

YEAR OF SCOURED STARS
STARFINDER SOCIETY SCENARIO #1-30, TIER 1-4

STARFINDER SOCIETY

SURVIVOR'S SALVATION

BY KIEL HOWELL





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HOW TO PLAY

Starfinder Society Scenario #1-30: Survivor's Salvation is a Starfinder Society Scenario designed for 1st- through 4th-level characters (Tier 1-4; Subtiers 1-2 and 3-4). This scenario is designed for play in the Starfinder Society Roleplaying Guild campaign, but it 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

Survivor's Salvation makes use of the *Starfinder Core Rulebook*, *Starfinder Alien Archive (AA)*, *Starfinder Alien Archive 2 (AA2)*, *Starfinder Armory (AR)*, and *Starfinder Pact Worlds (PW)*. This adventure assumes the GM has access to these sourcebooks. All rules referenced in this adventure are available in the free online Starfinder Reference Document at sfrd.info, and the relevant rules from the *Alien Archive* volumes and *Pact Worlds* are reprinted at the back of the ~~adventure for the GM's convenience.~~

SCENARIO TAGS

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



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SURVIVOR'S SALVATION

BY KIEL HOWELL



Several months have passed since the Starfinder Society made its heroic return to the Scoured Stars and rescued those agents trapped within (events detailed in *Starfinder Society Scenario #1-99: The Scoured Stars Invasion*). In the time since this momentous rescue, many of the surviving Starfinders have reintegrated back into the Society, yet others have taken the opportunity to rethink their commitments and focus on their personal health. **Hurondo** (LN male shobhad soldier) took charge of a group of Exo-Guardians within the Scoured Stars to ensure their survival. He was third in line to lead the faction prior to the tragic imprisoning of several members of the Starfinder Society within the Scoured Stars. Though he technically outranks the current Exo-Guardians leader, Zigvigix, Hurondo opted to gracefully leave the Society and focus his efforts on looking after himself, as well as others afflicted by the trauma of spending a year within hostile territory.

Leveraging his exemplary service record, Hurondo secured an area in the Lorespire Complex to open a center for struggling veteran Starfinders. While Hurondo surrendered his field commission within the Society, the organization eagerly supported Hurondo opening his center in a place easily accessible to other active Starfinders. Zigvigix used what Exo-Guardians resources they could to assist Hurondo's center, and the two reached an amicable accord that left no question as to the Exo-Guardians' leadership structure.

Recently, the number of regular visitors to Hurondo's center began to decline. In fact, various Starfinders and other Absalom Station citizens stopped attending their appointments at the center entirely. To determine what had happened to these regular clients, Hurondo set off to follow up on a few leads he had regarding their whereabouts. His investigation led him to the Spike region of Absalom Station, where he accidentally ran afoul of a local gang, known as the Uniter, led by an ambitious vlaka named **Bargai Yormin** (N female vlaka mechanic). Members of the gang misinterpreted Hurondo's investigations as focusing on their illegal activities and ambushed the shobhad. Prior to Hurondo's arrival, the Uniter had secured a standing arrangement to direct interested parties to an illicit "medical center" within the Spike that specializes in erasing traumatic life events and memories. The clinic paid the Uniter an obscene sum of credits in exchange for their help providing a steady supply of down-on-their-luck or vulnerable individuals. In the last few days, the medical center stopped

Where in the Universe?

Survivor's Salvation takes place aboard the Absalom Station, the central trade hub of the Pact Worlds. This adventure moves from the Lorespire Complex into the region known as the Spike. For more information about Absalom Station, see the *Starfinder Core Rulebook* and *Starfinder Pact Worlds*. Both are available at bookstores and hobby shops everywhere and online at paizo.com.

paying the Uniter what was owed as part of the arrangement. In response, the gang's members wisely chose not to investigate the matter further, realizing that whoever could pay them such a high price could also likely afford powerful protection.

After incapacitating Hurondo, the Uniter discovered a subdermal implant on his unconscious body that indicated the shobhad's association with the Starfinder Society. The Uniter pieced together that Hurondo likely wasn't involved with local law authorities and was investigating on his own accord. The Uniter's current plan is to demand a ransom for Hurondo's safe return to the Starfinder Society, though the gang's members have yet to agree to a method of releasing him that they're confident won't get them captured by station authorities.

Meanwhile, the medical center has ceased all interactions with the Uniter, having recruited an ample number of patients for their purposes. The truth behind the center is that it's run by a group of bodysnatcher slimes (*Starfinder Alien Archive 2* 18) who've been accumulating creatures to serve as hosts for each of the unbonded oozes. Plying the vulnerable Scoured Stars survivors with false hope, the slimes have successfully bonded with only a few of Hurondo's clients but intend to finish the process within the coming weeks. The slimes spent the life savings of those they'd previously bonded with, using those credits to sustain their accord with the Uniter. The slimes have since ceased paying, now recognizing the importance of credits on Absalom Station.

With little to derail their plans, the slimes remain poised to steal the bodies of the remaining victims unless someone (namely, the PCs) can find the false medical clinic and stop them!

GETTING STARTED

The adventure begins within the warehouse in the Downlow district that serves as the Exo-Guardians' current base of operations. PCs who have Chronicle sheets for *Starfinder Society Scenario #1-01: The Commencement* and *Starfinder Society Scenario #1-04: Cries from the Drift*, recognize the warehouse as being significantly improved since the events of those scenarios.

Zigvigix (LG host shirren soldier) has brought the PCs together to investigate a personal request: the former Exo-Guardian, Hurondo has gone missing. With little information, Zigvigix asks the PCs to investigate Hurondo's center, the Respite, on the Lorespire Complex grounds and speak with other Exo-Guardians or Starfinders to figure out what might have happened to the shobhad.

Read or paraphrase the following to get the adventure underway.

A smell of ozone wafts through the conditioned air of the warehouse. Makeshift offices full of equipment and furniture are in the process of having more permanent walls erected around them. A heavily augmented host shirren is conversing with a vesk when they glance over and notice the new arrivals. The shirren wears a pair of shoulder speakers playing upbeat music that fades in volume as the shirren telepathically greets the new group.

"Welcome! I am Zigvigix. Thank you for answering my request and coming to our headquarters, such as they are. This old warehouse is turning quite nicely into a functional place. I dislike being so brief but an important figure to the Starfinder Society is missing. Hurondo, a shobhad who left us after his rescue from the Scoured Stars, started a center in the Lorespire Complex called the Respite and has disappeared since. The Respite provides treatment and services to other survivors of the Scoured Stars and any who have suffered trauma."

The volume of the music pumping from the shirren's shoulder speakers further lowers to a barely audible level and the shirren's telepathic voice takes on a wistful tone, "I have also been to the center, and joining such a close-knit community can be essential to the healing process. Please go to the Respite and talk to Hurondo's partner in operations, Jiwalla Zarvim. She's a ysoki who has many connections and a keen mind. She may have clues as to Hurondo's latest whereabouts." Zigvigix produces a datapad with the picture of a tall ysoki female in one corner and a map marked with the route from the warehouse to

the Respite's location in the Lorespire Complex.

"I thank you for this!" Zigvigix projects telepathically, just as the shoulder speakers begin to blast sugar-pop music again.



Zigvigix is happy to answer the PCs' questions about the Respite or the mission, but their tone conveys the leader is in a hurry and has much to do.

Who is Hurondo? "Hurondo is a shobhad—a giant of a creature! He was an exemplary soldier while battling foes in the darker regions of the galaxy and was third in line to lead the Exo-Guardians. Losing him as a Starfinder was hard, but he felt a calling to look after himself and others who have suffered trauma. His and Jiwalla's plan for the Respite were of such value to the Starfinders that a space was made for the center in the Lorespire Complex, and I've tried to assist them in any way possible."

Who is Jiwalla Zarvim? "She's a ysoki who also survived the Scoured Stars incident. While she rarely allows herself to show weakness, those of us that know her well enough can see she experiences moments of painful recall. She was also a former Exo-Guardian who partnered with Hurondo to open the Respite—how nice of her! While members of the Society were sad to lose Jiwalla's talents, her and Hurondo's endeavor to provide succor to those of us who need help is honorable."

What happened to Hurondo or Jiwalla during the Scoured Stars incident? "They do not talk much of it in public, although Hurondo is far more open than Jiwalla. He says that he suffered greatly from ongoing acts of both physical and mental torture, but he never went into specifics outside of a group or solo counseling session—words spoken in those sessions are held as strictly confidential unless permission is given by the speaker to repeat them."

How do you know Hurondo is missing? "He and I had regular meetings at the center. He is a great friend, and while I myself was unable to go on that cursed first mission to the Scoured Stars, I was wracked with guilt for what befell those Starfinders. Hurondo, some of the other regulars, and I would meet at least monthly to talk, eat, and play games. Often, we would speak of what bothers us and how we've handled times when ill thoughts and feelings surfaced. Hurondo has not responded to several of my attempts to communicate with him about our upcoming scheduled meeting. He would not behave so unless he was unable."

Why haven't you gone looking for him? "I would, but I must tend to my responsibilities here. This place must be functioning fully before long and I must be here to ensure that..." the shirren takes on a slightly pensive and shameful tone, "while this is true, I

must also confess that I am not in any shape to go. I am currently healing from injuries to both my body and mind and would be less than useful in the field at this time."

Do you have any idea where Hurondo could be? "No. Before he stopped responding to my communications, he had mentioned that some of the Respite's regulars have suddenly stopped visiting the center."

What should we do when we find Hurondo? "Assuming he is alive, bring him back to the Respite!" Zigvigix slumps slightly, "If Hurondo is no longer alive... then I humbly request that you recover his remains and find out what happened to him."

After the PCs have finished speaking with Zigvigix, they should finalize their boon slots for the session. This scenario is of high importance to the Exo-Guardians faction, and the PCs should be encouraged to slot this faction as one of their boons. The PCs do not need to choose a starship as this scenario takes place entirely in Absalom Station.

CULTURE (RECALL KNOWLEDGE) OR DIPLOMACY (GATHER INFORMATION)

Based on the result of a Culture or Diplomacy check, the PCs may know about the Respite. A PC knows all the information whose DC is less than or equal to the result of her check.

10+: The Respite is a center in the Lorespire Complex specializing in providing succor to those who have experienced trauma. A shobhad named Hurondo and a ysoki named Jiwalla Zarvim maintain and run the center, alongside several volunteers. Both are former members of the Exo-Guardians faction.

15+: Hurondo often campaigned within the Starfinders to provide mental health services for free or at a reduced cost to fellow Starfinders. Jiwalla is the operational expert in the center, her shrewdness and connections have allowed the Respite to stretch its resources far and provide most of its services, such as counseling and temporary residence vouchers, at no or low cost to any who come to the center looking for help.

