Languages none

Other Abilities kitbash

SPECIAL ABILITIES

Kitbash (Ex) Scavenger slimes have an intuitive understanding of technology and how to use and repair it, despite their otherwise mindless nature. An immature scavenger slime has a +19 bonus to Engineering checks to repair mechanical and technological items; it can form its body into any tool required for this repair work.

Scavenger Shell (Ex) Scavenger slimes build protective shells for themselves out of refuse and their own natural resin, incorporating bits of repaired technology as they go. A scavenger slime's shell grants the scavenger slime DR 5/adamantine and resistance 10 to a random energy type depending on the technology it has incorporated, and also includes life-support systems similar to those in commercial armor, allowing it to survive in the vacuum of space. A

scavenger slime can also incorporate weapons: one heavy weapon of an item level no greater than its Challenge Rating (7 for the typical immature scavenger slime), and either two longarms or three small arms each of an item level no greater than its CR – 1. A scavenger slime gains proficiency in whatever weapons it incorporates into its shell and powers these weapons naturally with the energy it produces. A weapon in a scavenger slime's shell can be sundered as if it were an item with an item level equal to the slime's CR. The scavenger slime listed here is resistant to fire and has incorporated a corona artillery laser, a red star plasma rifle, and a static arc rifle.

SUBTIER 7–8 (CR 9)

SCAVENGER SLIME **CR 9**

HP 145 (*Starfinder Alien Archive 100*; see page 16)

TACTICS

Use the tactics from Subtier 5–6.

Development: In addition to collecting the scavenger slime's weapons, the PCs may harvest some of its sticky resin to make five stickybomb grenades II (two stickybomb grenades III in Subtier 7–8). This requires a successful DC 24 Engineering or Life Science check (DC 27 in Subtier 7–8). Success produces the stickybombs, while failure results in 2d10+13 damage to the PC attempting the check as the slime revitalizes with enough strength for one final strike. This check cannot be retried.

Treasure: One of the tallest heaps of trash contains a soot-stained crate with a smashed-in corner; several small, glimmering UPBs are spilling out of the chest. The chest contains a total of 2,520 UPBs

Rewards: If the PCs do not recover the scavenger slime's weapons and resin and do not find the crate of UPBs, reduce each PC's credits earned by the following amount.

Subtier 5–6: Reduce each PC's credits earned by 700.

Out of Subtier: Reduce each PC's credits earned by 877.

Subtier 7–8: Reduce each PC's credits earned by 1,053.

B2. FACTORY (CR 6 OR CR 8)

Thick clouds of black smoke belch forth from oil-soaked machinery that sprawls throughout this factory. The machinery wheezes and clanks in a jarring cacophony.

Eighty feet below the landing in area **A7**, this factory floor is where the descending conveyor belts lead. A magnetically secured door leads to area **B3** to the west. This errant machinery also gouts thick, greasy smoke (*Starfinder Core Rulebook 404*) that fills this area to a height of 20 feet. The PCs can repair the machinery to stop the smoke with 10 minutes of work and a successful DC 20 Engineering check (DC 25 in Subtier 7–8); vents then disperse the smoke in only a few minutes.

Trap: Robotic pistons long ago slipped their housings and are poised to crush anyone entering the 10-foot wide work floor in the center of this room (including anyone deposited here by the conveyor belts in area **A7**). The pistons can be powered down from any spot in this room.

SUBTIER 5–6 (CR 6)

SMASHING PISTONS TRAP CR 6

Type technological; **Perception** DC 29; **Disable** Engineering DC 24 (power down pistons)

Trigger location; **Reset** 1 minute

Effect pistons +17 melee (4d12+4 B); Reflex DC 16 avoids; multiple targets (all targets in the 10-foot wide work floor running the length of this area)

SUBTIER 7–8 (CR 8)

CRUSHING PISTONS TRAP CR 8

Type technological; **Perception** DC 32; **Disable** Engineering DC 27 (power down pistons)

Trigger location; **Reset** 1 minute

Effect pistons +20 melee (8d10 B); Reflex DC 18 avoids; multiple targets (all targets in the 10-foot wide work floor running the length of this area)

Development: If the PCs don't stop the smoke in this area, it flows into area **B3** when they open the door to the west, filling the 10 feet above the waterline in that area.

