

YEAR OF SCOURED STARS
STARFINDER SOCIETY SCENARIO #1-18, TIER 1-4

STARFINDER SOCIETY

The Blackmoon Survey

BY JESSE BENNER





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HOW TO PLAY

Starfinder Society Scenario #1-18: The Blackmoon Survey 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.



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GM RESOURCES

The Blackmoon Survey makes use of the *Starfinder Core Rulebook*, *Starfinder Alien Archive* (AA) and *Starfinder Pact Worlds* (PW). 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 sfrd.info, and the relevant rules from the *Starfinder 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*. This adventure has no scenario tags.

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THE BLACKMOON SURVEY

BY JESSE BENNER



In the ages leading up to the current stability enjoyed by the Pact Worlds, no single faction or group kept their hands clean of unsavory acts or decisions, though some groups developed reputations more justly than others. Wielding incredible technology and necromancy, the elebrians who once ruled Eox demanded fealty and acquiescence from all others, and in the arrogance of their demands unleashed a terrible weapon that sundered two other worlds in their star system and scorched their own world in the process. As the very atmosphere of Eox blazed, the most powerful elebrians retreated to fortified bunkers and compounds deep below the blasted ground, where they made the transition into undeath. Eox remains inhospitable to all life to this day, but the necromantic skill of the Eoxian elite, later to be known as bone sages, repopulated the planet of Eox with varied legions of undead. Mindless and sentient alike, these undead turned Eox into the necropolis world that it remains to the current day.

In 7 AG, Eox's bone sages launched the infamous Magefire Assault in an effort to gain control of Absalom Station. During this contentious time, an unknown party triggered a sarcesian doomsday weapon hidden in Eox's orbit before the Gap and since left dormant, known as the Thousand Moons trap. This activation brought a massive hunk of stone down upon the Eoxian necropolis of Muthal, destroying it completely and leaving Blackmoon—an immense, hemispheric orb of rock—blemishing Eox's surface. Since that fateful day, all sorts of rumors have surrounded Eox's newest mountain, and dozens of prominent bone sages have wrestled to claim sections of the region as necropolises of their own.

Following the Society's discovery of the false moon known as *Salvation's End*, an event that garnered the Society significant regional prestige, the bone sages contacted the Society to excavate a portion of Blackmoon for mutual gain. The squabbling undead of Eox recognize the importance of Blackmoon and have mutually agreed to allow neutral third parties to perform the bulk of the excavations. The Starfinder Society is but one of these hired excavation teams, and over the past year, Society agents have uncovered numerous finds from the ruins of Muthal, as well as interesting pieces of older Eoxian history hidden within Blackmoon.

In recent weeks, disappearances have plagued the excavation site, threatening both the Society's members and its lucrative arrangement with the bone sages. With both undead menials and Society agents missing, the excavation's nominal leader, **Taylehm**

Where in the Universe?

The Blackmoon Survey takes place on Eox, the Pact Worlds' notorious undead-dominated planet. Eox's isolated urban centers are ruled by the bone sages, the most politically and necromantically adept of Eox's society, who feud amongst each other while providing a united front to the rest of the Pact Worlds. For more information about Eox, see *Starfinder Pact Worlds*, available at bookstores and hobby shops everywhere and online at paizo.com.

(N female kasatha borai^{PW}), has contacted the Society for backup. Taylehm recognizes that the growing number of disappearances are sure to earn the sponsoring bone sages' attention and does not wish to endanger the ongoing arrangement between the Eoxian overlords and the Starfinder Society.

The truth behind the disappearances lies with a hidden group known as the Wings of Damiar. Made up of sarcesians (*Starfinder Alien Archive* 98) from the Diaspora, the Wings of Damiar have long watched over the actions of the Eoxians. They suspect that the bone sages will inevitably betray the Absalom Pact and once again turn against the other worlds of the system. The group takes its name from the long-dead world of Damiar, one of two planets shattered when the Eoxians unleashed their destructive force in ages past. The second-in-command of the Wings of Damiar, a radical named Mengian, believes the excavation poses a threat to the sarcesian's ongoing vigil and has taken drastic actions to remove the Starfinder presence.

GETTING STARTED

The adventure begins inside a meeting room in the Lorespire Complex on Absalom Station. **Venture-Captain Arvin** (N male damaya lashunta mystic) presents the PCs with their latest assignment. Arvin bids the PCs sit in the chairs of the meeting room as he dims the lights and calls up a holographic representation of Eox. Read or paraphrase the following to get the adventure underway.

Venture-Captain Arvin's calm demeanor erodes for a brief moment, replaced with the genuine excitement of sharing some piece of obscure lore. "When the bone sages of Eox launched the Magefire Assault in 7 AG, they ended up triggering an ancient doomsday weapon the sarcesians left in orbit over their home world. This dormant ordinance detonated with enough force to send part of a moon crashing into the planet, where it completely obliterated the Eoxian necropolis city of Muthal. The rock remains a geological anomaly, now called Blackmoon, and is one of the most fascinating excavation sites in the Pact Worlds. The potential combination of technological detritus and magical residue residing within and beneath Blackmoon represents a treasure trove of knowledge about Eox and its history. By calling in a few favors, and through some diplomatic back channels, the Society acquired the rights to excavate key sections of this munitions-made mountain with backing from the bone sages about a year ago. The Society has agreed to share any magical discoveries—including any magical items—unearthed within the ruins of the lost necropolis of Muthal."

"In exchange," Arvin says, with an air of professorial summation, "the bone sages continue to allow us access to the region and broadcast any major discoveries in the *Starfinder Chronicles*. None of this is why you're here—not exactly. You're here because a few weeks ago, the Blackmoon excavation called for assistance. The excavation overseer, a kasatha borai named Taylehm, has reported that every time we try to expand the boundaries of the dig, several Society workers and even some of the mindless undead laborers have disappeared or turned up dead or destroyed. The Society needs you to go to Eox, investigate the dig site, find the cause of the disturbance, and restore the excavation to working order—without jeopardizing our partnership with the bone sages!" he ends emphatically. "Now, do you have questions?"

Venture-Captain Arvin answers as many questions as he can before urging the PCs to make any last-minute purchases quickly so they don't miss their shuttle to Eox.

Do we know anything about the disappearances? "Taylehm's message was brief, and it seems she needs assistance in figuring out what's happening at the excavation site. It's likely that she knows more but didn't want to present it on a communication channel that could be intercepted. You'll need to find out what's going on and help her ensure these disappearances don't jeopardize our ongoing operations."

What do we know about the sarcesian weapon? "The Thousand Moons trap is believed to be an ancient sarcesian weapon created prior to the Gap for the purpose of wiping out Eox's major

settlements. It only partially triggered when it brought a moonlet down on the old necropolis of Muthal. The sarcesians likely built the weapon as retribution for the destruction of their ancestral home planets of Damiar and Iovo. Both worlds were destroyed by a preemptive Eoxian attack in ages past, an event that created the modern Diaspora from the ruins of those planets and stripped Eox of its atmosphere."

Who is Taylehm? "She's the overseer of our excavation operations around Blackmoon. She was once a Starfinder field agent but suffered a grievous injury on a mission in the Vast that... well, it killed her. The Society paid for her resurrection, but the process didn't go as expected and she returned as a borai—a corporeal undead that clings to its soul. While Taylehm wasn't eager to return to field duty, she agreed to continue her work for the Society and offered to use her new undead status to help manage our operations on Eox. She's a serious agent who's seen a lot in her lifetime."

Once the PCs finish their briefing with Venture-Captain Arvin, they should slot their boons for this session. This scenario doesn't call upon any specific types of boons, so the PCs should be encouraged to select whatever boons they think would be appropriate based on the results of their briefing. The PCs can also use this time to make any purchases from Absalom Station prior to departing for Eox onboard a Society-chartered shuttle.

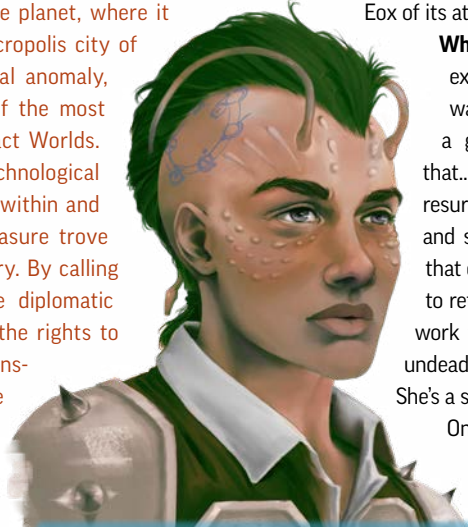
CULTURE (RECALL KNOWLEDGE) OR DIPLOMACY (GATHER INFORMATION)

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

10+: Eox is a world ruled by the undead. Ages ago, long before the Gap, the Eoxian leadership unleashed a terrifying weapon that destroyed two worlds in the star system and stripped Eox of its atmosphere. The few Eoxian survivors managed to endure by making the necessary transformation into undeath. Today, Eox's atmosphere is a thin layer of toxic elements unable to support life.