20+: Jiwalla's operational expertise allows the center to offer no-cost, temporary housing and food vouchers to those in desperate need. These accommodations are located in the area of Absalom Station known as the Spike. Societal pressure means many of the creatures that receive support from the center feel embarrassed for seeking help, which might make them reluctant to admit they are receiving help to their friends or feel like they should remain in isolation entirely.

COMPUTERS OR PROFESSION (PSYCHOLOGIST)

Based on the result of a Computers or Profession (psychologist) check, a PC may know about the Respite from the infosphere, learning info whose DC is less than or equal to the result of her check.

10+: An ad that asks the user if they have been feeling anxious or stressed, sleeping too much or too little, eating abnormally large or little amounts, and experiencing feelings of hopelessness directs

them to visit the Respite in the Lorespire Complex.

15+: The Respite provides professional services and any possible financial and living aid they can give. Two former Starfinders named Hurondo and Jiwalla operate the center together.

20+: While the Starfinder Society provided both space and financial support to the Respite, it is still underfunded and only manages to stay open and offer services due to Jiwalla's shrewdness and Hurondo's negotiation skills. Recent rumors indicate that a new establishment providing services more successful at helping people recover from trauma than those found at the Respite can be found somewhere in the Spike, though the specific details about the organization remain unclear and are available only to people only people who are "in the know."

THE RESPITE

It only takes a short time to reach the Lorespire Complex and the Respite center lies beyond the campus's main entrance in an area known as the Healing Arches. Visitors are greeted by a random assortment of creatures milling about a pair of green-hued arches made of steel intertwined with silver.

Read or paraphrase the following when the PCs enter the area.

Two magnificent arches span the hallway where many creatures of varying species have gathered. Most of the creatures here are humanoid beings that lean against walls or slump in the worn-but-comfortable office chairs and reception sofas immediately preceding the arches. Some of these creatures talk to each other, and while others have gathered around a pair of vesk who are talking loudly. One vesk speaks with a tinge of hysteria in their voice while the other tries to sound calming.

The PCs can choose several different actions to take, represented by a series of unmapped events (**Events 1, 2, 3, and 4**). If the PCs choose to bypass these events and head straight through the arches into the Respite then proceed to **Events 5, 6, 7, and 8**.

A PC who succeeds at a DC 15 Diplomacy check (DC 18 in Subtier 3-4) to gather information about Hurondo finds that most of the creatures here are also wondering where he is, but one suggests that maybe Hurondo went looking for some of the center's regular visitors at their temporary housing.

Special: If the PCs do not complete **Event 3** first, every other completed event (**Events 1, 2, and 4**) causes the two vesk to become louder and more agitated. If the PCs complete **Events 1, 2, and 4**, before completing **Event 3**, then the distressed vesk becomes despondent and sits on the ground in the center of the first arch rocking back and forth. Jiwalla enters from the arches at this point. **Event 3** is then replaced with **Event 5** with the modification that the competition cannot take place and **Event 5** becomes unavailable inside the Respite.

OUTSIDE THE RESPITE

The following events occur outside of the Respite.

Rewards: If the PCs decide to bypass this area, reduce each PC's

credits earned as follows.

Subtier 1-2: Reduce each PC's credits earned by 94.

Out of Subtier: Reduce each PC's credits earned by 162.

Subtier 3-4: Reduce each PC's credits earned by 230.

EVENT 1: MEANDERING VISITORS

A group of visitors, including two female humans and a male ryphorian, leans against a wall near the arches. They have an initial starting attitude of indifferent to the PCs. If the PCs succeed at a DC 16 Diplomacy check (DC 18 in Subtier 3-4), they can change the group's attitude to friendly. If the PCs exceed the check's DC by 4 or more, then the group's attitude increases to helpful.

Development: If the group's attitude is changed to friendly or helpful, the group brings up that Hurondo had mentioned that he was going to post some holographic notices about missing persons near the Spike. If the PCs succeed at a Diplomacy check to change the group's attitude to helpful, one of the creatures also gives them an address of a missing regular in the Spike that is next door to the Uniters' headquarters.

EVENT 2: YSOKI UNAWARES

Scratch (N male ysoki) slumps in a worn-but-comfortable-looking office reception sofa. He is staring at his paws in a non-focused manner. If the PCs approach Scratch, the ysoki ignores the PCs on their first attempt to communicate. On subsequent attempts, Scratch shakes his head, stares vacantly at the PCs, and answers any questions in a confused manner. Any PC who succeeds at a DC 15 Perception check notices a smell of faint citrus emanating from the ysoki.

Development: A PC who succeeds at a DC 20 Life Science check to recall knowledge about creature biology or a DC 20 Medicine check to treat disease on the ysoki realizes that he is suffering from recent separation from a foreign host. This clue foreshadows the PCs' confrontation with the bodysnatcher slimes later in the adventure, but Scratch can't remember any details of his encounter. He's come here to help alleviate his shattered memories.

EVENT 3: DEFUSING A VESK SITUATION

Two vesk, a male and a female, converse loudly in front of the arches here while a group of creatures gather around them expressing their worry about the situation. The male vesk, **Razda** (CN male vesk) sounds as if he is experiencing some sort of internal crisis, loudly suggesting that every creature is staring at him and proclaiming that he hasn't slept in days. The female vesk, **Svata** (LN female vesk), gingerly tries to convince Razda to seek help at the Respite.

If the PCs choose this event first, Razda has a starting attitude of indifferent toward the PCs, while Svata starts with a friendly attitude. If the PCs have completed only one other event prior to choosing this, Razda adopts an unfriendly attitude towards the PCs, and the onlookers and Svata is indifferent. If this occurs,

Svata's speech becomes more frantic. If the PCs have completed two events prior to choosing this event, then Razda adopts a hostile attitude towards the PCs and the onlookers, while still having an indifferent attitude towards Svata. Meanwhile, Svata exhibits an unfriendly attitude towards the PCs and starts to shout at Razda as her ire rises.

If a PC succeeds at a DC 15 Diplomacy check (DC 17 in Subtier 3-4) to change Razda's attitude to at least friendly, then Razda allows Svata to guide him to the Respite. The DC of this check increases by 4 each time Razda's starting attitude decreases. If Razda's attitude has changed to hostile he curses at the PCs and Svata. He tries to punch one of the PCs (typically the one who attempted a Diplomacy check to change his attitude or one that speaks directly to him). Svata intervenes to prevent the punch from landing, causing Razda to curse loudly and stalk away, presumably towards his residence. If this happens, Svata sighs exasperatedly and mentions checking out a new clinic in the Spike.

Development: If the PCs attack either of the vesk, Jiwalla comes storming out of the arches and her initial attitude toward the PCs becomes unfriendly due to their violent actions. If the PCs manage to defuse the situation in a nonviolent fashion, Razda mentions to them that she has heard of some new medical clinic specializing in erasing traumatic memories located in the Spike.

If the PCs manage to defuse the situation in a non-violent fashion and Razda willingly goes inside the Respite, then Svata informs the PCs that she and Razda came from the Spike, where a new clinic claims to have a perfect success rate treating clients who have experienced trauma. The two of them left the Spike after they were unable to find this clinic.

Treasure: If the PCs diffuse the situation nonviolently, Svata also hands the PCs a red star solar brand^{AR} (or a rhyolite magma blade^{AR} in Subtier 3-4), remarking that she took it from Razda when she found him distraught, afraid what he might do with it.

EVENT 4: EARNING (MIS)TRUST

A group composed of two androids, a half-elf, and a strix converse with each other while standing farther out from the other groups waiting in the Healing Arches. Any PC who succeeds at a DC 15 Perception check can hear some of their conversation. Their discussion focuses on some of the Respite's regular visitors who haven't been seen lately, and concern about Hurondo's safety and the ability of the center to continue to run smoothly if the shobhad stays missing. The strix counters that while Hurondo was a guiding light of the center, it is really Jiwalla who runs the day-to-day operations and that she is mostly responsible for how much aid the center provides to its clients. Any PC listening to the discussion must succeed at a DC 13 Bluff or Stealth check to go unnoticed while eavesdropping, or else the attitude of the group of creatures toward that PC becomes unfriendly and the group immediately stops talking within earshot.

This group of creatures has a starting attitude of indifferent toward the PCs. Any PC introducing themselves to the group and succeeding at a DC 15 Diplomacy check (DC 17 in Subtier 3-4) can

change the group's attitude to friendly, which results in the group answering many questions about Hurondo, Jiwalla, and Respite. Succeeding the check by 4 or more increases the group's attitude toward the PCs to helpful.

Development: If any PC succeeds in changing the group of creatures' attitude toward the PCs to helpful, then the group tells the PCs that Jiwalla is still very military minded and if the PCs treat her as an efficient soldier, Jiwalla should be more likely to open up to them. This grants the PCs a +2 circumstance bonus to Diplomacy checks to gather information or change Jiwalla's attitude in future encounters.

INSIDE THE RESPITE

The following events occur inside of the Respite.

Rewards: If the PCs only go straight to Jiwalla and do not complete any other events in this area then reduce each PC's credits earned as follows.

Subtier 1-2: Reduce each PC's credits earned by 94.

Out of Subtier: Reduce each PC's credits earned by 162.

Subtier 3-4: Reduce each PC's credits earned by 230.

EVENT 5: PHYSICAL THERAPY

The PCs can find a small workout area within a room immediately to the left of the Respite's entrance. **Jiwalla Zarvim** (NG female ysoki soldier) is present, currently exercising by sparring with a male kasatha. As the PCs enter, Jiwalla howls a squeaky victory cry and performs a combat maneuver to twist two of the kasatha's arms behind his back. Jiwalla comes over to the PCs and converses with them while panting from the exertion. She has a starting attitude of friendly toward the PCs if **Event 3** did not result in violence and she did not have to come outside of the Respite.

Any PC who succeeds at a DC 15 Diplomacy check to gather information about Hurondo results in Jiwalla explaining that many of the Respite's regular clients have recently stopped visiting the center for treatment and that she knew Hurondo was planning on leaving during the last few days to check on a couple of the missing visitors in person at the temporary residences in the Spike where their vouchers were redeemed.

Before the PCs leave, Jiwalla asks if any of them would like to compete with her, as she believes physical activity is a necessary part of the mental health services the Respite offers, and she like to push herself to excel. If the PCs agree then they may compete against Jiwalla during three different activities; weight-lifting,

endurance rowing, and a sprinting race. The PCs are not allowed to aid another during the competition. The result of the weight-lifting competition can be determined with an opposed Strength check between Jiwalla and the PCs; the character with the highest Strength check result (including modifiers) wins.

