

YEAR OF SCOURED STARS
STARFINDER SOCIETY SCENARIO #1-19, TIER 5-8

STARFINDER SOCIETY

To Conquer the Dragon

BY MATT DUVAL





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HOW TO PLAY

Starfinder Society Scenario #1-19: To Conquer the Dragon 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

To Conquer the Dragon 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 paizo.com/sfrd, 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*.



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TO CONQUER THE DRAGON

BY MATT DUVAL



The Frozen Trove is one of the many dragoncorps—a corporation owned and operated by a true dragon—based on the Pact World of Triaxus. Frozen Trove specializes in breakthrough biotech and cybernetic augmentations, producing some of the most notable and varied examples within the Pact Worlds. Something of an open secret, most of Frozen Trove's breakthroughs are the result of illegal testing operations conducted on clandestine outposts within the Vast. The corporation's CEO is a notorious but reclusive great wyrm white dragon named Aralydio. In *Starfinder Society #1-13: On the Trail of History*, the Starfinder Society inadvertently discovered one of Frozen Trove's Vast-based outposts while searching for an alien species suspected to have clues regarding the Scoured Stars incident, making an enemy out of Frozen Trove in the process.

While Aralydio remains interested in his various other schemes, he still demands retribution for the interference. The younger white dragon, Norys, manages many of Frozen Trove's extrasolar enterprises. She took the brunt of the blame for the Starfinder Society's recent interference in Frozen Trove affairs. This additional pressure made her emotionally volatile and she began experiencing extreme bouts of rage, a trait known to occur when the typically emotionless white dragons are angered. Norys has invested increasing amounts of her time ignoring her other responsibilities and planning a suitable means of retribution.

While Norys has seethed over the Starfinder Society's recent interference, the Starfinders have gone on to increase their influence within the Pact Worlds. The recent announcement of a new lodge on the Pact World of Triaxus has earned great interest. The lodge is set to open in Cumo, the city that borders the Triaxian territories of the Drakelands and the Skyfire Mandate. Skillful negotiation by the Society's representatives and several prominent Triaxian officials has led to the establishment of this lodge, with the intent that a rotating contingent of Starfinders will be on site at all times to partake in missions across the planet. Specifically, Starfinders are to undertake regional missions when agents of the Drakelands or the Skyfire Mandate request Society expertise.

The brokered agreement has recently been announced to the public, much to the detriment of Norys's fraying composure and the embarrassment of Frozen Trove. With little regard for the corporate or political ramifications of her actions, Norys vows to see the Society's new lodge destroyed during its opening ceremony as retribution for the Starfinders' actions against Frozen Trove.

Where in the Universe?

In *To Conquer the Dragon* the PCs travel to Triaxus, a Pact World in the midst of a centuries-long winter. The PCs visit the new Starfinder lodge in the Skyfire Mandate's trade port of Cumo and later travel to the Parapet Mountains to the north. For more information about the Triaxus, see the *Starfinder Core Rulebook* and *Starfinder Pact Worlds*. Both are available at bookstores and hobby shops everywhere and online at paizo.com.

SUMMARY

The scenario begins with a briefing from **Venture-Captain Naiaj** (LN female bleaching gnome envoy) at a private meeting room within the Lorespire Complex, where the PCs learn about the upcoming opening of a new Starfinder lodge on Triaxus in the trade port of Cumo. Naiaj wants the PCs to act as the Society's representatives and provide security in case any opposing factions decide to make a move or cause a scene.

Once the PCs arrive in Cumo, they travel to the new lodge, where they meet its caretaker, **Zafeldrin** (CG brass dragon), an eager young adult brass dragon. Zafeldrin has prepared briefing materials for the public opening and scattered them in the lodge's database as a test of the Starfinders' scholarship and ingenuity.

Zafeldrin acts as host the following day during the lodge's opening ceremony and festivities and asks the PCs to mingle with the crowd to make a good impression on the guests. The PCs have an opportunity to identify the Frozen Trove contractors activating beacons to help triangulate an incoming orbital bombardment from a starship. The PCs can uncover these beacons before the attack begins, mitigating the eventual damage from the bombardment. After the attack, Zafeldrin finds the PCs and informs them the attackers stole critical information from the lodge database before destroying it in the bombardment. He asks the PCs to find the enemy starship that bombarded the settlement, disable the starship, and retrieve any stolen data.

The PCs travel to the dock where their starship is berthed in

Cumo. While the PCs are aboard their starship, the attacking enemy starship captain, the white dragon **Norys** (CE white dragon), taunts the PCs for their failure to anticipate or stop her attack. The PCs launch and engage Norys in starship combat near Triaxus where scanning the enemy ship reveals to be a Frozen Trove vessel.

Once the Starfinders critically damage Norys's ship, she desperately plots a course that maneuvers the ship for a semi-controlled crash into the Parapet Mountains on Triaxus. The high winds and jagged peaks force the PCs to land and hike to the crash site where they find that the Frozen Trove starship is half-smashed and teetering precariously on a cliff side. Inside, the PCs must navigate the shattered wreck, and overcome dangerous hazards, illegal magic, and any surviving crew to reach the bridge before the starship drops into the chasm. On the bridge, the PCs finally confront an injured and enraged Norys to retrieve the stolen data and proof of Frozen Trove's involvement.

GETTING STARTED

The PCs begin the adventure meeting with Venture-Captain Naiaj at the Starfinder Society private meeting room within the Lorespire Complex. Read or paraphrase the following to get the adventure underway.

A holographic display shows the inky void filled with twinkling stars and the lingering forms of starships outside Absalom Station. The images then zooms in from the outside-station view, transitioning to focus on the Society's private docks, which are abuzz with activity as technicians, suppliers, and contractors perform repairs and prepare Starfinder vessels for departure. Venture-Captain Naiaj finishes her interactions with the hologram, making concise finger motions to provide orders to the dock workers and docked Society starships.

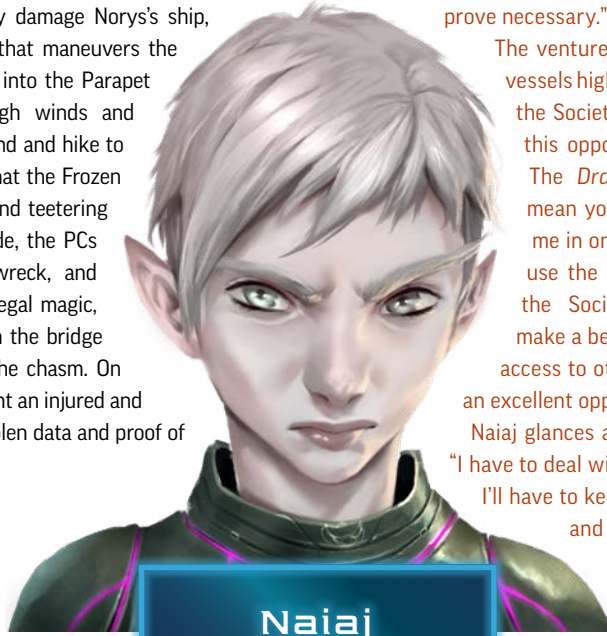
As Naiaj finishes with a few last details, she waves a greeting from her side of the meeting table. "The Triaxus team. Excellent. I've transmitted a briefing to your comms, but I'll summarize. The Society has recently finished renovation of an old building to construct a new lodge in Cumo, a trade port on the Pact World of Triaxus. The endeavor took significant negotiation and the opening ceremony will involve some festivities to celebrate the accomplishment. The lodge curator, a personal friend named Zafeldrin, asked for experienced agents to impress several local representatives. I'm told that it should be a quick meet and greet mission. So undoubtedly, either a war's going to break out or some unexpected disaster is going to happen and I'd like to have some agents I trust on the field when that happens.

"You're going there to help ensure sure this opening goes as smoothly as possible. Help Zafeldrin as the situation permits,

but keeping the lodge safe and secure is your top priority. Triaxus has numerous factions that oppose one another and while we've made friends with some, others may perceive the Society as a threat. I've requisitioned some additional medical supplies for your group should aggressive negotiations prove necessary."

The venture-captain gestures out toward two vessels highlighted in the holographic image of the Society docks. "The Society's also using this opportunity to show off its starships. The *Drake's* superior hull and shielding mean you're more likely to bring it back to me in one piece, but I've authorized you to use the *Pegasus* if you think emphasizing the Society's exploratory efforts would make a better impression. If any of you have access to other hull types, now would also be an excellent opportunity to show them off."

Naiaj glances at a blinking light on her data pad. "I have to deal with some last minute supply issues. I'll have to keep this quick. Review your briefing and choose your starship. I expect an assessment of likely mission hazards and justification of your starship choice when I'm done."



Naiaj

Give the players **Handout #1**, the mission briefing Naiaj provided to the PCs. A PC who succeeds at a DC 24 Perception check notices Naiaj paid for the additional medical supplies from her own account when the funding the Society provided for the mission was clearly insufficient. If confronted about this fact, Naiaj doesn't break eye contact with her datapad, and instead explains that, "it doesn't make my life easier if experienced agents like you all end up dead."

Once the PCs select a starship frame, Naiaj asks them to justify their decision, unless it's a non-standard frame. If the PCs have additional questions about the mission, Naiaj answers dutifully and follows up with her own questions to make sure they understand their objectives and to point out ways to improve their preparations. Throughout this conversation, Naiaj doesn't take her eyes off her datapad.

Is there any reason we should expect trouble? "Expectations are what get agents in trouble. Assume nothing, prepare for the worst, and work together."

How should we keep the lodge secure? "You need to make sure the guests are there legitimately and sweep for any listening devices or intrusions onto the lodge grounds. Even our new local friends may take the opportunity to gain some extra access if they have the chance. Also, obvious as it is, you need to do your best to prevent any overt attack on the lodge or its guests."