15+: Although they are a united front in treating with the Pact Worlds, the leading bone sages of Eox are a fractured and squabbling group domestically. Ruling from within the planet's functioning settlements, the bone sages see and employ the harsh and vast landscape between metropolises as a defensive buffer. Much of the planet is lawless and ungoverned, without resources or recourse to fall back on and infested by feral mindless undead.

20+: Blackmoon is a massive artificial mountain that fell from the asteroids surrounding Eox and destroyed the necropolis city of Muthal. It came to exist following the activation of the Thousand Moons—a sarcesian-made doomsday weapon that could



Venture-Captain Arvin

hurl several of the asteroids orbiting Eox down to the surface. Bone sages across Eox squabble over Blackmoon, and the area is renowned for its reputation of housing feral undead. Many question whether or not the sarcesians have established bases within the region as a means of keeping an eye on the bone sages.

LIFE SCIENCE (RECALL KNOWLEDGE) OR MYSTICISM (RECALL KNOWLEDGE)

10+: "Only the dead can truly live on Eox" is a saying amongst the Pact Worlds, as the cataclysmic event that tore open the planet's crust scorched almost all life on the surface. Though some minor examples of flora cling to life and a few strange and bizarre organisms have adapted, most of what moves on Eox is undead. Recent innovations in technology have allowed for some safe zones in settlements where outsiders don't need to rely on armor's environmental protections to survive. The excavation site of Blackmoon likely has minimal environmental protection, however, so armor will be a necessity.

15+: The undead of Eox are both its citizenry and its machinery. Some come to the strange planet seeking taboo medical or magical procedures to extend life beyond nature's grip, and others have simply existed in their state of undeath for centuries and intend to do so for that much longer. None exemplify this more than the growing number of borais. Borais aren't a true species, but are instead the result of other species experiencing complications while being brought back to life (such as via a *raise dead* spell). Borais are corporeal and sentient undead and have few places in the universe that accept them; Eox is one of a handful of planets to openly embrace the growing number of borais into its populace.

ARRIVAL ON EOX

The journey from Absalom Station to Eox takes 1d6+2 days. The chartered shuttle refrains from entering the Drift, instead coasting along the Pact Worlds trade lanes that connect Absalom Station and Eox. Overall, the journey to Eox is uneventful, with the exception of a flotilla of Aballonian starships. This small fleet consists of seven Compent AEV ships escorting and defending a heavily damaged Compent Group Defense Frigate (*Starfinder Pact Worlds* 154). The robotic starships, under the direct control of an intelligence identifying itself as Tutor 2-12, respond to hails indicating that everything is satisfactory and that they're on a slow burn to Aballon for repairs.

When the PCs arrive on Eox, their shuttle lands in the necropolis settlement of Zinnew, located on a shelf of rock north of Blackmoon. The PCs have 4 hours to explore the settlement



Eox

Environmental Concerns

The majority of this adventure takes place on the unsheltered and open expanses of Eox's surface. Eox has a thin and toxic atmosphere, making it difficult to survive without protection (*Starfinder Core Rulebook* 395). While the PCs are likely immune to the effects of this, thanks to the built-in protections of their armor, it may come up during the course of the adventure that the PCs end up exposed to the elements without protection. For the purposes of this scenario and for the immediate region around Blackmoon excavation site, use the following poison to represent the toxic atmosphere.

BLACKMOON POISON ATMOSPHERE

Type poison (inhaled); **Save** Fortitude DC 12

Track Constitution (special); **Onset** 1 minute;

Frequency 1/round for 6 rounds

Effect progression track is Healthy—Weakened—Debilitated—Dead

Cure 1 save

prior to a prearranged meeting in one of the transport docks with a member of the Blackmoon excavation staff. If they haven't acquired necessary gear on Absalom Station, Zinnew provides a last stop to outfit themselves before heading to the excavation site. All of the information that Arvin could supply the PCs in the Lorespire Complex is available through the same checks on Eox's surface.

To Blackmoon: At the loading bay where transports disembark into the wastes of Eox, an imposing Vesk named **Berchta Deepdelver** (CN female vesk mechanic) meets the PCs with an all-terrain transport for the trip to the Blackmoon dig site. Although Berchta's utilitarian clothing is stained and mud splattered, her beard horns, teeth, and the frilled ridges of her head are the multicolored hues of an oil spill on water, and it's not clear whether the coloration is natural or by elaborate design. Alongside Berchta, a robust mechanical drone with six arms underslung with sawlike drilling implements stands ready to receive gear for transport. Berchta identifies herself as a Society-contracted "dirt boss" for the excavation site and introduces her drone as "Digger." Berchta took her orders from Taylehm to bring the PCs back with her to the Blackmoon site.

After Berchta and her drone help load the PCs and their gear into the transport, the vehicle disembarks from Zinhew. Read or paraphrase the following.

While it seems from orbit that the monochromatic bleakness of Eox's surface was a simple trick of the eye, driving through the gates of Zinhew reveals the surface to be every bit as barren and lifeless as it appeared from high atmosphere. Up close, Eox's ground looks less like gray dirt and more like desiccated skin peeling away from ancient, cadaverous flesh. A haphazard sprawl of berms and rock clusters push themselves up like broken bones and scabs, and shambling forms—humanoid and non-humanoid alike—move across the landscape in eerie half-shuffles and stilted gaits.

Above it all rises Blackmoon. True to its name, the gigantic hemisphere, itself a color between darkened ashen sand and volcano glass, looks less like a mountain and more like a heavenly body that collided with Eox and refused to let time or the elements break its shape.

The surface of Blackmoon is crisscrossed with footpaths and roads packed down and flattened by the passage of hundreds of vehicles. The transport has a generator and recharging unit that ensures the PCs' armor remains at full capacity. Berchta stops the transport outside of a large camp complex of interconnected research and storage pods, mess areas, and sleeping quarters for researchers, scientists, and the few laborers among the living.

BLACKMOON INVESTIGATION

A tall kasatha woman with visibly grayed skin comes to meet the PCs as they exit the all-terrain transport. The woman introduces herself as Taylehm, the head of the Blackmoon excavation. Taylehm manages the high-level aspects of the dig site, including maintaining ties with local Eoxian interests, while she trusts Berchta to handle the site's operational requirements. Taylehm doesn't have much time to engage with the PCs—she's too busy making sure other Eoxians don't take greater interest in the recent deaths and disappearances. She does, however, make time to inform the PCs of what she knows before entrusting her fellow Starfinders to handle the situation.

THE CURRENT SITUATION

The Society's survey site around Blackmoon is one of a handful of excavations across the surface of the mountain. Due to Blackmoon's awesome size, camps are dozens of miles apart from one another, allowing each to operate in relative seclusion and privacy.



Taylehm

Taylehm indicates that in the last 2 weeks, the Society's excavation team has lost days of productivity while trying to expand the borders of the excavation beyond its current boundaries. So far six researchers, four of whom were members of the Society, and over a dozen of their undead workers are missing and presumed destroyed. Of the living researchers, only two bodies were discovered, and they looked as though they had been savaged by some kind of wildlife; the other four bodies remain unrecovered.

In addition to the confirmed deaths, workers reported damage on some of the heavier industrial mining equipment near the excavation's latest expansion site. Taylehm has sent three of her contracted security detail agents to the site to try to see what's causing the disturbance. These security agents have yet to report in, and Taylehm is gladdened by the PCs' timely arrival, as the site has little else in the way of protection.

The PCs have three areas of potential investigation for further information, all detailed below: inspecting the bodies, canvassing the living quarters, and exploring the new dig site.

INSPECTING THE BODIES

When two bodies showed up on the periphery of the excavation, Taylehm ordered them brought to the excavation's impromptu morgue, originally a cryogenic storage facility intended for artifacts. The medical officers on site are mostly scientific staff on the Society's payroll to investigate and catalogue findings. Their primary purpose is not to provide medical care and attention, though they're trained for such eventualities. As the dig uses primarily mindless undead for menial labor, the living workers are less likely to face physical harm in the excavation process, meaning medical staff has been somewhat underprioritized for the Blackmoon dig site.

Three researchers, **Kopos** (NG agender android), **Rayburn** (N male human), and **Whipstitch** (LN female ysoki) staff the medical research facility. Only Kopos has sufficient medical training to perform autopsies. The current assessment among the science personnel is that the deaths were caused by the feral undead that rove across the planet's surface, as all of the living humanoids had wandered outside of camp boundaries when they disappeared.

The PCs can request to inspect the bodies, which prompts the staff to remove the bodies from storage. Both bodies are humanoid: one appears to be a male human, the other a female korasha lashunta. Further details are almost impossible to obtain due to physical trauma. Both bodies have been savaged, with large lacerations, deep gashes, and compound fractures; digits are missing on the hands of both humanoids, and skin bears signs of tearing and flensing.