The rowing competition consists of Jiwalla and the PCs attempting a series of three DC 12 Athletics checks each while operating stationary rowing machines set to a high resistance. Each time a character fails one of these checks, they take a cumulative -3 penalty on subsequent Athletics checks to row. Add up each competitor's three checks, and the highest sum wins.

The sprinting race takes place in the hallway and is resolved by each participating character attempting separate Acrobatics and Athletics checks and then adding the results together. The character with the highest sum wins the race.

For the purposes of the competitions, Jiwalla receives a +2 bonus to Strength checks, a +6 bonus to Acrobatics checks (+8 in Subtier 3-4), and a +4 bonus to Athletics checks (+6 in Subtier 3-4).

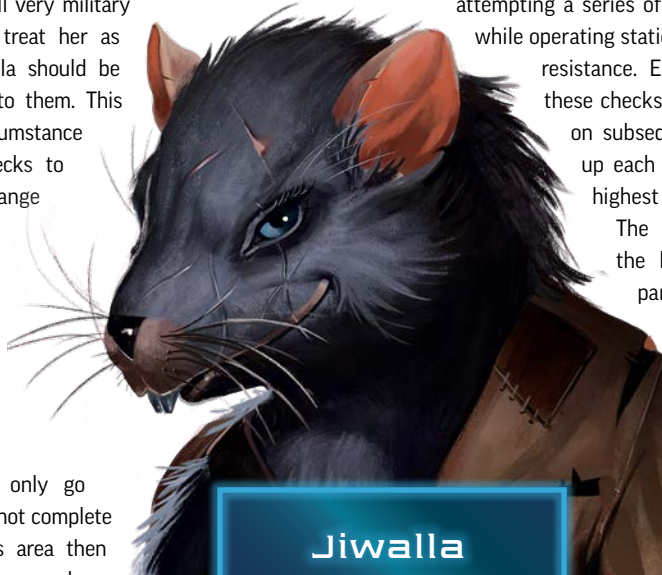
Treasure: When the PCs agree to search for Hurondo, Jiwalla offers them a credstick containing 700 credits (1,500 in Subtier 3-4). She remarks that the Society provides the Respite with stipends to use on exemplary agents, so she can think of no better use for these funds at this time.

Development: If the PCs manage to impress Jiwalla by beating her at all three competitions, she offers to help them in their investigation of the Respite and accompanies them into Hurondo's office. Otherwise, Jiwalla professes that she has too much work to complete before she can be of further assistance, and invites the PCs to investigate Hurondo's office on their own.

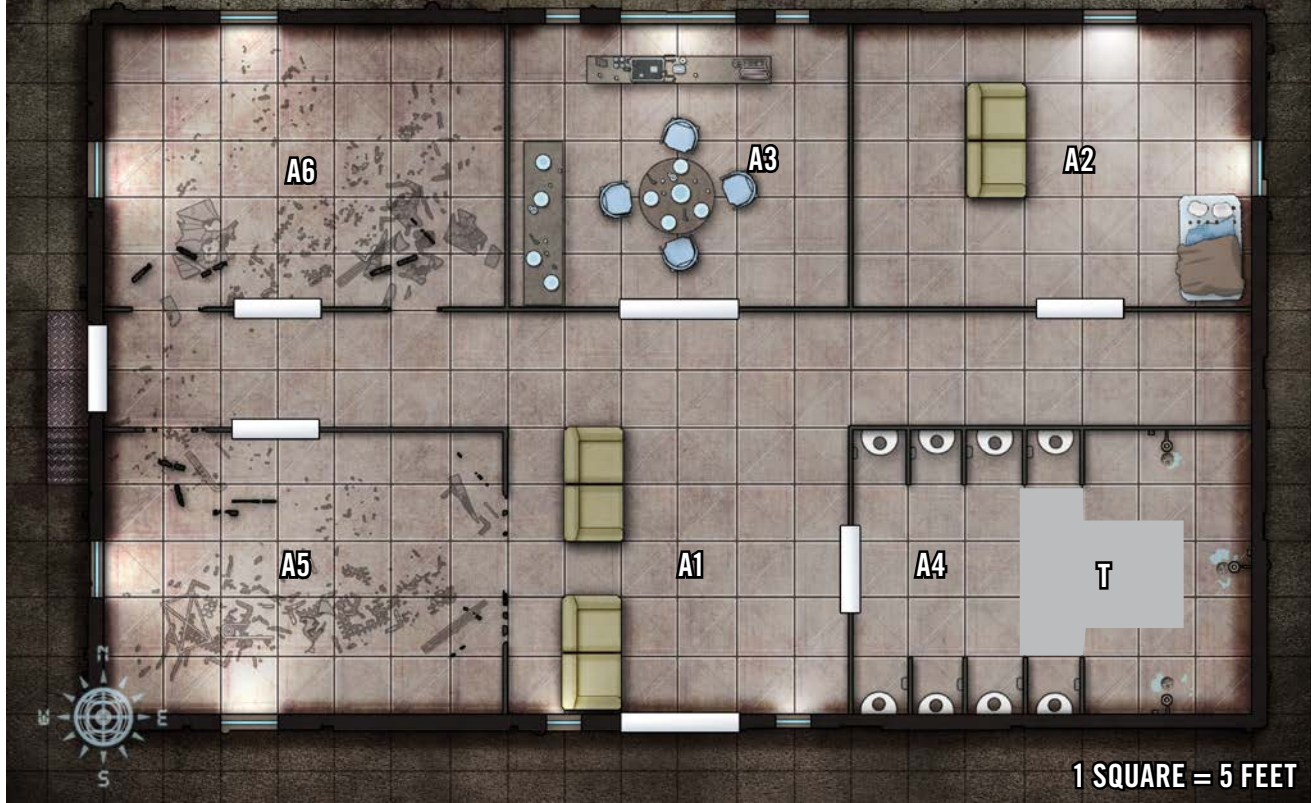
EVENT 6: COUNSELING SESSION

As the PCs move down the hallway in the Respite, they come upon a door that opens as several humanoid creatures come out looking relieved and with a spring in their step. Inside, a heavily scarred android picks up chairs and random bits of trash. If the PCs enter the room the android introduces themselves as **Bygones-B** (LG agender android) and asks the PCs if they would like to receive counseling services. If the PCs do not agree to counselling then Bygones-B asks the PCs politely to leave so the room can be set up for the next group session.

Special: Any PC who agrees to participate in a counseling session with Bygones-B gains a +2 circumstance bonus against compulsion effects for the remainder of the scenario, as the android facilitates a discussion that allows the PCs to process



A. UNITERS HEADQUARTERS



and confront their feelings regarding any recent traumatic events in their lives.

EVENT 7: HURONDO'S OFFICE

Hurondo's office is located near the back of the Respite's main hallway, as indicated by an engraved brass nameplate on the door given to him by First Seeker Luwazi Elsebo during the Respite's opening. Inside, a holographic interface displays a newsfeed from the infosphere, currently playing a short segment describing several of the Respite's missing clients and instructing viewers to report any sightings of these people to the center. Several holographic projections on the walls display images commemorating Hurondo's service to the Starfinder Society; the largest shows a continuous loop of a ribbon cutting ceremony outside the Healing Arches attended by Jiwalla, Hurondo, Zigvigix, First Seeker Luwazi Elsebo, and a small group of other high-ranking Starfinders. A PC who succeeds at a DC 15 Perception check notices several datapads containing the personal information of various creatures, including photos and addresses associated with several temporary residences in the Spike. A PC who reads through these files can attempt a DC 14 Computers or Culture check (DC 16 in Subtier 3-4) to realize that the datapads contain confidential information related to the type of trauma each creature was being treated for as well as their associated treatment plans.

Treasure: A PC who succeeds at a DC 20 Perception check while searching the room finds sprayflash hidden inside a desk.

In Subtier 3-4, the desk also includes an advanced medkit that Hurondo kept in case of emergencies.

Development: If Jiwalla accompanies the PCs here, she reminisces about the Respite's opening, talking about how Hurondo had convinced her immediately of the importance of mental health to the survivors of the Scoured Stars and the general populace. If the PCs read any of the confidential information on the datapads in front of her, Jiwalla scolds them for invading the privacy of others. If the PCs ignore her admonishment and keep reading, Jiwalla confiscates the datapads and leaves.

EVENT 8: GAME ROOM

A large room towards the rear of the Respite's facility contains multiple types of vidgames, old fashioned card and board games, and several extremely comfortable pieces of furniture. A coffee machine and a platter containing various finger foods commonly enjoyed by several Pact Worlds species sit atop a table near the door. A female korasha lashunta named **Petine** (CG female lashunta) rests in one of the chairs with her eyes closed. If the PCs enter the room, Petine addresses them without opening her eyes, informing them that Hurondo's open gaming sessions have been cancelled today.

If the PCs choose to tell Petine about their search for Hurondo, Petine opens her eyes and smiles at them, thanking them for attempting to find the shobhad. She says something about needing to take her medication on time and walks out of the room.

Treasure: Petine offers the PCs a deck of holocards used in a lashunta game called Qabarat Towers as recompense for helping locate Hurondo. The game's objective is for each player to place a card to build a structure and manipulate it mentally to tell a story across each face of the card structure. This deck of holocards is worth 300 credits (750 credits in Subtier 3–4).

Development: If Jiwalla accompanies the PCs here, she greets Petine warmly and tells her about the PCs' mission. Petine mentions that the PCs would be welcome to play games with Hurondo, Jiwalla, herself, and Zigvigix after this is all over. Before departing, Petine also indicates that the PCs might have better luck checking outside the Lorespire Complex, as she's heard rumors about a group from the Spike trying to redirect patients from the Respite to another clinic. Petine has rebuffed such offers—her game with Hurondo, Jiwalla, and Zigvigix takes priority, after all.

EVENT 9: TWO UNITERS (CR 1)

This event occurs after the PCs have finished their initial investigation of the Respite and depart the Lorespire Complex. If Jiwalla accompanies them, she offers to see them out, but states that she must return to the Respite afterward.

As the PCs exit the Lorespire Complex, they encounter two humans distributing pamphlets and talking to passersby about a new medical clinic in the Spike that promises to ease their burdens and erase painful recollections of traumatic events via a state of the art memory modification procedure. The humans loudly proclaim the procedure is 100% safe and effective. The thoroughfare is long and narrow, 20 feet wide, and crowded with creatures travelling to and from the Lorespire Complex and various other locations. The area contains different types of flora commonly found on the native planets of the major species that call Absalom Station home, many sealed in atmospheric containers.