What do you know about Zafeldrin? "As I mentioned, Zafeldrin is a friend and a good agent. While he doesn't have any

interest in promotion, he has enough experience that we wanted him to manage the new lodge until suitable candidates present themselves. I think you'll get along; after all, I don't frivolously select my friends."

Treasure: After answering the PCs' questions, Naiaj confirms the party's travel plan and provides them with six *mk 2 serums of healing*.

Boons: At this point, the PCs can finalize their boon slots for this session and purchase any additional equipment prior to departing. With access to a starship, the PCs should be encouraged to slot any starship boons they may have. There are no specific boons relevant to this scenario.

CULTURE (RECALL KNOWLEDGE) OR DIPLOMACY (GATHER INFORMATION)

Based on the result of a Culture check to recall knowledge or a Diplomacy check to gather information, the PCs might know about Triaxus, the Skyfire Mandate, and the trade port of Cumo. The PCs know all of the following information with a DC less than or equal to the result of their check.

10+: Triaxus is known as the Wanderer because of its irregular and eccentric orbit. The planet experiences decades-long summers and winters as it travels from the inner to the outer regions of the Golarion system and back. A full cycle takes 317 Pact Standard years.

15+: Triaxian culture is largely defined by the long conflict between the dragons of the Drakelands and the humanoids of the Allied Territories. Between them is the Skyfire Mandate, home to the famous mercenary company, the Skyfire Legion. The trade port of Cumo sits on a river delta on the southern shore of the Mandate on the Sefhorian Sea.

20+: The conflict between the dragons and the humanoids has cooled since interplanetary travel became possible, but some of the dragon-led dragoncorps still look to expand their territory and sow spies and sleeper agents throughout the Allied Territories and the Skyfire Mandate.

25+: The Parapet Mountains stretch along the Skyfire Mandate and serve as a natural barrier to the Drakelands. Abandoned Dragon Legion outposts lie within the twisting passes, unclaimed due to rumors of haunts and curses. While the new lodge is likely to dispatch agents to explore these mountains, only the most experienced can survive such a treacherous region.

30+: The dragoncorp Frozen Trove recently came into conflict with the Starfinder Society and worked behind the scenes to block

the construction of the new lodge. Frozen Trove operates under the direction of a white dragon CEO named Aralydio as well as other dragons that occupy leadership roles in the corporation.

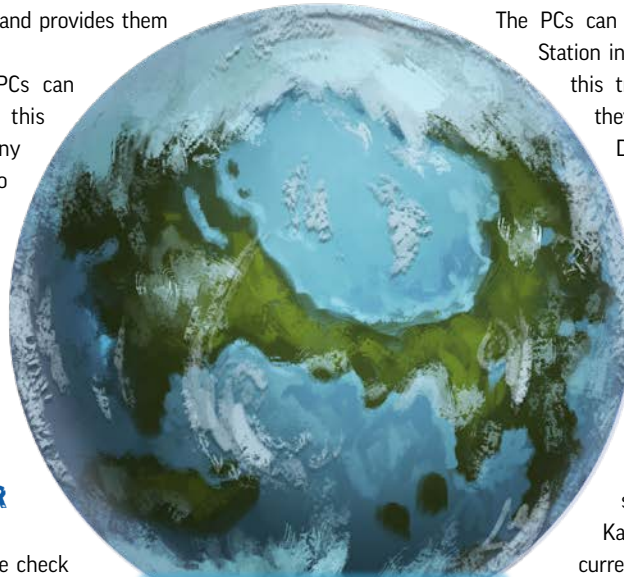
JOURNEY TO TRIAXUS

The PCs can travel to Triaxus from Absalom Station in 1d6+2 days. The PCs can reduce this travel time down to 1d6 days if they instead choose to activate the Drift engine of their starship. Regardless of how the PCs choose to travel, they encounter few other ships on their journey with the exception of an Idaran Vanserai class starship (*Starfinder Core Rulebook* 309) identified as the *Void Scholar*. The ship is seemingly adrift, but quickly responds if contacted via comm units. The ship's captain, a kasatha named Kahir, indicates that the vessel is currently analyzing data collected from a stellar phenomenon forming in Near space to help coordinate a good place to transition in from the Drift. If further questioned, Kahir indicates the event is a cosmic anomaly, similar in nature to the energies wielded by

solarians, but that his superiors on the Idari have refused to let him explain further. If the PCs introduce themselves as associated with the Starfinder Society, then Kahir promises that he'd already intended to forward his information to the Society upon his return in approximately three months.

Beyond the PCs encounter with the *Void Scholar*, their journey to Triaxus passes uneventfully and they receive clearance to land at the Cumo starport. The settlement's position near the equator keeps Cumo relatively temperate. Surface vessels sail up the river delta and out into the Sefhorian Sea, while starship traffic regularly launches from the docks. A labyrinthine market twists in knots around the center of town and bustles with eager crowds. Unassuming doorways open to those in the know and conceal businesses offering all manner of illicit goods and services. Skyfire Legionnaires are a frequent sight, gathering for deployment at the docks or bartering at the markets while off duty. Sky bridges and landing perches for dragons and dragonkin are common as the open market ascends terraces to building rooftops five stories above the street.

The lodge has already paid for the PCs' docking fees and once the PCs land their starship, they receive a cryptic message from Zafeldrin: a brass cylinder with two compartments, each filled with metal shards. A Starfinder who succeeds at a DC 24 Physical Sciences check (DC 27 in Subtier 7-8) notices the metals are all base elements and their atomic values correspond to a



Triaxus

nearby latitude and longitude: the location of the lodge. A PC who succeeds at a DC 25 Diplomacy check (DC 28 in Subtier 7-8) gathers enough information to quickly learn directions to the lodge. If the PCs fail both of these checks, they arrive late, increasing the DC of all checks in the encounter with Zafeldrin in area **A** by 2.

A. WHITE SANDS LODGE

The new lodge curls around the top of a notable hill at the edge of Cumo like a skeletal wyrm clutching a diamond. A series of freshly renovated structures form a half circle around a grown crystal dome enclosure. The outer buildings crawl with communications equipment, humming power coils, and steaming computer-cooling systems. The dome holds a biome from another world, a multi-tiered summer oasis in the midst of the chill Triaxian winter. Walkways wind through patios and past fountains to lounging areas for secluded conversation. A large platform sits prominently near the top of the dome, nestled in an array of holographic data displays.

The lodge maintenance staff recognizes the PCs and directs them to the dome where Zafeldrin awaits the PCs. Zafeldrin, the young adult brass dragon, sits on his perch near the top of the dome. He flies down and eagerly welcomes the PCs to White Sands Lodge. Zafeldrin has an exuberant, inquisitive manner and takes the opportunity to ask the PCs about themselves. He is clever and capable but plays at being a naïve bookworm to set smaller creatures at ease. His family emigrated from Triaxus to Akiton where he was born. Rather than credits, Zafeldrin hoards data, experiences, and relationships. This desire to learn and meet new people inspired him to join the Starfinder Society. His subsequent success as a diplomat and draconic nature made him an easy fit for the Society's plans on Triaxus.

Once the PCs have learned at least some information about Zafeldrin, read or paraphrase the following.

Looking around the half-finished preparations for the opening gala, Zafeldrin gives a sheepish grin. "There's still so much to do! I've prepared some material on our guests and current events to help you." The dragon gestures to a pile of data pads. "I'll keep working on putting this whole event together while you review the data I've prepared." With that he launches into the air and begins flitting about the dome like a hummingbird from project to project.

The Starfinders can walk to the data pads Zafeldrin left with ease, but Zafeldrin encrypted the files and hid the relevant information in a sea of trivia to test the Starfinders. He sees doing so not as hostile, but as a test to the agents Naiaj has sent him. Unknown to the PCs, this is a common occurrence between Naiaj and the dragon, with the two taking some pleasure in testing each other's favorites to see if they measure up.

Cracking the Data: A PC who succeeds at a DC 32 Computers check (DC 35 in Subtier 7-8) can break the encryption. If the PCs ask about the encryption or seem stymied, Zafeldrin mentions he'll help shortly but he also left a few security items lying around on the lower level, including a missing security badge and states the public infosphere password is on the guest welcome banners. A PC who succeeds at a DC 24 Survival check (DC 27 in Subtier 7-8) can retrace Zafeldrin's steps and find a security badge that fell behind a grate. A PC who succeeds at a DC 24 Sleight of Hand check (DC 27 in Subtier 7-8) can "skillfully acquire" Zafeldrin's access card hanging from his tail. A PC who succeeds at a DC 24 Piloting check (DC 27 in Subtier 7-8) can activate the drones holding the banners and deploy them to read the code. Zafeldrin continues chatting with the PCs while he works and a PC who succeeds at a DC 24 Sense Motive check (DC 27 in Subtier 7-8) notices an odd cadence and identifies the repeated use of certain words as the passcode. Each of the non-Computers checks grants a +4 bonus on the Computers check to break the encryption and also allows a PC who's already made the attempt to try again.

If the PCs managed to overcome the security without his direct assistance, Zafeldrin is taken aback, commenting on the PCs' skills regardless of how they access the data. Once the PCs gain access to the data or give up and ask Zafeldrin for help, give the players **Handout #2**. Zafeldrin then discusses his plans for the opening gala. Read or paraphrase the following.

"I've been telling everyone in Cumo about all the amazing discoveries the Starfinders have made lately. I think I might have set their expectations a little high, but that's why I asked for the best and here you are! Representatives from the Skyfire Legion are coming, along with a few notables from town and some dragoncorp reps." He cycles through holographic displays of different personnel files, some still flashing with proprietary security warnings from their original sources. "I've already managed to pull together a lot of interesting data about regional



Zafeldrin

powers, possible mission sites, and contacts we can pursue. I just need to make a good impression with these power brokers so they give us a shot. Once they see agents like you in action, they'll be clamoring for our help!"

Zafeldrin happily chats with the PCs about anything they want to discuss and answers their questions. He sits like a cat with his long scaly neck swiveling his head to address each speaker.