Investigation: A PC who succeeds at a DC 16 Medicine check (DC 19 in Subtier 3-4) while examining the bodies finds that despite the

A. BLACKMOON DIG SITE



damage to the corpses, the actual cause of death for both creatures was a slash across the throat, made with a manufactured weapon capable of cutting through an environmental suit. All of the other wounds, while inflicted close to the time of death, were done so post-mortem. The PC can confirm that while the grotesque state of the bodies suggests brutality at the hands of the feral undead of Eox, the agents were in fact killed by intelligent adversaries using manufactured tools who then tried to cover up the actual cause of death. If the party approaches Taylehm with this information, she asks that they keep investigating.

CANVASING THE LIVING QUARTERS

The non-undead workers at the Blackmoon excavation site supervise the mindless undead laborers, troubleshoot mechanical breakdowns, and operate larger machinery used in uncovering sections of lost Muthal. A total of 32 sentient staff and 61 mindless undead occupy the facility. The PCs can use various skills to gather information about the deaths and disappearances from the intelligent staff. Although a few of the workers are the rare living citizens of Eox, most have traveled here from across the Pact Worlds, drawn to the dead planet for contract work and credits to send home.

Allow each PC to attempt two DC 16 checks (DC 19 in Subtier 3-4) using the following skills to gather information from the living

quarters: Bluff, Computers, Diplomacy, Intimidate, Perception, Profession, Sense Motive, Sleight of Hand, or Stealth. These skills represent different methods of canvassing the living quarters, and the exact details are up to you and the PCs to determine. For every two successes the party accrues (or for every success, in groups of four players), they learn one of the following pieces of information.

Intel #1: Everyone who went missing, including the undead laborers, were all operating beyond the established perimeter of the main excavation site. It's common knowledge that they fell prey to some of Eox's roaming feral undead. (If the PCs have succeeded at the skill checks to examine the bodies in the lab, they know this to be incorrect conjecture).

Intel #2: The latest dig site hasn't been fully launched yet, and staff are eager to begin work there. So far, Berchta has managed only to set up several automated excavators to start trawling the ground, both identifying points of archaeological interest as well as preparing for the next set of digs. A korasha lashunta named Sennox led a small band of mindless undead menials to begin a preliminary sweep of the area. Sennox's body was later found ravaged, and the mindless menials disappeared. Berchta has yet to let anyone else inspect the new dig site for fear of further attacks.

Intel #3: Taylehm dispatched the excavation's security force, a group of three armed mercenaries, to the nearby Redspire Canyon to hunt down the feral undead responsible for the recent

deaths. The three guards have yet to return, and the outpost believes they might have been caught in a "glass cyclone," a local weather phenomenon that can tear up even the strongest of environmental protection suits.

DIG SITE

Once the PCs examine the bodies and canvass the living quarters, Berchta offers to take the PCs beyond the main camp to the new dig site about a half mile away. The uneven terrain requires that the group travel on foot, but Berchta can readily guide the PCs to the area. The entire journey takes only 20 minutes of hiking from the facility. As with all exterior sites on Eox, it's likely that the PCs must rely on their armor to survive in the toxic atmosphere.

A. BLACKMOON DIG SITE

The latest dig site was established to excavate a series of ruins belonging to the lost necropolis of Muthal. Seismic disturbances unearthed these ruins several months back, and Taylehm ordered the expansion of the current excavation to encompass this site as well. The area is cut into the side of Blackmoon, with two sizable exits into the nearby open stretches of desolate terrain.

Berchta has been to this site to deposit several automated digging machines, which she has routinely moved since the establishment of this new dig. She and her drone haven't spent much time in the area, and unbeknownst to them, they have always departed before earning the attention of the nearby Wings of Damiar sarcesians in the region. When the lashunta excavation staffer Sennox and her coterie of undead menials arrived, however, they lingered too long. The Wings of Damiar scouts, under Mengian's orders, murdered Sennox and covered up the attack to make it look like a feral undead act. The sarcesians then loosed Sennox's mindless undead to be consumed by the nearby glass cyclones.

Hazard: The chaotic interplay of radioactivity and latent necromancy that infuses the Blackmoon sometimes produces deadly localized weather phenomena. As the PCs arrive at the abandoned dig site, a dust storm of energized glass and razor-sharp silicate is beginning to form on the horizon. A PC who succeeds at a DC 18 Physical Science or Survival check (DC 21 in Subtier 3–4) notes the anomaly as it's forming. PCs who detect this can predict the events of the storm, as detailed in Event 1, below.

A1. EXCAVATORS

Four excavator machines stand scattered across the dig site, currently inactive. These sizeable machines each have an elevated cabin capable of housing up to 5 Medium humanoid at a time. Entering the cabin takes a move action while adjacent to the machine.

Investigation: Inspecting the excavators reveals that their movement systems have been compromised by slashing damage. A PC who succeeds at a DC 14 Engineering check finds that the damage is not the result of natural causes and appears to be internal. A PC succeeding at a subsequent DC 18 Engineering check to inspect the internal components of one of the diggers learns that

the damage came from a very specific rewiring of the electronic circuits, rerouting power from the most powerful hydraulic motors in the excavators to the drive train and causing an overload. Such an action could be caused only by someone with basic knowledge of machinery—far beyond the actions of mindless or feral undead.

A2. PARTIALLY UNEARTHED RUINS

This slanted sprawl of rubble is the beginning of a new subsection of unearthed Muthal. These large, slablike stones jut from the earth at a crooked angle and look like a mix between slate and obsidian. They provide partial cover to anyone who occupies an adjacent space or uses the wall to hide from other creatures.

Investigation: A PC inspecting the ruins up close can attempt a DC 15 Perception check (DC 18 in Subtier 3–4). On a success, the character notices recent blast marks on some of the ruins. A PC trained in either Engineering or a relevant Profession skill, or someone proficient with sniper weapons, recognizes that these blast marks came from a sniper rifle. Though the PCs won't realize it yet, these marks came from the sarcesians ambushing Sennox's group. This also gives the PCs some clue to expect sniper weapons in future encounters.

A3. REDSTONE OUTCROP

This large, red stone is crisscrossed with reflective silver slashes where the excavators' blades dulled themselves while unearthing the ground once above the stone. The stone rises 20 feet into the air. While it provides no cover for anyone standing atop it, up to two Medium humanoid creatures can lie flat across its top, gaining a +2 circumstance bonus on Stealth checks against creatures on the ground below.

EVENT 1: THE GLASS CYCLONE (CR 2 OR CR 4)

This event begins after the PCs uncover one of the two pieces of information in the dig site: either the excavator damage or the sniper fire. If the PCs inspect both but fail to find evidence of either instance, then this event begins after the PCs finish their fruitless check of the area.

The forming glass cyclone descends upon the area. If any of the PCs succeeded at the check to notice the forming storm, they have enough time to seek shelter inside the excavators to wait out the storm. If the PCs fail to notice the forming anomaly, then they are caught without shelter when the storm hits. Berchta is close to a digger, with room for up to four others to join her inside.

When the storm finally takes shape, its volatility is sudden and dramatic. Read or paraphrase the following:

A sound like a depressurizing airlock roars through the area as driving winds rock the excavators with metallic creaks and groans. As dirt and dust fly up in a curtain of particulate fog, the wind's sound begins to chatter like the sound of thousands of miniscule mandibles clacking together in search of things to shear and tear.

B. REDSPIRE CANYON



Any creatures caught in the glass cyclone take 1d4 slashing damage per round (1d6 in Subtier 3–4), and their movement speed is halved to a minimum of 10 feet. Running is impossible due to the high-force winds and the buffeting effect of the glass shards. Once a PC makes it to an excavator and spends an additional move action to enter the cabin, she immediately gains full protection from the remainder of the storm. The storm dissipates in 1d4+2 rounds, after which the wind immediately calms and the remaining silicate drops to the ground.

Development: The PCs can bring their discoveries from the dig site back to Taylehm in the main camp. The undead kasatha (incorrectly) surmises that the sabotage was likely performed by her own staff, who she believes were trying to draw out their contracts or get some rest from the grueling work of excavating. A PC who succeeds at a DC 15 Diplomacy check can convince Taylehm that this could be an external threat. If convinced, Taylehm directs the PCs to find the security force she sent out the day before and bring them back to the compound. If the PCs fail to convince Taylehm of the external threat, she instead sends them to bring the security force back, believing that they'll have already put down the feral undead she incorrectly believes responsible for the disappearances.

Treasure: As long as the PCs find at least two pieces of evidence to provide to Taylehm, she recognizes the potential for

nearby threats and offers the PCs some supplies before they head out to find the security force. In Subtier 1–2, Taylehm provides the PCs with four *mk 1 serums of healing*, a frostbite-class zero rifle, a thunderstrike sonic pistol, and a suit of basic iridshell armor. In Subtier 3–4, she instead provides the PCs with three *mk 2 serums of healing*, a corona laser rifle, and a tactical swoop hammer.