B3. THE ERSATZ SWAMP (CR 8 OR CR 10)

A drone of insects echoes around this technological swampland. Water floods most of this room, flowing in through a shattered door to the south. Stunted fungi protrude from the water's surface atop twisted metal shelves and broken technology. Catwalks around the room skim the swamp's surface, each coated with slime. At the north end of the room stands a glowing golden obelisk, resting atop a pile of fragmented golden items.

This former storeroom is now flooded with murky water to a depth of 15 feet. The door at the south end of the room has a set of submerged stairs leading to the room's floor. The ceiling of the vaulted room is 40 feet above the water level. The catwalks are just an inch or two above the water level, but are coated with slime. The catwalks are difficult terrain, and increase the DC for Acrobatics checks attempted on them by 5.

Prima transformed this room to be suitable to her new amphibian form before the last of her intellect finally slipped away. The water is diverted from the Repository's main water supply, and a replication device occasionally jettisons the biological matter that forms the fungus, insects, and small marine animals that live here. Prima and her offspring—who are now fully grown—reside here as

Scaling Encounter B3

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

Subtier 5–6: Remove one batrachian izalguun from the encounter.

Subtier 7–8: Remove two batrachian izalguuns from the encounter.

well, although these devolved frog-izalguun creatures spend much of their time in hibernation. They awoke when the PCs entered the Repository, but don't pursue anyone beyond this chamber.

The golden obelisk on the northern catwalk is the *Tear*. The devolved izalguuns treat the *Tear* with reverential devotion and have erected it as the centerpiece of other "godtouched" relics here. Batrachian izalguun spittle keeps it anchored to these other objects; removing it requires a PC to succeed at a DC 18 Athletics check (DC 20 in Subtier 7–8) or deal at least 10 points of fire or bludgeoning damage to the coagulated spittle (the spittle has EAC 12 and KAC 12). None of the PCs' attacks are able to harm the *Tear* itself, as it is an artifact.

Creatures: Several izalguuns devolved into batrachian forms lurk beneath the waters of this room. They are barely sentient and eager to feast upon anything other than their usual fare. Further, they revere the *Tear* as a holy artifact and attack anyone that approaches it too closely.

SUBTIER 5–6 (CR 8)

BATRACHIAN IZALGUUNS (3) CR 5

CN Large monstrous humanoid (aquatic)

Init +3; **Senses** darkvision 60 ft., blindsense (scent) 30 ft.;

Perception +11

Resistances cold 10

DEFENSE HP 70 EACH

EAC 17; **KAC** 19

Fort +7; **Ref** +9; **Will** +6

Weaknesses water dependency

OFFENSE

Speed 20 ft., swim 40 ft.

Melee tongue lash +15 (1d6+10 B plus grab)

Ranged adhesive spittle +12 (1d8+5 B plus entangle)

Space 10 ft.; **Reach** 10 ft. (15 ft. with tongue lash)

Offensive Abilities adhesive spittle, tongue pull

TACTICS

During Combat Batrachian izalguuns favor tongue lashes to get their prey as close to their gullets as possible. If overwhelmed, a batrachian izalguun uses its adhesive spittle to entangle foes.

Morale Batrachian izalguuns fight to the death as long as they have at least one ally. If only one remains, it flees when reduced below 10 Hit Points.