If any of the PCs succeed at a DC 15 Sense Motive check (DC 17 in Subtier 3–4) to detect deception, they realize that these two humans are hiding something. If the PCs confront either of the humans, they proudly identify themselves as potential recruits for a new group: the Uniters. A PC who succeeds at a DC 18 Culture check (DC 21 in Subtier 3–4) identifies the Uniters as a gang in the Spike that performs odd jobs for larger gangs or organizations.

A PC who succeeds at a DC 16 Diplomacy check can change the recruits' attitude toward the PCs to friendly, causing the humans to reveal that the Uniters are always recruiting and they have someone the Starfinder Society might want to trade for. If the PCs confront the two recruits in a hostile manner, or fail a Diplomacy check to influence them, the humans attempt to flee from the PCs.

Chase: The two recruits have little concern for the other creatures travelling in the thoroughfare, rushing and shoving them in the way of any pursuers. Most creatures get out of the way of the fleeing recruits. The mass crowd makes it difficult to move through, and a PC must succeed at a series of three DC 18 skill checks (Acrobatics, Athletics, or Intimidate) to navigate the crowd and reach the fleeing recruits. If a PC succeeds at one or less of these checks, then they note the recruits fleeing into the crowd. If

Scaling Encounter A1

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

Both Subtiers: Remove one Uniter tough from the encounter. In addition, Bargai takes a –1 penalty to all attack and damage rolls due to her mounting stress levels.

a PC succeeds at two checks, then they manage to keep pace long enough to track the recruits back to their base in the Spike (area A). If a PC succeeds at all three checks, then they catch the recruits and force them to surrender (see Development below).

Development: If Jiwalla accompanies the PCs she can provide a single PC with a +2 circumstance on their checks to catch up the fleeing recruits. If the PCs successfully changed the recruits' attitude to friendly, then there's no chase and the PCs can attempt a subsequent DC 17 Bluff, Diplomacy, or Intimidate check (DC 20 in Subtier 3–4) to learn the location of the Uniters' base. If the PCs chased down the two recruits, then the two immediately surrender, reveal that Hurondo is being held at the Uniters' headquarters, and disclose the location of the gang's base. They also inform the PCs about the identity of Bargai, the Uniters' vlaka leader. Otherwise, the recruits know little about the Uniters' operation, or its association with the Open Collective clinic. Following this event, the PCs should have the necessary information to proceed to the Spike and continue their investigation regarding Hurondo's whereabouts. If the PCs failed to obtain the necessary information, they can return to the Respite to continue questioning other visitors who will eventually reveal Hurondo's location, though this takes more time. Regardless, Jiwalla notes that she cannot accompany the PCs any further, and returns to the Respite to tend to her responsibilities.

A. UNITERS HEADQUARTERS

Once the PCs discover that Hurondo ran afoul of the Uniters, they can question locals or peruse the infosphere for at least an hour to learn easily that the gang's "headquarters" is located within the Spike.

The "headquarters" is a rundown single-story apartment building controlled by the Uniters, despite having no official tenants. The building's security systems have been disabled as a matter of convenience by the gang's technophile leader, **Bargai Yormin** (N female vlaka^{AA2} mechanic). As a recently established gang in the area, the Uniters have not had time to do little more to the building than haphazardly board up the windows. Most of the members spend their time away from the headquarters, directing citizens to visit the Open Collective.

Bargai and the two human Uniters occupy the area near the entrance. Hurondo is in a small bedroom in the back (area A2) that serves as a cell, guarded by **Orghuun** (N male nuar^{AA}).

A second entrance, a fire escape, is accessible from the western

side of the building via a small metal staircase behind a locked grate that requires a successful DC 20 Engineering check (DC 23 in Subtier 3–4) to open. The door is otherwise made of plastic (hardness 8, 30 Hit Points). The ceiling within the structure is 15 feet high and is entirely enclosed with no overhead access points.

A1. ENTRANCE (CR 3 OR CR 5)

The apartment building is a ramshackle structure with a hanging sign in the one window, indicating in various languages that the building is scheduled for demolition. The front entrance door hangs crookedly in its frame, and graffiti—both fresh and half-scrubbed—adorns the walls. The smell of sewage intermittently wafts throughout the area.

The front door to the headquarters is currently open, and Bargai is just outside admonishing the two other Uniter. The windows shown on the map have been boarded over with plastic and wooden planks, though these can be removed by a PC who succeeds at a DC 15 Strength check as a standard action. Attempting this alerts all of the Uniter inside the building of the intrusion. The front door is made of plastic (hardness 8, 30 Hit Points, DC 24 Strength to break open, DC 20 Engineering to unlock).

Creatures: Bargai is a deaf vlaka who travelled to Absalom Station in response to her home world's impending doom. The vlaka was something of an outcast within her community after she killed a prominent vlaka leader's son in self-defense. While Bargai was not imprisoned or exiled as her actions were lawful, the community at large shunned her because the slain vlaka was well-liked. Bargai left for Absalom Station to begin a new life. She formed another community in the poorer parts of the Spike in hopes to discover new meaning and purpose. Unfortunately, competing gangs injured, killed, or recruited most of the allies she had accumulated. Bargai soon realized that to attain her goal, she must outmuscle and outsmart other gangs enough to garner the general support of the populace. If the PCs approach, Bargai tells the other Uniter to get inside and attempts to close the doors behind them. If the PCs initiate combat, Bargai and the two Uniter attempt to disengage and move inside the headquarters to shut the door. If the PCs try to talk to Bargai, note that she's deaf and communicates with a tactile version of Common shared with her Uniter allies. The PCs must succeed at a DC 25 Diplomacy check (DC 27 in Subtier 3–4) in order to convince Bargai not to attack. Even then, Bargai isn't willing to part with Hurondo without some form of recompense, and unless the PCs make another DC 25 Diplomacy or Intimidate check (DC 27 in Subtier 3–4) they must



pay the Vlaka a total of 400 credits (1,000 credits in Subtier 3–4) to keep her and her fellow Uniter from attacking.

SUBTIER 1–2 (CR 2)

BARGAI CR 2

Vlaka tracker (*Starfinder Alien Archive 2* 134; see page 19)

HP 22

TACTICS

Before Combat If the two Uniter recruits escaped, Bargai is on high alert when the PCs approach and gains a +2 circumstance bonus to initiative.

During Combat Bargai attempts to get her two Uniter allies inside the front door of the gang's headquarters. She moves into the adjacent area **A4**, where she waits and uses her blindsight (scent) to sniff out approaching foes from either main entrance and attacks using her pistol. She's aware of the trap and avoids it upon entry, but tries to trick melee-oriented foes into triggering it. Bargai prefers not to move, instead spending her move action to use her target tracking class feature and then firing at a target with her pistol.

Morale If Bargai is reduced to 5 Hit Points or fewer, she surrenders.

UNITER TOUGHS (2) CR 1/2

Gang toughs (*Starfinder Pact Worlds* 178; see page 18)

HP 13 each

TACTICS

During Combat The gang toughs attempt to take cover inside the front door of the gang's headquarters and shoot any PCs who enter through the main door.

Morale Each toughs drops their weapons and attempts to flee if reduced to 5 Hit Points or fewer.

SUBTIER 3–4 (CR 4)

BARGAI CR 3

Female vlaka mechanic

LN Medium humanoid (vlaka)

Init +4; **Senses** blindsight (scent) 30 ft., deafened, low-light vision; **Perception** +7

DEFENSE **HP 34 RP 3**

EAC 14; **KAC** 15

Fort +4; **Ref** +6; **Will** +34

Resistances cold 5

OFFENSE

Speed 30 ft.

Melee tactical dueling sword +7 (1d6+3 S)
Ranged microwave scorchgun +9 (1d6+3 F)
Offensive Abilities target tracking

TACTICS

Use the tactics from Subtier 1–2.

STATISTICS

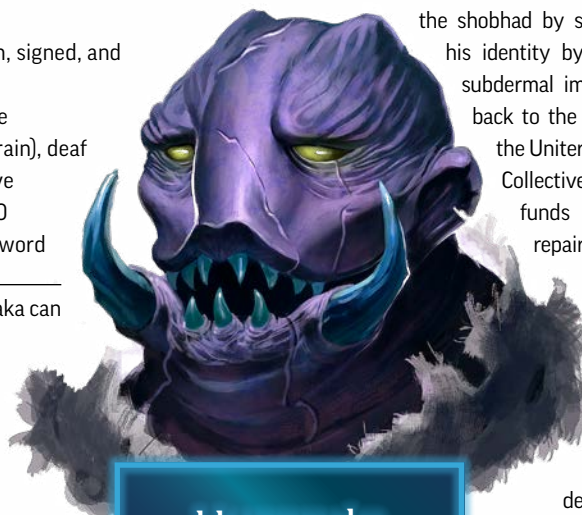
Str +0; **Dex** +3; **Con** +1; **Int** +5; **Wis** +0; **Cha** +0
Skills Computers +13, Engineering +13, Life Science +8, Medicine +13, Stealth +8
Languages Common, Vlaka (spoken, signed, and tactile)

Other Abilities artificial intelligence (exocortex), buoy, custom rig (brain), deaf

Gear casual stationwear, microwave scorchgun^{AR} with 2 batteries (20 charges each), tactical dueling sword

SPECIAL ABILITIES

Buoy (Ex) As a standard action, a vlaka can spend 1 Resolve Point to restore 1 RP to an ally within 30 feet. A vlaka can't use this ability again until she has taken a 10-minute rest to regain Stamina Points. This is a sense-dependent mind-affecting ability.



Hurondo

UNITER TOUGHS (2)

CR 1

CN Medium humanoid (human)

Init +4; **Perception** +5

DEFENSE

HP 24 EACH

EAC 11; **KAC** 13

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

OFFENSE

Speed 30 ft.

Melee cestus battleglove +5 (1d6+4 B)

Ranged bravado handcannon +8 (1d8+1 P; critical knockdown)

TACTICS

During Combat The lieutenants spread apart and take shots with their handcannons every other round, allowing their companion to reload. Otherwise, they move into melee wielding battlegloves.

Morale Each lieutenant drops their weapons and attempts to flee if reduced to 8 Hit Points or fewer.

