

YEAR OF SCOURED STARS
STARFINDER SOCIETY SCENARIO #1-21, TIER 3-6

STARFINDER SOCIETY

Yesteryear's Sorrow

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GM RESOURCES

Yesteryear's Sorrow makes use of Starfinder Core Rulebook. This adventure assumes the GM has access to this sourcebook. All rules referenced in this adventure are available in the free online Starfinder Reference Document at sfrd.info.

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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HOW TO PLAY

Starfinder Society Scenario #1-21: Yesteryear's Sorrow is a Starfinder Society Scenario designed for 3rd- through 6th-level characters (Tier 3-6; Subtiers 3-4 and 5-6). 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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YESTERYEAR'S SORROW

BY JASON KEELEY



ADVENTURE BACKGROUND

When the leaders of the militant nation-states of the planet of Elytrio came to their senses after the Gap, they immediately began flinging accusations, blaming one another for their loss of memories. Small skirmishes erupted between a few nation-states' armies, but such conflicts were not all that unusual between these worshipers of an aspect of Damoritosh they called the Great Vanquisher (though they weren't aware of this fact themselves). The cooler heads of ambassadors and dignitaries might have established peace once again, had not an unhinged commander seized control of the nuclear might of one nation-state's central military base and started a devastating world war.

Already a paranoid individual, Colonel Trogoss was affected greatly by the Gap. As head of Egoret Base, he oversaw the majority of the nation-state of Bhyrri's weapons of mass destruction. He was prepared to go to war at a moment's notice, and as the weeks stretched on, he became more and more impatient waiting for the green light from Bhyrri's leaders. A devout follower of the Great Vanquisher, Trogoss came to believe his country's enemies were laughing at them. One day, he snapped. Trogoss launched the first salvo of nuclear missiles without clearance from his superiors, setting off a chain reaction that would ravage the planet and killing nearly every living thing on the planet. Both the military personnel (including Colonel Trogoss) in the sturdy underground bunker beneath Egoret Base and the metropolis of Arkeost managed to survive the ensuing chaos. The story of Arkeost and its inhabitants is fully detailed in *Starfinder Society Scenario #1-03: Yesteryear's Truth* and *Starfinder Adventure Path #5: The Thirteenth Gate*.

Feeling victorious, Trogoss continued to lead those under his command, but some of his soldiers regretted their part in the world-shaking events. The commander imprisoned the few who spoke openly about their feelings, stating that such disobedience would tear them apart before they could survive long enough to be able to return to the surface. Any other soldiers with doubts kept them to themselves from then on.

This atmosphere of fear and mistrust caught the attention of a fear eater, a malicious caterpillar-like fey who cultivates negative emotions in mortals to fertilize the psychic mushrooms that nourish him. This creature—Skorusko—latched on to Trogoss's

Where in the Universe?

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

fear and stoked it using his magic until the ghibrani colonel succumbed to the terror. Believing that the entire base was out to get him, Trogoss released a cloud of radioactive gas into the corridors, dooming himself and the other survivors to painful deaths. Since that fateful day, Egoret Base and its stockpile of weapons capable of planetary annihilation have remained untouched, and Skorusko has lounged among his fungal bounty that would last for centuries.

SUMMARY

Zigvigix, leader of the Exo-Guardians faction, sends the Starfinders to Elytrio (a planet some of them might have already been to), where they meet up with a local guide. The guide takes the PCs to an abandoned military base where the PCs might find some weapons the Exo-Guardians can use as deterrents against any future threats to the Society. The ruins of the facility contain nothing of value, but the PCs discover a hatch leading underground. Before they can clear it of rubble and get inside, they are hit by a sudden squall of nasty weather.

Once inside the bunker, the PCs discover several stashes of weapons, ammunition, and prototypes that might be of interest to the Exo-Guardians and the Starfinder Society. However, they must first deal with obstacles such as cursed computer

terminals, mutated vermin, radioactive leaks, and collapsing infrastructure before the payloads are safe to retrieve. Along the way, the PCs might find hints—in the form of audio recordings from the base's commander—about what happened within the bunker after the planet's devastating war. Eventually, they come face-to-face with the architect of the bunker's downfall: a malicious fey known as a fear eater. By defeating this villain, the PCs can render the bunker safe to explore.

GETTING STARTED

The PCs start the adventure in Absalom Station, where the Exo-Guardians faction leader, **Zigvigix** (LG host shirren soldier), asks them to meet at the faction's warehouse headquarters in the Downlow that many Starfinders have affectionately nicknamed "the Nest." Ever since it was cleared of hostile alien life-forms by neophyte *Starfinders in Starfinder Society Scenario #1-01: The Commencement*, the Exo-Guardians have worked tirelessly to turn it into a training gym and engineering workshop. The site buzzes with activity when the PCs arrive. Read or paraphrase the following to begin the scenario.



Zigvigix

Past several holographic combat-simulation chambers and an open sparring area, resides an office made of portable prefabricated walls painted a dark maroon. Inside, the augmented shirren, Zigvigix, sits behind a small desk plays a vidgame involving matching different colored orbs. "Have you tried this game yet?" they ask a few moments later after they fail a level. "It's called Congruenz, and it is most enjoyable! But that's not why I called you here, Starfinders." They switch the holodisplay to show the three-dimensional image of a desolate planet. "As has become evident in the past few months, the Starfinder Society lacks the means to protect itself should we encounter a large threat, such as the threats within the Scoured Stars." Their antennae twitch. "Of course, we aren't looking to start any fights, but we want the galaxy to know we are ready to finish them. As such, I believe that this planet, Elytrio, might have the resources to aid us.

If any of the characters participated in *Starfinder Society Scenario #1-03: Yesteryear's Truth*, Zigvigix acknowledges their contribution to that mission and asks if they would like to share their experiences on the planet. Otherwise, a PC can attempt a Culture check or Diplomacy check to gather information to know what other Starfinders discovered on Elytrio. Zigvigix can fill in any details the PCs don't know.

CULTURE (RECALL KNOWLEDGE) OR DIPLOMACY (GATHER INFORMATION)

Based on the result of a Culture check to recall knowledge or Diplomacy check to gather information, a PC might already know about what happened during the Starfinder Society's first mission to Elytrio. They learn all of the information with a DC less than or equal to the result of their check.

10+: Elytrio is a planet in the Vast with two moons. The first time a Pact Worlds ship approached, the ship was nearly destroyed by an automated orbital-defense system. Later, a Starfinder team was sent to explore the planet and investigate a large energy signature that turned out to be an inhabited city named Arkeost. The Starfinders made peaceful contact with those that lived there: the descendants of survivors of a great nuclear war that ravaged the planet.

15+: Elytrio's inhabitants are a dimorphic race of beetle-like people known as ghibranis. The husk ghibranis have sturdier frames and climb with ease, while the membrane ghibranis are slenderer and have wings that let them fly. The husk ghibranis eke out an existence in the planet's wastelands, while the membrane ghibranis live comfortably within a city

protected by a force field, with robots providing for needs.

20+: The Starfinders discovered that in the years after the war, the leaders of Arkeost enacted a plan to create a false deity named Mother Toulou to trick some of the survivors into leaving the city. Without this plan, Arkeost would not have been able to sustain its population for very long. The husk ghibranis are the descendants of those who left the city and still worship Mother Toulou to this day. The current membrane ghibranis had no knowledge of this shameful history, and the two groups aren't hostile to one another. The Starfinder Society decided not to divulge this information to any of Elytrio's inhabitants.

When the PCs have this information, Zigvigix continues with the briefing.

"Our scans and contact with the surviving inhabitants have uncovered the presence of abandoned underground bunker at a ruined military base that we believe might hold a few stockpiles of unused weapons. We'd like you to head there, explore the facility to clear out any dangers within, and mark any weapons you find with these." Zigvigix places a small stack of plastic disks on the desk. "Once you believe it is safe, the Society can send a larger vessel to pick up and transport any weapons you find. You will also be meeting a local contact on the ground to provide you with translations, if you need help."