STATISTICS

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

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

Languages none

Other Abilities amphibious, posture

SPECIAL ABILITIES

Adhesive Spittle (Ex) Once every 1d4 rounds as a standard action, a batrachian izalguun can expel a thick glob of spittle at up to four creatures within 30 feet, no two of which can be more than 10 feet apart. This spittle quickly coagulates; targets damaged by the spittle are entangled for 1 minute (Reflex DC 13 negates). A creature can break free and end the entangled condition early by succeeding on a DC 18 Strength check as a move action or by dealing at least 10 points of fire or bludgeoning damage to the coagulated spittle (the coagulated spittle has EAC 12 and KAC 12).

Posture (Ex) A batrachian izalguun can switch between biped

and quadruped postures as a move action. When in a quadruped posture, a batrachian izalguun has a land speed of 40 feet and a reach of 5 feet (10 feet with tongue). When in biped posture, a batrachian izalguun has a land speed of 20 feet and a reach of 10 (15 feet with tongue), and gains the four-armed trait (identical to the kasatha trait of the same name). Regardless of its posture, a batrachian izalguun has a swim speed of 40 feet.

Tongue Pull (Ex) A batrachian izalguun's tongue is coated with a sticky residue that helps it reel in targets. A batrachian izalguun can attempt a reposition combat maneuver against a grabbed target as a move action with a +4 circumstance bonus, but only to move the target closer to it.

SUBTIER 7-8 (CR 10)

BATRACHIAN IZALGUUNS (3)

CR 5

HP 70 each (see page 13)

TACTICS

Use the tactics from Subtier 5-6.

ALPHA BATRACHIAN IZALGUUN

CR 8

CN Huge monstrous humanoid (aquatic)

Init +4; **Senses** darkvision 60 ft., blindsense (scent) 30 ft.;

Perception +16

Resistances cold 10

DEFENSE

HP 125

EAC 20; **KAC** 22

Fort +10; **Ref** +12; **Will** +9

Weaknesses water dependency

OFFENSE

Speed 20 ft., swim 40 ft.

Melee tongue lash +20 (3d4+14 B plus grab)

Ranged adhesive spittle +17 (3d6+8 B plus entangle)

Space 15 ft.; **Reach** 10 ft. (15 ft. with tongue lash)

Offensive Abilities adhesive spittle, croak (DC 16), tongue pull

TACTICS

During Combat The alpha batrachian izalguun begins combat with a bellowing croak, then uses her adhesive spittle on the largest group of enemies.

She uses her tongue lashes on later rounds.

Morale The alpha batrachian izalguun fights to the death.

STATISTICS

Str +6; **Dex** +4; **Con** +2; **Int** -4; **Wis** -2; **Cha** +0

Skills Athletics +16, Intimidate +21, Survival +16

Languages none

Other Abilities amphibious, posture

SPECIAL ABILITIES

Adhesive Spittle (Ex) Once every 1d4 rounds as a standard



Batrachian
Izalguun

action, an alpha batrachian izalguun can expel a thick glob of spittle at up to four creatures within 30 feet, no two of which can be more than 10 feet apart. This spittle quickly coagulates; targets damaged by the spittle are entangled for 1 minute (Reflex DC 16 negates). A creature can break free and end the entangled condition early with a successful DC 18 Strength check as a move action, or by dealing at least 10 points of fire or bludgeoning damage to the coagulated spittle (the coagulated spittle has EAC 12 and KAC 12).

Croak (Su) As a move action, an alpha batrachian izalguun can emit a loud and horrifying croak that causes any non-izalguun within 60 feet to become shaken for 1d4+1 rounds (DC 16 Will negates). After the alpha batrachian izalguun croaks, it must wait 1 hour before it can do so again. Other izalguuns within 60 feet who hear the croak gain a +1 morale bonus to ability checks, attack rolls, saving throws, and skill checks for 1d4+1 rounds. This is an emotion, fear, mind-affecting, sense-dependent effect.

Posture (Ex) See page 14.

Tongue Pull (Ex) See page 14.