What about security? "Everyone needs an invitation to get in, and the door scanners check for weapons. I really need you to make a good impression with the guests, so I'd prefer you focus on that."

Who should we talk to? "Aralyx commands a local Skyfire Legion battalion, but more importantly she's in charge of securing abandoned Skyfire Legion sites in the Parapet Mountains. Starfinders are just the specialists she needs—even if she doesn't know it yet."

What should we wear? "Wear your mission gear! The guests want to meet field agents, so the more rugged and adventurous you look, the better! Of course, you'll all be allowed to keep your weapons on hand too! Just no discharging into a crowd of people. Oh, and no throwing grenades."

Where did you get that data? Zafeldrin visibly preens with pride. "I read this great article on the haptic vibration distinctions when someone enters a password on a holo-display and I've been practicing since I got here. It really works!"

Following any questions, Zafeldrin provides the PCs with rooms and a tour of the lodge, including the dome, kitchen, dining hall, communications center, guest quarters, an empty museum space he hopes to fill, and a room housing a computer mainframe.

Development: The PCs have a day to prepare for the gala, which is set to occur the following evening. Each PC can attempt a Perception or Sense Motive check as listed below to represent time spent examining the lodge before the gala begins.

Treasure: If the PCs discovered the information in **Handout #2** on their own, Zafeldrin compliments their ingenuity and provides six *serums of enhancement* (diplomat) and a mk 2 thermal capacitor armor upgrade. In Subtier 7-8, Zafeldrin provides a second mk 2 thermal capacitor armor upgrade.

Rewards: If the PCs are unable to gain access to Zafeldrin's data themselves, reduce each PC's credits earned as follows.

Subtier 5-6: Reduce each PC's credits earned by 652.

Out of Subtier: Reduce each PC's credits earned by 954.

Subtier 7-8: Reduce each PC's credits earned by 1,256.

PERCEPTION (NOTICE) OR SENSE MOTIVE (DISCERN SECRET MESSAGE)

Now that the PCs are onsite, they can learn more than they could following their briefing. Based on the result of a Perception check to notice or a Sense Motive check to discern a secret message, the PCs might learn more about what's going on around the lodge. The PCs know all of the following information with a DC less than or equal to the result of their check.

Mapping the Gala

While the opening gala uses *Starfinder Flip-Mat: Urban Sprawl*, this product is not required to play the scenario. Regardless of which map you use, this map should be placed prior to the encounter in area A. Players will likely view this as a precursor to combat and prepare for a more tactical encounter, setting them up to be very surprised by the approaching orbital bombardment!

20+: The information trade in Cumo closely monitors the lodge, and agents from multiple factions, including the city government, surreptitiously spy on the Starfinders.

25+: The government agents have been seen handing off information to a city councilor named Tefarian Mel, who questions each agent closely about the objectives of the Starfinder Society.

30+: The PC spots a lodge maintenance employee transmitting information about security measures and facility maps to precise coordinates in orbit. The employee only knows that she was paid very well. Attempts to follow-up on the location reveal that it's just empty space but could have been occupied by a starship passing by.

The guests begin to arrive for the gala around midday. Banners welcoming them hang suspended from flying drones around the dome while holographic displays run continuous loops of video showcasing the Starfinder Society's recent public accomplishments and discoveries.

The gala event is held in a section of the lodge's crystal dome. Internal scanners monitor the rest of the lodge during the event and Zafeldrin insists the PCs focus their attention on the area where the guests are.

The PCs are responsible for providing security during the event and for entertaining the guests. PCs can contribute to the success of the event in the ways listed below. Each PC can make two checks during this encounter, attempting their own check or using one of their checks to aid another PC. These checks must be made to influence guests (see Guests below) or to detect infiltrators (see Infiltration below.) The constant distraction of guests asking the PCs about their experiences prevents them from taking 10 or 20 on these checks. Successfully mingling with the guests and locating beacons contributes to the adventure's secondary success condition.

Guests: A few dozen guests attend the event at any given time. They are local officials, dragoncorp agents, or members of the notable guests' retinues. Most are friendly and excited to meet the Starfinders while a few exhibit caution or suspicion about another participant in regional politics. The majority of the guests

A. THE OPENING GALA



1 SQUARE = 5 FEET

STARFINDER FLIP-MAT: URBAN SPRAWL

are civilians, made up of mostly ryphorians, dragonkin, and a few gnomes from the Immortal Suzerainty of Ning. A contingent of Skyfire Legionnaires are also present, visibly wearing armor and light weapons.

Notable guests include the following.

Aralyx (LG female dragonkin soldier) is a Skyfire Legion commander. She expresses interest in the Society's archaeological capabilities, particularly in dealing with curses and haunts. PCs who succeed at a DC 22 Mysticism check (DC 25 in Subtier 7-8), or a DC 18 Profession (archaeologist) check impress her.

Jaxter (N male feychild gnome envoy) sees the Society as a potential business partner for Skyward Imports, his employer. He's interested in acquiring relics and goods from outside the system. PCs who succeed at a DC 22 Culture check (DC 25 in Subtier 7-8) or a DC 18 Profession (merchant) check impress him.

Tefarian Mel (LE male winterborn ryphorian operative) is a member of Cumo's city council and suspects the new lodge is a front for a dragoncorp looking to take over Cumo. He closely questions the PCs about their motives. A PC who succeeds at a DC 22 Diplomacy check (DC 25 in Subtier 7-8) or a DC 18 Profession (politician) check allays Tefarian's suspicion.

The PCs can learn what skills impress each guest with a successful DC 24 Sense Motive check. This check does not use one of a PC's two checks during the encounter, but a PC can only attempt the check once against each guest.

Infiltration: In addition to the invited guests, five Frozen Trove agents have infiltrated the gala using stolen invitations while a remote team initiates a computer hack on the lodge's mainframe. The PCs can help uncover these agents and their devices by making the following checks.

Patrol the Grounds: A PC patrolling the grounds who succeeds at a DC 24 Survival check (DC 27 in Subtier 7-8) tracks an agent planting a device in the bushes. A PC who succeeds at a DC 24 Piloting check (DC 27 in Subtier 7-8) identifies an overweight drone with a device attached. A PC who succeeds at a DC 26 Perception check (DC 29 in Subtier 7-8) spots a device hidden under a bench.

Monitor Guests: A PC who monitors the guests and succeeds at a DC 24 Sense Motive check (DC 27 in Subtier 7-8) spots a nervous agent looking for a place to hide her device. A PC who succeeds at a DC 26 Computers check (DC 29 in Subtier 7-8) identifies an agent with an invitation with a forged guest image.

Check the Buildings: A PC can check the buildings with a successful DC 24 Athletics check (DC 27 in Subtier 7-8) to find a device tucked into an eave. A PC who succeeds at a DC 24 Engineering check (DC 27 in Subtier 7-8) finds a device wired into the lighting system. A PC succeeding at a DC 24 Mysticism check (DC 27 in Subtier 7-8) identifies hastily drawn runes to camouflage a device.

Nav Beacons: The agents on site deploy navigation beacons to aid Norys's upcoming orbital bombardment. A PC who finds a device and succeeds at a DC 20 Engineering check identifies it as a pinpoint transmitter—this skill check does not count towards the number of checks the PCs make during this part of the adventure.

Scaling Encounter A

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

All Subtiers: Norys planned the operation in haste. Reduce the number of agents and beacons from five to four. In addition, each PC can make one additional skill check during this encounter.

If the PCs discover and question an agent and then succeed at a DC 20 Diplomacy or Intimidate check, the agent reveals an unknown person sent them the false invitation and device and paid them to place the device at the lodge during the gala—these checks also do not count towards the limit of checks the PCs can make. The agents do not know what the devices do. PCs can spot the agents or devices with the checks listed above. If the PCs notify Zafeldrin about a device, he urges them to search for more while he occupies the guests.

Hazard: Norys, aboard her starship in low-orbit, begins her bombardment of the lodge after the PCs each attempt two skill checks (three if there are only four PCs) as listed above. Zafeldrin detects the remote access into the Starfinder Society server and the presence of any remaining beacons right before the attack. The brass dragon assembles the PCs right before the attack begins.

Read or paraphrase the following:

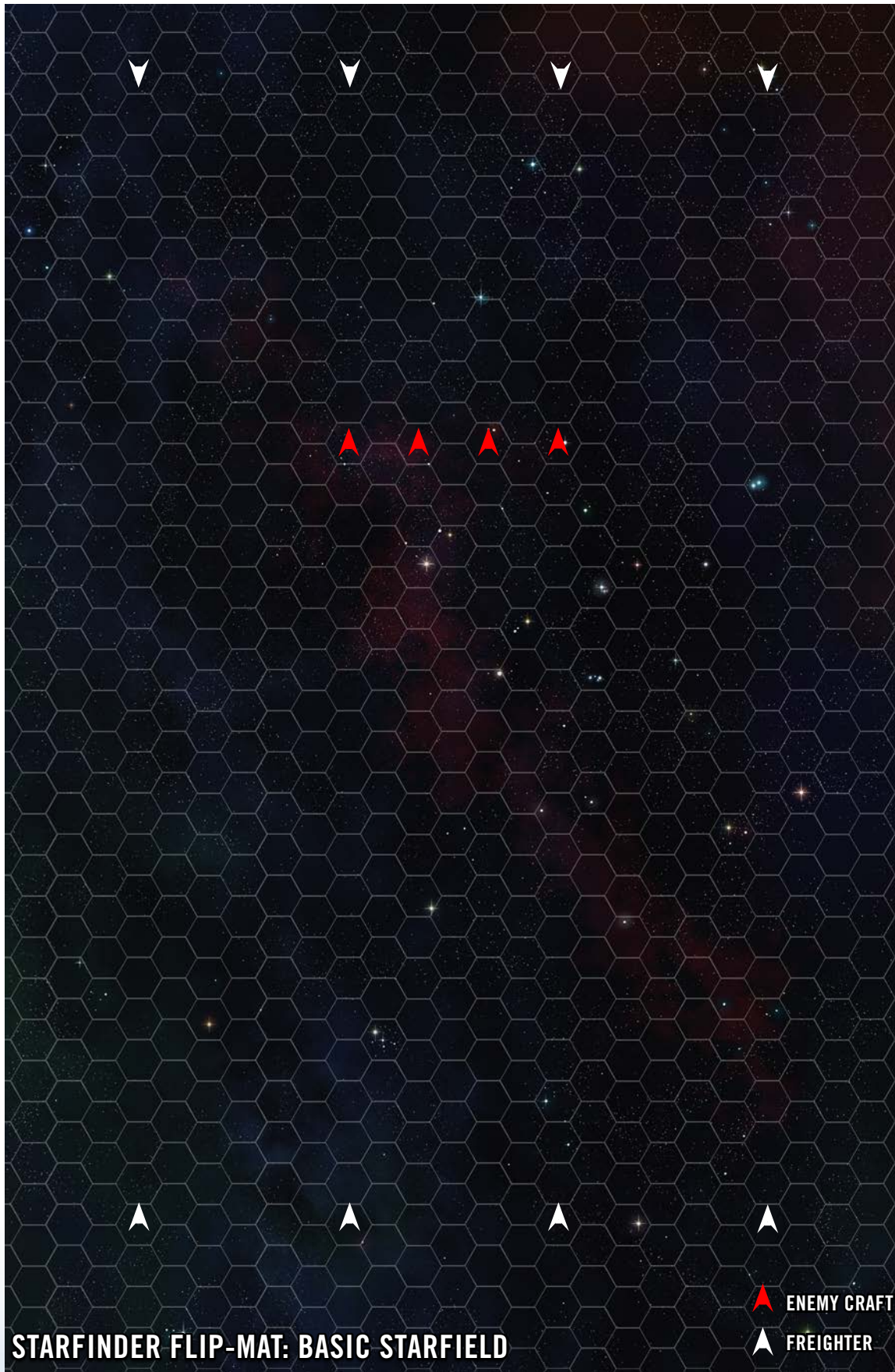
Zafeldrin hurriedly jabs at a pad displaying an unauthorized data transfer from the lodge computers. He fumes quietly. "Hackers got in to the computer system a few minutes ago. They're transmitting my data to a starship in orbit. It's backed up locally but they've got copies of nearly everything."

He glances in surprise when the pad indicates an incoming communication. The weathered visage of an old white dragon appears, a twitch in one eye belying her detached demeanor. Zafeldrin breaks the silent regard. "You seem upset. Just explain yourself and I'm sure we can talk this out?"

The white wyrm presses a button on her display, and slowly whispers, "Hush now. I want to savor this."

The dome grows brighter as a new star blooms in the sky above and a roar builds in the air.

The transmission cuts out when the bombardment hits. For each undiscovered beacon when this event occurs, the PCs take 10 damage, half of which is fire damage and the other half of which is piercing damage (15 damage in Subtier 7-8). The attacks come in the form of high intensity laser bursts that shatter the dome and begin striking the nearby area. Normally a starship should not be able to achieve such an accurate strike, but the beacons allow the orbital attacks some degree of precision.



STARFINDER FLIP-MAT: BASIC STARFIELD

▲ ENEMY CRAFT
▲ FREIGHTER

Development: The condition of the lodge and health of the guests after the attack depend on the Starfinders' success deactivating the beacons. If two or more beacons remained active, the attack killed several guests and damaged the lodge. If all beacons were active, the attack destroys the lodge and kills most of the guests. While Zafeldrin takes wounds proportional to the damage from the attack, he survives no matter how many devices the PCs found.

Regardless of the result, Zafeldrin is distraught when he realizes the attack destroyed the lodge mainframe, wiping out his data backups. He urges the PCs to locate the starship that received the data transmission and recover the information. "Not only is it a terrible loss, but an enemy could learn the identities and locations of Starfinder agents and outposts using what's in there, using that to target more of our colleagues."

If the Starfinders disabled all the beacons, it impresses all the guests, even if the PCs did not previously impress them. If all beacons were active, the deaths and catastrophe badly damage the Society's image; the PCs lose any successes they had in impressing the guests who survived the attack.

Treasure: If the PCs impressed Aralyx, the Skyfire Legion delivers a suit of pinion Skyfire armor to the Starfinder's ship. If the PCs impressed Jaxter, he provides them with a *mk 2 ring of resistance* shaped like a pair of folded wings. If the PCs impress Tefarian, he arranges for the dock crews to hasten service on the Starfinders' starship, granting them a +5 bonus to their first Piloting check in the upcoming starship combat.

Rewards: The PCs receive bonus credits depending on the damage to the lodge. If two or more beacons were active, reduce each PC's credits earned by the following amount. If all beacons were active and the attack destroyed the lodge, reduce each PC's credits earned by the amount in parentheses instead.

Subtier 5-6: Reduce each PC's credits earned by 125 (500).

Out of Subtier: Reduce each PC's credits earned by 187 (750).

Subtier 7-8: Reduce each PC's credits earned by 250 (1,000).

B. ABOVE TRIAXUS (CR 4 OR CR 6)

The Starfinders can travel from the lodge to the docks and prepare their starship for launch after the attack. Zafeldrin has notified the dock crews, who work quickly. If the PCs impressed Tefarian, they see that workers have been pulled from other starships to expedite their launch.

When the PCs enter their starship, they see an incoming transmission from Norys, the captain of the attacking vessel. Read or paraphrase the following.

The white dragon's visage appears once more. She clutches at her display, choking in disbelief. "Still alive? No. No!" She quivers with rage, the display cracking under her grip, before calming herself and regaining her placid composure. "It doesn't matter," she declares. "Now I know your hiding places, your secrets. Come face me and die or stay there and live, while I hunt down your comrades!"

Scaling Encounter B

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

All Subtiers: Norys overcharged her weapons array for the orbital bombardment and the weapon system is glitching. Also, remove two armed freighters from the encounter.

The PCs can question or taunt Norys as they travel toward her starship and during the battle. Her manner depends on how successful her bombardment was and how the battle is going. The more that events do not go her way, the more her mask of icy control slips and she descends into rage. At this point, ask if any of the players have credit for *Starfinder Society #1-13: On the Trail of History* on their character. If they do, Norys calls out those specific PCs as being personally responsible for the bombardment and threatens, "This is only the beginning of your pain."

Who are you? "Your sins come back to haunt you. But Norys will suffice."

Why are you doing this? "You stole from me... hurt me... ruined my career. Did you think you could do whatever you like and take whatever you want without consequence?"

Can we talk about this? "Have I not made my intentions clear? I'm going to destroy your ship and take your life... Talk? I want to hear you scream."

Starship Combat: Norys waits in low orbit in her starship, *Diamond Glow*. The ship has a large bridge nestled under the forward weapon system, with blisters of shield projectors and weapon mounts circling the round hull. The plating glitters with a white chitinous sheen. A PC who succeeds at a DC 24 Engineering check (DC 27 in Subtier 7-8) identifies it as a custom variant on the United Interfaith Engineering Hiveguard starship frame (see *Core Rulebook* 313).

Norys scrambled her transponder codes to hide her starship's identity. PCs that succeed at scanning *Diamond Glow* can choose to decipher the transponder instead of learning other information and realize the starship bears a Frozen Trove registration.

Norys uses the taunt action and then uses either demand to improve her crew's performance or uses her action during the gunnery phase to activate a missile freighter (see page 12) using her gunnery when the PCs are in range. The pilot uses the evade stunt whenever possible. The engineer focuses on patching systems and diverting power to shields. The gunners use the shoot crew action, terrified of missing. The science officer rebalances the shields when necessary but otherwise uses the target system action to target the weapons array of the PCs' starship.

Norys's composure is tenuous and a PC who succeeds at a taunt action sends her into a rage, doubling the normal penalty as she screams at her crew.

On the Edge

The PCs have a limited amount of time after landing before the *Diamond Glow's* damaged power core explodes. A PC acting as Science Officer who succeeds at a DC 20 Computers check prior to landing recognizes how precarious the crashed starship is. Alternatively, a PC on the ground who makes a successful DC 20 Engineering or Survival check notes the precarious damage to the ship and the likely consequences.

If the PCs delay for 4 or more hours before investigating the starship, begin a 30-minute countdown that includes increasingly dramatic, but non-damaging explosions and fires that ravage the starship, making it very clear how much time the PCs have left before the starship falls into the chasm. When 1 minute remains, make the need for the PCs to leave the starship immediately very clear. If any PCs remain in the starship when it falls, they die, unless they have immunity to explosions, fire, and falling.

Norys anticipated the Starfinders might manage to survive and enact a counterattack on her starship. She's armed three automated light freighters with arc missile systems. In addition, there are five unarmed civilian freighters nearby. Four freighters start at the bottom of the map, moving two hexes up from the planet each round. The other four start at the top, moving two hexes toward the planet each round. Randomly determine which freighters are armed with missiles. Any starship can shoot at a freighter (HP 40, AC 10, TL 10, and no shield). Each armed freighter has one forward heavy torpedo launcher (5d8 with limited fire 3) that uses the Norys's gunnery score with a -2 penalty. As noted, Norys must spend an action to activate these hidden missile batteries.

When the PCs approach, they detect additional transmissions coming from the enemy starship. If the science officer succeeds at a scan action on the signal, she recognizes that the specific freighters under Norys's remote control still have civilians onboard. A science officer that succeeds at a DC 26 Computers check (DC 29 in Subtier 7-8) can seize control of one of the armed freighters and fire one missile (using her gunnery check) during the gunnery phase or permanently disable the freighter from firing again during the starship combat. Norys can still fire a missile even if the PC science officer fires a missile from a commandeered freighter, assuming that freighter has not expended all its ammunition.