The shirren explains that the devices are locator disks and function similarly to homing beacons, putting out a faint signal that someone tuned to the right comm channel can easily find. They require no skill to activate, simply the press of a button. Once activated, they have a range of 1 mile and use very little power. A disk's battery life is measured in months, not hours, so the PCs are in no rush to complete their mission and return to Absalom Station. There are six locator disks.

The PCs can ask any questions they have for Zigvigix now.

Who is going to meet us on Elytrio? If any of the Starfinders participated in *Starfinder Society Scenario #1-03: Yesteryear's Truth*, Zigvigix says, "An old friend, perhaps." Otherwise, he says, "One the locals who met our representatives earlier has agreed to accompany you on this mission. She is a bright and eager woman named Klarima, who might be interested in joining the Society one day. Please do keep her safe."

What can we expect to find in this bunker? "Information on the ground is very thin, I'm afraid. We've failed to penetrate the compound's exterior to scan it for life. We know the base above it was a military one, so there might be automated defenses inside, but we don't even know if the area is still receiving power. In short, expect anything!"

Can we take any weapons we find with us? "As usual, use any resources you might find in the field to help you complete your mission. And hopefully, you find more than a laser pistol or two down there, so don't break your backs trying to carry an entire armory out of there!" Zigvigix chuckles.

When the PCs are ready to set out on the mission, Zigvigix gives them Elytrio's coordinates, as well as the coordinates of the meeting spot on the planet. Before they leave, they can make any last-minute purchases they want on the station and slot their boons. Any boons that help the PCs with exploration and survival would be wise to slot at this time. Since this is an Exo-Guardians mission, any boons related to that faction are also potentially helpful. If any of the players have the Friend of the Ghibrani boon from *Starfinder Society Scenario #1-03: Yesteryear's Truth*, encourage them to slot that boon.

JOURNEY TO ELYTRIO

The journey to Elytrio through the Drift takes 5d6 days. The trip through the swirling purple clouds until about the halfway point in the journey. At this point, the PCs come across a battered freighter limping through the Drift at suboptimal speeds. The ship identifies itself as the *Numinous Canticle* and indicates that it holds a group of two dozen refugees who've recently fled a moon-based mining and trade hub in the Vast. The base was made up Pact Worlds citizens and the refugee ship seeks to return after the colony was annexed by forces belonging to the Azlanti Star Empire. An engineering-inclined PC can offer to assist the *Numinous Canticle* with repairs. A PC who succeeds at a DC 18 Engineering check (DC 21 in Subtier 5-6) convinces the vessel to reveal that the Azlanti arrived shortly after a mysterious starship crashed elsewhere on the moon. The citizens offer their

only information about the incident, a transmission (written in Azlanti, which none of the refugees understand) that reads: "We've secured the King Xeros and are effecting repairs." The PCs aren't authorized to explore this situation, but upon completion of the Elytrio mission, Zigvigix promises to raise the issue with the Forum and First Seeker.

Arrival: A few hours after they exit the Drift, the PCs approach Elytrio and can see, even from orbit, that the world isn't much more than a massive wasteland, with nary an ocean to be seen. There is a moment of turbulence as their starship enters the atmosphere, but it passes quickly, and they can land at the coordinates provided to them by Zigvigix, which are within sight of the ruined military base.

Exiting their vessel, the PCs are met by one of two possible contacts: Dystane the husk hunter or Klarima the membrane explorer, depending on the boons slotted by the players. If anyone has slotted the Friend of the Ghibrani boon, determine which subspecies of ghibrani the majority of players befriended; that ghibrani is their contact on Elytrio, granted the benefit noted below. If there is a tie, call for a quick vote among the players: would they rather a husk or a membrane accompany them? If no one has this particular boon, their contact is Klarima. Hereafter, the chosen ghibrani is referred to in this scenario as the Guide.

Dystane: The most competent hunter among the husk ghibranis of the settlement known as Shelter, Dystane is a generally serious, no-nonsense person. She respects competence, and if any of the PCs befriended the husks in *Yesteryear's Truth*, she sees them as close as family. She can aid the PCs in combat as noted in her Tactics below, and though she doesn't speak fluent Common, she has learned a few words since the Starfinders first contacted the planet. It is enough for her to give the PCs the gist of things the PCs need her to translate, if they don't have a way to understand the language.

DYSTANE

CR 2

Female husk ghibrani soldier (*Starfinder Adventure Path #5: The Thirteenth Gate* 55)

N Medium humanoid (ghibrani)

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

DEFENSE

HP 25

EAC 13; **KAC** 16

Fort +7; **Ref** +2; **Will** +3

Defensive Abilities sturdy

OFFENSE

Speed 25 ft., climb 15 ft.

Melee tactical spear +10 (1d6+6 P)

Ranged huchket rifle +7 (1d10+2 P; critical wound)

Offensive Abilities fighting styles (guard)

TACTICS

During Combat Dystane provides either covering fire or harrying fire for her allies, whichever would be the most beneficial. She only moves into melee to help rescue a fallen comrade.

Morale Dystane doesn't flee unless the PCs do.

STATISTICS

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

Skills Athletics +12 (+20 to climb), Diplomacy +7, Intimidate +7, Sense Motive +7, Survival +12

Languages Common (basic words only), Ghibran

Other Abilities armor training

Gear basic irdishell, huchket rifle (*Starfinder Society Scenario #1-03: Yesteryear's Truth* 13) with 12 rounds, tactical spear

SPECIAL ABILITIES

Sturdy (Ex) Dystane receives a +2 racial bonus to KAC against attempts to bull rush or reposition her.

Klarima: A young, energetic membrane ghibrani, Klarima is very excited to be working with the Society again, especially if she has already met any of the group. She is a quick study and has picked up Common as a language since the previous scenario. Early on, she apologizes that she will be mostly useless in a fight, but she is more than willing to lend her limited spellcasting ability to the PCs when needed. She is well read, and while she acts as the Guide during this adventure, each PC gains a +1 circumstance bonus to all skill checks.



Dystane

KLARIMA

CR 2

Female membrane ghibrani mystic (*Starfinder Adventure Path #5: The Thirteenth Gate* 55)

N Medium humanoid (ghibrani)

Init +2; **Senses** low-light vision; Perception +7

DEFENSE

HP 21

EAC 12; **KAC** 13

Fort +1; **Ref** +1; **Will** +8

OFFENSE

Speed 30 ft., fly 20 ft. (Ex, average)

Melee tactical knife +4 (1d4+2 S)

Ranged membrane holdout pistol +6 (1d6+2 F; critical burn 1d6)

Offensive Abilities distracting buzz (DC 13)

Mystic Spell-Like Abilities (CL 2nd)

At will—*mindlink*

Mystic Spells Known (CL 2nd)

1st (3/day)—*identify, share language*

0 (at will)—*stabilize, token spell*

Connection Akashic

TACTICS

During Combat Klarima doesn't participate much in combat. She remains out of a fight as much as possible but quickly moves to cast stabilize on any dying allies. If forced, she uses her membrane holdout pistol against enemies who threaten her or nearby allies.

Morale Klarima doesn't flee unless the PCs do.

STATISTICS

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

Skills Acrobatics +7 (+15 to fly), Culture +12, Diplomacy +12, Mysticism +12

Languages Common, Ghibran

Gear freebooter armor I, membrane holdout pistol (*Starfinder Society Scenario #1-03: Yesteryear's Truth* 15) with 1 battery (20 charges), tactical knife

SPECIAL ABILITIES

Distracting Buzz (Ex) As a standard action, Klarima can vibrate her wings fast enough to produce an almost imperceptible hum. All creatures within 15 feet of her that hear this buzz must succeed at a DC 13 Will saving throw or gain the off-target condition for 1 round. This is a mind-affecting, sense-dependent ability. Klarima can't use her wings to fly in the same round in which she uses this ability.