Development: The PCs may have recovered Ralveen's cure from the conveyor belts (see area **A7**). If the PCs administer a dose of the vaccine to a batrachian izalguun, it reverts to an ordinary izalguun over the course of 1 minute. The izalguun loses its aquatic subtype, swim speed, water dependency weakness, amphibious special ability, and all attacks and offensive abilities. The izalguun's Intelligence becomes 8 (-1).

In Subtier 5–6, the last izalguun the PCs treat is Prima, and the others are her offspring; in Subtier 7–8, the alpha izalguun is Prima and the others are her offspring.

Izalguuns cured by the PCs are confused but grateful. They are eager to leave the Repository and return to their own kind (or, in the case of Prima's offspring, to meet others of their own kind for the first time). Prima admits to having murdered Ralveen long ago. She is remorseful, and she would like her fate to be determined by izalguun authorities.

Treasure: In addition to the *Tear*, the PCs can recover several other relics here, most made of gold or rarer alloys. These relics weigh 10 bulk in total and are worth 10,000 credits (12,000 credits in Subtier 7–8).

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

Subtier 5–6: Reduce each PC's credits earned by 1,667.

Out of Subtier: Reduce each PC's credits earned by 1,833.

Subtier 7–8: Reduce each PC's credits earned by 2,000.

CONCLUSION

The PCs can leave the Repository once they claim the *Tear*. Any PCs afflicted with devolution radiation in this scenario gain the Devolved boon on their Chronicle sheets.

Upon the PCs' return to Absalom Station, First Seeker Luwazi Elsebo is ecstatic. With the *Tear* in the Starfinder Society's possession, she knows that the rescue of the Starfinders behind the Godshield is near at hand. Thanks to the PCs' performance of this critical task, they have put themselves at the top of Luwazi's short list of agents who are capable of assisting her in this endeavor.

If the PCs restored Prima or any of her offspring, it's only a slight detour to drop them off at the izalguun home world; alternatively, the PCs can bring them to Ulyapses at Absalom Station. In any case, the izalguuns are excited to reunite with their lost kin and they praise the PCs for their resourcefulness.

REPORTING NOTES

If the PCs restored Prima and rescued her from the Repository, check box A. If the PCs rescued at least one izalguun, but not Prima, check box B. If the PCs rescued no devolved izalguuns at all, check box C.

PRIMARY SUCCESS CONDITIONS

If the PCs recovered the *Tear*, they succeed at their mission and each earn 1 Fame and 1 Reputation for any factions associated with their currently slotted faction boon. PCs who complete this mission also gain the Journey to the Scoured Stars: Segment 4 boon on their Chronicle sheets.

SECONDARY SUCCESS CONDITIONS

If the PCs complete any two of the following, they earn 1 additional Fame and 1 Reputation for any factions associated with their currently slotted faction boon: view Ralveen's final log, view Prima's final log, restore at least one izalguun with the vaccine.

FACTION NOTES

Success at the PCs' primary mission contributes directly to the First Seeker's goals. Each PC earns 1 additional Reputation with the Second Seekers (Luwazi Elsebo) faction, in addition to any other Reputation earned as a result of completing this scenario.

APPENDIX: STAT BLOCK

SCAVENGER SLIME**CR 9***Starfinder Alien Archive* 100

N Large ooze

Init +3; **Senses** blindsight (vibration) 60 ft., sightless;**Perception** +17**DEFENSE****HP** 145**EAC** 22; **KAC** 24**Fort** +13; **Ref** +9; **Will** +6**Defensive Abilities** scavenger shell; **DR** 5/adamantine;**Immunities** ooze immunities; **Resistances** fire 10**OFFENSE****Speed** 20 ft.**Melee** pseudopod +18 (2d10+13 B)**Ranged** aphelion artillery laser +21 (3d8+9 F; critical burn 1d6) or

dual crossbolter +21 (2d10+9 P) or

red star plasma rifle +21 (1d10+9 E & F; critical burn 1d4)