STATISTICS

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

Skills Bluff +5, Intimidate +10, Sense Motive +5, Stealth +5

Feats Deadly Aim, Quick Draw

Languages Common

Gear freebooter armor I, cestus battleglove, bravado handcannon^{AR} with 5 shells

Development: If the PCs convince Bargai to stand down, pay her off, or force her to surrender in combat, then the vlaka offers

the information she has. She explains that the only means of generating credits for the Uniter came from what she thinks is legitimate work funneling creatures to the Open Collective, a new medical facility promising treatment for trauma. The payment, until recently, was good, but the Open Collective has recently stopped funneling money to the Uniter. When Hurondo came to the gang's headquarters investigating the disappearance of some of the regular visitors to the Respite, Bargai recognized him, took the shobhad by surprise with a sedative, confirmed his identity by identifying his Starfinder Society subdermal implant, and decided to ransom him back to the Starfinder Society. The credits that the Uniter have been receiving from the Open Collective has dropped sharply and she needs funds to buy the building outright and repair it. Bargai goes on to inform the PCs of Hurondo's presence in area **A2** and begs to be allowed to leave. Whether the PCs let Bargai go free or not has no bearing on the remainder of this scenario beyond reporting conditions.

Rewards: If the PCs fail to defeat Bargai and her allies then reduce each PC's credits earned as follows.

Subtier 1–2: Reduce each PC's credits earned by 232.

Out of Subtier: Reduce each PC's credits earned by 404.

Subtier 3–4: Reduce each PC's credits earned by 576.

A2. HURONDO'S CELL

A couch and a bed fill this otherwise spacious room. The walls are broken open in several places and thin sheets of plastic cover the two windows to the north and east. A single door leads south.

Creatures: The nuar, Orghuun, sits on the couch in the room, guarding Hurondo's "cell." Hurondo was originally fastened to the bed via manacles and kept unconscious with an ongoing application of sedatives. When Bargai recently ran out of sedatives, Hurondo awoke and started talking to Orghuun and empathizing with the nuar. By the time the PCs arrive in this room, Hurondo has convinced Orghuun to leave the Uniter and go to the Respite. Hurondo now sits on the bed, having had his manacles removed, and converses with Orghuun.

Unless the PCs arrive with guns blazing and attack Orghuun without assessing the situation, there's no combat in this room.

ALL SUBTIERS (CR 4)

ORGHUUN

CR 2

Nuar enforcer (*Starfinder Alien Archive* 86; see page 18)

HP 52

B. THE OPEN COLLECTIVE



Development: Once rescued from the Uniters, Hurondo explains what he has learned from Orghuun about the new medical center known as the Open Collective. Hurondo implores the PCs to investigate the Open Collective as he is afraid that some of the Respite's missing clients have gone to this place. If the PCs did not kill Bargai, Hurondo suggests that her passion and talents would be better served in the Starfinder Society and that she needs to make amends for her criminal activity, offering to bring her back to the Respite to discuss her future. Regardless, once Hurondo provides what information he knows about the Open Collective, he returns to the Respite to recover from his ordeal, trusting the PCs to continue his investigation.

Infamy: If the PCs attack and kill Orghuun without provocation, they gain 1 Infamy.

A3. COMMUNAL KITCHEN

This area functions as a communal kitchen and contains several cooking devices and implements. The area is remarkably clean and functional, showing signs of regular maintenance and use.

Treasure: The PCs can find a mk 2 culinary synthesizer in this room (mk 3 in Subtier 3-4).

A4. COMMUNAL LAVATORY (CR 1 OR CR 3)

The communal lavatory features an open washing area and

several waste collection receptacles for varying species. Though the lavatory does show a few signs of recent maintenance, it is largely in disrepair and in need of significant cleaning.

Trap: Bargai has not had time to finish the maintenance she has started in the communal lavatory, and so a live power wire is exposed in a puddle of water on the floor. Any PC that touches or steps in the puddle of water activates the trap and the building power source shuts off immediately as the circuit breakers are tripped.

SUBTIER 1-2 (CR 1)

LIVE WIRE CR 1

Type technological; **Perception** DC 21 (notice wire in puddle);

Disable Engineering DC 16 (properly dispose of wire) or DC 20 Computers (hack local power source)

Trigger location; **Reset** none

Effect shocks creature (3d6 E); Reflex DC 12 half

SUBTIER 3-4 (CR 3)

LIVE WIRE CR 3

Type technological; **Perception** DC 24 (notice wire in puddle);

Disable Engineering DC 19 (properly dispose of wire) or DC 23 Computers (hack local power source)

Trigger location; **Reset** none

Effect shocks creature (6d6 E); Reflex DC 14 half

A5–A6. EMPTY ROOMS

The paint peels from the walls of these rooms, which contain no furniture and sport holes large enough for a creature to easily pass through.

Treasure: A PC who succeeds at a DC 16 Perception check (DC 18 in Subtier 3–4) in area **A5** notes a small crack in a wall where moving the plastic plating has caused damage. Removing this plating reveals Bargai's stash of the wealth she accrued while leading the Uniter's, including 1,000 credits spread over eight credsticks and several valuable jewels (2,500 credits worth in Subtier 3–4). If the PCs defeat Bargai and don't kill her, the vlaka offers the PCs this stash as a bargaining chip to secure her survival.

ONWARD

Once the PCs find Hurondo in the Uniter's Headquarters, they can learn about the Open Collective medical center. Hurondo knows that the Open Collective is responsible for the downturn in regulars attending the Respite and that the Open Collective is engaged in unethical acts. Though neither Hurondo (or Bargai) know the Open Collective's exact goals, they know that the Open Collective has, until recently, been paying the Uniter's to send the downtrodden to their clinic. In truth, the Open Collective is operated by bodysnatcher slimes attempting to assimilate as many creatures as they can. The slimes have hopes of eventually infesting all of Absalom Station and spreading to the Pact Worlds from there. Many creatures have travelled to this medical center as a result of the Uniter's marketing efforts, hoping to easily free themselves from the pain of their traumatic pasts. So far, no security force on the station suspect that the Open Collective medical center is a scam controlled by nefarious slimes. Only a few creatures have left the Open Collective after receiving treatment without being fully under the control of bodysnatcher slimes. Those few have little to no memories of what happened to them at the facility—a side effect of the inefficient bonding attempts.

The bodysnatcher-controlled creatures' life savings act as the center's funding source, as the bodysnatcher slimes gain access to these accounts once they assimilate a creature. The last few days have granted the slimes a greater understanding of the economics of Absalom Station and the value of credits, causing them to stop paying the Uniter's altogether.

B. THE OPEN COLLECTIVE

The Open Collective is only a 30 minute walk from the Uniter's Headquarters in a similarly run-down region of the Spike, though it sees a trickle of foot traffic near its front, with a half-dozen or so citizens travelling to destinations using the corridor path. Several parts of the building appear damaged, and a PC who succeeds at a DC 16 Engineering check notices that the building suffers from a lack of upkeep amounting to several weeks of neglect.

The south-facing door is the main entrance, while a western fire exit connects to the medical inspection rooms. A third door leads out from the eastern warehouse and into a major chamber filled with crates (area **B4**). Opaque force fields (marked red on the map) block the way into the central southern room of area **B2** and southern area **B4**. These shields can be deactivated from area **B5**.

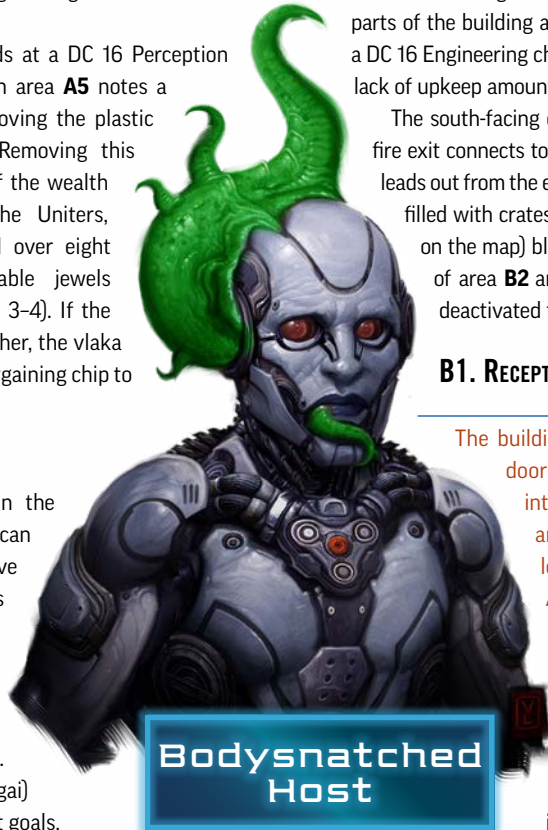
B1. RECEPTION

The building's doors don't shut properly, with one door clearly at such an angle that it almost digs into the station plating. Signage flickers on and off, randomly displaying mismatched letter styles that read: "Open Collective." A reception desk and a hallway lined by a visible force field is visible beyond the ill-fitting doors.

This area is the front of the "medical center," a dilapidated warehouse that appears as if it hasn't been maintained in years. The force field to the north is described in area **B2**.

Creatures: A line of hopeful yet downtrodden creatures are here talking excitedly about what they are going to do with their lives after being miraculously cured. They wait behind the reception desk, awaiting the "doctors" inside. There are approximately 20 creatures in line here, and each is extremely difficult to convince to leave or discuss the clinic. If a PC wishes to get information or try to convince those in line to disperse, they must succeed at a DC 17 Bluff, Diplomacy, or Intimidate check (DC 19 in Subtier 3–4). If successful, the PC learns that the group has been waiting for several hours now, and the clinic's doctors have sequestered themselves into areas **B3** and **B4**. Two hours ago, one of the waiting patients went into one of the clinic rooms to check on the doctor, but hasn't returned since.

Development: If the PCs choose not to disperse the crowd, or fail to successfully convince the crowd to leave, then they remain here until combat occurs. It's possible that one of the bodysnatcher slimes from area **B4** could escape from that area and attempt to use its bodysnatch ability against a fleeing citizen. Though the crowd's presence has little bearing on the rest of the adventure, you can use them to emphasize the danger posed by bodysnatcher slimes.



B2. CENTRAL HALL (CR 1/2 OR CR 2)

This hall extends to the western edge of the clinic, ending in a door marked with an emergency exit sign. A reception area is visible to the south. Three doors line the northern and southern ends of the hall, each marked A through F with clear signs. A background odor of citrus pervades the area, seemingly at odds with the facility's lack of cleanliness. A shimmering rectangular energy field covers a section near the center of the complex.

This hallway has several small rooms branching off that are supposed to be treatment rooms (area **B3a** through **B3f**). The area of the force field is powered by two generators in the room behind (area **B5**). This force field allows visibility and for creatures to pass, but not any external atmosphere through. The door to area **B3c** is currently locked (see below).

Trap: Following the intrusion by one of the waiting citizens into the medical rooms, the bodysnatcher slimes activated a basic trap within the shielded area. Creatures entering the area the force field trigger a set of sprinklers that administer a misty analgesic agent into the air that makes those creatures them more susceptible to their bodysnatch ability. An audible warning accompanies the mist, alerting all creatures in the Open Collective to the intrusion.