Rewards: If the PCs fail to provide Taylehm with enough evidence for her to part with equipment, reduce each PC's credits earned by the following amount.

Subtier 1–2: Reduce each PC's credits earned by 93.

Out of Subtier: Reduce each PC's credits earned by 124.

Subtier 3–4: Reduce each PC's credits earned by 155.

FINDING THE SECURITY FORCE

Taylehm provides the PCs with directions to the canyon where she dispatched her security force in pursuit of the feral undead. The canyon is roughly 2–1/2 miles from the new dig site, a 2-hour journey from either the excavation's living quarters or the dig site. As before, the uneven terrain requires traversing the Blackmoon on foot. A PC who succeeds at a DC 14 Physical Science or Survival check predicts clear weather and no anomalies like those at the dig site.

After about 2 hours of walking, the PCs crest a rise and see a small valley below them. Read or paraphrase the following:

The Range Game

The Redspire Canyon map utilizes a nonstandard metric of 1 square equaling 30 feet. This large map is intended to highlight the primary combat within the area: a long-range sniper team pinning down the PCs. Because of this increased size, exact placement may become a bit abstract during the course of combat. Printing the map at a scale of 1 square = 5 feet would result in a massive map and is only suggested for truly ambitious GMs. It's more likely that you'll print out the map at the abbreviated scale and manage the combat at that scale. One tip to handle this increased scale is to set up a secondary 30-foot-by-30-foot map to the side to represent important areas (such as melee engagements or PCs clustered in one area).

Scaling The Glass Cyclone

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

Subtier 1-2: Reduce the Reflex DC of the trap by 2 and reduce the damage of the explosion by 1d6.

Subtier 3-4: Reduce the Reflex DC of the trap by 2 and reduce the damage of the explosion by 2d6.

At the bottom of the gradually canting hillside lies a clearing, where the high, stony rocks of Blackmoon form a canyon of sorts. Along its bed a series of red pillars jut up toward the sky like stalagmites, as if the skeletal digits of a gigantic hand were rising from the cursed earth of the canyon. Near the base of one of the rocky protrusions is a strange mass, discernible even from a distance, its coloring different than the reddish stone and sallow dust of the canyon.

B. REDSPIRE CANYON

Redspire Canyon takes its name from veins of red minerals that crisscross the canyon walls. The area also boasts a visible deposit of this unique red ore, jutting from the ground in a formation known as the Crimson Fingers. The smoothed canyon walls rise up for almost 150 feet, their sheer surfaces requiring a successful DC 25 Athletics check to climb.

The PCs approach from the east, starting in a set of unearthed ruins (area **B1**). The corpses of the security force that Taylehm sent in a fruitless search for undead rest between the Crimson Fingers (area **B2**). Finally, as the PCs approach, the true culprits

of the recent murders, radical sarcesians belonging to a group known as the Wings of Damiar, lie in wait along the rising western escarpment. The sarcesians attack as soon as the PCs arrive in area **B1** and begin exploring (see area **B3** for sarcesian sniper tactics).

B1. RUINS

Slate and obsidian ruins jut from the edges of the canyon walls and from the ground. These unearthed structures are half-walls and L-shaped junctions unearthed by whatever natural event formed this wide canyon. The ruins cover an area almost ninety feet long and nearly the entire width of the one-hundred-and-twenty-foot-wide canyon. The canyon continues to the west, toward a set of distinctive red pillars and then a rising set of sloping cliffs several hundred feet away.

As the PCs navigate this area, the ruined walls can provide soft cover from the sides, or total cover if a PC moves entirely behind a wall. Due to the scale of the area, as long as a PC is within the immediate region of the ruins, she can declare that she's seeking partial or total cover as a move action. A PC with partial cover can make ranged attacks against the sarcesians in area **B3**, but PCs benefiting from total cover cannot return fire.

B2. THE CRIMSON FINGERS (CR 1 OR CR 3)

Five tall, tapering stone stalagmites rise from the ground like fingers. Holes varying from pinprick shafts to fist-sized gaps mar the surfaces of each digit. The western rock is the shortest, at roughly fifteen feet in height, while the remaining stones reach about thirty feet into the air.

These stones provide additional avenues for cover as the PCs approach the western canyon escarpment. Two Medium creatures or one Large creature should be able to gain total cover from each of the larger fingers, while additional creatures seeking shelter at the same finger can benefit only from partial cover.

Traps: Once the Wings of Damiar murdered the security team and scavenged what they could, they placed a set of improvised explosives near the bodies. These explosives remain hidden in close proximity to the corpses so that any quick inspection of the bodies without first inspecting the area triggers the explosives. The bombs immediately detonate if the PCs try to scavenge or search the bodies during combat without inspecting the area.

SUBTIER 1-2 (CR 1)

IMPROVISED EXPLOSIVE MOTION DEVICE CR 1

Type technological; **Perception** 21; **Disable** Engineering 15 (disable wiring and motion sensors)

Trigger proximity (movement, 5 feet); **Reset** none

Effect explosion (3d6 F); Reflex DC 12 half; multiple targets (all targets within a 20-ft. radius)

SUBTIER 3-4 (CR 3)

EXPLOSIVE MOTION DEVICE CR 3

Type technological; **Perception** 24; **Disable** Engineering 21 (disable wiring and motion sensors)

Trigger proximity (movement, 10 feet); **Reset** none

Effect explosion (6d6 F); Reflex DC 14 half; multiple targets (all targets within a 20-ft. radius)

Treasure: A PC who succeeds at a DC 14 Perception check (DC 17 in Subtier 3-4) notices a partially buried credstick belonging to a slain security guard. The stick contains 750 credits (1,400 in Subtier 3-4) and is marked for an upcoming vacation to Verces.

Development: The bodies of the three security officers lie sprawled around the base of one of the stone fingers (randomly determine which finger). A quick check of the bodies reveals that they've been picked clean of useful gear, including environmental protection armor. The resulting exposure to the elements has puckered their skin and allowed the toxic atmosphere to swell portions of the bodies with necrotic tumors. A PC who succeeds at a DC 14 Medicine check (DC 16 in Subtier 3-4) can match the primary wounds on the bodies as matching the sniper weapons used by the sarcesians in area B3.

Rewards: If the PCs fail to inspect the bodies and discover the hidden credstick, reduce each PC's credits earned by the following amount.

Subtier 1-2: Reduce each PC's credits earned by 125.

Out of Subtier: Reduce each PC's credits earned by 179.

Subtier 3-4: Reduce each PC's credits earned by 233.

B3. THE RISE (CR 3 OR CR 5)

Three notable plateaus rise along the western edge of this long canyon. The ground slopes up at regular intervals, making for steep but manageable climbs to the next-highest platform. Eventually, the highest rise begins to connect to the top of the canyon walls, almost 120 feet above the canyon's base. Larger boulders and mineral outcroppings litter the plateaus, providing areas of concealment within the areas of gradual ascent.

The area here rises and eventually exits the canyon. Like the ruins below, numerous rocks and debris here allow creatures to seek cover. Unlike the other areas, a creature can benefit only from cover, as there's no single feature that can provide total cover from the canyon below.

Creatures: A group of sarcesians belonging to a radical faction known as the Wings of Damiar wait in this area. These sarcesians are merely scouts for the greater group, entrusted to keep prying eyes away from their nearby installation. As noted in their tactics, the sharpshooters immediately attack the PCs, engaging in a long-range sniper battle. They seek to take down the PCs as quickly as possible, ordered by Mengian to maintain the secrecy of their presence in the region.

Scaling The Rise

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

Subtier 1-2: For the first 2 rounds of combat, only one Wings of Damiar sharpshooter attacks the PCs; the second arrives at the western edge of the map at the start of the third round and can act normally.

Subtier 3-4: Remove one Wings of Damiar sharpshooter from the encounter.



Wings of Damiar Sharpshooter

SUBTIER 1-2 (CR 3)

WINGS OF DAMIAR SHARPSHOOTERS (2) CR 1

Female and male sarcesians (*Starfinder Alien Archive* 98)
CN Large humanoid (sarcesian)

Init +4; **Senses** low-light vision; **Perception** +6

DEFENSE HP 20 EACH RP 3

EAC 11; **KAC** 13

Fort +3; **Ref** +5; **Will** +1

OFFENSE

Speed 40 ft.

Melee survival knife +5 (1d4+1 S)

Ranged tactical Diasporan rifle +8 (1d8+1 F)

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

TACTICS

Before Combat The sarcesians use the rocks to hide, attempting Stealth checks to avoid detection from the approaching PCs.

During Combat The sharpshooters break from cover and begin firing at long range as soon as the PCs begin exiting the ruins at the far eastern edge of the canyon. They take advantage of their weapons' range, preferring to concentrate on the same exposed targets before switching to another opponent. They do not fire on already downed PCs, hoping to eventually take prisoners back to their camp. If the PCs use cover to remain hidden, the sarcesians make use of readied actions to take shots as the PCs move into the open.