EGORET BASE TOPSIDE

The Guide takes the PCs into the ruins of Egoret Base, less than a mile from the landing site. As they travel, the clouds above darken ominously, which provides a brief respite from the merciless sun. As the PCs approach this area, read or paraphrase the following.

Past the barest remnants of a stone wall with a missing gate, several bombed-out shells of buildings ring a central open space paved with crumbling tarmac. Heaps of rusted metal that might have once been vehicles dot the area, and the occasional gust of wind stirs up clouds of grit.

A quick search of the area reveals that anything of interest in the base's aboveground buildings has either been scavenged by husk tribes or rotted away into nothingness. However, buried beneath a large pile of debris in the largest hangar, there is a large metal hatch that leads to the base's underground bunker. A PC can find this hatch by succeeding at a DC 19 Perception check (DC 22 in Subtier 5-6). Before the PCs can clear the rubble from the hatch and open it, the wind suddenly kicks up, bringing with it a storm of soarnettles.

SOARNETTLE SQUALL

Soarnettles—weeds with razor-sharp thorns that are carried on the winds—are one of the few types of flora to thrive in Elytrio's postwar ecosystem. The Guide warns the PCs that this unusual storm is called a "soarnettle squall," and usually any creatures caught out in them are sliced to pieces. The Guide urges the PCs to find shelter, but unfortunately their vessel is too far away. Uncovering and opening the hatch is the safest course of action. If the PCs failed to find the entrance, then it takes the Guide 1 round to discover the hatch and alert the PCs to its presence.

It takes 8 rounds of work to move enough rubble off the hatch to be able to open it. A PC who succeeds at a DC 14 Strength check (DC 17 in Subtier 5-6) can perform 2 rounds' worth of work in 1 round. Once uncovered, the hatch must be unlocked with a successful DC 20 Engineering check (DC 25 in Subtier 5-6); each attempt to unlock the hatch takes 1 round. Alternatively, the lock can be broken with a successful DC 18 Strength check or by dealing enough damage to it. In Subtier 3-4, the lock has 8 Hit Points and a hardness of 8. In Subtier 5-6, the lock has 10 Hit Points and a hardness of 10. Finally, the hatch's opening mechanism is jammed, requiring a successful DC 15 Engineering check to fix (DC 20 in Subtier 5-6) or a sustained force to loosen it with a successful DC 17 Strength check; each attempt to fix or force open the mechanism takes 1d4 rounds. Restoring a total of 3 Hit Points to the mechanism also repairs it. Once the hatch is open, the PCs and the Guide can pile into the underground bunker and escape the soarnettle squall.

Hazard: Each round, the soarnettle squall deals 2d6 slashing damage to every PC as well as the Guide (3d6 slashing damage in Subtier 5-6). A creature that succeeds at a DC 14 Reflex save (DC 15 in Subtier 5-6) takes half damage. A PC who succeeds at a DC 22 Perception check (DC 25 in Subtier 5-6) can find a bit of shelter in the surrounding ruins. A PC who takes shelter in this cover gains a +2 circumstance bonus to Reflex saves; a PC in this cover can't participate in uncovering or opening the hatch. As an action that takes 1 round, a PC who succeeds at a DC 19 Survival check (DC 22 in Subtier 5-6) can erect a temporary shelter for one creature that also provides a +2 circumstance bonus to Reflex saves; this shelter can protect a PC attempting to uncover or open the hatch.

DESCENT INTO THE BUNKER

Inside the hatch, a 10-foot ladder descends to a catwalk that spirals down a central shaft past several doors. It is initially dark in the bunker, but as soon as a creature steps onto the catwalk,

long-dormant motion detectors come to life and activate several banks of emergency lighting throughout the base. The bulbs have a greenish tinge, casting dim light except where noted. The lights are powered by the hybrid nuclear reactor found in area C.

The radioactive gas has long since dissipated, leaving most of the levels safe to explore except where noted. The walls, doors, floors, and ceilings are made from a tempered steel alloy (hardness 20, Hit Points 90 per 10-foot-by-10-foot section, break DC 30). The air is a bit cooler than on the surface, and the entire area smells faintly musty.

Near the bottom of the ladder, there is a small set of rooms that were used as a security post. They contain a few metal-and-plastic desks and several filing cabinets whose contents have turned to dust. The computers and monitors for the various security cameras in the bunker were all smashed during the panic caused by the colonel's final cruel act.

A. LEVEL ONE (CR 4 OR CR 7)

As they descend the walkway, the PCs come to a sturdy, closed door about 60 feet from the security post. It is marked "Vehicle



Klarima

The Colonel's Recordings

Colonel Trogoss kept extensive audio diaries during his time as commander of Egoret Base, even after the war. Most have become corrupted over time and, due to Skorusko's tampering with the computers during moments of boredom, are now scattered throughout the bunker. What recordings remain show the colonel's descent into suspicion and fear, as well as his eventual remorse. These recordings might help give the PCs an idea of what occurred within the bunker centuries ago and are presented on pages 18–19. The Guide can help translate these recordings when the PCs find them if necessary.

Scaling Encounter B2

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

Both Subtiers: The nighthoppers suffer the side effects of ingesting so much ammunition, so they're staggered in the second round of combat and every other round thereafter.

Repair and Armory" in Ghibran (the ghibrani language), which the Guide can translate, if need be. The door is heavy and opens with a squeal of rusty hinges. There are several workshops on the other side, filled only with useless debris. A PC who succeeds at a DC 19 Perception check (DC 22 in Subtier 5–6) notices a strange sight: a small patch of multicolored mushrooms growing in one dark corner. In bright hues of blue, red, and green, these fungi have short, stumpy stems topped by elongated ovals that seem to glow from within when approached. They are slightly greasy to the touch and smell like nutmeg and old gym socks. Even a character trained in Life Science doesn't recognize these plants, but a creature who succeeds at a DC 22 Mysticism check (DC 25 in Subtier 5–6) recognizes them as unnatural, possibly the result of lingering magic or spores from a supernatural creature. Eating a mushroom causes a brief feeling of uneasiness, followed by the faint aftertaste of iron that lingers for several hours.

Trap: A circular vault door stands at the end of a short hallway past the offices. It looks quite sturdy, but a computer console stands nearby, its screen occasionally flickering and glitching. This is one of many hybrid computer systems in the base, and it controls the door to the vehicle armory. In Subtier 3–4, this is a tier 2 computer, requiring a successful DC 21 Computers or Mysticism check to hack. In Subtier 5–6, this is a tier 3 computer,

requiring a successful DC 25 Computers or Mysticism check to hack. However, over the centuries, this console has developed a magical virus that leaps from the console when a creature touches it, attempting to infect nearby technological weapons. A cursehacked weapon takes a –2 penalty to attack rolls. This curse remains until it is removed with remove affliction or similar magic. A minor cursehack can also be removed from a single item with a successful DC 30 Computers or Mysticism check; a major cursehack can be removed from a single item with a successful DC 35 Computers or Mysticism check. Each of these checks takes 10 minutes to attempt.

SUBTIER 3–4 (CR 4)

MINOR WEAPON VIRUS TRAP

CR 4

Type hybrid; **Perception** DC 26; **Disable** Computers DC 21 (rewrite virus code) or Mysticism DC 21 (disrupt curse)

Trigger touch; **Reset** 1 minute

Effect curse (one nonanalog weapon per target is infected with a minor cursehack; this is a curse effect); Will DC 15 negates (weapons of 4th level or above only; lower-level items receive no save); multiple targets (nonanalog weapons carried by all creatures within 30 feet of console)

SUBTIER 5–6 (CR 7)

MAJOR WEAPON VIRUS TRAP

CR 7

Type hybrid; **Perception** DC 30; **Disable** Computers DC 25 (rewrite virus code) or Mysticism DC 25 (disrupt curse)

Trigger touch; **Reset** 1 minute

Effect curse (one nonanalog weapon per target is infected with a major cursehack; this is a curse effect); Will DC 17 negates (weapons of 7th level or above only; lower-level items receive no save); multiple targets (nonanalog weapons carried by all creatures within 30 feet of console)

Development: A large vault behind the door contains a stockpile of weapons that can be mounted on vehicles and starships. This is clearly a cache of weapons that would be usable by the Exo-Guardians. The PCs can place one of the locator disks on the vault door or inside the vault, whichever they prefer.