SUBTIER 5-6 (CR 4)

DIAMOND GLOW

TIER 4

Large destroyer

Speed 6; Maneuverability average (turn 2); **Drift 1**

AC 19; TL 18

HP 170; DT -; CT 34

Shields light 40 (forward 10, port 10, starboard 10, aft 10)

Attack (Forward) coilgun (4d4), coilgun (4d4)

Attack (Port) light laser cannon (2d4)

Attack (Starboard) light laser cannon (2d4)

Attack (Turret) flak thrower (3d4)

Power Core Arcus Ultra (150 PCU); **Drift Engine** Signal Basic;

Systems basic computer, budget short-range sensors, crew quarters (common), mk 4 armor, mk 3 defenses; **Expansion**

Bays cargo holds (3), smuggler's compartment (DC 35)

Modifiers +1 Piloting; **Complement 17**

CREW

Captain Bluff +17 (8 ranks), Computers +2 (0 ranks), Diplomacy

+17 (8 ranks), Engineering +2 (0 ranks), gunnery +17,

Intimidate +22 (8 ranks), Piloting +17 (8 ranks)

Engineer (1 officer, 3 crew) Engineering +10 (4 ranks)

Gunners (2 officers, 2 crew each) gunnery +12 (6 ranks)

Pilot Piloting +15 (4 ranks)

Science Officer Computers +13 (3 ranks)

SUBTIER 7-8 (CR 6)

DIAMOND GLOW

TIER 6

Large destroyer

Speed 8; Maneuverability average (turn 2); **Drift 1**

AC 21; TL 21

HP 170; DT -; CT 34

Shields light 60 (forward 15, port 15, starboard 15, aft 15)

Attack (Forward) twin laser (5d8), twin laser (5d8)

Attack (Port) light laser cannon (2d4)

Attack (Starboard) light laser cannon (2d4)

Attack (Turret) heavy laser net (5d6)

Power Core Arcus Maximum (200 PCU); **Drift Engine** Signal

Basic; **Systems** basic medium-range sensors, crew quarters (common), mk 1 trinode, mk 4 armor, mk 4 defenses; **Expansion**

Bays cargo holds (3), smuggler's compartment (DC 35)

Modifiers +1 any three checks per round, +2 Computers;

Complement 17

CREW

Captain Bluff +19 (10 ranks), Computers +3 (0 ranks),

Diplomacy +19 (10 ranks), Engineering +3 (0 ranks), gunnery

+20, Intimidate +25 (10 ranks), Piloting +19 (10 ranks)

Engineer (1 officer, 3 crew) Engineering +21 (8 ranks)

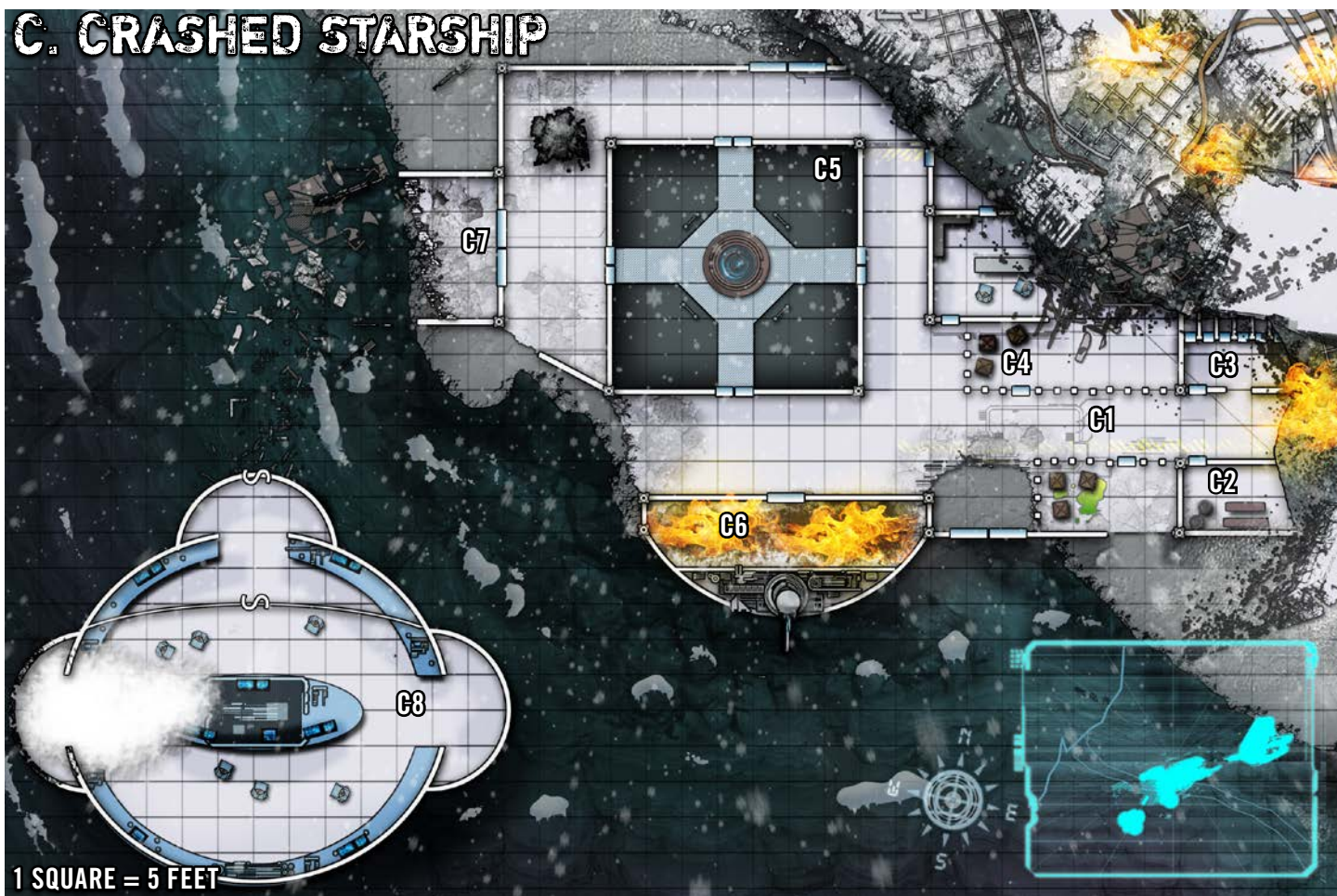
Gunners (2 officers, 2 crew each) gunnery +13 (6 ranks)

Pilot Piloting +17 (6 ranks)

Science Officer Computers +23 (8 ranks)

Development: If the PCs wreck two of the *Diamond Glow's* systems, disable the starship, or reduce it to 20 or fewer Hull Points, Norys manages one last burst out of the engines and sends the starship plummeting down toward Triaxus and the Parapet Mountains where it crashes. The PCs can detect the starship's

C. CRASHED STARSHIP



transponder signal and use it to locate the crash site. Zafeldrin is quick to contact the PCs and insist they head down to the crash site in order to retrieve the stolen data from the crashed Frozen Trove vessel. If the PCs inquire about having local Triaxian security handle the mission, Zafeldrin reminds the PCs that those same agents could sell the data or use it against the Society.

In the unfortunate event that the PCs fail to defeat the *Diamond Glow*, Norys turns her ships against the disabled PCs, preparing to pummel the PCs into stardust. Before this can happen, a trio of Skyfire Legion ships make their way onto the scene and launch a salvo of coordinated fire against the *Diamond Glow* that forces the Frozen Trove starship down into the Parapet Mountains, allowing the PCs to continue the adventure as expected. However, failing in such a monumental way has consequences as detailed in the Secondary Success Conditions section at the end of the adventure.

Treasure: The Skyfire Legion placed a bounty on the *Diamond Glow* after the orbital bombardment that put Cumo and their legionnaires at risk. They transmit 5,000 credits to the Society (7,500 credits in Subtier 7–8) at the end of the adventure.

Rewards: If the PCs do not defeat the *Diamond Glow* and force it to crash, reduce each PC's credits earned by the following amount.

Subtier 5–6: Reduce each PC's credits earned by 833.

Out of Subtier: Reduce each PC's credits earned by 1,041.

Subtier 7–8: Reduce each PC's credits earned by 1,250.

C. PARAPET MOUNTAINS CRASH SITE

The Parapet Mountains form a natural boundary between the Drakelands and the Skyfire Mandate. This treacherous region, with its mountain passes and unforgiving weather, makes land travel difficult and low altitude flight virtually impossible. The PCs best option is to land their starship at the closest safe landing site about a mile south of the *Diamond Glow's* crash site.

The PCs travel for an hour overland to the downed starship. The landscape is barren and forbidding and snow begins to fall as a storm descends on the area. The storm drops the temperature in the immediate area to severe cold (see *Core Rulebook* 398–400 for information about storms and cold dangers).

Once the PCs reach the crashed starship, the temperatures inside are tolerable, mostly due to failing life support systems and sporadic fires. Internal lighting still functions. The ceilings inside the starship are 15 feet high, and the hallways are constructed of normal hull materials and wide enough to accommodate a draconic captain. Power for internal systems is failing, and the remaining automatic doors that lead between rooms take two rounds to lurch open once a creature comes within five feet.

The starship's internal surveillance system still functions. A PC who succeeds at a DC 22 Perception check (DC 25 in Subtier 7–8) sees the cameras. If a PC succeeds at a subsequent DC 24

Scaling Encounter C1

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

All Subtiers: The spilled fuel mixed with fire suppressant and is no longer explosive. In addition, reduce the DCs of the trap and hazard by 2.

Computers check while in direct contact with a camera, he can tap into the system and view areas **C1** through **C6**.