Space 10 ft.; **Reach** 5 ft.**STATISTICS****Str** +4; **Dex** +3; **Con** +6; **Int** –; **Wis** +0; **Cha** –2**Skills** Stealth +22 (+27 in ruins or garbage)**Languages** none**Other Abilities** kitbash**SPECIAL ABILITIES**

Kitbash (Ex) Scavenger slimes have an intuitive understanding of technology and how to use and repair it, despite their otherwise mindless nature. A scavenger slime has a +22 bonus to Engineering checks to repair mechanical and technological items; it can form its body into any tool required for this repair work.

Scavenger Shell (Ex) Scavenger slimes build protective shells for themselves out of refuse and their own natural resin, incorporating bits of repaired technology as they go. A scavenger slime's shell grants the scavenger slime DR 5/adamantine and resistance 10 to a random energy type depending on the technology it has incorporated, and also includes life-support systems similar to those in commercial armor, allowing it to survive in the vacuum of space. A scavenger slime can also incorporate weapons: one heavy weapon of an item level no greater than its Challenge Rating (9 for the typical scavenger slime), and either two longarms or three small arms each of an item level no greater than its CR – 1. A scavenger slime gains proficiency in whatever weapons it incorporates into its shell and powers these weapons naturally with the energy it produces. A weapon in a scavenger slime's shell can be sundered as if it were an item with an item level equal to the slime's CR. The scavenger slime listed here is resistant to fire and has incorporated an aphelion artillery laser, a dual crossbolter, and a red star plasma rifle.