In addition, the computer controlling the door's lock holds the first of Colonel Trogoss's audio recordings (see **Handout #1**).

Treasure: Among the vehicular and starship weapons is a squad machine gun that was scheduled to be fitted onto a hovertank along with a static arc rifle within the vehicle. In Subtier 5–6, the machine gun is a *seeking squad machine gun*, and instead of the static arc rifle, the PCs can find a thunderstrike streetsweeper and a suit of advanced iridishell inside the tank. None of the weapons are loaded or have any available ammunition.

Rewards: If the PCs fail to search the area and find the salvageable equipment, reduce each PC's credits earned by the following amount.

B. LEVEL TWO



Subtier 3-4: Reduce each PC's credits earned by 104.

Out of Subtier: Reduce each PC's credits earned by 243.

Subtier 5-6: Reduce each PC's credits earned by 383.

B. LEVEL TWO (CR 4 OR CR 7)

There is another door 40 feet down the walkway from the previous level. It is marked "Armory" in Ghibran, and behind it lies the largest cache of weapons in the bunker. The walkway continues beyond this area to lower areas.

This level is oddly devoid of the mushrooms the PCs saw earlier, as it was essentially empty when Colonel Trogoss unleashed the cloud of poisonous gas, and so Skorusko couldn't harvest any fear from this area.

B1. REQUISITIONS

This simple area is divided in half by a wall featuring a window of mesh wire and a solid door. In the eastern half of the room are several desks with a computer consoles and three accompanying chairs.

The base's inhabitants would come to this area to request use of weapons and ammunition before the war. During Colonel

Trogoss's reign over the bunker, he declared the armory off limits, except for during dire emergencies. Because the only emergency that threatened this base came from within, the use of these weapons wouldn't have mattered, and the door here remains locked electronically with a keycard reader. A PC can disable this lock by succeeding at a DC 22 Engineering check (DC 25 in Subtier 5-6). Alternatively, a PC can also damage the wire-mesh window (hardness 4, HP 8, break DC 18) and climb through it to reach the other side.

Accessible with a successful DC 18 Computers check (DC 21 in Subtier 5-6), the computer console in the eastern half of the room contains an inventory of the base's multitude of weaponry. In addition, a recorded message contains one of the colonel's personal diaries (see **Handout #2**).

A closed but unlocked vault door on the eastern wall opens with a loud squeal of rusting hinges.

B2. AMMO VAULT (CR 4 OR CR 7)

This large room is piled high with metal crates, many of which are upended, their lids nowhere to be seen. A few of these boxes contain masses of stringy, organic filaments and pulsating egg sacs, each the size of a fist.

This first vault-like room is where the ghibrani soldiers stored the majority of their ammunition. However, it has all been consumed by the mutated vermin that recently crept in here through cracks in the base's ventilation system (see Creatures below).

Creatures: In the time before the great war, nighthoppers were tiny nocturnal locustlike vermin that could eat just about anything and were a plague to ghibrani builders and farmers alike. Over the centuries, the nuclear fallout mutated them to be about the size of dogs and made them truly omnivorous, able to take on aspects of the materials they consumed. Several months ago, a pair of these mutated nighthoppers slipped into the armory through the vents and ate up every piece of ammunition found here in preparation for laying their hundreds of eggs. They have made nests in the empty crates for their brood by spewing out organic fiber that is almost as hard as steel.

These insects have long legs and even longer antennae. Thanks to the jacketed bullets the creatures consumed, their exoskeletons have a gray, metal cast to them and their stomachs explode upon

their deaths. In Subtier 5–6, the PCs face two tougher nighthoppers known as nighthopper royals.

SUBTIER 3–4 (CR 4)

MUTATED NIGHTHOPPERS (2) CR 2

N Small vermin

Init +4; **Senses** darkvision 60 ft.; Perception +7

DEFENSE HP 28 EACH

EAC 13; **KAC** 15

Fort +6; **Ref** +4; **Will** +1

DR 1/–

OFFENSE

Speed 30 ft.

Melee bite +10 (1d6+4 P)

Offensive Abilities death throes, leaping attack

TACTICS

During Combat The nighthoppers use their leaping attack ability to quickly enter the fray and proceed to bite the nearest enemy.

Morale Protecting their brood, the mutated nighthoppers fight until slain.

STATISTICS

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

Skills Acrobatics +12, Athletics +12, Survival +7

Other Abilities mindless

SPECIAL ABILITIES

Death Throes (Ex) When a mutated nighthopper is reduced to 0 Hit Points, it explodes as its internal gases ignite.

All creatures adjacent to the nighthopper take 1d4+2 fire damage (Reflex DC 13 half).

Leaping Attack (Ex) As a full action, a mutated nighthopper can move up to twice its speed and make a single bite

attack against an adjacent target. The nighthopper

can move through

opponents' spaces, and this movement doesn't provoke attacks

of opportunity.

SUBTIER 5–6 (CR 7)

MUTATED NIGHTHOPPER ROYALS (2) CR 5

N Small vermin

Init +5; **Senses** darkvision 60 ft.; Perception +11

DEFENSE HP 72 EACH

EAC 17; **KAC** 19

Fort +9; **Ref** +7; **Will** +4

DR 2/–

OFFENSE

Speed 30 ft.

Melee bite +14 (1d6+8 P)

Offensive Abilities death throes, leaping attack



Mutated Nighthopper

TACTICS

Use the tactics from Subtier 3–4.

STATISTICS

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

Skills Acrobatics +16, Athletics +16, Survival +11

Other Abilities mindless

SPECIAL ABILITIES

Death Throes (Ex) When a mutated nighthopper is reduced to 0 Hit Points, it explodes as its internal gases ignite.

All creatures adjacent to the nighthopper take 1d6+5 fire damage (Reflex DC 15 half).

Leaping Attack (Ex) See Subtier 3–4.

Treasure: In Subtier 3–4, a PC who succeeds at a DC 20 Life Science check can gather 8 eggs from the crates that function as 4 frag grenades II and 4 screamer grenades I. In Subtier 5–6, the DC of this check is 23 and the eggs function as 4 incendiary grenades II and 4 flash grenades II. The PCs can also find several indigestible sets of ammunition that cannot be used in weapons, but are as the equivalent of 1,000 UPBs (3,000 UPBs in Subtier 5–6).

Rewards: If the PCs fail to discover the eggs and digested ammo, reduce each PC's credits earned by the following amount.

Subtier 3–4: Reduce each PC's credits earned by 262.

Out of Subtier: Reduce each PC's credits earned by 461.

Subtier 5–6: Reduce each PC's credits earned by 659.

B3. WEAPON VAULT

This chamber holds rows of weapon racks, each lined with sundry deadly armaments. However, it appears that time has taken its toll, as most are covered in spots of rust and decay.

While almost all of the weapons here—ranging from small arms to longarms and from heavy weapons to special weapons—are in some state of disrepair, a PC who succeeds at a DC 12 Engineering check or Intelligence check can tell that they are salvageable. The PCs likely don't have the time and tools to fix all the weapons here and now, but the Starfinder Society has ample resources to do so. The PCs can place a locator disk in this room.

Treasure: A PC who succeeds at a DC 20 Perception check (DC 23 in Subtier 5–6) discovers some working weapons: a thunderstrike sonic pistol, a red star plasma rifle and several notable weapon publications (written in Ghibran) worth 500 credits. In Subtier 5–6, the weapons are instead a corona laser pistol and a dual crossbolter, and the publications are worth 2,000 credits. However, none of the weapons currently have ammo, but a PC can modify the energy weapons to accept modern batteries by succeeding at a DC 15 Engineering check (DC 18 in Subtier 5–6).