C1. CARGO BAY (CR 7 OR CR 9)

The starship lies demolished and broken on the mountainside, barely visible through the torrential snow and driving wind. Fire ravages the aft section and thrusters, with occasional fireworks munitions explode. Rips crisscross the midsection, but the ship rests on a stable shelf along the trail. The forward sections and bridge dangle over the precipice, a few determined pieces of the hull stubbornly holding on.

The trail leads to a gouge in the starship's rear cargo bay. Chain link fences section off the storage areas. To the north, a massive stone monolith rises from the wreckage of the hull. A fire rages within the eastern corridor. Ruined supplies lie everywhere, with cracked fuel canisters, spilled crates, and tipped shelves obstructing the floor. The remains of a shirren crew member lie crumpled in the corridor.

Locks secure the gates for the fences around the cargo sections, but a PC who succeeds at a DC 24 Engineering check (DC 27 in Subtier 7-8) or a DC 20 Strength check can open one. PCs who speak drow or succeed at a DC 24 Culture check recognize the mark of house Zeizerer on several broken crates in the south bay.

The dead shirren, Nelcik, was one of the starship's gunners. A PC who succeeds at a DC 21 Medicine check identifies the shirren's injuries are from multiple grenades strapped to his body. Nelcik blew himself up in a panic when the *eoixian diamonds* attacked his mind (see Trap below).

The *Diamond Glow* crashed into an ancient Dragon Legion path marker that nearly cut the starship in half, but now anchors it to the cliff. A PC who examines the monolith and succeeds at a DC 24 Mysticism or Profession (archaeology) check (DC 27 in Subtier 7-8) identifies it as a ruin of the Dragon Legion, precursors to the modern Skyfire Legion.

Hazard: The pool of leaking fuel makes the floor slippery as per the *grease* spell. Any fire damage striking the affected area causes the fuel to explode, dealing 8d6 fire damage in a 20-ft.-radius burst (12d6 damage in Subtier 7-8). A successful DC 16 Reflex save (DC 18 in Subtier 7-8) halves the damage.

Trap: in pursuit of her revenge, Norys purchased a number of illegal resources from contacts on Apostae, including soul-trapping *eoixian diamonds*. She planned to use them to torment and interrogate Starfinder agents, but the crash broke their container and damaged them. The unstable gems attack the spirits of nearby creatures, confusing them, but the damage causes them to explode two rounds later (3d6 F, 20-ft.-radius burst).

SUBTIER 5-6 (CR 6)

EOIXIAN DIAMONDS

Type magical; **Perception** DC 27; **Disable** Mysticism DC 23 (to suppress the effects of *detect thoughts*)

Trigger proximity (as above) followed by *detect thoughts* (no save); **Reset** none

Effect *confusion* (15-ft.-radius burst centered on the nearest sapient creature lasting 1d4 rounds) and explosion (3d6F, 20-ft.-radius burst centered on the diamond); Will DC 16 save negates.

SUBTIER 7-8 (CR 8)

EOIXIAN DIAMONDS

Type magical; **Perception** DC 30; **Disable** Mysticism DC 26 (to suppress the effects of *detect thoughts*)

Trigger proximity (as above) followed by *detect thoughts* (no save); **Reset** none

Effect *confusion* (15-ft.-radius burst centered on the nearest sapient creature lasting 1d4 rounds) and explosion (3d6F, 20-ft.-radius burst centered on the diamond); Will DC 18 save negates.

Treasure: Nelcik wears *vesk overplate II* and has an adamantine microerrated longsword. One crate holds an experimental AbadarCorp computer chip worth 1,800 credits.

Rewards: If the PCs do not overcome the trap, reduce each PC's credits earned by 714.

C2. STORAGE

The starship's crew used these lockers to store their personal supplies and equipment. The crash and subsequent fires partially collapsed these shelves, resulting in the destruction of most of the lockers' contents.

Treasure: A PC who succeeds at a DC 24 Perception check to search the room finds 2 medpatches and a canister of *sprayflesh*.

C3. LAVATORY

Six bathroom stalls line the north wall and the remnants of the smashed communal shower spew water along the east wall.

C4. MESS HALL

The humanoid members of Norys's crew took their meals here. Rubble and wreckage occupy the east half of the room.

Treasure: If a PC searches the room and succeeds at a DC 24 Perception check, he notices the feet of a dead human sticking out of the rubble. Spending 1 minute clearing the remains reveals the crushed body and an intact aphelion laser pistol with 1 high-capacity battery (40 charges).

C5. THE POWER CORE (CR 7 OR CR 9)

The starship's power core chamber stretches the height of the vessel, with corrugated walkways connected to rung ladders stretching up and down the core's housing. Cracks crisscross the reaction chamber and brief flashes of plasma discharge sear the air.

The *Diamond Glow's* power core is nearing catastrophic failure (see the On the Edge sidebar). While the PCs do not have the means to stop it, a PC who succeeds at a DC 24 Engineering check (DC 27 in Subtier 7-8) can activate the manual cooling system at the bottom of the chamber to stop the plasma discharges (see Hazard below) and reactivate the navigational shielding, sheltering the starship from the storm outside.

Creatures: Several of Norys's crew survived the crash and frantically work to stabilize the power core here. She was not able to bring Frozen Trove agents because of the illicit nature of the operation and instead relied on mercenaries. They are rattled and nervous after the starship battle and subsequent crash and immediately open fire on the PCs. If a PC succeeds at a DC 27 Diplomacy or Intimidate check (DC 30 in Subtier 7-8), she can calm or scare the mercenaries long enough to talk. If she offers the mercenaries escape via a ride out of the mountains, that PC can secure a cease-fire. Otherwise, the mercenaries attack and plan to steal the PCs' starship after winning the battle.

Hazard: The core periodically vents bursts of plasma into the room. At initiative count 10 each round, randomly select one quadrant of the chamber. All creatures in that quadrant take 3d6 fire damage (6d6 damage in Subtier 7-8). A DC 16 Reflex save halves the damage.

SUBTIER 5-6 (CR 7)

MERCENARY ROOKIE **CR 6**

HP 90 (*Starfinder Pact Worlds* 174; see page 20)

SECURITY SPECIALIST **CR 3**

HP 32 (*Starfinder Pact Worlds* 177; see page 20)

SUBTIER 7-8 (CR 9)

MERCENARY ROOKIE **CR 6**

HP 90 (*Starfinder Pact Worlds* 174; see page 20)

MERCENARY TECHNOMANCER **CR 8**

HP 105, RP 4 (*Starfinder Pact Worlds* 175; see page 20)

Optional Encounter

If fewer than 90 minutes remain to conclude the scenario, a sudden discharge from the power core has already killed the crew members here.

Optional Encounter

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

All Subtiers: Norys's crew have the shaken condition after the crash. In addition, when determining what quadrant the plasma venting occurs in, roll twice and select the area that affects the most crew members.

Development: If the PCs negotiate with the mercenaries, they learn that Norys was on the bridge when the *Diamond Glow* crashed, and that the dragon kept anything important on her own computers. The mercenaries talk nervously about her sudden fits of terrible rage. One mercenary mentions having heard Norys mutter something about revenge for the Icefront Research Station. Otherwise, the mercenaries know nothing else besides that Norys paid them well.

Treasure: In addition to these mercenaries' gear, there is a comet hammer from a mercenary who did not survive the crash.

C6. GUNNERY STATION

The power coil snapped and ignited the ammunition, causing the chamber to burst into roaring flames. The weapon is inoperable. The charred corpses of the *Diamond Glow's* gunners still sit at the firing controls.

A PC that succeeds at a DC 23 Physical Science check recognizes the signs of a contained fire and the hazard it represents.

Hazard: If a PC opens the door to this room, anyone standing within 10 feet of the door takes 4d6 fire damage (6d6 in the higher subtier) as the back draft blasts over them. A PC that succeeds at a DC 18 Reflex save halves the damage.

C7. ACCESS CORRIDOR

The access corridor to the bridge abruptly cuts off over the precipice and a drop to the ground 300 feet below. A few strips of the hull still cling to the bridge, which hangs 50 feet down. An overturned, but functioning hoverloader sits tucked near the door (Speed 15 ft., EAC 13, KAC 16, HP 90, Hardness 8). The hoverloader can carry a pilot and 5 passengers.

Scaling Encounter C8

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

All Subtiers: The storm outside the crashed starship has calmed. Remove the hazard, reduce the DC of the Will save to detect the illusion by 2, and reduce the DC of the Perception check to notice the drone by 4.

Battle in 3D

The encounter in area **C8** takes place primarily inside the bridge, but Norys's flight and icewalking allow her to move around the room easily or take the fight outside. As a result, it may be helpful to have the exterior of the bridge mapped separately to distinguish the ship's interior from the surrounding environment.

A PC can climb down the strips of the hull with a successful DC 24 Athletics check. A PC who succeeds at a DC 27 Piloting check (DC 30 in Subtier 7-8) can guide the hoverloader down through the wind to reach the bridge. A PC can unspool computer cable from the damaged hull to use as rope. If the PCs repaired the power core in area **C5**, reduce the DC of the Athletics and Piloting checks by 5 as the navigational shielding blocks some of the wind.

If a PC falls, she travels 30 feet down. If a PC succeeds at a DC 16 Reflex save, she catches herself on a ledge. Otherwise, the PC falls another 30 feet and can attempt a Reflex save to catch herself every 30 feet she falls until they succeed or hit the ground. In Subtier 7-8, a character falls in 50-foot increments and the Reflex DC to catch a ledge and stop falling is 18.

The PCs can cut the remaining pieces of hull and drop the bridge into the chasm (AC 8, Hardness 15, HP 30, Break DC 28). Anyone inside the bridge when the starship falls takes 20d6 falling damage upon collision. If not already retrieved, the impact destroys Zafeldrin's data and the starship's transponder.

C8. THE BRIDGE (CR 8 OR CR 10)

The starship's bridge hangs precariously off the cliff, tilted ninety degrees. A cracked forward window sits in the middle of the floor. Snow and wind pour through a tear in the west side of the hull, piling up into a heavy snowdrift. A huge captain's station sits on the south wall, flanked by operating posts for smaller creatures.