Morale The sarcesians retreat (fleeing back to the original leader of the Wings of Damiar) if reduced below 5 Hit Points, or if the PCs close to melee range and at least one other member of the Wings of Damiar has been defeated.

STATISTICS

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

Skills Athletics +6, Life Science +6, Stealth +6, Survival +11

Languages Common, Eoxian, Sarcesian

Other Abilities void flyer

Gear estex suit I, survival knife, tactical Diasporan rifle^{AA} with 1 battery (20 charges), *mk 1 serum of healing*, grappler

SPECIAL ABILITIES

Void Flyer (Su) A sarcesian can go 1 hour without breathing and can exist in a vacuum without suffering the associated environmental effects. By spending 1 Resolve Point, a sarcesian can extend this duration to a number of hours equal to her CR, or she can double that by spending 2 Resolve Points. When in a vacuum, sarcesians automatically grow wings made from pure energy that grant them a supernatural fly speed of 120 feet (average maneuverability) but that work only in a vacuum.

SUBTIER 3-4 (CR 5)

WINGS OF DAMIAR DEADEYE CR 3

Female sarcesian soldier (*Starfinder Alien Archive* 98)

N Large humanoid (sarcesian)

Init +4; **Senses** low-light vision; **Perception** +13

DEFENSE HP 48 RP 4

EAC 14; **KAC** 17

Fort +5; **Ref** +3; **Will** +4

OFFENSE

Speed 40 ft.

Melee survival knife +8 (1d4+5 S)

Ranged advanced Diasporan rifle +11 (2d8+3 F)

Offensive Abilities fighting styles (sharpshoot), sniper's aim

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

TACTICS

During Combat The deadeye takes the same actions as her compatriots, though she prefers to target the most aggressive foes. She directs her allies to join her in firing at approaching targets, especially those obviously specialized in melee. The deadeye also enjoys a lower penalty to her sniper shots beyond her first range increment thanks to the effects of her Far Shot feat.

Morale Unlike the sharpshooters at her side, the deadeye is too cocky to flee and fights until defeated.

STATISTICS

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

Skills Acrobatics +8, Athletics +8, Perception +13, Stealth +8

Feats Far Shot

Languages Common, Eoxian, Sarcesian

Other Abilities void flyer

Gear graphite carbon skin, survival knife, advanced Diasporan rifle^{AA} with 1 battery (20 charges), *amulet of camouflage*

SPECIAL ABILITIES

Void Flyer (Su) See the sharpshooters' void flyer ability.

WINGS OF DAMIAR SHARPSHOOTERS (2) CR 1

HP 20 each (see Subtier 1-2)

Development: Once the PCs overcome the sarcesians, they can search the bodies of the slain security officers by the Crimson Fingers (detailed in area **B2**) as well as any slain sarcesians for clues to the identity of their attackers. One of the sarcesians carried a small datapad, currently showing a holographic projection of the terrain of this area around Blackmoon. The display shows an area further east of the canyon marked with a strange insignia. A PC can hack into the datapad with a successful DC 17 Computers check (DC 20 in Subtier 3-4) to find a single voice message (the others have all been erased); give the PCs the **Handout** (see page 18). If the sarcesians successfully fled the area, then one of them dropped the pad in their hasty exit, and the PCs should be able to find it.

The area marked on the datapad is an elevated area of Blackmoon designated as "the Roost." The area is another hour's journey from the canyon, roughly 1-1/2 miles away. Alternatively, a PC who succeeds at a DC 14 Perception or Survival check can find the sarcesians' tracks leading further east across Blackmoon toward the marked area. Given the contents of the audio

message, the PCs should feel compelled to investigate the Roost. Taylehm can communicate with the PCs via their comm units and encourages the PCs to follow up as she decides how to best proceed given her resources at the camp.

Treasure: In Subtier 1–2, one of the sharpshooters carries a credstick holding 350 credits. In Subtier 3–4, the sharpshooters aren't carrying any funds but the deadeye has a credstick worth 750 credits.

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

Subtier 1–2: Reduce each PC's credits earned by 112.

Out of Subtier: Reduce each PC's credits earned by 199.

Subtier 3–4: Reduce each PC's credits earned by 286.

EVENT 2: CLIMBING TO THE ROOST (CR 2 OR CR 4)

As the PCs trace the sarcesians, either following their tracks or using the holographic map on the datapad, they begin to climb into steeper terrain. The entire area requires each PC to succeed at a DC 13 Athletics check (DC 15 in Subtier 3–4) to safely navigate, though creatures who can burrow or fly (including via methods like jump jets) don't need to attempt this check. Failure on this check causes the PC to take 1d6 bludgeoning damage from rock slides and bruising from unexpected falls, but does not impede her progress.

Trap: The Wings of Damiar installed various metallic devices under the ground here, jury-rigging some impromptu mines to stymie the advance of anyone who might intrude on their base of operations. In Subtier 1–2, the PCs risk setting off a single mine during their approach. In Subtier 3–4, there are instead two mines which must be independently detected and avoided.

SUBTIER 1–2 (CR 2)

ELECTRIC MINE CLUSTER **CR 2**

Type technological; **Perception** 23; **Disable** Engineering 18 (disable pressure plates)

Trigger proximity (movement, 5 feet); **Reset** none

Effect electric burst (2d6 E); Reflex DC 13 half; multiple targets (all targets within 10-ft. radius)

Special A creature that succeeds at the Perception check to notice the trap can bypass the mines entirely by avoiding the pressure plates. Burrowing or flying creatures don't trigger these devices.

SUBTIER 3–4 (CR 4)

ELECTRIC MINE CLUSTERS (2) **CR 2**

See Subtier 1–2.

Development: On the far side of the minefield is a ledge along the edge of Blackmoon that corresponds to the area marked on the digital map left by the Wings of Damiar sharpshooters. An innocuous cavern entrance is the only path available to the PCs.

If triggered, the mine traps alert Fayettea (see below) to the PCs' approach, even though she's miles away in another compound.

As the PCs reach the inside of the compound, local weather phenomena begin to spike around the primary excavation site. While this has no physical effect on the PCs, the nearby cyclones wreak havoc with communication systems, preventing the PCs from contacting Taylehm for several hours; the PCs must make the adventure's remaining choices without advice their contact's aid.

WINGS OF DAMIAR OUTPOST

The Wings of Damiar is a sect of sarcesians from the Diaspora who've come to Eox to monitor the activities of the bone sages. Believing that the bone sages have lied about their intentions to support the Absalom Pact, they monitor the Eoxians for any sign of treachery. The group has existed since shortly after the formation of Blackmoon, and its members have eked out an existence among the crevices of the mountain.

By the time the PCs arrive at the marked outpost, the area is almost entirely abandoned. The Wings of Damiar have recently undergone a split in leadership, as their elected leader Fayettea has been partially supplanted by her charismatic second-in-command, Mengian. The conflict stems from Mengian's desire to forcibly evict the Starfinders, whom he sees as willing accomplices to the bone sages' depredations. Fayettea cautioned against coming to blows with the Society, believing that the Starfinders are simply carrying out their organization's typical activities. When Mengian ordered the execution of several members of the excavation team, including Sennox and her undead minions, Fayettea confronted him. The two sarcesians split ways, and Mengian has since been working to coordinate a group of like-minded sarcesians to join him in an attack on the Starfinders' living site.

The Wings of Damiar have cleared out almost all of their equipment and belongings in the course of abandoning the outpost. Fayettea has ordered those still loyal to her (the majority of the Wings of Damiar) to reconvene at an alternate site the group often uses. Fayettea realized that the Starfinders might investigate Mengian's actions and find the abandoned outpost in the process. She's left some of the surveillance equipment and a small holographic projector within with complex, hoping to remotely negotiate with any arrivals (see Long-Distance Negotiation below).

Investigation: It takes roughly an hour to search through the abandoned complex. The PCs find telltale signs of a quick exodus, with indicators that several larger items such as a generator and mobile fortifications were expertly moved out of the cavern. A PC who succeeds at a DC 16 Perception check (DC 19 in Subtier 3–4) also notes the presence of several audio and video recording devices hidden within the various chambers of the cavern. Each of these six devices is powered by a small battery (10 charges). A PC who exceeds this DC by 4 or more also notices a holographic projector in the entrance cavern. Any acknowledgement of this device, including pointing it out (as Fayettea is monitoring the surveillance equipment) causes it to activate; see Long-Distance Negotiation, below.

Scaling Clipped Wing Revolution

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

Subtier 1-2: Reduce the number of Mengian supporters by 1.

Subtier 3-4: Reduce the number of Mengian adherents by 1.

Treasure: PCs investigating the compound can each attempt a DC 15 Perception check (DC 17 in Subtier 3-4) to discover some remaining pieces of sarcesian artwork. Most of these are odd, laser-cut rock carved to resemble sites of interest in the Diaspora and idyllic mock-ups of the destroyed world Damiar. These pieces of art have a value of 800 credits (1,600 credits in Subtier 3-4).