SUBTIER 1-2 (CR 1/2)**ANALGESIC MIST CR 1/2**

Type technological; **Perception** DC 17 (notice sprinklers);

Disable Engineering DC 12 (cut wiring) or DC 14 Acrobatics (turn off valves)

Trigger location; **Reset** none

Effect flat-footed (2d6 rounds) and takes a -1 penalty to Fortitude saves against a bodysnatcher slime's bodysnatch ability; Fortitude DC 12 negates

SUBTIER 3-4 (CR 2)**ANALGESIC MIST CR 2**

Type technological; **Perception** DC 23 (notice sprinklers);

Disable Engineering DC 16 (cut wiring) or DC 16 Acrobatics (turn off valves)

Trigger location; **Reset** none

Effect flat-footed (3d6 rounds) and takes a -2 penalty to Fortitude saves against a bodysnatcher slime's bodysnatch

ability (Fortitude DC 14 negates)

Development: Should the PCs manage to disable the trap, then they're free to explore the remainder of the Open Collective unimpeded. If the PCs trigger the mist trap, the accompanying alarm alerts the bodysnatcher slimes in area **B4**. Knowing the mist trap should make the PCs far more easy to control using their bodysnatcher abilities, the slimes leave their hiding spaces among the boxes to engage the PCs in combat.

B3. EXAMINATION ROOMS (CR 4 OR CR 6)

Three of these examination rooms are empty and have distress marks along the walls and ceiling. They all contain mysterious trails of discoloration that smell like citrus.

Area **B3a** has a computer terminal that records the date and treatment status ("treated," "untreated," or "inactive") of numerous creatures. A PC who succeeds at a DC 16 Computers check (DC 18 in Subtier 3-4) can analyze the data present and compare it to the list of names from Hurondo's office to confirm that they match. If successful, the

PC also notes that the systems here were used for the first time in the past few days, and that the earlier logs were written using rudimentary spelling and grammar, that seems to improve slightly with each subsequent entry.

Area **B3c** is currently locked and requires a successful DC 20 Engineering check (DC 23 in Subtier 3-4) in order to bypass. The door is made of plastic (hardness 8, 30 Hit Points).

A host shirren lies motionless atop an examination bed in area **B3e**. This shirren is a survivor from the Scoured Stars incident who unfortunately died during a bodysnatcher slime's attempt to integrate with their neurological system, inducing a reaction similar to anaphylactic shock that killed both the host and its attacker.

Creatures: One of the bodysnatcher slimes currently performs basic operations in area **B3c**. It, along with its other kin in area **B4**, are the last remaining slimes within the Open Collective, as the other slimes and controlled hosts have dispersed throughout Absalom station. The slime has assumed complete control of an android host using its bodysnatcher ability. A potential host, a half-orc female, is strapped to the medical bed here. She matches the description of the person who left the line in the clinic to confront the "doctors" that could have been obtained by the PCs earlier. The bodysnatched android attacks the PCs as soon as they enter, or if it hears the PCs ransacking other nearby examination rooms.



Bodysnatcher Slime

SUBTIER 1-2 (CR 4)

BODYSNATCHED HOST CR 1

N Medium humanoid (android)

Init +4; **Senses** darkvision 60 ft., low-light vision; **Perception** +5

DEFENSE HP 22

EAC 11; **KAC** 13

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

OFFENSE

Speed 30 ft.

Melee standard taclash +5 (1d4+1 S)

Ranged flash compliance ray +8 (1d6+1 F)

TACTICS

During Combat The host remains firmly under the control of the attached bodysnatcher slime and obeys its instructions without question.

Morale Once the bodysnatcher slime is forced out of the host, the host immediately drops its weapons and surrenders. The android has no cause to fight and instead wants to escape the horrors they have been subjected to by the slime. If the PCs appear like they need assistance, the host turns on the bodysnatcher slime and attempts to aid the PCs.

STATISTICS

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

Skills Culture +10, Medicine +5, Piloting +5

Languages Common

Other Abilities constructed, flat affect, upgrade slot

Gear defrex hide, standard taclash, flash compliance ray^{AR} with 2 batteries (20 charges each), *mk 2 serums of healing* (2)

BODYSNATCHER SLIME CR 3

HP 33 (*Starfinder Alien Archive* 2 18; see page 18)

TACTICS

Before Combat The bodysnatcher slime controls its android host using its bodysnatch ability.

During Combat The slime prefers to use its slam attack while in control of its host, though it often switches to attack with its host's ranged weapon, especially when it believes it can subdue a target for future possession.

Morale The bodysnatcher slime fights until it is destroyed.

SUBTIER 3-4 (CR 6)

ADVANCED BODYSNATCHED HOST CR 5

N Medium humanoid (android)

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

DEFENSE HP 84

EAC 17; **KAC** 19

Fort +8; **Ref** +10; **Will** +5

OFFENSE

Speed 30 ft.

Melee frostbite-class zero knife +11 (1d4+5 C; critical staggered)

Ranged liquidator disintegrator pistol +14 (1d10+5 A)

Scaling Encounter B3

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

Subtier 1-2: The slime isn't fully attuned to its host yet, and as a result the host takes a -1 penalty to all attack and damage rolls.

Subtier 3-4: The slime detaches from its host after taking 22 points or more of damage instead of 30 points.

TACTICS

During Combat The host remains firmly under the thrall of the attached bodysnatcher slime and obeys its instructions.

Morale If the bodysnatcher slime is forced out of the host, the android host immediately drops its weapons and attempts to flee. The android does not assist the PCs against the slime and runs as fast as they can out of the facility.

STATISTICS

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

Skills Culture +16, Medicine +11, Piloting +11

Languages Common

Other Abilities constructed, flat affect, upgrade slot

Gear business stationwear, frostbite-class zero knife, liquidator disintegrator pistol^{AR} with battery (20 charges), *mk 1 plasma bead*^{AR}

TENACIOUS BODYSNATCHER SLIME CR 3

Variant bodysnatcher slime (*Starfinder Alien Archive* 2 18; see page 18)

HP 33

Defensive Abilities tenacious share body

TACTICS

Use the tactics from Subtier 1-2.

SPECIAL ABILITIES

Tenacious Share Body (Ex): The bodysnatcher slime has dug its way into its host so much, that it remains attached until it takes 30 or more points of damage while in its host instead of 16 points of damage.

Treasure: If the slime is removed from them, Quadrant-2 provides the PCs with a 1,200 credit donation to the Starfinder Society.

Development: Defeating the bodysnatcher slime here allows the PCs to free the only remaining host controlled by a bodysnatcher slime within the Open Collective. The android host identifies himself as Quadrant-2, a down-on-their-luck Absalom Station citizen with no association to the Starfinder Society who came to the clinic following the recommendation of the two Uniter's recruits the PCs encountered earlier. Quadrant-2

Scaling Encounter B4

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

Subtier 1-2: The slime has the sickened condition from gorging on the sugar in this area.

Subtier 3-4: Both slimes have the shaken condition from gorging on the sugar in this area.

explains that they watched most of the other slime-controlled hosts leave over the past few days, though the android believes the remaining slimes are kept in area **B4**.

Rewards: If the PCs fail to defeat the host slime, reduce each PC's credits earned as follows.

Subtier 1-2: Reduce each PC's credits earned by 200.

Out of Subtier: Reduce each PC's credits earned by 232.

Subtier 3-4: Reduce each PC's credits earned by 264.

B4. STORAGE (CR 3 OR CR 5)

Several stacks of crates fill much of this roughly forty-foot-by-sixty-foot storage room. Dim-lights shine from the ceiling, some twenty feet above. Some of the crates lie on their sides, spilling out tiny white crystals onto the ground. Thin pools of citrus-smelling green liquid dissolves the edges of these spills. A computer terminal blinks against the northern wall. An exit door leads out to the east, while a larger exit is visible to the south. The western wall opens up near its center to allow further access into the rest of the clinic.

While this area was originally intended for storage, its current contents are somewhat out of place for a medical clinic. Each of the boxes contains a large quantity of sugar. A PC who succeeds at a DC 12 Medicine check realizes that there's no practical medical need for a clinic of this size that would justify the sheer amount of sugar located here. Succeeding at this check grants the PCs a +2 circumstance bonus to Perception checks to note the presence of the bodysnatcher slimes (see below) due to a heightened sense of concern about the mysterious sugar.

A PC can access the computer terminal in this storage room with a successful DC 15 Computers check (DC 17 in Subtier 3-4). Succeeding at this check reveals that numerous accounts, all corresponding with previous patients, were used to purchase the vast sums of sugar stored in this area. Beyond several large payments made to Bargai and the Uniter, there are no other major purchases on record. A PC trained in Medicine can recognize that a clinic with the foot traffic of the Open Collective would need regular shipments of materials, beyond just sugar, to

remain operating.

Creatures: A single bodysnatcher slime remains in this area (two in Subtier 3-4), awaiting its time to be bonded with a host. The slime in area **B3c** readies a host for the slime in this area. The slime in the warehouse meanders, using Stealth to remain hidden among the boxes of sugar crates. Once the PCs enter the area, the slime uses its blindsense (vibration) to track the PCs. Once the PCs get close enough, the slime attempts to surprise the PCs with a slam attack against a target to lead into a grapple so that it can use its bodysnatch ability.

A PC who identifies the bodysnatcher slimes using Life Science can also recognize that these slimes often gorge themselves on sugar while unattached to a host.

SUBTIER 1-2 (CR 3)

BODYSNATCHER SLIME

CR 3

HP 33 (*Starfinder Alien Archive 2 18*)

TACTICS

Before Combat The bodysnatcher slime uses Stealth to remain hidden among the crates.

During Combat The slime uses its slam attack against a target to try to lead into a grapple so that it can use its bodysnatch ability. It is cunning enough to identify creatures afflicted by the trap in area **B2** and prioritizes those targets.

Morale The slime fights until reduced to 6 Hit Points or less, at which point it attempts to flee by moving into area **B1** and attaching to a host if any are present. If the PCs dispersed the crowds in this area, the slime fights until destroyed.

SUBTIER 3-4 (CR 5)

BODYSNATCHER SLIMES (2)

CR 3

HP 33 each (*Starfinder Alien Archive 2 18*)

TACTICS

Use the tactics from Subtier 1-2.

Treasure: PCs who succeed at a DC 18 Perception check (DC 20 in Subtier 3-4) can find a box of nonsugar product hidden in the stacks that contains the parts for a standard darkvision capacitor augmentation.