Rewards: If the PCs fail to discover the working weapons, reduce each PC's credits earned by the following amount.

Subtier 3–4: Reduce each PC's credits earned by 199.

Out of Subtier: Reduce each PC's credits earned by 370.

Subtier 5–6: Reduce each PC's credits earned by 542.

C. LEVEL SIX

Past several levels devoid of anything interesting except for the occasional patch of fungi, about halfway down the shaft, the PCs discover a large passage blocked off with a heavy steel door. The door is marked "Main Reactor" in Ghibran. It is flanked by two touch panels, and the door opens when the touch panels are touched simultaneously by two living creatures. A wide control room is found on the other side, filled with blinking computer terminals that show various readouts. A few patches of the strange mushrooms the PCs saw earlier are scattered throughout the control room.

A PC who can read Ghibran or who succeeds at a DC 18 Engineering check can determine these terminals display levels of residual power in the bunker, thanks to a hybrid nuclear reactor that is still barely functional; the Guide can help understand this information. Browsing through the logs of the reactor shows that a massive amount of poisonous, radioactive gases were vented throughout the complex several hundred years ago. A PC who succeeds at a DC 15 Life Science, Medicine, or Physical Science check knows that such an event would be fatal for just about every living thing down here. Current readouts show that the level of radioactivity in the atmosphere has diminished to nonlethal levels. In addition, the PCs can easily discover another of Colonel Trogoss's audio recordings (see **Handout #3**).

One terminal with flashing red characters warns that one reactor coil has cracked and is leaking magical radiation. The affected section has been sealed off and is in no danger of causing a full reactor meltdown, but camera feeds of that area show that it appears to be some kind of experimental weapons lab to create armaments that harness this radioactivity. This lab is only a few corridors away from the control room. With a few keystrokes, a PC can reopen this section and also shut down the reactor coil spewing the radiation, but there still will be lingering effects for centuries more. The PCs could simply mark the outside of this chamber and have the Exo-Guardians deal with radiation, but to completely fulfill their obligations, they should take a couple of the weapon prototypes from the dangerous area.

There are three viable prototypes within the lab. Finding each prototype requires a PC to spend 1d4 minutes searching and to succeed DC 20 Perception check (DC 23 in Subtier 5–6) or DC 17 Engineering or Physical Science check (DC 20 in Subtier 5–6). A PC discovers an additional prototype for every 5 by which her result exceeds the DC; this takes no additional time. The first prototype weighs 1 bulk, the second weighs 2 bulk, and the third is an unwieldy mess of heavy metal chunks, long transparent aluminum tubes, and tangles of wires that weighs 6 bulk. It takes 1 minute for a PC with a 30-foot speed to enter and exit the lab. Add an additional minute to this time for every 10 feet less than 30 a PC's speed is. For every 10 feet more than 30 a PC's speed is, that PC gains a +2 circumstance bonus to the Fortitude save to resist the effects of the radiation (see Hazard below).

Hazard: The magical radiation lingering in the air here is unlike normal radiation. For every minute a PC spends in the radiation,

she must attempt a DC 14 Fortitude save (DC 16 in Subtier 5–6). If she fails at least one save, she is sickened for the next 24 hours. If she fails at least two saves, she is also fatigued. If she fails four or more saves, her fatigue becomes exhaustion: this exhausted condition requires 8 hours of complete rest to remove, instead of the normal 1 hour. A PC who first spends at least 20 minutes searching the rest of the level and succeeds at a DC 20 Perception check (DC 23 in Subtier 5–6) finds three lead-lined vests (1 bulk each) that each grant a +2 circumstance bonus to the Fortitude saves to avoid the effects of the radiation; these vests offer no other protection.

Development: Once the PCs have recovered the prototypes, they can place a locator disk near them so the Exo-Guardians can easily find them later.

Treasure: In the same room that the PCs discover the lead-lined vests, they also find two *spell ampoules of lesser remove condition* and several personal keepsake pieces of ghibrani art worth 1,750 credits total. In Subtier 5–6, there are instead two *spell ampoules of remove condition* and 4,500 credits' worth of scattered art pieces.

Rewards: If the PCs fail to search the area for treasure, reduce each PC's credits earned by the following amount.

Subtier 3–4: Reduce each PC's credits earned by 302.

Out of Subtier: Reduce each PC's credits earned by 538.

Subtier 5–6: Reduce each PC's credits earned by 773.

D. LEVEL TEN (CR 4 OR CR 7)

Between level six and the reactor, there are several more levels of empty offices and workshops. Approximately 160 feet down the walkway from the reactor, there is a hallway marked "Barracks" in Ghibran, and several quarters line the corridor. Each chamber looks like it was a living area for two soldiers, and the rooms are in complete disarray, with bedsheets strewn about, furniture broken into splinters, and personal possessions shattered and burned. This level contains the highest concentration of strange mushrooms the PCs have yet to see. In one room, the floor is carpeted with this fungi, while in another, the walls are adorned with what appears to be only mushroom stems. A PC who examines these stems and succeeds at a DC 16 Life Science check notes that it is unlikely the caps simply fell off the stems and that someone or something might have harvested or eaten the caps.

Several computers can be found in a side room that appears to have been for communal use by the soldiers. Most of these computers are damaged, but one still functions. In addition to being able to access downloaded fragments of an old infosphere that hint at bits of prewar ghibrani culture (battle-dance competitions seem to have been particularly popular), the PCs can find one of the colonel's audio recordings (see **Handout #4**).

A side hallway marked "Training" in Ghibran branches off from the main corridor a few hundred feet from the door. Unfortunately, the ceiling collapsed centuries ago, blocking off an area that is likely to contain another stash of weapons. Examining the rubble reveals that it might be possible to squeeze through

it to reach the remainder of the hallway. A PC who succeeds at a DC 21 Acrobatics check (DC 24 in Subtier 5–6) can do just that. A PC who fails this check by 10 or more gets stuck about halfway through and takes 2d6 nonlethal bludgeoning damage. This PC can free himself with a successful DC 18 Acrobatics check (DC 21 in Subtier 5–6), though each time he fails this check, he takes another 2d6 nonlethal bludgeoning damage. A PC can shift part of the rubble by succeeding at a DC 14 Strength check (DC 16 in Subtier 5–6) to grant one PC a +2 circumstance bonus to an Acrobatics check to squeeze through or free himself.

Past the blockage, the PCs find a room marked "Target Range" in Ghibran, which contains a small stockpile of ammunition. However, the ceiling of this room isn't sound.

Trap: A few moments after a creature enters this room, large chunks of the ceiling rain down. Even if the PCs find and "disable" this trap, they hear a nearby room's ceiling collapse instead. Either way, this causes the first blockage they encountered in the side hallway to shift in such a way that a large hole opens up, allowing anyone to pass through.

SUBTIER 3–4 (CR 4)

COLLAPSING CEILING TRAP

CR 4

Type analog; **Perception** DC 26; **Disable** Engineering DC 21
(shore up the ceiling with makeshift beams)

Trigger location; **Reset** none

Effect falling rubble (6d6 B); Reflex DC 15 half; multiple targets
(all targets in target range)

SUBTIER 5–6 (CR 7)

COLLAPSING CEILING TRAP

CR 7

Type analog; **Perception** DC 30; **Disable** Engineering DC 25
(shore up the ceiling with makeshift beams)

Trigger location; **Reset** none

Effect falling rubble (6d12 B); Reflex DC 17 half; multiple targets
(all targets in target range)

Development: The PCs can place a locator disk near this stash of ammunition.

Treasure: If need be, the PCs can replenish their small arm rounds, longarm and sniper rounds, and heavy weapon rounds here. Among the boxes of ammunition, they also find a cold iron tactical dueling sword, a red star plasma doshko with an accompanying battery, and 1,000 UPBs of other material. In Subtier 5–6, they also find a tactical cryopike, the doshko is a blaze flame doshko, and there is a total of 3,000 UPBs of material in the chamber.