Rewards: If the PCs fail to discover the hidden equipment and artwork, reduce each PC's credits earned by the following amount.

Subtier 1-2: Reduce each PC's credits earned by 133.

Out of Subtier: Reduce each PC's credits earned by 200.

Subtier 3-4: Reduce each PC's credits earned by 267.

LONG-DISTANCE NEGOTIATION

The leader of the Wings of Damiar, Fayettea, appears in the entrance of the cavern via a holographic projection as soon as the PCs notice the projector, or otherwise as they finish their exploration of the site and move to leave. Read or paraphrase the following.

With a burst of quick clicks and green light, a projection coalesces into the form of a large but lithe humanoid with an elongated neck, pointed ears, and dark eyes. The figure's head moves around as though appraising before speaking in strangely accented Common. "Greetings. I am Fayettea. I am sure you have many questions, and I would be glad to answer them."

Fayettea eagerly converses with the PCs. She dutifully takes responsibility for the acts of her second-in-command Mengian, but she asserts that she never ordered a lethal attack on the Starfinder excavation site. Her intention is to come to a peaceful accord with the PCs, and by extension Taylehm and the Starfinder excavation team. She answers questions as best she can; answers to likely questions appear below and can be used to guide the discourse.

Who are you? "I am Fayettea of the Wings of Damiar, sarcesians dedicated to watching over the duplicitous bone sages. Our people have suffered uncounted atrocities at the hands of the Eoxians, and the ruin of their world is but a minor satisfaction for the horror they inflicted on us. We know they will eventually break this system's Pact, and we shall warn others when that dread day comes."

Why did you attack us? "I swear on the sacred remains of the Diaspora that I did not. My former second-in-command, Mengian,

saw your excavation as a threat and ordered an attack on the new dig site behind my back. Once I confronted him about it, he took what few radicals he could from our group and left. The snipers in the canyon were among those he converted to his irrational cause."

How can we solve this? "I speak for the Wings of Damiar, and I say that we bear no ill will to the Starfinder Society or your excavations in this region. We would, however, like to keep our group hidden from the bone sages. While we are willing to negotiate with you and your leaders to reach a mutually beneficial arrangement, sadly, we do not have the time for an extended negotiation. I know that Mengian is planning another attack against your allies, and that must be addressed before we can come to an accord."

An attack? What do you know? "Mengian has called on those Wings of Damiar faithful to his cause to meet at the site of your latest dig. That is the place where he executed those first members of your organization, and where you were exploring earlier today. I know only a small number of our group intend to join him, but they could still cause much harm unless you stop them."

Development: Fayettea indicates that she's willing to negotiate with the PCs in the future and provides a communication frequency with which the PCs to contact her after they've stopped Mengian. If asked to assist in defeating the rogue sarcesian, Fayettea laments that she can't bring herself to order an attack on her own people. This could easily anger the PCs, possibly influencing their decision on how to handle the Wings of Damiar at the end of the scenario, but regardless of the PCs' efforts to threaten or persuade her, Fayettea refuses to assist beyond providing Mengian's location.

Once the PCs learn about Mengian's plans, they can immediately set forth to stop the sarcesian upstart at the new dig site (area **A**). If they try to reach the living quarters to warn Taylehm, they arrive early enough to do so, but Taylehm urges the PCs to travel to the dig site to stop the gathering sarcesian threat.

EVENT 3: CLIPPED WING REVOLUTION (CR 4 OR CR 6)

Mengian and his eager followers gather at the Society's newest excavation site with intentions of mayhem and murder. This event takes place at the new dig site (area **A**, as detailed on page 8). Luckily, Mengian has managed to rouse only a small number of sarcesians to his side. The group would be larger if the PCs hadn't defeated the canyon ambush group; a fact that annoys Mengian and further colors his view of the Society's incursion.

Creatures: When the PCs arrive, Mengian and his allies have positioned themselves throughout the area, as detailed in their tactics. Ever the orator, Mengian appears as soon as the PCs enter from either side of the map, taking up an obvious position atop the redstone outcrop (area **A3**). He engages in a brief discussion with the PCs, using the time to gauge his opponents and learn what he can about the Starfinder presence on the planet. To this end, Mengian incorrectly posits that the Starfinder operation has a powerful military force that intends to sweep the nearby caves to flush out the Wings of Damiar—this is a lie, but if the PCs protest, Mengian has a better sense of the excavation's lack of security.

SUBTIER 1-2 (CR 3)

MENGIAN

CR 2

Male sarcesian envoy (*Starfinder Alien Archive* 98)

CN Large humanoid (sarcesian)

Init +1; **Senses** low-light vision; **Perception** +7

DEFENSE **HP** 23 **RP** 3

EAC 13; **KAC** 14

Fort +4; **Ref** +3;

Will +5

OFFENSE

Speed 40 ft., fly

30 ft. (jump jets, average)

Melee *returning*

tactical starknife

+8 (1d4+4 P)

Ranged static arc pistol

+6 (1d6+2 E; critical arc 2) or

flash grenade I +6 (explode [blinded 1d4 rounds, 5 ft., DC 13])

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

TACTICS

Before Combat Mengian

stands atop the redstone outcrop and negotiates with the PCs while his allies position themselves throughout the area. Once he's learned all he wants to or the PCs attack, Mengian gives the order to engage.

During Combat Mengian prefers to avoid the thick of combat.

He orders his supporters to engage in melee while he targets tough opponents with his get 'em improvisation. Once an ally begins taking damage, he instead uses his inspiring boost to help out. Mengian maneuvers around the combat zone using his jump jets. He throws his starknife against weaker targets and uses flash grenades to disrupt clustered opponents.

Morale Mengian knows that this coup is his last chance to prove he's worthy of leading the Wings of Damiar. He fights to the death.

STATISTICS

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

Skills Acrobatics +7, Bluff +12, Diplomacy +12, Intimidate +12, Life Science +7, Sense Motive +12, Survival +7

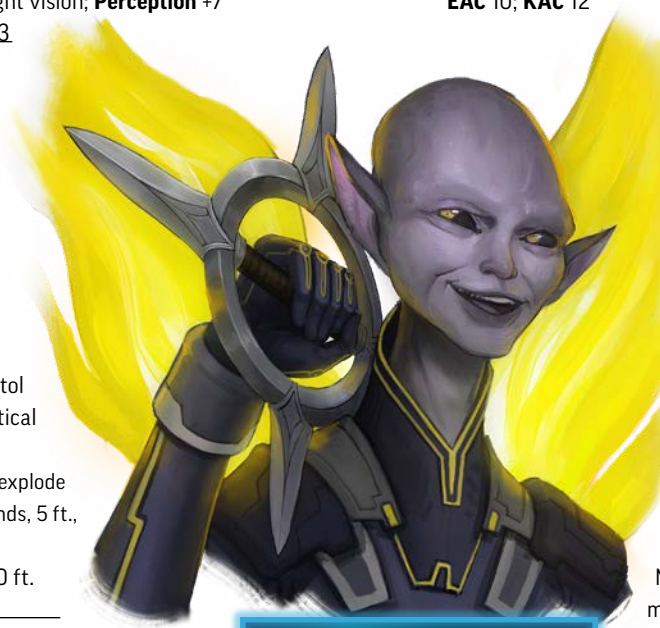
Languages Common, Eoxian, Sarcesian

Other Abilities envoy improvisations (get 'em, inspiring boost), void flyer

Gear casual stationwear (jump jets), *returning tactical starknife*, static arc pistol with 1 battery (20 charges), flash grenades I (3), credstick (600 credits)

SPECIAL ABILITIES

Void Flyer (Su) See the Mengian supporters' void flyer ability.



Mengian

MENGIAN SUPPORTERS (3)

CR 1/2

Sarcesian (*Starfinder Alien Archive* 98)

CN Large humanoid (sarcesian)

Init +1; **Senses** low-light vision; **Perception** +4

DEFENSE **HP** 16 **EACH** **RP** 3

EAC 10; **KAC** 12

Fort +4; **Ref** +2; **Will** +0

OFFENSE

Speed 40 ft.

Melee ember flame doshko +6 (1d8+3 F; critical wound)

Ranged azimuth laser pistol +3 (1d4 F; critical burn 1d4) or frag grenade I +3 (explode [1d6 P, 15 ft., DC 10])

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

TACTICS

Before Combat Mengian's supporters position themselves within the ruins to the northwest of the area, emerging when they receive his command.

During Combat The supporters follow Mengian's orders, attacking targets marked by the get 'em improvisation. They prefer to fight in melee with their doshkos, taking advantage of their natural reach. When unable to close, the supporters instead use their pistols or break up clustered enemies by throwing a

frag grenade.

Morale The supporters fight until they're reduced to 4 Hit Points or fewer, at which point they withdraw and retreat back to the Wings of Damiar to seek Fayette's forgiveness.