Development: Fighting the slimes here is likely to cause enough commotion for the crowd in area **B1** to disperse. If one or more of the slimes retreated from combat, it attaches itself to a citizen in area **B1** and escapes into the press of Absalom Station, though such details aren't relevant to this scenario beyond reporting conditions.

Once the PCs defeat this slime and the attached slime in area **B3c**, then the Open Collective is broken and the bodysnatcher threat is for now contained. Proceed to the Conclusion on page 17.

Rewards: If the PCs fail to defeat the host slime then reduce each PC's credits earned as follows.

Subtier 1-2: Reduce each PC's credits earned by 108.

Out of Subtier: Reduce each PC's credits earned by 154.

Subtier 3-4: Reduce each PC's credits earned by 264.

B5. GENERATORS

A computer terminal rests atop a desk positioned between two large cylindrical power generators. The devices hum with actinic power, while a glass window shows the grimy bulkheads of Absalom Station's interior only twenty feet beyond.

These generators power the lighting and force fields within the Open Collective. A PC can disable the generators by succeeding at a DC 20 Computers check (DC 22 in Subtier 3-4) or by succeeding at a DC 18 Engineering check (DC 20 in Subtier 3-4). Either way, disabling the generators also kills the main light sources in the building, reducing every room to dim illumination, with the exception of area **B4**, which instead loses all lighting.

Development: Once the PCs defeat the bodysnatcher slimes, they have time to analyze the Open Collective's main database stored at this computer terminal. A PC who succeeds at a DC 20 Computers check (DC 22 in Subtier 3-4) can collect all relevant information from the systems, otherwise it takes the Society sending in a specialized data analyst to retrieve the information. Regardless of how the PCs get the data, it's clear that the Open Collective was in the process of ramping down their operations, and that the slimes within the clinic were the last vestiges waiting to be attached to new hosts. The data doesn't include any information on where remaining slimes travelled, so the PCs don't have any additional avenues to follow-up on, though they've successfully stopped the Open Collective from ruining the lives of more Absalom Station citizens.

CONCLUSION

The exposing the Open Collective's nefarious plot causes all creatures still in line at the facility to flee back to their homes or toward the Respite. Once informed of the Open Collective's true purpose, Zigvigix is horrified and immediately informs the various faction leaders as well as Absalom Station security and the Stewards. The presence of bodysnatcher slimes on Absalom Station is of paramount concern, but little evidence found within the Open Collective speaks to the slimes' origin, causing the trail to run cold. While the Stewards and the Starfinder Society laud the PCs for their actions, representatives from both organizations remain concerned regarding when (not if) the slimes will resurface.

During a debriefing consisting of the PCs, Zigvigix, Hurondo

and Jiwalla, the Exo-Guardians faction leader is delighted at Hurondo's recovery from his imprisonment by the Unifers and immediately asks when he can resume his normal duties at the Respite. Hurondo, however, solemnly shakes his head and informs everyone that he is stepping down from running the center. He explains that while no harm ultimately came to him, the recent events caused him to again suffer from some severe anxiety and depression and that he needs to seek help from the Respite as a patient before he could handle the facility's management. Zigvigix responds with understanding and heartfelt well-wishes while Jiwalla looks stunned. Hurondo tells Jiwalla that she is in charge and that he will try to help as he can.

If the PCs did not kill Bargai, then she turns herself in to the Starfinders, seeking to a way to repay her misdeeds while still providing aid and community to folk who are displaced or otherwise suffering. Hurondo suggests to Zigvigix that Bargai may make a good Starfinder and that her crimes should be paid for in community service as a member of the Exo-Guardians faction.

REPORTING NOTES

If Bargai survived the events of the adventure, check box A. If one or more of the bodysnatcher slimes managed to escape from the Open Collective using one of the citizens as a host, check box B.

PRIMARY SUCCESS CONDITIONS

If the PCs discover the origins of the Open Collective and defeat the bodysnatcher slimes within, they succeed at their primary mission and each earn 1 Fame and 1 Reputation for any factions associated with their current faction boon. Each PC completing their primary mission also gains the Counter Innovation boon on their Chronicle sheet.

SECONDARY SUCCESS CONDITIONS

If the PCs complete at least two of the following, they each earn 1 additional Fame and 1 Reputation for any factions associated with their current faction boon: bring Bargai back to the Society, succeed in at least four of skill-based events at the Respite, manage to disperse the citizens in area **B1** before fighting the bodysnatcher slimes, or succeed at accessing the data within two of the three Computer terminals at the Open Collective (area **B**).

FACTION NOTES

If the PCs succeeded at their primary mission, 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.

APPENDIX: STAT BLOCKS

BODYSNATCHER SLIME**CR 3***Starfinder Alien Archive 2 18*

N Small ooze

Init +3; **Senses** blindsight (vibration) 60 ft.; **Perception** +8**DEFENSE** **HP 33****EAC 14; KAC 14****Fort** +4; **Ref** +2; **Will** +4**Defensive Abilities** share body; **Immunities** ooze immunities**OFFENSE****Speed** 20 ft., climb 20 ft.**Melee** slam +9 (1d4+5 B plus grab)**Offensive Abilities** bodysnatch**STATISTICS****Str** +2; **Dex** +3; **Con** +2; **Int** -3; **Wis** +0; **Cha** -1**Skills** Athletics +8 (+16 to climb), Disguise +8, Stealth +13; see neural integration**Languages** see neural integration**SPECIAL ABILITIES**

Bodysnatch (Ex) If a bodysnatcher slime starts its turn grappling a Small, Medium, or Large living creature, the slime can distribute itself throughout that creature's body as a swift action (Fortitude DC 14 negates). While infesting a creature in this way, a bodysnatcher slime has total cover and can take no actions. However, it controls the infested creature's (host's) actions, including using equipment and weapons (using the slime's attack bonus), using the slime's or its host's saving throw bonuses (whichever is higher), using the host's extraordinary abilities, and using the slime's or its host's natural attacks.

After 24 hours inside a body, a bodysnatcher slime must succeed at a DC 14 Fortitude save or be forced out of the body and be unable to infest that same creature for 24 hours. If it succeeds at the save, it can continue infesting that creature for another 24 hours. A creature adjacent to a pinned or helpless host can attempt a DC 15 Medicine check as a full action to force the slime to vacate the host and move into an adjacent square.

Bodysnatch is a compulsion effect that works on a living creature or the intact corpse of a living creature. The corpse can save as if it were its living version.

Neural Integration (Su) While in a host, a bodysnatcher slime integrates with the creature's neural physiology. The slime can speak and understand one language the host knows, use the host's weapon proficiencies, and use three of the host's trained skills with a +8 total bonus.

Share Body (Ex) Any damage dealt to a bodysnatcher slime's host is split between the host and the slime. If a bodysnatcher slime takes 16 or more damage while in a host, the slime leaves the host, moving into an adjacent square, and cannot infest that host again for 24 hours.

GANG TOUGH**CR 1/2***Starfinder Pact Worlds 178*

CN Medium humanoid (human)

Init +2; **Perception** +4**DEFENSE** **HP 13****EAC 10; KAC 12****Fort** +4; **Ref** +2; **Will** +0**OFFENSE****Speed** 30 ft.**Melee** survival knife +5 (1d4+3 P) or cestus battleglove +5 (1d4+3 B)**Ranged** tactical semi-auto pistol +4 (1d6 P)**STATISTICS****Str** +3; **Dex** +2; **Con** +1; **Int** +0; **Wis** +0; **Cha** +0**Skills** Athletics +9, Culture +4, Intimidate +4, Stealth +4**Feats** Deadly Aim, Quick Draw**Languages** Common**Gear** flight suit stationwear, cestus battleglove, survival knife, tactical semi-auto pistol with 27 small arm rounds**NUAR ENFORCER****CR 4***Starfinder Alien Archive 86*

Nuar soldier

N Medium monstrous humanoid

Init +0; **Senses** darkvision 60 ft., **Perception** +10**DEFENSE** **HP 52****EAC 18; KAC 20****Fort** +6; **Ref** +4; **Will** +5**OFFENSE****Speed** 35 ft.**Melee** tactical cryopike +12 (1d8+11 C) or horn +12 (1d6+11 P)**Ranged** frostbite-class zero rifle +9 (1d8+4 C; critical staggered [DC 13]) or frag grenade II +9 (explode [15 ft., 2d6 P, DC 13])**Offensive Abilities** gore, fighting styles (hit-and-run), knockdown**STATISTICS****Str** +5; **Dex** +0; **Con** +3; **Int** +1; **Wis** +1; **Cha** +0**Skills** Athletics +15, Intimidate +10, Survival +10**Feats** Opening Volley**Languages** Common, Orc**Other Abilities** maze mind**Gear** lashunta ringwear II, maze-core frostbite-class zero rifle and tactical cryopike with 2 high-capacity batteries (40 charges each), frag grenades II (3)**SPECIAL ABILITIES**

Gore (Ex) A nuar can charge without taking the normal charge penalties to the attack roll or its AC. If the nuar has another ability that allows it to charge without taking these penalties (such as the charge attack ability from the soldier's blitz attack fighting style), the nuar also gains the ability to charge through difficult terrain.

Knockdown (Ex) When a nuar enforcer scores a critical hit with a melee weapon that has no other critical effects, the attack gains the knockdown critical effect.

Maze Mind (Ex) Nuars have a naturally strong sense of direction and an instinctive understanding of complex patterns. As a result, they very rarely get lost. A nuar can attempt a special level-based Wisdom check (1d20 + CR or level + Wisdom bonus) instead of using his total bonus in the Piloting skill to navigate or his total bonus in the Survival skill for orienteering.