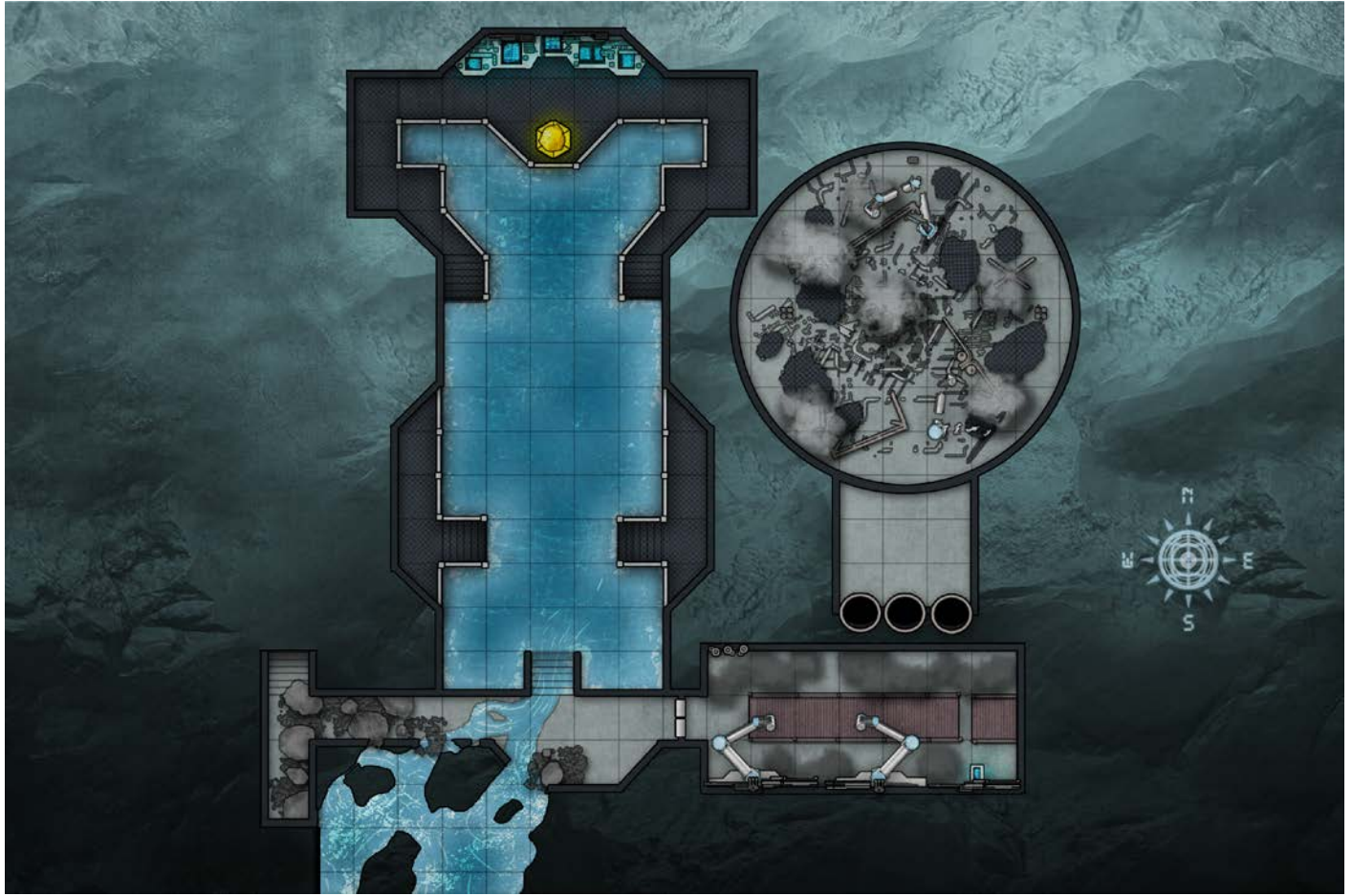
HANDOUT #1: RALVEEN'S FINAL LOG

Relic number 001237 has infected Prima and me with a strange radiation sickness. I fear our unborn children may have suffered the brunt of this taint, and I am unsure I can reverse the radiation's change—it's affected their base genetic code. I have found an antidote for this sickness, but there is a small risk of terminating Prima's pregnancy. While I have this vaccine at the ready, Prima has refused it. Since we detected our genetically altered code, she has grown both in physical stature and in foul temperament. She has turned violent on several occasions, but I forgive her. I know it is the sickness and not her. I plan to inject her tonight while she sleeps, as I cannot risk our sickness becoming worse. If we lose our unborn children, I beg for forgiveness.

HANDOUT #2: PRIMA'S FINAL LOG

To those who discover this log, know that I am guilty of murder, and I would do it again. My children live, and I plan to bring them to term. As for Ralveen's odious yellow cure, know that I threw it into the trash compactor and have destroyed it. No cure should come at the destruction of life. I embrace my change, and I realize that soon I shall be incapable of the thought required to run this facility and continue communications on this log. This is my last entry. I make my descent below to prepare for birth. I shall alter the environment to suit my metamorphosis. If you discover this, turn back now, and leave us alone. I have murdered before to protect my babies, and I will not hesitate to do so again.





Starfinder Society Scenario #1-17: Reclaiming the Time-Lost Tear

Event _____		Date _____	
GM # _____		GM Character # _____	
GM Name _____		GM Fame Earned _____	
<input type="checkbox"/> Acquisitives	<input type="checkbox"/> Exo-Guardians	<input type="checkbox"/> Dataphiles	
<input type="checkbox"/> Second Seekers ()	<input type="checkbox"/> Faction _____	<input type="checkbox"/> Wayfinders	
<input type="checkbox"/> A <input type="checkbox"/> B	<input type="checkbox"/> C	<input type="checkbox"/> D	

Character # _____

Fame Faction Boons

Character Name _____

Acquisitives Exo-Guardians Dataphiles

Second Seekers () Faction _____ Wayfinders

Character # _____

Fame Faction Boons

Character Name _____

Acquisitives Exo-Guardians Dataphiles

Second Seekers () Faction _____ Wayfinders

Character # _____

Fame Faction Boons

Character Name _____

Acquisitives Exo-Guardians Dataphiles

Second Seekers () Faction _____ Wayfinders

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Acquisitives Exo-Guardians Dataphiles