The access corridor entrance drops into the bridge, with the window 50 feet below. The consoles and stations on the south wall create easy handholds that allow a PC who succeeds at a DC 15 Athletics check to climb down. The DC for this Climb check increases to 25 on the other, smooth walls. The broken access corridor entrance in the ceiling is 20 feet wide and tall. The cold and snow have covered the room's contents in a thin coating of ice.

A secret cargo compartment sits halfway down the north wall. A PC who succeeds at a DC 30 Perception check (DC 33 in Subtier 7-8) spots the access panel.

Creatures: The white dragon Norys cannot recall being more vexed in the past 500 years. Setback after setback has chipped away at her normal emotionless demeanor: first, she suffered the embarrassment of losing an outpost to the Starfinders, followed by the Society's brazen endeavor to establish a lodge on Triaxus. Now, her starship has been reduced to ruins. While Norys could have flown away in the time it took for the PCs to reach the bridge, her mind has crystallized around the belief that if she can only kill these Starfinders, she can put her life back in order.

Despite substantial injuries in the crash and a consuming need for vengeance, Norys still has centuries of cunning and expects the Starfinders to come for the stolen data. She lurks in the hidden cargo bay, monitoring the starship through the surveillance system. She has setup two lures. First, she used a *spell gem* to cast *holographic image* at 3rd level to create the illusion of her injured, barely conscious form lying on the floor of the chamber. PCs that investigate and succeed at a DC 18 Will save recognize the illusion. Second, she placed a small drone in the snowdrift and programmed it to wiggle slightly, giving the impression of something large under the snow. PCs who succeed at a DC 22 Perception check spot the moving snow (DC 25 in Subtier 7-8). A PC that exceeds this DC by 10 or more realizes the movement doesn't match that of a dragon.

Hazard: Snow and wind coming through the hole in the hull whip around the room, reducing visibility and making ranged attacks difficult (see *Core Rulebook* 398-400).

SUBTIER 5-6 (CR 8)

NORYS

CR 8

Female old white dragon operative (*Starfinder Alien Archive* 39)
CE Huge dragon (cold)

Init +9; **Senses** blindsense 60 ft., darkvision 120 ft., sense through (vision [snow only]); **Perception** +22

DEFENSE **HP** 138

EAC 20; **KAC** 21

Fort +7; **Ref** +10; **Will** +11

Defensive Abilities evasion, operative exploits (cloaking field), uncanny agility; **Immunities** cold, paralysis, sleep;

Resistances cold 5, fire 5

Weaknesses vulnerable to fire

OFFENSE

Speed 40 ft., burrow 30 ft., fly 200 ft. (Ex, clumsy), swim 60 ft.

Melee bite +17 (1d12+12 P)

Multiattack bite +11 (1d12+12 P), 2 claws +11 (1d8+12 S), tail slap +11 (1d4+12 B)

Space 15 ft.; **Reach** 10 ft. (15 ft. with bite)

Offensive Abilities breath weapon (cone 65 ft., 9d6 C, Reflex DC 18 for half, usable every 1d4 rounds), debilitating trick, dragon operative, operative exploits (staggering shot DC 18), triple attack

TACTICS

During Combat If spotted by the PCs, Norys attacks immediately. If the PCs move inside the bridge and do not detect Norys, she can attack from behind, activating her *haste circuit*. She uses her breath weapon whenever possible and uses hit and run trick attacks in conjunction with her cloaking field, focusing on the weakest-looking PCs first. She hides and uses a *healing serum* when reduced to 45 hp or less.

Morale Norys switches to using multiattacks when she runs out of *healing serum* and is reduced to 45 hp or less, fighting to the death.

STATISTICS

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

Skills Acrobatics +22 (+14 when flying), Bluff +17, Diplomacy +17, Intimidate +22, Piloting +17, Sense Motive +22, Stealth +22 (+4 when making a trick attack)

Languages Common, Draconic, Drow, Gnome, Triaxian, Vesk

Other Abilities icewalking, specialization (ghost)

Gear advanced lashunta tempweave (*haste circuit*, mk 1 thermal capacitor), *mk 2 serum of healing* (3), data pad

SPECIAL ABILITIES

Dragon Operative (Ex) Norys has learned to use her innate draconic attacks with precision and dexterity. She can use her trick attack with her natural weapons. She does not add her trick attack damage to her attacks, but her target is still flat-footed and she can use her debilitating tricks.

Icewalking (Ex) A white dragon can move across icy surfaces without penalty and doesn't need to attempt Acrobatics checks to run or charge on ice. In addition, a white dragon can climb icy surfaces as if under the effect of *spider climb*.

SUBTIER 7-8 (CR 10)

NORYS

CR 10

Female old white dragon operative (*Starfinder Alien Archive* 39)
CE Huge dragon (cold)

Init +11; **Senses** blindsense 60 ft., darkvision 120 ft., sense through (vision [snow only]); **Perception** +25

Aura frightful presence (160 ft., DC 19)

DEFENSE

HP 180

EAC 23; **KAC** 24

Fort +9; **Ref** +12; **Will** +13

Defensive Abilities evasion, operative exploits (cloaking field, improved uncanny mobility), uncanny agility; **DR** 5/magic;

Immunities cold, paralysis, sleep; **Resistances** cold 5, fire 5

Weaknesses vulnerable to fire



Norys

OFFENSE

Speed 50 ft., burrow 30 ft., fly 200 ft. (Ex, clumsy), swim 60 ft.

Melee bite +20 (2d8+15 P)

Multiattack bite +14 (2d8+15 P), 2 claws +14 (1d10+15 S), tail slap +14 (1d8+15 B)

Space 15 ft.; **Reach** 10 ft. (15 ft. with bite)

Offensive Abilities breath weapon (cone 75 ft., 11d6 C, Reflex DC 19 for half, usable every 1d4 rounds), debilitating trick, dragon operative, operative exploits (stunning shot DC 19), triple attack

TACTICS

During Combat If spotted by the PCs, Norys attacks immediately. If the PCs move inside the bridge and do not detect Norys, she can attack from behind, activating her *haste circuit*. She uses her breath weapon whenever possible and uses hit and run trick attacks in conjunction with her cloaking field, focusing on the weakest-looking PCs first. She hides and uses a *healing serum* when reduced to 60 hp or less.

Morale Norys switches to using multiattacks when she runs out of *healing serum* and is reduced to 60 hp or less, fighting to the death.

STATISTICS

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

Skills Acrobatics +25 (+17 when flying), Bluff +19, Diplomacy +19, Intimidate +25, Piloting +19, Sense Motive +25, Stealth +25 (+4 when making a trick attack)

Languages Common, Draconic, Drow, Gnome, Triaxian, Vesk

Other Abilities icewalking, specialization (ghost)

Gear freebooter armor III (*haste circuit*, mk 1 thermal capacitor), mk 3 *serum of healing* (3), data pad

SPECIAL ABILITIES

Dragon Operative (Ex) Norys has learned to use her innate draconic attacks with precision and dexterity. She can use her trick attack with her natural weapons. She does not add her trick attack damage to her attacks, but her target is still flat-footed and she can use her debilitating tricks.

Icewalking (Ex) A white dragon can move across icy surfaces without penalty and doesn't need to attempt Acrobatics checks to run or charge on ice. In addition, a white dragon can climb icy surfaces as if under the effect of *spider climb*.

Development: After defeating Norys, the PCs can retrieve the stolen Starfinder data using Norys's data pad. The PCs can locate the *Diamond Glow*'s transponder and extract it with a successful DC 22 Engineering check. The unscrambled signal helps prove the Frozen Trove's involvement.

Treasure: Norys's data pad holds her access codes for the stolen data, as well as account information worth 6,000 credits.

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

Subtier 5–6: Reduce each PC's credits earned by 1,377.

Out of Subtier: Reduce each PC's credits earned by 1,486.

Subtier 7–8: Reduce each PC's credits earned by 1,593.

CONCLUSION

Once the PCs return Zafeldrin's stolen data, the dragon thanks the PCs profusely, brushing aside any damage to the lodge. Evidence of the Frozen Trove's involvement in the attack causes him to excitedly ponder which factions that oppose the dragoncorp may now see the Starfinder Society as an ally. Naiaj is less sanguine about the situation. When the PCs report to her, she begins calculating which Starfinder outposts the Frozen Trove could strike next, while insisting on remedial training for each PC for any Starfinder equipment and facilities damaged during the mission. While stern, she only shows true disappointment if any Starfinders died during the mission, reassigning the survivors off fieldwork temporarily. She anonymously contributes 10% of the credits needed to raise any dead PCs at the end of the scenario—note this on the Chronicle sheet as appropriate.

If the Starfinders disabled all the beacons, minimizing the orbital bombardment, they gain the Dragonkin Bond boon on their Chronicle sheets.

REPORTING NOTES

If the orbital bombardment destroyed White Sands Lodge, check box A. If the Starfinders impressed Tefarian Mel, check box B. If the PCs impressed Aralyx, check box C. If the PCs impressed Jaxter, check box D.

PRIMARY SUCCESS CONDITIONS

If the PCs defeated Norys and recover Zafeldrin's data, 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 CONDITIONS

If the PCs accomplish at least four of the following tasks, they each earn 1 additional Fame and 1 Reputation for any factions associated with their current faction boon: discover at least one beacon in area **A**, discover all beacons in area **A** (cumulative with the first goal), identify the Dragon Legion monolith, identify the *Diamond Glow* transponder signal, recover the *Diamond Glow* transponder, or impress one or more guests.

If the PCs fail to defeat the *Diamond Glow* during the starship combat, the PCs do not receive the additional Reputation from the secondary success condition, though they can still earn the additional Fame.