Rewards: If the PCs fail to retrieve the equipment within this chamber, reduce each PC's credits earned by the following amount.

Subtier 3–4: Reduce each PC's credits earned by 260.

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

Subtier 5–6: Reduce each PC's credits earned by 713.

E. LEVEL THIRTEEN



E. LEVEL THIRTEEN

Eventually, the PCs reach the bottom of the shaft, 120 feet down the walkway from the barracks. Patches of strange mushrooms grow on this landing, and the sturdy, rectangular door here is marked “Command Center and Officer’s Quarters” in Ghibran.

By this point, Skorusko can sense the PCs and begins to toy with them as noted in the room’s descriptions under the “Phantasms” lines listed in the following encounters. All phantasms are mind-affecting effects unless otherwise stated. The fey hopes to stoke fear within them so that he can later feast on it. Thanks to his decades of living in the underground base and the extent of his triumph over the ghibrani colonel’s mind, Skorusko has a small amount of psychic control over the area and can effect small changes in the electronics and temperature control, as well as telekinetically move certain objects.

Though the door here is unlocked, it is difficult to open. When the PCs do shove it open, the lights in the room beyond begin to flicker ominously.

E1. ENTRYWAY

This chamber features a few rows of plastic chairs bolted to the walls, flanking the steel door leading south. A desk festooned with colorful mushrooms stands between that exit and the

door opposite. A chair behind the desk lies toppled over. A third door leads east, with a keycard reader adjacent. A couple of photographs, their black-and-white images oddly blurry, hang above the seats, among them a circle of faded paint.

Soldiers wishing to speak with the colonel would make an appointment with his attaché here and then wait until he was ready to see them. A clock used to hang on the wall, but Skorusko tore it down long ago, not wishing to be reminded of the passage of time. He also destroyed the aide’s computer, but more out of boredom than anything else. The desk is empty.

The door to the east is secured with a key-card reader, the office beyond accessible only by authorized personnel. A PC can disable the keycard reader with a successful DC 22 Engineering check (DC 25 in Subtier 5–6). Alternatively, the PCs can break down the door (hardness 8, HP 30, break DC 24).

Phantasms: The lights here continue to flicker for a few moments as the PCs enter, and then go out completely. Five seconds later, they come back on and are steady. The chair is now upright and the photographs are now all crooked. Skorusko then uses *ghost sound* to cause a loud thump to come from behind the eastern door. A PC who succeeds at a DC 15 Will saving throw (DC 17 in Subtier 5–6) to disbelieve the noise notices that it sounds odd and faraway, almost like a recording.

Scaling Encounter E4

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

Both Subtiers: Skorusko's centuries alone and his never-changing diet have weakened him. Reduce the DCs of his spells and abilities (including the DC of the anxiety spores disease) by 2.

E2. OPERATIONS OFFICE

Several desks, each with a computer terminal, are arranged here in rows. A row of filing cabinets stands in one corner, bright mushrooms poking out of a half-opened drawer. Doors lead north and west.

Four soldiers relegated to desk duty once worked in this office, managing the base's finances and inventory, as well as coordinating messages of troop movements between the colonel and the commanding officers of other bases in the city-state of Bhyrri. Printouts of these missives were stored in the filing cabinets but have long since turned to dust.

Each computer can be accessed with a successful DC 21 Computers check (DC 25 in Subtier 5–6) and has essentially the same information on it: thousands and thousands of files containing the mundane information about running the base. If the PCs haven't yet discovered all the stashes on the previous levels, you can use the data here to point them toward those stashes. In addition, the PCs can discover much of the information presented in the Adventure Background—except for the fact that Skorusko the fear eater was behind the colonel's descent into terror, of course—as well as one of the colonel's audio recordings (see **Handout #5**).

Phantasms: When a PC approaches one of the computers, all of them snap on at once, displaying distorted images of ghibrani faces writhing in pain and terror. Just as quickly, they shut down. The PCs can then access the computers as normal (see above).

E3. MUSHROOM FARM

Nearly every inch of flat surface here is covered with colored mushrooms, from the floor to the oval table that occupies much of the room. Doors on the east and west ends of the room exit south.

Once a war room, this area now serves as a pantry of sorts, holding most of Skorusko's mushrooms. Not needing to eat every day, he comes here to feast only when the flavor of the previous meal begins to wane. Holographic projectors once adorned the

walls, displaying situation reports and reconnaissance images, but the fungi have destroyed the electronics.

Phantasms: Skorusko uses *ghost sound* once again, making the sound of faint sobbing echo from a dark corner of the room. He hopes to get at least a few PCs to disturb his mushrooms (see Hazard below), but any character who succeeds at a DC 15 Will saving throw (DC 17 in Subtier 5–6) realizes the sound is illusory.

Hazard: The fear mushrooms have grown here for centuries, and in the marked area on the map where they are the most concentrated, they exude a psychic echo of the emotion that created them. Any character entering the marked area must succeed at a DC 15 Will saving throw (DC 17 in Subtier 5–6) or become shaken for the next hour. If a character is already shaken, she doesn't become frightened.

E4. COLONEL'S QUARTERS (CR 5 OR 8)

Strips of fabric in shades of dark green, steel gray, and white hang from the ceiling, affixed with some unknown substance. A comfortable-looking bed is up against one wall, adjacent to a large wardrobe whose doors hang open. A writing desk with a personal computer terminal on it stands in the southeast corner. The air here smells faintly of cinnamon and freshly dug soil.

Formerly Colonel Trogoss's personal quarters within the bunker, it has been Skorusko's lair for centuries. He has shredded the colonel's uniforms and bedsheets to hang from the ceiling, creating an environment reminiscent of an area of jungle thick with hanging vines; the strips aren't wide enough to block line of sight or provide concealment.

A PC who succeeds at a DC 18 Perception check (DC 21 in Subtier 5–6) finds the colonel's key card at the bottom of the wardrobe. This key card grants access to any door locked with a keycard reader (the door in area B1 and the door between area E1 and E2).

Creature: Skorusko is a fear eater, a cruel fey creature that inspires terror in its victims to fertilize the strange mushrooms that make up the entirety of its diet. Drawn to this planet by the negative emotions that led to the war that nearly wiped out the ghibranis, Skorusko made Colonel Trogoss his personal project, stoking the ghibrani's paranoia with his magic. After the incident that killed off the base's inhabitants, Skorusko has been alone to tend to and gorge himself on the resulting fungi. While he has plenty of food to last at least another century, he is excited to add a little spice to his rations by terrorizing new creatures.

Skorusko is lounging on the bed when the PCs enter, his pale, grotesque form glowing faintly from within thanks to a recent snack. He waves a clawed hand for the PCs to step farther in the room and speaks.

"Darlings! So good of you to pay me a visit in my humble abode! But we have yet to be formally introduced. I am Skorusko, master of dread and despair, horticulturist extraordinaire, and all-around gourmand. And who might you delectable morsels be?"

Skorusko is willing to speak with the PCs a bit here, hoping that his convivial nature puts them off guard for when he eventually drives them to screaming terror. He is happy to brag about his role in the downfall of Colonel Trogoss and the base. He is also very frank about what he intends to do to the PCs if they ask, though he withholds that information until toward the end of the conversation if they don't. Eventually, either the PCs decide to attack the fear eater or he initiates combat after his stomach makes a loud growling sound, declaring that it is time for dessert.

SUBTIER 3-4 (CR 5)

SKORUSKO CR 5

Male fear eater
NE Medium fey

Init +5; **Senses** darkvision 60 ft., low-light vision; Perception +11

DEFENSE HP 60

EAC 16; **KAC** 17

Fort +6; **Ref** +6; **Will** +8

DR 5/cold iron; **Immunities** disease, fear

OFFENSE

Speed 30 ft., climb 30 ft.