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Second Seekers () Faction _____ Wayfinders

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Fame Faction Boons

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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 #1-17: Reclaiming the Time-Lost Tear

Character Chronicle #

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

This Chronicle sheet grants access to the following:

Devolved (Personal Boon): While exploring the Repository on the moon of Izal-4, you suffered a unique form of radiation that devolved your DNA. Although you have almost completely recovered, you still experience some residual effects from time to time. Circle the type of devolution you experienced and cross out the others. You can slot this boon to represent your devolution manifesting for a short time. While you have this boon slotted, you gain the indicated bonus.

Avian: You gain a fly speed equal to your land speed (average maneuverability). If you already have a fly speed, your fly speed increases by 10 feet.

Batrachian: You gain a swim speed equal to your land speed. If you already have a swim speed, your swim speed increases by 10 feet.

Simian: You gain a climb speed equal to your land speed. If you already have a climb speed, your climb speed increases by 10 feet.

Journey to the Scoured Stars: Segment 4 (Unidentified Boon): You have recovered the *Tear*, an artifact sent to the igalzuuns from the mysterious entity that controls the golden shield around the Scoured Stars. This boon represents your character's involvement in this critical step toward solving the Scoured Stars mystery. Other boons representing future steps toward unraveling the mystery of the Scoured Stars will appear in future scenarios, and collecting these boons will result in a unique bonus, to be detailed on a future Chronicle sheet.

Ralveen's Visor (Slotless Boon; Limited Use): If you purchase a motion-detector and X-ray visor at the same time, you can treat them as a single 10th-level item called Ralveen's visor. Ralveen's visor is a cumbersome ocular visor that functions as both an x-ray visor and a motion detector (the motion detector need not be held in the hand, but you must still take a move action each round to use it). You can switch freely between functions as X-ray visor, motion detector, or both. In Subtier 7-8, you may also purchase the *aura goggles* at the same time to incorporate them into Ralveen's visor; if you do, Ralveen's visor is an 11th-level hybrid item, and you can switch freely between the functions of the *aura goggles*, X-ray visor, or motion detector (or any combination).

All Subtiers

corona artillery laser (4,650; item level 6)
 corona laser pistol (4,270; item level 6)
 mk 2 null space chamber (12,250; item level 9)
 mk 3 healing serum (1,950; item level 9; limit 3)
 motion detector (6,000; item level 7)
 red star plasma rifle (4,600; item level 6)
 static arc rifle (4,200; item level 6)
 stickybomb grenade II (675; item level 4; limit 5)
 X-ray visor (9,000; item level 9)

Subtier 7-8

aphelion artillery laser (14,300; item level 9)
aura goggles (49,000; item level 8; *Starfinder Alien Archive* 25)
 dual crossbolter (8,250; item level 8)
 stickybomb grenade III (5,410; item level 10; limit 2)

Reputation

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

For GM Only

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Organized Play #

MAX CREDITS	SUBTIER	<input type="checkbox"/> Normal Max Credits
5-6	4,079	
SUBTIER	<input type="checkbox"/> Normal	
Out of Subtier	4,960	
SUBTIER	<input type="checkbox"/> Normal	
7-8	5,841	
SUBTIER	<input type="checkbox"/> Normal	
-	-	
EXPERIENCE	Starting XP	
+	XP Gained (GM ONLY)	
=	Final XP Total	
FAME	Initial Fame	
+	Fame Gained (GM ONLY)	
-	Fame Spent	
Final Fame		
CREDITS	Starting Credits	
+	Credits Garnered (GM ONLY)	
+	Day Job (GM ONLY)	
-	Credits Spent	
=	Total	