STATISTICS

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

Skills Acrobatics +4, Athletics +9, Stealth +4, Survival +4

Languages Common, Sarcesian

Other Abilities void flyer

Gear hidden soldier armor, ember flame doshko with 1 battery (20 charges), azimuth laser pistol with 1 battery (20 charges), frag grenade I, grappler

SPECIAL ABILITIES

Void Flyer (Su) A sarcesian can go 1 hour without breathing and can exist in a vacuum without suffering the associated environmental effects. By spending 1 Resolve Point, a sarcesian can extend this duration to a number of hours equal to her CR, or she can double that by spending 2 Resolve Points. When in a vacuum, sarcesians automatically grow wings made from pure energy that grant them a supernatural fly speed of 120 feet (average maneuverability) but that work only in a vacuum.

SUBTIER 3–4 (CR 5)

MENGIAN

CR 4

Male sarcesian envoy (*Starfinder Alien Archive* 98)

CN Large humanoid (sarcesian)

Init +1; **Senses** low-light vision; **Perception** +11**DEFENSE** HP 45 RP 4**EAC** 16; **KAC** 17**Fort** +3; **Ref** +5; **Will** +7**OFFENSE****Speed** 40 ft., fly 30 ft. (jetpack, average)**Melee** *returning tactical starknife* +10 (1d4+6 P)**Ranged** frostbite-class zero pistol +8 (1d6+4 C; critical staggered) or screamer grenade I +8 (explode [1d10 So, deafened 1d4 minutes, 15 ft., DC 15])**Space** 10 ft.; **Reach** 10 ft.**TACTICS**

Use the tactics in Subtier 1–2.

STATISTICS**Str** +2; **Dex** +1; **Con** +0; **Int** +3; **Wis** +0; **Cha** +5**Skills** Acrobatics +11, Bluff +16, Diplomacy +16, Intimidate +16, Life Science +11, Sense Motive +16, Survival +11**Languages** Common, Eoxian, Sarcesian**Other Abilities** envoy improvisations (inspiring boost, quick dispiriting taunt), void flyer**Gear** business stationwear (jetpack), *returning tactical starknife*, frostbite-class zero pistol with 1 battery (20 charges), screamer grenades I (3), credstick (1,100 credits)**SPECIAL ABILITIES****Void Flyer (Su)** See the Mengian supporters' void flyer ability (see page 15).

MENGIAN ADHERENTS (3)

CR 1

Sarcesian (*Starfinder Alien Archive* 98)

CN Large humanoid (sarcesian)

Init +1; **Senses** low-light vision; **Perception** +5**DEFENSE** HP 24 EACH RP 3**EAC** 11; **KAC** 13**Fort** +5; **Ref** +3; **Will** +1**OFFENSE****Speed** 40 ft.**Melee** ember flame doshko +8 (1d8+5 F; critical wound)**Ranged** azimuth laser pistol +5 (1d4+1 F; critical burn 1d4) or frag grenade I +5 (explode [1d6 P, 15 ft., DC 11])**Space** 10 ft.; **Reach** 10 ft.**TACTICS****Before Combat** The Mengian adherents position themselves within the ruins to the northwest of the area, emerging at Mengian's command.**During Combat** The adherents follow Mengian's orders, attacking targets marked by the dispiriting taunt improvisation. They prefer to fight in melee with their

doshkos, taking advantage of their natural reach. When unable to close, the adherents instead use their pistols or break up clustered enemies by throwing a frag grenade.

Morale The supporters fight until reduced to 6 Hit Points or fewer, at which point they withdraw and retreat back to the Wings of Damiar to seek Fayette's forgiveness.**STATISTICS****Str** +4; **Dex** +1; **Con** +2; **Int** +0; **Wis** +0; **Cha** +0**Skills** Acrobatics +5, Athletics +10, Stealth +5, Survival +5**Languages** Common, Sarcesian**Other Abilities** void flyer**Gear** hidden soldier armor, ember flame doshko with 1 battery (20 charges), azimuth laser pistol with 1 battery (20 charges), frag grenade I, *mk 1 serum of healing*, grapples**SPECIAL ABILITIES****Void Flyer (Su)** See the Mengian supporters' void flyer ability (see page 15).**Development:** Once the PCs defeat or drive off Mengian and his allies, the excavation site is out of danger. If the PCs subdued Mengian, he can be returned to the Wings of Damiar or taken to the local authorities for justice. The latter choice earns Fayette's ire, as she believes even a traitor like Mengian doesn't deserve justice at the hands of Eoxian officials. Either way, handing Mengian and his allies over to any group that isn't the Wings of Damiar reveals the sarcesian presence near Blackmoon, which disrupts any negotiations with the group, as detailed in the Final Negotiations encounter.

Following the battle with Mengian, the weather phenomena die down enough for the PCs to reestablish communications with Taylehm and the main excavation site if they hadn't already traveled there in person. Taylehm is eager to hear a full report of the situation. Once the PCs bring Taylehm up to speed on what's occurred in the region, the group must decide on how to handle the continued presence of the Wings of Damiar in the region.

Rewards: If the PCs fail to defeat Mengian and his allies, reduce each PC's credits earned by the following amount.*Subtier 1–2:* Reduce each PC's credits earned by 254.*Out of Subtier:* Reduce each PC's credits earned by 370.*Subtier 3–4:* Reduce each PC's credits earned by 486.

FINAL NEGOTIATIONS

With Mengian and his allies defeated, the PCs have ensured the safety of the Starfinder Society's excavation efforts on Blackmoon, but they must decide how to handle the existence of the Wings of Damiar around Blackmoon. If the PCs confer with Taylehm before contacting Fayette, the leader of the excavation site indicates that she trusts the PCs' judgment on how to proceed.

When the PCs contact Fayette, the sarcesian leader is eager to come to an accord with the Starfinder excavation team. Fayette is equally intent on keeping her people's presence hidden from the bone sages and Eoxian authorities. She understands if the PCs were forced to slay Mengian and his supporters, but she becomes

agitated if she discovers that the Starfinders turned Mengian or any of his supporters over to Eoxian authorities—both from the thought of her people in Eoxian custody and because such an act would reveal the sarcesian presence on Eox.

Mutual Accord: The PCs can agree to allow the Wings of Damiar to continue their vigil in the area. This is the arrangement Fayettea is most eager to reach, though the PCs must succeed at a DC 16 Diplomacy check (DC 18 in Subtier 3–4) in order to convince her this is a genuine offer. If the PCs turned Mengian or any other sarcesians over to the Eoxian authorities, the DC of this check increases by 6. PCs who manage to convince Fayettea of their good intentions earn the Sarcesian Admittance boon on their Chronicle sheets.

Reveal the Wings of Damiar: If the PCs do not trust Fayettea or don't want the Wings of Damiar to remain in the region, then they can instead request that Taylehm inform her Eoxian contacts of the sarcesian presence. The bone sages are quick to mobilize a response, calling in join strike forces to quickly overwhelm Blackmoon and hunt down the sarcesians. Truly vile PCs may even help the Eoxians by falsely convincing Fayettea that the Wings of Damiar are welcome (requiring a successful DC 16 Bluff check [DC 18 in Subtier 3–4]) but then contacting the Eoxians anyway. Such duplicity earns each PC involved 1 Infamy and the Bone Sages Respect boon on his Chronicle sheet.

Leave the Planet: The PCs may demand the Wings of Damiar leave the area. Fayettea remains adamant that her people will remain but acknowledges the PCs' reasons for requesting them to depart. If the PCs remain entrenched, she quickly cuts off communications and goes into hiding with her followers in case the PCs opt to betray the Wings of Damiar to the Eoxian authorities.

Special Note: It's possible for the PCs to be split on their approach to handling the Wings of Damiar. Each PC should be allowed to choose and execute her own approach to the situation. If some PCs want to allow the Wings of Damiar to remain, then Fayettea and the sarcesians recognize those characters' intentions, and those PCs receive the associated boon if they succeeded at the Diplomacy check. Similarly, if some PCs opt to sell out the Wings of Damiar, then (providing they succeed at the necessary Bluff check) those particular PCs can earn the Bone Sages Respect boon.

CONCLUSION

Regardless of how the PCs handled the Wings of Damiar's presence in the area, the Blackmoon excavation continues its operation. Taylehm can work with whichever approach the PCs decided on; either helping Fayettea and her group remain hidden or earning extra credibility with the bone sages by betraying the group. Eventually the dust settles and things return to a state of normalcy for the Blackmoon excavation. When the PCs return to Absalom Station, Venture-Captain Arvin debriefs them on the final outcome of the mission. If the PCs sold out the Wings of Damiar to the bone sages, Arvin does not reprimand the PCs but does show some disappointment in their choice. If the PCs came to terms with Fayettea and her group, then Arvin is eager to learn more about sarcesian history and hopes to establish further ties with the sarcesians in the future.