Melee claw +9 (1d4+6 S plus anxiety spores)

Offensive Abilities dread burst, fungal snare

Spell-Like Abilities (CL 5th)

1/day—*fear* (2nd level, DC 17), *hold person* (DC 17)

3/day—*charm person* (DC 16), *mind thrust* (1st level, DC 16), *wisp ally*

At will—*ghost sound* (DC 15), *telepathic message*

TACTICS

During Combat Skorusko attempts to separate the PCs using *fear*, *hold person*, and his fungal snare ability. He then uses *mind thrust* on the strongest-looking PC or, if forced into melee combat, uses his claw to seed a PC with anxiety spores and quickly causes the spores to burst from the victim's body.

Morale Unwilling to surrender his mushroom garden, Skorusko fights to the death.

STATISTICS

Str +1; **Dex** +5; **Con** +2; **Int** +0; **Wis** +0; **Cha** +3

Skills Athletics +11 (+19 to climb), Intimidate +16, Sense Motive +11, Stealth +16

Languages Aklo, Common, Ghibran

SPECIAL ABILITIES

Anxiety Spores (Ex) Any creature struck by Skorusko's claw must succeed at a DC 15 Fortitude saving throw or be infected with anxiety spores, which cause nervousness and muscle spasms (see below).



Skorusko

Dread Burst (Su) As a standard action, Skorusko can cause mushrooms to erupt from any creature within 30 feet that is infected with his anxiety spores. The affected creature takes 1d6+5 piercing damage and a -1 penalty to Charisma checks and Charisma-based skill checks and DCs for 1 hour; a successful DC 15 Will saving throw negates the penalties but not the damage. If the affected creature is shaken, frightened, or panicked, any creature within 10 feet also takes the penalty (Will DC 15 negates).

These penalties are cumulative. This is a mind-affecting, fear effect.

Fungal Snare (Ex) Once every 1d4 rounds as a standard action, Skorusko can spew a fungal mass at a grid intersection up to 30 feet away, which explodes and coats all creatures within a 10-foot-radius burst with sticky filaments. Creatures other than Skorusko are entangled (Reflex DC 15 negates). As a move action, a creature entangled by the filaments can break free by succeeding at a DC 15 Strength check.

ANXIETY SPORES

Type disease (injury); **Save** Fortitude DC 15

Track mental; **Onset** 1 round; **Frequency** 1/minute

Effect With every failed save, the victim gains a cumulative -1 penalty to saving throws against emotion effects that lasts until the disease is cured. **Cure** 2 consecutive saves

SUBTIER 5-6 (CR 8)

SKORUSKO CR 8

Male fear eater
NE Medium fey

Init +6; **Senses** darkvision 60 ft., low-light vision; Perception +16

DEFENSE HP 105

EAC 19; **KAC** 20

Fort +9; **Ref** +9; **Will** +11

DR 5/cold iron; **Immunities** disease, fear

OFFENSE

Speed 30 ft., climb 30 ft.

Melee claw +14 (1d12+10 S plus anxiety spores)

Offensive Abilities dread burst, fungal snare

Spell-Like Abilities (CL 8th)

1/day—*charm monster* (DC 20), *fear* (3rd level, DC 20)

3/day—*daze monster* (DC 19), *hold person* (DC 19), *inflict pain* (DC 19), *mind thrust* (2nd level, DC 19)

At will—*command* (DC 18), *ghost sound* (DC 17), *wisp ally*

TACTICS

Use the tactics from Subtier 3–4.

STATISTICS

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

Skills Athletics +16 (+24 to climb), Intimidate +21, Sense Motive +16, Stealth +21

Languages Aklo, Common, Ghibran

SPECIAL ABILITIES

Anxiety Spores (Ex) Any creature struck by Skorusko's claw must succeed at a DC 18 Fortitude saving throw or be infected with anxiety spores, which cause nervousness and muscle spasms (see below).

Dread Burst (Su) As a standard action, Skorusko can cause mushroom to erupt from any creature within 30 feet that is infected with his anxiety spores. The affected creature takes 2d6+8 piercing damage and a -1 penalty to Charisma checks and Charisma-based skill checks and DCs for 1 hour; a successful DC 18 Will saving throw negates the penalties but not the damage. If the affected creature is shaken, frightened, or panicked, any creature within 10 feet also takes the penalty (Will DC 18 negates). These penalties stack with each other. This is a mind-affecting fear effect.

Fungal Snare (Ex) Once every 1d4 rounds as a standard action, Skorusko can spew a fungal mass at a grid intersection up to 30 feet away, which explodes and coats all creatures within a 10-foot-radius burst with sticky filaments. Creatures other than Skorusko are entangled (Reflex DC 18 negates). As a move action, a creature entangled by the filaments can break free by succeeding at a DC 18 Strength check.

ANXIETY SPORES

Type disease (injury); **Save** Fortitude DC 18

Track mental; **Onset** 1 round; **Frequency** 1/minute

Effect With every failed Fortitude save, the victim gains a cumulative -1 penalty to saving throws against emotion effects that lasts until the disease is cured.

Cure 2 consecutive saves

Development: By defeating the fear eater and retrieving Colonel Trogoss's key card, the PCs should have unrestricted access to the rest of the base. They can finish their mission at their leisure, though any of the traps or hazards in the previous locations remain in place and must be overcome if the PCs skipped any previous encounters.

Treasure: Skorusko keeps a stash of personal wealth underneath the bed. This stash is valuable gems worth a total of 1,500 credits (4,500 credits in Subtier 5–6). Among the stash is a *mk 1 ability crystal* and a set of elaborate elite stationwear armor. In Subtier 5–6, the bed instead hides a *mk 2 ability crystal* and a stunning military outfit that acts as a gold AbadarCorp travel suit.

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

Subtier 3–4: Reduce each PC's credits earned by 342.

Out of Subtier: Reduce each PC's credits earned by 701

Subtier 5–6: Reduce each PC's credits earned by 1,060.

E5. LAVATORY

The bathroom seems like it was once very stylish, while maintaining a great deal of practicality. However, time has reduced the fixtures to rust, and lines of mold run up and down the tiles.

This was the colonel's private lavatory, complete with toilet, sink, and shower. In his final days, Colonel Trogoss commandeered a great deal of explosives from the base's armory, contemplating the idea of destroying the bunker from within and denying his fictional enemies the satisfaction of getting ahold of the weapons and equipment here. When Skorusko learned of this, he steered the ghibrani toward a more painful and terrifying solution: releasing the cloud of radioactive gas that killed everyone.

Skorusko moved these explosives to the lavatory and promptly forgot about them, not having bodily functions of his own and understanding those of others little. They are piled in the center of this room, and the PCs can leave a locator disk here to lead the Exo-Guardians to their collection.

CONCLUSION

When the PCs have explored the bunker under Egoret Base to their satisfaction, they can easily make their way back to the surface and board their ship. Before they leave, their Guide wishes them luck in their future endeavors and voices the hope that whatever threat the Starfinders need the weapons to face, it doesn't result in a catastrophe similar to the one that claimed her home world. The Guide is quite capable of returning to their respective home, but appreciates if the PCs offer to provide transport.

Back on Absalom Station, Zigvigix debriefs the PCs, leaning in to hear every detail of the tale. If the PCs marked at least three weapon stashes with the locator discs, the shirren breathes a sigh of relief and states, once again, that these weapons will be used only in self-defense. Zigvigix also notes that they will personally take any information related to the history of the ghibranis to the Dataphiles, specifically their leader, Historia-7, for storage in the Society's archives.

If the PCs bring up their encounter with the Numinous Canticle and the mention of Azlanti aggression against a Pact Worlds site, then Zigvigix reports that such incidents are alarmingly increasing as of late. While it is beyond the scope of this adventure, PCs interested in finding out more about the Azlanti attacks on Pact Worlds colonies should be encouraged to play *Starfinder Adventure Path #7: The Reach of Empire* and to keep an eye on future Starfinder Society missions.