VLAKA TRACKER**CR 2***Starfinder Alien Archive 2 134*

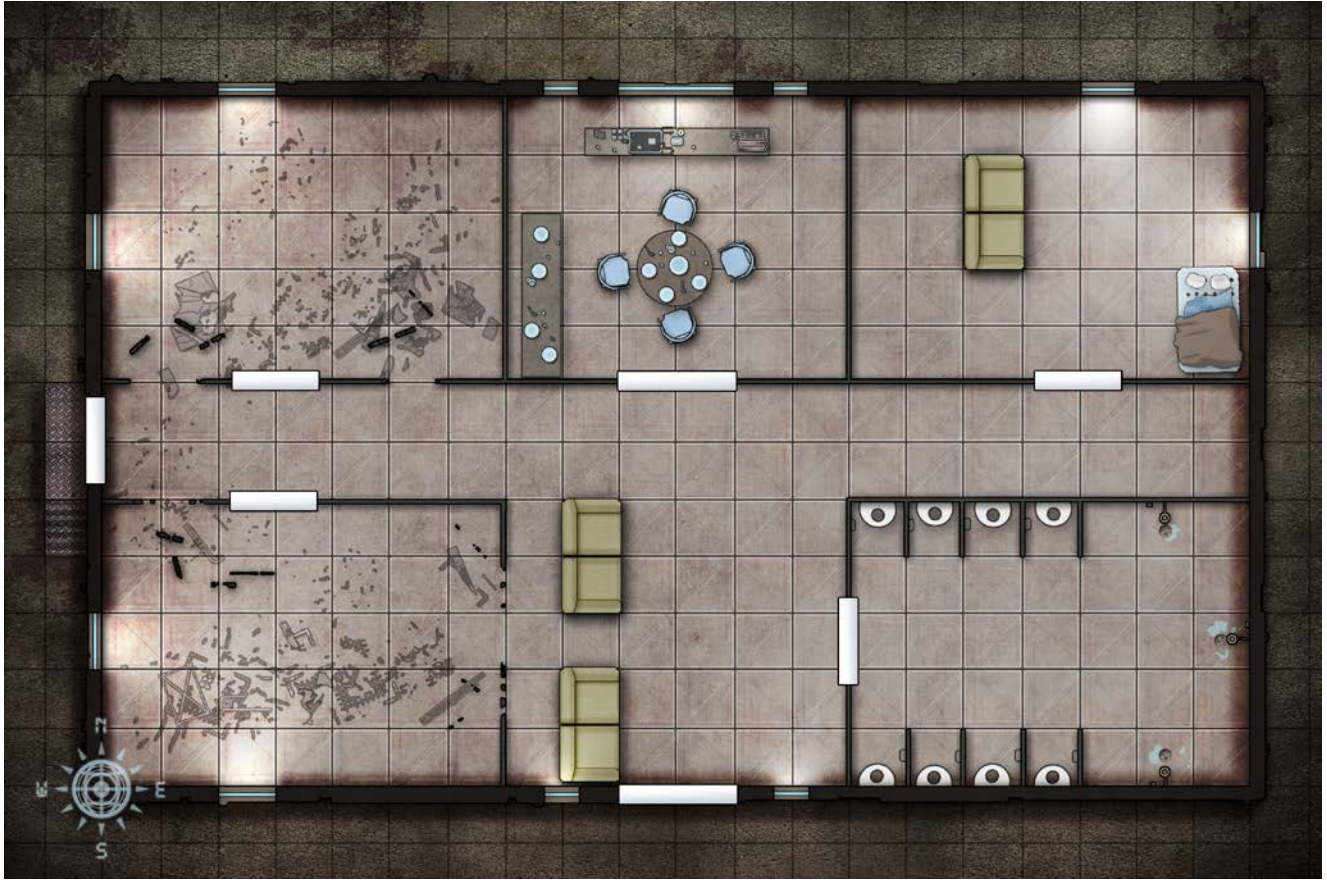
Vlaka mechanic

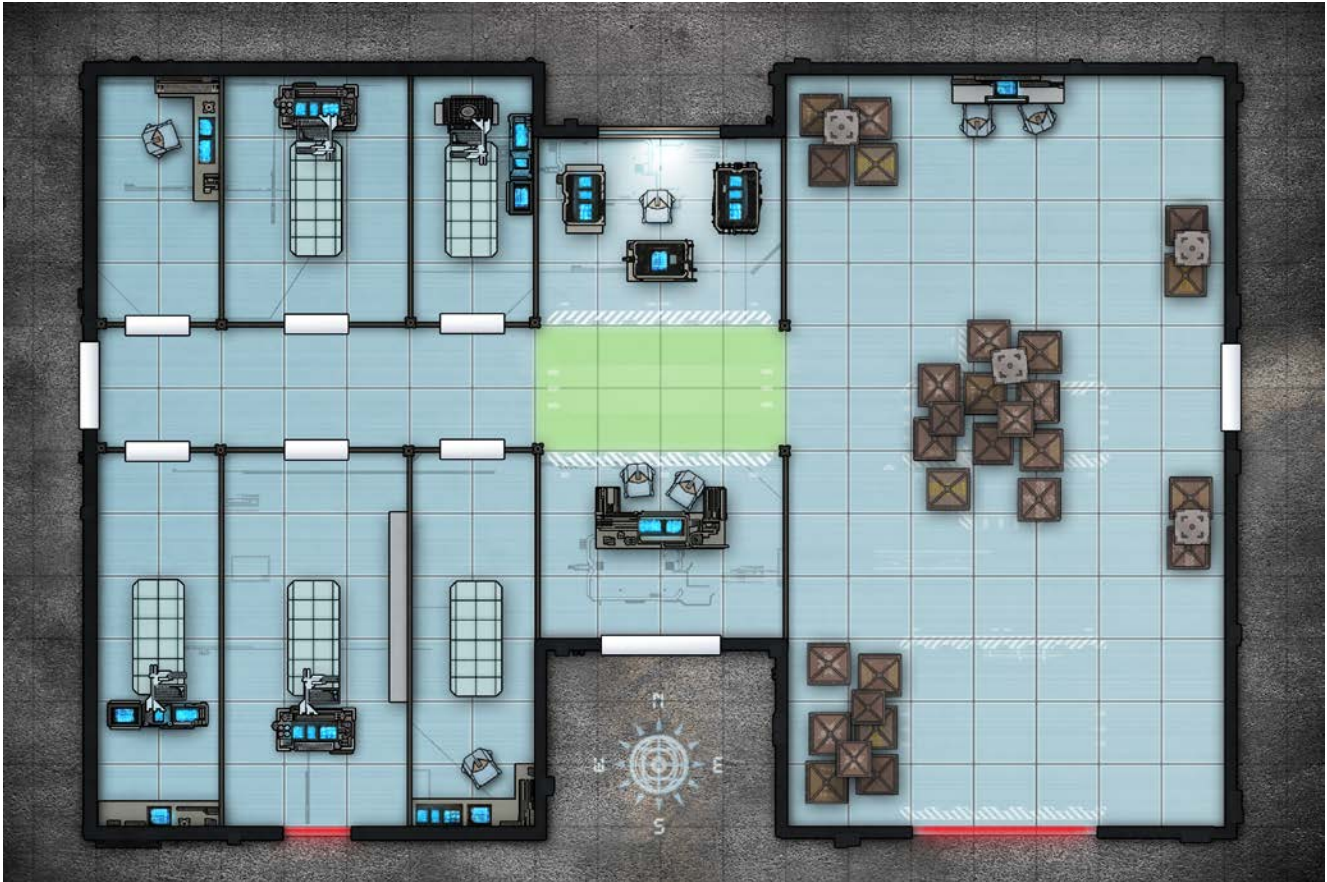
LN Medium humanoid (vlaka)

Init +4; **Senses** blindsight (scent) 30 ft., deafened, low-light vision; **Perception** +7**DEFENSE** **HP 22 RP 3****EAC** 13; **KAC** 14**Fort** +3; **Ref** +5; **Will** +3**Resistances** cold 5**OFFENSE****Speed** 30 ft.**Melee** tactical baton +6 (1d4+2)**Ranged** static arc pistol +8 (1d6+2 E; critical arc 2)**Offensive Abilities** target tracking**STATISTICS****Str** +0; **Dex** +2; **Con** +1; **Int** +4; **Wis** +0; **Cha** +0**Skills** Computers +12, Engineering +12, Life Science +7, Medicine +12, Stealth +7**Languages** Common, Vlaka (spoken, signed, and tactile)**Other Abilities** artificial intelligence (exocortex), buoy, custom rig (brain), deaf**Gear** freebooter armor I, static arc pistol with 2 batteries (20 charges each), tactical baton**SPECIAL ABILITIES**

Buoy (Ex) As a standard action, a vlaka can spend 1 Resolve Point to restore 1 RP to an ally within 30 feet. A vlaka can't use this ability again until she has taken a 10-minute rest to regain Stamina Points. This is a sense-dependent mind-affecting ability.

Deaf (Ex) This vlaka tracker cannot attempt Perception checks to listen and is immune to effects that rely on hearing to function.





Starfinder Society Scenario #1-30: Survivor's Salvation

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

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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 #1-30: Survivor's Salvation

Character Chronicle #

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

This Chronicle sheet grants access to the following:

Counter Innovation (Slotless Boon; Limited-Use): You curtailed a dangerous threat to Absalom Station: a bodysnatcher slime clinic. Doing so brought these slimes into the light so the Society can study them. You can check the box that precedes this boon to use your Downtime to work with Society engineers to come up with a better defense against these slimes. This earns you the cerebral countermeasures biotech augmentation (*Starfinder Alien Archive* 2 19) for only 3,000 credits. This biotech upgrade is unique to your physiology and can be resold for only 300 credits.

All Subtiers	Subtier 3-4
defrex hide (2,250; item level 4) freebooter armor I (750; item level 2) mk 2 culinary synthesizer (1,200; item level 3; <i>Starfinder Armory</i> 129) mk 2 serum of healing (425; item level 5; limit 2) red solar brand (790; item level 2; <i>Starfinder Armory</i> 10) sprayflesh (440; item level 5; limit 1) standard darkvision capacitor (1,750; item level 3) static arc pistol (750; item level 2)	advanced medkit (2,700; item level 5; limit 1) business stationwear (2,600; item level 5) frostbite-class zero knife (2,810; item level 4; <i>Starfinder Armory</i> 9) liquidator disintegrator pistol (4,500; item level 6; <i>Starfinder Armory</i> 14) microwave scorchgun (2,050; item level 4; <i>Armory</i> 14) mk 1 plasma beads (4,200; item level 6; <i>Starfinder Armory</i> 115) mk 3 culinary synthesizer (2,500; item level 5; <i>Starfinder Armory</i> 129) rhyolite magma blade (2,300; item level 4; <i>Starfinder Armory</i> 10)

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

MAX CREDITS	SUBTIER	<input type="checkbox"/> Normal Max Credits
	1-2	728
	SUBTIER	<input type="checkbox"/> Normal
	Out of Subtier	1,114
EXPERIENCE	SUBTIER	<input type="checkbox"/> Normal
	3-4	1,500
	SUBTIER	<input type="checkbox"/> Normal
	-	-
FAME	Starting XP	
	+	<small>GM's Initials</small>
	XP Gained (GM ONLY)	
	=	Final XP Total
CREDITS	Initial Fame	
	+	<small>GM's Initials</small>
	Fame Gained (GM ONLY)	
	-	Fame Spent
CREDITS	Final Fame	
	Starting Credits	
	+	<small>GM's Initials</small>
	Credits Garnered (GM ONLY)	
CREDITS	+	<small>GM's Initials</small>
	Day Job (GM ONLY)	
	-	Credits Spent
	=	Total

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