REPORTING NOTES

If the majority of the PCs came to an accord with the Wings of Damiar and agreed to let the sarcesians continue their vigil near Blackmoon, check box A. If the majority of the PCs sold out the Wings of Damiar to the bone sages (or otherwise revealed the organization's presence), check box B. If the majority of the PCs requested the Wings of Damiar leave but did not inform the Eoxians, check box C.

PRIMARY SUCCESS CONDITION

If the PCs stopped Mengian and his cronies from further interfering with the excavation by stopping them in the final encounter, they succeed at their mission and each earn 1 Fame and 1 Reputation for any factions associated with their currently slotted faction boon.

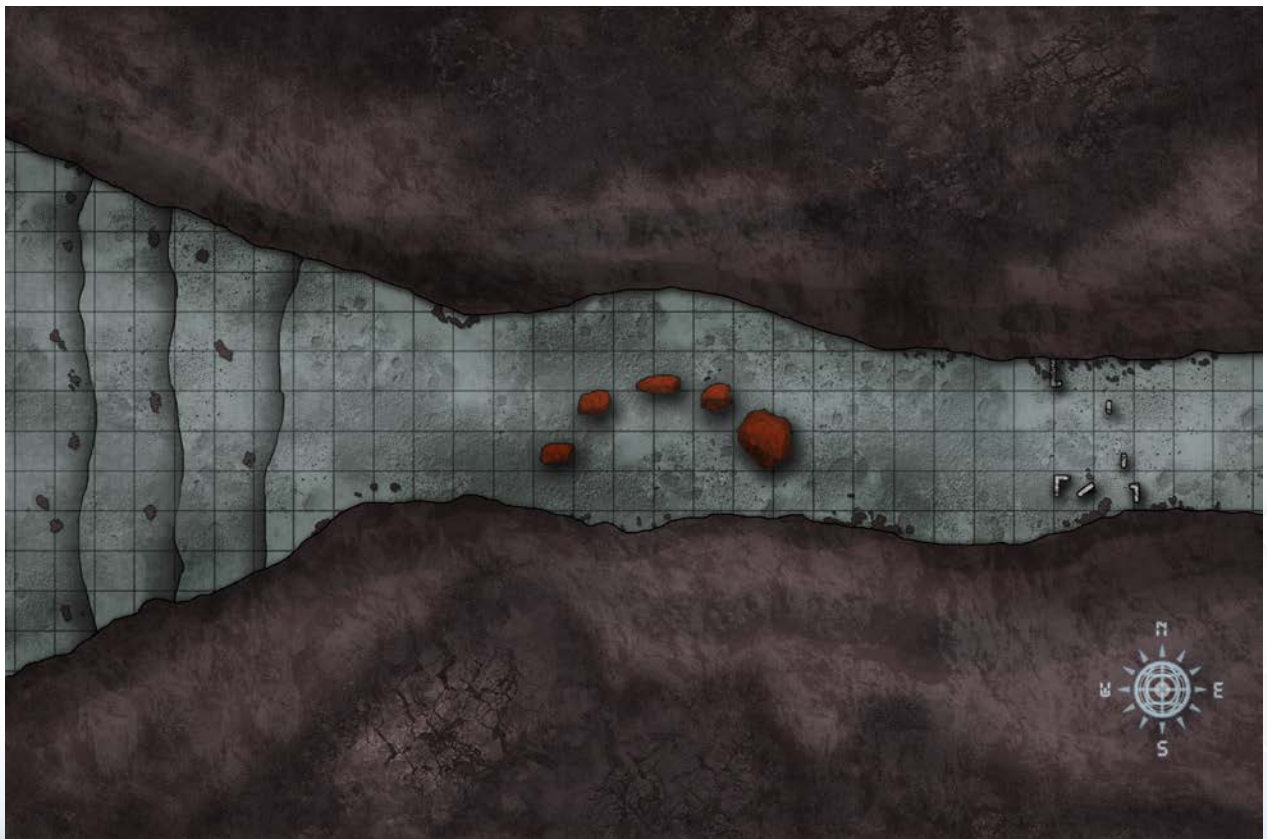
SECONDARY SUCCESS CONDITION

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: discover the surgical damage done to the corpses, identify the sniper rifle damage in area **A**, uncover the advanced nature of the damage to the digger machines in area **A**, predict and avoid the glass cyclone in area **A**, disable the improvised trap in area **B**, or avoid or disable the mines leading into the Wings of Damiar outpost.

HANDOUT

HANDOUT: AUDIO FILE

"Fayette's sabotage is, at best, a stopgap. Real and decisive action is required if we're to make the bone sages' puppets pay for what they've done and make them afraid to try again. Take position at the top of Redspire canyon and kill anyone who comes through and isn't one of our own. We'll need to stay hidden for just a while longer, then we can finish this."



Starfinder Society Scenario #1-18: The Blackmoon Survey

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

Character # _____

Fame Faction Boons

Character Name _____

Acquisitives Exo-Guardians Dataphiles

Second Seekers () Faction _____ Wayfinders

Character # _____

Fame Faction Boons

Character Name _____

Acquisitives Exo-Guardians Dataphiles

Second Seekers () Faction _____ Wayfinders

Character # _____

Fame Faction Boons

Character Name _____

Acquisitives Exo-Guardians Dataphiles

Second Seekers () Faction _____ Wayfinders

Character # _____

Fame Faction Boons

Character Name _____

Acquisitives Exo-Guardians Dataphiles

Second Seekers () Faction _____ Wayfinders

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Starfinder Society Scenario #1-18: The Blackmoon Survey

Character Chronicle #

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

This Chronicle sheet grants access to the following:

Sarcesian Admittance (Personal Boon; Limited Use): You did your best to help forge a relationship between the sarcesians of the Wings of Damiar and the Starfinder excavation site on Eox. Doing so has earned you the attention of several sarcesians within the former organization, and the Society's reputation has spread as far as the Diaspora. You can apply this boon in one of two ways. Select one of the following uses, and cross the other use off this Chronicle sheet.

New Character: You can play a sarcesian character (*Starfinder Alien Archive* 98), beginning at 1st level as normal. Other than access to this additional race, all character creation rules are the same as those outlined in the *Starfinder Society Roleplaying Guild Guide*. A copy of this Chronicle sheet must be the first Chronicle sheet for the given character, and you must bring a copy of *Alien Archive* to all sessions in which you play this character as if access to this race were granted by the Additional Resources list.

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

Bone Sages Respect (Personal Boon; Limited Use): By turning the Wings of Damiar sarcesians over to the Eoxian authorities, you've earned the attention of several bone sages on the world of Eox. This boon is not slotted into your Personal boon slot as a normal boon. Instead, you can call upon this boon any time your character dies and requires *raise dead* to return to life. The character who dies must be a member of a core race listed in the *Starfinder Core Rulebook*. When using this boon, you can reduce the Fame cost of a *raise dead* spell by 2, though it has no effect on other costs (such if the spell is purchased with credits).

When you use this boon after death, the ensuing *raise dead* does not go entirely as planned, and you return to (un)life as a borai (*Starfinder Pact Worlds* 211). Immediately remove your racial Hit Points and the ability adjustments that come from your previously selected race, and instead apply the borai modifications (6 Hit Points, +2 Con, -2 Cha, -2 Wis). In addition, you lose all racial traits associated with your former race and instead gain all racial traits associated with the borai race. The old talents racial trait benefit must correspond to your former race. This boon now permanently occupies your Personal boon slot, and you must bring a copy of *Starfinder Pact Worlds* to all sessions in which you play this character as if access to this race were granted by the Additional Resources list.

All Subtiers	Subtier 3-4
basic iridishell (755; item level 2) casual stationwear (1,300; item level 3) ember flame doshko (750; item level 2) flash grenade I (275; item level 2) frag grenade I (35; item level 1; limit 3) frostbite-class zero rifle (2,330; item level 4) grappler (700; item level 2) hidden soldier armor (465; item level 2) jump jets armor upgrade (1,000; item level 2) static arc pistol (750; item level 2) tactical Diasporan rifle (350; item level 1; <i>Starfinder Alien Archive</i> 99) thunderstrike sonic pistol (2,300; item level 4)	advanced Diasporan rifle (3,750; item level 5; <i>Starfinder Alien Archive</i> 99) amulet of camouflage (1,400; item level 3) business stationwear (2,600; item level 5) corona laser rifle (4,650; item level 6) frostbite-class zero pistol (3,060; item level 5) graphite carbon skin (1,220; item level 3) jetpack armor upgrade (3,100; item level 5) mk 2 serum of healing (425; item level 5; limit 3) screamer grenade I (725; item level 4; limit 3) tactical swoop hammer (3,360; item level 5)

Reputation

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

MAX CREDITS	SUBTIER <input type="checkbox"/> Normal Max Credits
1-2	717
SUBTIER <input type="checkbox"/> Normal	
Out of Subtier	1,072
SUBTIER <input type="checkbox"/> Normal	
3-4	1,427
SUBTIER <input type="checkbox"/> Normal	
-	-
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 # _____
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