Each of the PCs gains the Ghibran Linguist and Knowledge of a Forgotten Military boons on their Chronicle sheets. If the PCs successfully set up all five of the weapon stashes with locator

disks, then they each earn the Weapons of a Lost Civilization boon on their Chronicle sheet. If they managed to set up only three or four locator disks, they earn the Weapons of a Lost Civilization boon on their Chronicle sheet, but mark off half the available check boxes.

Cursehacked Weapons: The cursehacked condition (see Trap on page 8) gradually degrades the affected weapon, reducing it to inoperable scrap within a matter of weeks. Upon returning to Absalom Station or other major population center, a PC can make further attempts to remove the curse using remove affliction or skill checks. A PC can instead pay 20% of the weapon's price in credits to hire a specialist to remove the condition. If the PC does not remove the condition before concluding the scenario, the weapon is destroyed. A PC can offload a cursehacked weapon by selling it, but doing so ultimately harms the PC's reputation unless they can plausibly deny having knowingly sold damaged goods when an irate buyer returns. If the PC succeeds at a DC 18 Bluff check, they suffer no repercussions. If they fail, they gain 1 Infamy as word spreads that the PC cannot be trusted.

PRIMARY SUCCESS CONDITION

If the PCs kill Skorusko, essentially making the bunker under Egoret Base safe to explore further, they succeed at their mission and each earn 1 Fame and 1 Reputation for any factions associated with their current faction boon.

SECONDARY SUCCESS CONDITIONS

If the PCs mark at least four of the five weapon stashes with the locator discs, they each earn 1 additional Fame and 1 Reputation for any factions associated with their current faction boon.

FACTION NOTES

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

HANDOUTS (AUDIO LOGS)

HANDOUT #1

The researchers say they can't prove it, but I know what happened: the devious villains of Omathu erased our memories somehow! I don't know how—perhaps they pumped some kind of chemical into the atmosphere or fired some sort of mind-altering sonic attack from their moon base. Yes, they claim to have been affected as well! Ha! Typical Omathan subterfuge! They are probably laughing at us through their carapaces!

Well, the great nation-state of Bhyrri will have the last laugh! The Great Vanquisher has entrusted the might of Egoret Base to my hands. And I will not disappoint him. Our enemies will die in nuclear fire, and our finest will rise from the ashes to be the world's final power!

HANDOUT #2

It has been done. A few of my soldiers balked when I gave the order to launch the missiles, but they have been incarcerated until we can have a proper court martial. We must continue to have the rule of law down here while the world above burns. Otherwise, we are no better than the nighthoppers in the fields.

I was sure those cowardly Omathu would have surrendered right away, but perhaps they thought we were so addled by their perfidy that we would forget our treaties and that Bhyrri would fall alone. Their retributive strikes came swiftly. The foul Kolleo followed suit against us. Our allies then fired their own strikes... and it escalated from there. If only Omathu had acquiesced, this destruction could have been avoided

HANDOUT #3

Morale is low, and yet some soldier amused himself by leaving a strange mushroom by my bedside as I slept. A strange prank.

[a later entry]

Another mushroom! I am certain I locked the door to my chambers! What is this supposed to mean?

[a later entry]

Certainly, these mushrooms are meant to make me feel guilty about the attacks on Omathu. On the world. If I must, I will discipline every soldier in this base until I find and punish the culprit.

[a later entry]

I swear that I saw Privates Ela and Hobar—the two I locked up for their disobedience during those first strikes—freely roaming the halls today. I ran after them, but upon turning a corner, they had disappeared. They claim that they never left their cells, but they must have some way of sneaking around the base. A secure facility such as this should not have secret passages, so perhaps another soldier is letting them out? The one leaving mushrooms in my rooms? But how are they moving around so fast?

HANDOUT #4

They think I don't know. They think I don't hear their whispers to one another. They think I have no idea of their plots and plans. They think I'll be so confused and preoccupied by these patches of mushrooms I see everywhere that I won't notice their mutinous schemes.

But there must be a mastermind behind this treason. Perhaps an Omathan spy, planted here on the base from the very beginning! Of course! It is all starting to make sense! If this mole believes I will stop at just Ela and Hobar's execution, then they have sorely underestimated me!

HANDOUT #5

In my fear and mistrust, I have doomed us all.

Strange how now that the air is clouded with poisonous gas that I can finally think clearly. There was no spy, no mole. Just a platoon of soldiers worried about what their unbalanced commander would do next. It would only be natural for them to try to relieve me of duty.

But I was seeing enemies everywhere. Though what I did was unforgivable, I'm sorry. I pray to the Great Vanquisher that other ghibrani survived the war because otherwise, I have doomed my race to extinction.



Starfinder Society Scenario #1-21: Yesteryear's Sorrow

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 #1-21: Yesteryear's Sorrow

Character Chronicle #

A.K.A. _____ - 7

Player Name _____ Character Name _____ Organized Play # _____ Character # _____ Faction _____

This Chronicle sheet grants access to the following:

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

Knowledge of a Forgotten Military (Social Boon): The weapons of Egret Base are now available for use by the Starfinder Society thanks to your actions. You can slot this boon at the beginning of a scenario to represent further Starfinder exploration of the ghibrani base, as well as a deeper understanding of the destructive ghibrani weaponry. At the end of an adventure where you slot this boon, you can purchase any weapon with the radioactive weapon special property (*Starfinder Armory* 30) or a weapon with the irradiate critical hit effect (*Starfinder Armory* 31) at a 20% discount.

Weapons of a Lost Civilization (Starship Boon): When you slot this boon, select one light weapon onboard your starship and replace that weapon with a tactical nuclear missile launcher (*Starfinder Core Rulebook* 302). Alternatively, select one heavy weapon onboard your starship and replace that weapon with a heavy nuclear missile launcher (*Starfinder Core Rulebook* 303). This new weapon must go in the same arc as the replaced weapon, and only one weapon can be replaced on a starship by a boon with this name. The modifications are somewhat jury-rigged, and as a result, all gunnery checks using this weapon take a -1 penalty. Anytime you fire this weapon during the course of a scenario, check a box for the corresponding weapon. Once all boxes for a weapon are checked, you can no longer gain the benefits of this starship weapon (though you can still benefit from the first part of this boon).

Tactical Nuclear Missile Launcher:

Heavy Nuclear Missile Launcher:

All Subtiers

Subtier 5-6

- cold iron tactical dueling sword (925; item level 2)
- elite stationwear (4,100; item level 6)
- frag grenade II (700; item level 4; limit 4)
- mk 1 ability crystal (1,400; item level 3; limit 1)
- red star plasma doshko (4,650; item level 6)
- red star plasma pistol (7,200; item level 7)
- screamer grenade I (725; item level 4; limit 4)
- spell ampoule of lesser remove condition (300; item level 3; limit 2)
- squad machine gun (2,060; item level 4)
- static arc rifle (4,200; item level 6)
- thunderstrike sonic pistol (2,300; item level 4)

- advanced iridishell (13,100; item level 9)
- blaze flame doshko (8,500; item level 8)
- corona laser pistol (4,270; item level 6)
- dual crossbolter (8,250; item level 8)
- flash grenade II (1,350; item level 6; limit 4)
- gold AbadarCorp travel suit (12,100; item level 9)
- incendiary grenade II (1,040; item level 6; limit 1)
- mk 2 ability crystal (6,500; item level 7; limit 1)
- seeking squad machine gun (2,740; item level 4; limit 1)
- spell ampoule of remove condition (600; item level 6; limit 2)
- tactical cryopike (3,360; item level 5)
- thunderstrike streetsweeper (7,150; item level 7)

Reputation

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

MAX CREDITS	SUBTIER	<input type="checkbox"/> Normal Max Credits
	3-4	1,469
	SUBTIER	<input type="checkbox"/> Normal
	Out of Subtier	2,799
EXPERIENCE	SUBTIER	<input type="checkbox"/> Normal
	5-6	4,130
	SUBTIER	<input type="checkbox"/> Normal
FAME	-	-
	Starting XP	
	+	GM's Initials
	XP Gained (GM ONLY)	
	=	Final XP Total
CREDITS	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 #