HANDOUT #1: MISSION BRIEFING

Society Mission: 318-1LE-19

Destination: Triaxus, the trade port of Cumo in the Skyfire Mandate. Expected travel time is roughly 6 days. Triaxus is currently in the winter season of a long seasonal cycle. Expect surface conditions to be frigid with high winds and low visibility due to snow.

Mission Parameters: Agents are to rendezvous with the local lodge administrator, Zafeldrin, and provide public relations support and lodge security for the opening ceremonies of the newly founded lodge. The safety and security of lodge assets, Starfinder agents, and visitors are paramount. Assist Zafeldrin for the duration of the event as long as it doesn't compromise security.

Liabilities: Cumo is a known black market trade port that deals in every manner of illicit goods and services with the notable exception of slaves. The Skyfire Mandate is a historical hot zone for past planetary conflicts and still serves as a buffer between the Drakelands dragoncorps and the ryphorian Allied Territories. Avoid conflict with the Skyfire Legion mercenaries for practical and political reasons, as they are the primary military and police force in the Mandate. Dragoncorps wield considerable influence and their leadership structure allows for quick, unilateral action. The Society's entry into the area may disrupt local power structures, but avoid unnecessary conflict or entanglements. Tactically, expect potential adversaries to be adapted to aerial combat and low-temperature environments.

Compensation: The Society established an incident repair fund for the lodge. Venture-Captain Naiaj will distribute unused credits post-mission.

HANDOUT #2: MISSION BRIEFING

COMMANDER ARALYX

Affiliation: Skyfire Legion commander.

Race: dragonkin **Description:** female, fine silver scales, intricate scale etchings

Notes: Responsible for the Parapet Mountain ruins and seems interested in reclaiming Dragon Legion history.

JAXTER BRIGHTBEAM:

Affiliation: Skyward Imports, Immortal Suzerainty of Ning

Race: gnome. **Description:** male, feychild, bright green hair styled in an onion bun

Notes: Seemed particularly interested when I mentioned some items brought back from out-of-system missions.

TEFARIAN MEL

Affiliation: Cumo City Council

Race: ryphorian **Description:** male, grey-white fur, carries a paper notebook

Notes: He's been asking questions about the Society, spying on lodge staff when they're in the city. I suspect he's behind three of the five communication taps I've discovered.

SEROZANYXIA INVITATIONS

Notes: The delegation reports that they received transmission of six invitations, but cannot attend. I should these leave invitations active and send a gift. Serozanyxia may be the best ally available in the Drakelands.

RECENT DRAGONCORPS ACTIVITY

Notes: Met with ambassador from Dretchnyliax. While the meeting offers an interesting opportunity for access to cybernetics, I spent 6 hours removing malware from the computer systems after his visit.

Frozen Trove has shown particular interest in attending. Signal bounced from an automated freighter in low orbit. Couldn't confirm authenticity. Request denied.

Kelvezdrex of FlareTech offered sale of maps to a gateway to the Elemental Plane of Fire in the Caldera Basin. High risk, low chance of success. Suitable for any agents who are bored and have a death wish.

APPENDIX: STAT BLOCKS

MERCENARY ROOKIE**CR 6***Starfinder Pact Worlds* 174

Vesk soldier

LN Medium humanoid (vesk)

Init +7; **Senses** low-light vision; **Perception** +13**DEFENSE****HP 90****EAC** 19; **KAC** 21**Fort** +8; **Ref** +6; **Will** +7; +2 vs. fear**OFFENSE****Speed** 40 ft. (35 ft. in armor), fly 30 ft. (jetpack, average)**Melee** red star plasma doshko +16 (1d10+13 E & F; critical severe wound [DC 14]) or unarmed strike +16 (1d3+16 B)**Ranged** static arc rifle +13 (1d12+6 E; critical arc 1d6) or cryo grenade I +13 (explode [10 ft., 1d8 C plus staggered, DC 14]) or

flash grenade II +13 (explode [10 ft., blinded 1d4 rounds, DC 14])

Offensive Abilities charge attack, fighting styles (blitz), natural weapons**STATISTICS****Str** +5; **Dex** +3; **Con** +2; **Int** -1; **Wis** +0; **Cha** +1**Skills** Athletics +18, Intimidate +13, Stealth +13**Feats** Step Up, Step Up and Strike**Languages** Common, Vesk**Other Abilities** armor savant**Gear** vesk overplate I (jetpack), red star plasma doshko with 1 battery (20 charges), static arc rifle with 1 high-capacity battery (40 charges)**MERCENARY TECHNOMANCER****CR 9***Starfinder Pact Worlds* 175

Ysoki technomancer

N Small humanoid (ysoki)

Init +4; **Senses** darkvision 60 ft.; **Perception** +16**DEFENSE****HP 105 RP 4****EAC** 19; **KAC** 20**Fort** +7; **Ref** +7; **Will** +11**OFFENSE****Speed** 30 ft.**Ranged** advanced semi-auto pistol +15 (2d6+8 P)**Offensive Abilities** cache capacitor 1 (unseen servant), magic

hacks (magic negation, selective targeting), spell cache

Technomancer Spells Known (CL 8th; melee +13, ranged +15)3rd (3/day)—*arcing surge* (DC 20), *entropic grasp* (DC 20)2nd (6/day)—*caustic conversion* (DC 19), *inject nanobots* (DC 19), *invisibility*, *microbot assault*1st (at will)—*holographic image* (DC 18), *magic missile***STATISTICS****Str** +0; **Dex** +4; **Con** +2; **Int** +6; **Wis** +2; **Cha** +0**Skills** Bluff +21, Computers +21, Engineering +21, Mysticism +16, Stealth +21, Survival +16**Languages** Common, Ysoki, up to 6 others**Other Abilities** cheek pouches, moxie**Gear** advanced lashunta tempweave, advanced semi-auto pistol with 24 small arm rounds, tactical knife**SECURITY SPECIALIST****CR 3***Starfinder Pact Worlds* 177

Android technomancer

N Medium humanoid (android)

Init +2; **Senses** darkvision 60 ft., low-light vision; **Perception** +8**DEFENSE****HP 32****EAC** 13; **KAC** 14**Fort** +2; **Ref** +2; **Will** +6; +2 vs. disease, mind-affecting effects, poison, and sleep**OFFENSE****Speed** 30 ft., fly 30 ft. (jump jets, average)**Melee** tactical baton +5 (1d4+4 B)**Ranged** static arc pistol +7 (1d6+3 E; critical arc 2)**Technomancer Spells Known** (CL 3rd; ranged +7)1st (3/day)—*magic missile*, *supercharge weapon*0 (at will)—*daze* (DC 15), *energy ray***STATISTICS****Str** +1; **Dex** +2; **Con** +0; **Int** +4; **Wis** +1; **Cha** -1**Skills** Computers +13, Intimidate +8, Mysticism +8, Sense Motive +13**Feats** Amplified Glitch**Languages** Castrovelian, Common, Kasatha, Shirren, Vesk, Ysoki**Other Abilities** constructed, flat affect, magic hacks

(empowered weapon), spell cache (badge), upgrade slot (jump jets)

Gear casual stationwear, static arc pistol with 2 batteries (20 charges each), manacles, personal comm unit, tool kit (hacking)



Starfinder Society Scenario #1-19: To Conquer the Dragon

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 # _____	<input type="checkbox"/>	<input type="checkbox"/>
	Fame	Faction Boons

Character Name _____			
<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	

Character # _____	<input type="checkbox"/>	<input type="checkbox"/>
	Fame	Faction Boons

Character Name _____			
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Character # _____	<input type="checkbox"/>	<input type="checkbox"/>
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Character Name _____			
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	Fame	Faction Boons

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	Fame	Faction Boons

Character Name _____			
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	Fame	Faction Boons

Character Name _____			
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Starfinder Society Scenario #1-19: To Conquer the Dragon© 2018, Paizo Inc.; Author: Matt Duval.



Starfinder Society Scenario #1-19: To Conquer the Dragon

Character Chronicle #

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

This Chronicle sheet grants access to the following:

Dragonkin Bond (Social Boon): Your actions have impressed the people of Triaxus, especially the world's native dragonkin. You can slot this boon anytime you begin an adventure with another PC with the dragonkin (*Starfinder Alien Archive* 40) race. The dragonkin PC can select you as its bonded partner for the duration of the session. If the dragonkin already has a bonded partner from another ability, or there are multiple potential targets for its bonded partner ability, that character can choose which target to make their bonded target.

SUBTIER	<input type="checkbox"/> Normal Max Credits
5-6	4,076
SUBTIER	<input type="checkbox"/> Normal
Out of Subtier	4,945
SUBTIER	<input type="checkbox"/> Normal
7-8	5,813
SUBTIER	<input type="checkbox"/> Normal
-	-

Starting XP
+
XP Gained (GM ONLY)
=
Final XP Total

Initial Fame
+
Fame Gained (GM ONLY)
-
Fame Spent
Final Fame

All Subtiers

Subtier 3-4

adamantine microserrated longsword (14,600; item level 9; limit 1)
 advanced lashunta tempweave (8,500; item level 8)
haste circuit (9,250; item level 8)
 jetpack armor upgrade (3,100; item level 5)
mk 2 ring of resistance (4,200; item level 6)
 pinion Skyfire armor (14,200; item level 9)
 red star plasma doshko (4,650; item level 6)
serum of enhancement (diplomat; 475; item level 5; limit 2)
 static arc rifle (4,200; item level 6)
 vesk overplate II (10,250; item level 8)

aphelion laser pistol (14,820; item level 9)
 comet hammer (16,900; item level 10)
 freebooter armor III (16,900; item level 10)
 mk 2 thermal capacitor armor upgrade (36,250; item level 12)
mk 3 serum of healing (1,950; item level 9; limit 3)

Reputation

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

Starting Credits
+
Credits Garnered (GM ONLY)
+
Day Job (GM ONLY)
-
Credits Spent
=
Total

For GM Only

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Organized Play #